

Prince of the North Appendices

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Language & Pronunciation Guide

In the Founding Age, the peoples of Àea, who were only newly created, could not communicate due to not having a language. Avar, the Creator, wrote down a language which the Archangels and Keepers then put into spoken form. It was called ***First Speech***. Many of the tones and sounds of first speech contained the magic of the Everscore within it, and so using it could produce magical effects. The Archangels created a less powerful language derived from First Speech, which is called ***Ancients***, and then taught to the Valeîn. The Elves and Dwarves learned ***Ancients***, but decided they wanted their own languages, and developed ***Elvish*** and ***Dwarvish*** (***Dwarvish*** is presently a dead language, though ***Giantish*** is derived from it, and spoken by the Caladhim Giants in the south of Abynàea). When Men saw the use of having a unique tongue, they followed suit, with ***Menspeech***, and the Giiledon race developed ***Plainspeech***. Because of its ease of use, Men soon adopted ***Plainspeech***, as they lived in close proximity to the Giiledon at the time, and so the language spread throughout Àea, becoming common among all the races. The Valeîn, however, continued to speak ***Ancients***, though even they may have modified it somewhat over the millennia. When the Elves and the Valeîn joined together in marriage, their children were such a departure physically from either of their parents that they are considered their own race, the Leîn. They use a modified version of ***Ancients***, which they call ***Leînin***.

Below is a pronunciation guide for words found in the book, along with their language of origin. Note that ***Leînin*** and ***Ancients*** share their pronunciation facts, while ***First Speech*** is *unknowable*, being the language spoken originally by the Angelic beings Avar created.

Leînin Pronunciation Guide

1. ii = [ī] (“dine”)
2. –ene = [ēn] (“seen”)
3. ch = [sh] (“shoe”)
4. c (before “i,” “e,” or “y”, as in “Cyraneeen”) = [s] sound (“salt”)
5. ie = [ē] (“seen”)
6. ai or à= long [ā] (“tame”)
7. ô = long [ō] (“lone”)
8. ei = long [ē] (“leen”)
9. ea = [ě] (but sometimes [ǔ])
10. î = [ē] (“keen”)
11. î = [ī] (“bit”) usually used to show the letter is pronounced distinctly
12. a = [ǔ] (“run”) but sometimes [ǒ] as in (“bah”)
13. ä = [ǒ] (“bah”) also used to show the letter is pronounced distinctly
14. y = [ī] (“din”)

Leînin Glossary of Places, Names, and Concepts

Abynàea

[ă'-bîn-ā'-űh]

Meaning – “Father Ground”

The name of the continent on which the majority of the stories of Àea take place, though there are others across the various seas. It has a variety of climates, biomes, and ecosystems, and features vast woodlands, barren deserts, plains, and mountainous regions, as well as verdant valleys.

Àea

[ā'-űh]

Meaning – “Ground”

The planet upon which all of the events of all of the current stories take place. Àea was created by the great Maker, [Avar](#), as with all the cosmos, using the Three Powers of Creation. These secret powers, known as *the Runes of Creation*, *the Everscore*, and *the Essence of Will* can be harnessed by mortals, but at great risk. Àea features a number of large continents as well as islands and island groups but is dominated by seas, notably the West Sea (to the west of the continent of Abynàea), the Silver Sea (to the east of Abynàea), and the Thundering Sea (to the south of Abynàea).

Amgelan

[ăm'-gěl-ăn']

Meaning – “Blessed Glade”

Amgelan is a [Leîn](#) city and kingdom deep inside the Erylade Wood, in Alianar, far south of Ilianor and Vanlavel. Amgelan was founded by Leîn who revered the Elves of [Ilianor](#), and went with them when they made their exodus out of Ilianor in the wake of the [Long Stife](#). Many of these Leîn became discouraged, and the Elves encouraged the Keeper of the Wood, Dahena, to make a place for them where they were, rather than follow the Elves all the way to their ultimate end. Amgelan is built around a great tree said to be as large as a mountain and visible from other regions of [Abynàea](#). These Leîn came to be known as the *Meinera*. Because they favored the Elves in the Long Strife, the *Meinera* and the Leîn of Vanlavel have a cold relationship, since Vanlavel has always strongly venerated the Valeîn. In this way, the Long Strife lives on in the minds of some.

Andinar

[ăn'-dîn-ar']

Meaning – “Soul Bringer”

The leader of the Second Order Angel, called the Jysterin or Seraphim. Andinar is known as the Arbiter and bears a powerful weapon made from a specialized World Key, called the Arbiter's Key. Andinar is known as the Angel of Death and he and his Jysterin have the unique job of reaping the souls of the dead and bringing them to their eternal home.

Agyllar

[ă'-jîl-ar']

Meaning – “Gilded City” or “City of the Dawn”

Agyllar was once the seat of a great Elven Realm in [Ilianor](#). It has been destroyed and rebuilt numerous times, and has always been a city of glory and a seat of power in the region. When the [Ynin Armaron](#) ultimately caused the fall of the Valeîn and the Elves, the Leîn claimed the city and rebuilt it. It is known for its two overlapping circular districts, forming a kind of “8” or infinity figure.

Aleth Dranem

[ăh'-lěth drăh'-něm]

Meaning – “Greater Desolation”

Large desert located north of the Welderlend and west of [Ilianor](#), beginning at the northern slopes of the Shield Mountains in the south, and ending in the plains by [Gilnador](#) to the north,

and stretching from the West Sea all the way to the western foothills of the Weeping Mountains. Aleth Dranem is called the [Neldenheth](#) by men, and was once home to the ancient human kingdom of [Veldaelha](#).

[Avar / Avacil](#)

[ă'-var] / [ă'-vũ-sĩ]

Meaning – “Father” / “Father of Lights”

The Creator, known as the Maker, the Father of Lights, the Progenitor, and to some, God. Avar, who exists in a realm outside of the universe, created all of the elements of reality and the beings that exist within it. He created the spiritual universe first (known as the *Arwii* in Ancients), and populated it with beings of spirit, including the various orders of angels. After, he created the physical universe, which was brought into existence by the power of the Three Powers of Creation.

[Dahena](#)

[dũh-hě'n'-ũh]

Meaning – “Green Maiden”

The Keeper of the [Erylade](#). With a host of lesser Keepers, as well as her Servants, the [Vanethem](#), at her disposal, Dahena is perhaps the most central and influential Keeper in [Àea](#). Nevertheless, like most of the Keepers, she has withdrawn greatly after the [Maenswern](#), though she is aware of Neyrlor’s coming due to her great knowledge, given to her by being aware of all living plant life and being able to gather information through even blades of grass.

[Elost Elandal](#)

[ěl-öst' ěl-ăn'-döl]

Meaning – “Place of the Sea Watchers”

Ancient Elven Haven on the coast of the Silver Sea. The Elves of Elost Elandal were the first to receive the [Valeîn](#) refugees to Abynàea, their ships having located the Valeîn armada. It was at Elost Elandal that Elves and Valeîn first mingled. After the [Ynin Armaron](#) these Elves lingered longer than those in Vanlavel and later took voyages into the Silver Sea. It is said that many Valeîn, wishing to forget the Strife, went with them. Their children who remained, the Leîn of Elost Elandal, became known as the *Jaland*, or “peaceful people.” These held both the Elves and the Valeîn in equal honor and were friendly to all peoples except those bent on evil. Queen [Savaril](#) of Vanlavel was from Elost Elandal and thus their line lives on in Kelan’s children. Creation.

The Erylade

[âr-î-lād’]

Meaning – “Elder Wood”

The vast woodland that dominates east/central [Abynàea](#). Its northern eaves form the southern border of [Ilianor](#), while it is bounded on east by the Silver Sea, and in the south by the River Easterly and the Bane Mountains. It is the home of the Kingdom of [Amgelan](#), and is the domain of the Keeper Dahena, though the Keepers are far less active following the [Maenswern](#), and thus many dangerous creatures and beings have taken up residence in its vastness.

Fiiedor

[fî’-û-dôr’]

Flood lands among sparse woods east of Vanlavel, and including the Elven haven of Elost Elandal. It is known as a beautiful place of thin poplar woods and many branching streams and brooks, which make it difficult to build upon the terrain.

Giiledon

[gî’-lû-dûn]

Meaning – “Bitter People”

Barbaric race of people that was once the people protected by the great Keeper, [Vesene](#), and lived in Gilnador and Far Ilianor, far north of [Neldenheth](#) and even Menenvel, among a frozen mountain range called the Endless Mountains. They are of average height, blue-skinned, with long arms and legs, on which are four fingers and toes. Their legs have two knees each, their feet clawed for gripping ice. Embittered against Vesene and deceived by a mysterious evil, they moved their great numbers against the Valeîn in Menenvel and all but destroyed them, forming an Empire of their own in its remains. They speak only Plainspeech, from which the language came. It is said that the trolls of the south are related to them.

Gilnador

[gîl’-nû-dôr]

Meaning – “Bitter Lands”

Cold regions north of Aleth Dranem (or the [Neldenheth](#)), and west of the Vale of [Menenvel](#). While this region is considered part of the Neld, it is not considered a part of Far Ilianor. These lands were directly ruled by the Keeper [Vesene](#), and were populated by the Giiledon people, who were responsible for the destruction of the [Valeîn](#) race at the end of the Long Age.

Ilianor

[ɪl' -ē-â' -nõr]

Meaning – “North Lands”

Region in the northeast quarter of [Abynàea](#), bordered in the south by the dense woods of the Erylade, in the east by the Silver Sea, and in the west by the Neldenheth and portions of the Weeping Mountains, which also form its northern boundary. [Ilianor](#) was home to an ancient Elven Kingdom that predates most human civilizations. This kingdom saw the return of the Valeîn Lords from their exile across the Silver Sea. The kingdom itself was greatly weakened by the [Ynin Armaron](#), and gradually the population of Elves was diminished to the point that their descendants, the Leîn, took over. The Elves eventually fled to the south, leaving it an unnamed Leîn realm led by the sympathetic Valeîn Lord [Dônlar](#). Through his heroism in the First Giiledon War, the Leîn [Kelan](#) became king of a united Ilianor, forming the first Leîn Kingdom of Vanlavel. It is also home to the refugees of Veldaelha, who live in the south; the *Jaland*, or Leîn of [Elost Elandal](#), who live on the coast; and a mysterious mountain passage leading to the [Tower of Vôondel](#), a tower of tremendous height far up in the mountains, beyond the sight of mortals, that was a place where Avar himself met with the Keepers of [Àea](#). Ilianor is an ancient land full of mysterious and deeds great and terrible.

Leîn

[lē' -în]

Meaning – “Willing Fire”

Name of the race known to inhabit Ilianor and the woods of Amgelan. The Leîn are descended from the two ancient races known as the Elves and the Valeîn. They are typically stronger than the average man, with fair skin and hair, and glimmering eyes, but otherwise appear similar to the race of Man.

Menenvel

[měn' -ě-n-věl']

Meaning – “Valley of Protection”

Vale north of the weeping mountains that was home of the [Valeîn](#) after they made their exodus to Abynàea. The Vale was a gift from the Keeper [Cyraleen](#), who kept the vale pleasant and temperate despite it being in the extreme north. It was ruined during the [Ynin Armaron](#), or “long strife,” an interracial conflict with the Elves (as well as a civil war) that weakened and depleted the strength of the Valeîn, and caused the departure of the Elves from Ilianor. The barbarian race known as the Giiledon later invaded the severely weakened Valeîn kingdom, wiping them out nearly entirely. The total number of Valeîn in Àea after the Fall of Menenvel remains unknown, though on Abynàea there are perhaps only a handful. For many centuries the Giiledon remained

content within Menenvel, though because of their past, they remained vulnerable to the influences of servants of the Demon Sires. As such, the Giiledon became a threat once more in the centuries to follow.

Neyrlor / Nalar

[nâr'-lor] / [năl-ar]

Meaning – “Lover of Evil” / “Fire King”

An Ancient Archdemon, or *Lanira*, a First Order Angel who fell during the Founding Age. Nalar was chief of the Archdemons who fell when they used the twelve World Keys they had been given as tools and used them to become god-like. Their rebellion destroyed [Àea](#)'s surface, slaughtered untold numbers of the three First Races, and led to war among the Angels that ended when [Avar](#) created two additional World Keys, and the Captain of Heaven's Host used one, the Void Key, to defeat Neyrlor and imprison him and his fellow Demon Sires within the soul-dimension known as the Void. The Void Key was secretly given to a Keeper, but when he was slain in an ancient war, the weapon was lost. It was later discovered by unwitting mortal beings, and Neyrlor was released, along with whatever followers he wished to save from the Void with him. Given the same weapon forged to defeat him, Neyrlor used his knowledge of World Keys to master its use. However, a cataclysm caused him to lose the key, and it was lost. Neyrlor now waits for his chance to bring all of [Abynàea](#) under his heel, recover whatever World Keys he can, and rule as a god. Now, however, pieces of the Void Key are appearing in various lands, and Neyrlor seeks to gather them to oppose whoever is giving them out.

Valeîn

[vâ'-lě-în]

Meaning – “Bright, Willing Fire”

Name of one of the first races brought into being by [Avar](#), being among the first three sentient races, along with the Elves and Dwarves. The Valeîn were the first race the Archangels taught language, and after a long exile from the continent of [Abynàea](#), they returned to settle in the lands of [Menenvel](#), though they were eventually all but wiped out by the [Giiledon](#) and their own feuds with their Elven neighbors.

Vanethem

[vâ'-ně-thēm']

Meaning – “Fair Maidens”

Lesser spiritual beings originating in the spirit world (known as the *Arwii*), who are granted physical forms to enable them to assist the Keeper [Dahena](#), and occasionally other, lesser Wood Keepers. They manifest as fully-grown but midget women with wings. They are all-female and

do not have families, but are Servants of the Keepers, specifically [Dahena](#) in the [Erylade](#). They manifest some minor magical abilities due to their connection to the *Arwii*.

Vanlavel

[văn'-lă-věł']

Meaning – “Place of the Fair People”

Vanlavel is the name of the [Leîn](#) kingdom that arose following the [Long Strife](#). It was founded by the Leîn hero, [Kelan](#), who became its king. Vanlavel is based in the ancient city of [Agyllar](#), and controls the entire region of [Ilianor](#).

Vôondel

[vō'-ũn-děł']

Meaning – “Stone Tower”

A tower located in the Weeping Mountains. It was known as [Avar](#)'s Footstool, and was the original location of the Keepers' commission to protect, teach, and nourish the peoples of [Àea](#). It is the only structure known in the whole world that was not constructed by the hands of a known mortal race. Some say it was built by Angels, or by Avar himself. Some speculate it was built by Avar's hands, or by the Angels. It was to this place that the Keeper's repaired when they needed to take council.

Ynin Armaron

[ĩn-ēn' ar-mar'-õn]

Meaning – “Long Strife”

A period of racial strife and civil war in Ilianor. The [Valeîn](#) had returned to [Abynàea](#) and settled near the Elves in [Ilianor](#), and intermarriage had resulted in the formation of a new race, the [Leîn](#), who shared gifts from both of their parent races, though lacked their immortality. Eventually, many Valeîn felt that the Elves were destroying their culture, while many Elves felt that the Valeîn had taken over their lands. This led to violence between the two races, as well as among them. Eventually, the Keepers intervened and gifted the Valley of [Menenvel](#) to the Valeîn, leaving Ilianor to the Elves, though both races were so weakened that they eventually declined and were lost, leaving the Leîn in possession of Ilianor and the Giiledon occupying Menenvel. The Long Strife ended when Menenvel fell to the [Giiledon](#), and the Elves made their exodus from Ilianor to the south.

Menspeech Pronunciation Guide

1. ae = [ay] (“hail”)
2. ann = [awhn] (“gone”)
3. fs = [s] (“sand”)
4. ei = long [i] (“hide”)
5. ie = long [e] (“feed”)
6. au = [ouw] (“howl”)
7. oe = long [o] (“bole”)
8. ir = [eer] (“deer”)
9. j = y sound [in most cases]
10. o = [aw] (“mop”)

Menspeech Glossary Places, Names, and Concepts

[Feiloth](#)

[fi'-lōth]

Meaning – “sand doom”

Magical constructs similar to golems originating from the destruction of the human kingdom of [Veldaelha](#). No one knows exactly how they came into being, but seemed to function as a direct arm of [Avar](#)'s judgment on that depraved realm. Some also believe they were created with the power of Veldaelha's keeper, [Famend](#). They appear to be made out of sand refined into a special form of bendable, malleable glass. It is unclear if they are alive in the true sense, but they seem to have instincts and some can use complex combat strategies, though they are oblivious to pain and are always hostile to sentient beings. They typically do not leave the [Neldenheth](#), the desert that was once the verdant land of Veldaelha.

[Halend](#)

[hă'-lēnd]

Meaning – from “Lord”

The ancestral home of the Highlanders of [Markael](#). Its halls have been home to the warriors of the Shield for hundreds of years. The name “[Halend](#)” also has come to mean wherever one's home is.

Lairding

[lârd-ĭng]

Meaning – from “Lord”

Term among the Men of [Markael](#) for a group of mounted men-at-arms, which is the primary military unit of Markael. It is approximately 250 men, but varies, and is less than a Riding, which is several Lairdings combined. It is derived from the term “Laird,” which simply means “lord” in Menspeech.

The Maenswern

[mān'-swŭrn]

Meaning – “Great Ruin”

A cataclysmic even that destroyed the Kingdom of [Veldaelha](#), and all of the region known as the [Neld](#), turning it into a wasteland and cold desert. It is thought that this was an act of judgment by Avar, and upset the balance of power in [Abynàea](#), and resulted in many refugees fleeing the Neld, though some of the most hardy still remain and survive within the Neld, hoping against hope that their home will someday be reclaimed.

Markael

[mar-kāl']

Meaning – “High Throne”

Markael is an ancient realm based in the mountains and foothills of the Shield Mountains of the [Welderlend](#), southwest of [Ilianor](#). Its inhabitants are affiliated with but also rivals against the other peoples of the Welderlend, and many wars have been fought among them. The people of [Markael](#) are called Highlanders and their capitol is [Halend](#), nestled in a deep crevasse in the Shield. The Highlanders are known for their fierce and warlike disposition and stubbornness.

Naridon

[nar'-ĭ-dŭn]

Meaning – “Place of Hope”

Settlement founded by refugees from the destroyed Neld or [Neldenheth](#). It is led by Neldor survivor, [Amlas](#), and protected by [Laeden](#) and his men. The settlement is not sanctioned by the throne of [Vanlavel](#) and the refugees who live there are treated as squatters by the [Leîn](#) of [Ilianor](#).

Neldenheth

[něl'-děn-hěth]

Meaning – “northern waste”

Region of [Aea](#) found in the northwest of the continent, the Neldenheth, also simply called “the Neld” was once a verdant valley, full of lakes, woods, and fields, during the Golden Era of the human kingdom of [Veldaelha](#). When Veldaelha fell into debauchery and idolatry, [Avar](#) destroyed the entire region. This inexplicably and permanently changed the region’s climate, transforming it into a cold desert covered in sand dunes and rocky plains. It is bordered in the south by the Shield Mountains, in the west by the West Sea, in the east by the Weeping Mountains as well as [Ilianor](#), and in the north by the tundra-dominated lands of [Gilynador](#), where the tribal [Giiledon](#) race still exists.

Veldaelha

[věl-dā'-lŭ]

Meaning – “northern waste”

Ancient kingdom of men that stood in the Neld for thousands of years. They were known to have a strong regard for their region’s patron Keeper, through a debt that went back to the time of the First Men. Unfortunately, this reverence for the Keeper [Famend](#) led to a corrupted form of hero worship that ultimately resulted in the Men of [Veldaelha](#) creating a state religion around Famend himself. Many atrocities and much debauchery ensued, despite the Keeper Famend doing everything in his power to dissuade them. In the end, a terrible calamity destroyed the entire region and wiped out almost the entire population. No one is sure exactly how this transpired, but survivors are convinced that [Avar](#) actively intervened to bring judgment on the vile realm. The cataclysm is said to have come from the sky, but somehow the entire realm’s climate was transformed and buried in sand. The survivors of the realm, called the Neldor, eke out an existence within the region, around oases and as treasure hunters, braving the dangers of the region. Many also became refugees, fleeing into the neighboring kingdoms of [Ilianor](#) and [Menenvel](#).

Welderlend

[weld'-ŭr-lënd']

Meaning – “western land”

The Welderlend is a large valley region southeast of [Ilianor](#) and [Vanlavel](#), on the other side of the impassible Shield Mountains. The Welderlend is the home of the various kingdoms of Men that were once different vassal states of the Kingdom of [Veldaelha](#), which became independent following the [Maenswern](#).

Cast

Annethia / Ellacel

[ũ-něth'-ē-ũ] / [ěl'-ũh-sěl']

Name Means:	(Annethia) Daughter Twice Cursed (Ellacel) Sky Maiden / Maiden who walks the Sky
The Short Version:	Annethia is a former Keeper, also known as <i>Savarin</i> in Leînin (or Cherubim in Plainspeech), who are the third most powerful order of spiritual beings called <i>Angels</i> . When her people were chosen to replace the Archangels as protectors of Aea , she blamed the mortal races for the fall of her fellow angels into depravity and rebellion, and refused Avar 's charge. Subsequently, she is cast out, thrown from the top of Vôondel and exiled, and transformed into a human herself. She believes this exile to be permanent, but Avar intends to use her in less conventional ways. She is a Keeper of the Heavens, responsible for the stars, planets, galaxies, and so forth, all of which are uninhabited by mortals at this point. Unlike Famend , she is more diverse with the use of her power, but has a penchant for lightning and astronomical phenomena.
Eye Color:	Light, Sky Blue (formerly golden yellow during day and shining like stars or white like the moon at night)
Hair Color:	Jet Black (formerly like various clouds and able to style at will, at night may appear as moonlight)
Build:	Petite, 5'2" (formerly 5'10" and solid)
Personality:	Melodramatic, stubborn, impulsive, when she commits to a person or idea she does so wholeheartedly and is often too proud to change. She will defend her kin and friends to the last, even after they have been proven wrong.

Aladar

[ăl'-ă-dar']

Name Means:	Loves to Give
The Short Version:	Aladar is the Captain of the King 's Guard and Emeld 's superior after he has been inducted into the ranks. He is loyal to the King and is the only

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person in the Palace who is suspicious of [Fayelith](#). As he is suspicious of everyone this does not come as a surprise to anyone and his suspicions are most often dismissed. He trains Emeld well in the ways of combat and war, though the boy is a natural. He has few political views and concerns himself almost entirely with the safety of the family and carrying out the King's will in particular. Like [Kállis](#), he is an old friend of the King.

Eye Color:	Blue
Hair Color:	Black
Build:	Moderate, 5'-10"
Personality:	Suspicious, introverted, observant, tactical. He is a skilled warrior and investigator, though he trusts very seldom.

Aloreleth

[ǔ-lor'-ǔ-lěth']

Name Means:	Devoted Maiden
The Short Version:	The younger of the twins. She is Emeld 's closest friend in the home and is in some ways the life of the party, since the other siblings are quieter. The twins are right at the age of courtship, and the younger is excited about this, though Emeld and her older sister try to help her be wise about it.
Eye Color:	Hazel Blue
Hair Color:	Very light blonde
Build:	Thin, 5'6"
Personality:	She is vulnerable and easily cowed, though happy and flexible, and can bounce back (thanks to having many brothers). She hides nothing and seems to always be her own personality, and is typically happy unless empathizing, which she does well, or when heavily discouraged. She loves everyone, but loves Emeld best and Felsim least, because her personality does not mesh well with his.

Anlend

[õn'-lënd]

Name Means: Merry Friend/Countryman (Menspeech)

The Short Version: [Brilith](#)'s son who was killed in the [Maenswern](#), along with her husband.

Personality: n/a

Amlas

[õm-läs]

Name Means: Lover of Singing / Lover of to Sing / Loves to Sing (Menspeech)

The Short Version: A human noble of the former Kingdom of [Veldaelha](#), Amlas is the leader of the human exiles who dwell in [Vanlavel](#). He is desperate to find stability for his people and shrinks from the idea of open conflict with the [Leîn](#), but eventually views it as inevitable. Of course, following [Emeld](#)'s actions, he becomes a strong ally of the lad.

Eye Color: Dark brown, Almost Black

Hair Color: Brown

Build: Burly, Thick, Tall, 6'-4"

Personality: A family man, Amlas is willing to do anything to protect his people and his own, but prefers diplomacy to brute force. He is a kindly man, but stern, with a strong work ethic and a strong sense of fairness. When pressed into combat he is tenacious and intelligent, and a keen strategist.

Bralon

[bră'-lõn]

Name Means: Warm Respect

The Short Version: [Leîn](#) loyal to the [Valeîn](#) Lord [Verserin](#). Led a band of soldiers into the Erylade to protect [Eliria](#) and her family, under [Jalane](#)'s leadership.

Eye Color: Silvery
Hair Color: White
Build: Tall, moderate, 6'-2"
Personality: (None Given)

Brask

[brăsk]

Name Means: Head Cleaver (Menspeech)

The Short Version: A Baron of [Markael](#), this man is from Clan Eitemhan, one of the oldest Clans in Markael. It is Eitemhan's land upon which Castle [Halend](#) sits, and they held power in elder days. Since the rise of Clan Hastehem, they have served as a kind of vassal-Clan to the throne, providing its royal guard and policing much of the kingdom at large.

Eye Color: Reddish brown

Hair Color: Bald, but with a thick reddish beard.

Build: Large and burly, 6'-3"

Personality: Distrustful of outsiders, fierce in disposition, and easily angered, Brask was the old king's chief general and right-hand-man. His anger stems from his inability to save the late king or their family, and he is determined to slay the [Feiloth](#) himself if he can.

Brayla

[brā'-lŭ]

Name Means: from "warmth" or "fire"

The Short Version: One of the handmaids of the Princess [Làithea](#), Brayla does not come into the story until after Emeld is exiled from Vanlavel. She is recruited by [Aladar](#) and [Savaril](#) to facilitate the Princess's escape from the city of [Agyllar](#) after [Kelan](#) becomes mentally unstable due to [Fayelith](#)'s manipulations and his own pride.

Eye Color:	Light Blue
Hair Color:	Deep Blonde
Build:	Slight, 5’-4”
Personality:	Brayla, while small for a Leîinne (female Leîn), is exceptionally loyal to both her mistress and the Queen . She is timid and easily frightened, but is brave enough to continue on and function well in spite of her trepidation.

Brilith

[Brîl’-îth]

Name Means:	Encouraging Heart / Pleasant, Passionate
The Short Version:	A human woman who befriends Emeld during his attempt to recover his mother’s stone with his brothers. She unwittingly gives him his human name by assuming that “Mel” is short for “ Mehlem ,” a name which Emeld assumes thereafter. She is also Amlas’ daughter-in-law.
Eye Color:	Deep Brown
Hair Color:	Sandy Blonde
Build:	Petite but strong, 5’4”
Personality:	A gentle, hardworking young woman. She does not enjoy the prospect of a war and would rather believe her father-in-law, but thinks his view is not practical, and thus sides with Laeden that war is inevitable.

Calaida

[kũ-lā’-dũ]

Name Means:	Quiet Mother
The Short Version:	Emeld ’s younger sister, she is the oldest of twins. As there is no mother in the house, the twins take care of running the house to an extent, telling the servants what to do, and keeping everyone fed and well. They are very mature for their age and are very close. They also feel close with Emeld, who has always treated them kindly, but feel distant from the other brothers, who are more aloof to them. The twins are right at the age of

courtship, but the older is often too busy to think of suitors (unlike her [sister](#)), though she does entertain them.

Eye Color:	Hazel Blue
Hair Color:	Very light blonde
Build:	Thin, 5'7 1/2"
Personality:	Calaida is quiet, thoughtful, and the leader of the two. She is quick to make decisions and views her twin as largely self-destructive and flighty, and constantly in need of looking-after. She is very perceptive and excels at stripping away a person's front, such as Siron 's false-personalities, or occasionally diminishing Felsim 's overbearing.

Claeven

[klā'-vĕn]

Name Means:	from "blade" (Menspeech)
The Short Version:	Spear-wielding Neldor and member of Laeden 's company, and later Emeld 's. He is in his mid forties.
Eye Color:	Deep brown
Hair Color:	bald
Build:	Average, 5'-11"
Personality:	A jovial member of the company, he is quick to speak his mind and thinks little about the result.

Cortan / Beliin

[kor-tŏn'] / [bĕl-ĭn']

Name Means:	(Cortan) Patient Hero/Patient Child/Patient Bite (Beliin) Traitor; Betrayer
The Short Version:	Cortan is a first-generation Leîn of Ilianor , who along with his longtime friend, Facilion , held the Elves in deep regard, being very close to his Elven mother. Along with Facilion and Fiian , Cortan was among those

Leîn who forsook the lands of Ilianor and their [Valeîn](#) fathers, to follow the Elven refugees fleeing south to escape the [Long Strife](#) in Ilianor, and aid their kin in the south, who were soon to be driven to ruin by Neyrlor. However, when the Elves saw the grief of their Leîn children and told them to stay in The [Erylade](#), Cortan felt betrayed and abandoned, rewarded for his loyalty with what he perceived was rejection. He was further disillusioned when he discovered that the Elves and the Keeper [Dahena](#) had chosen Facilion to be the leader of the new Kingdom of Leîn, when it had been his impassioned defense of the Elves that had drawn the following they then had. Sensing Cortan's deep bitterness against the Elves, Keepers, and his own people, an evil ancient entity came to him with promises of vengeance and satisfaction, as well as the power he so craved. Using his cunning and the power of a Black Stone, Cortan orchestrated the death of his once-friend, Facilion, placing [Amgelan](#) on uncertain footing with the unprepared Prince [Sirdrem](#) as the new king.

Eye Color:	Brownish-Yellow
Hair Color:	Silvery White
Build:	Tall, 6'-1"
Personality:	Cortan is a calm and wise-looking man, and he is slow to talk and very intelligent. He never shows strong emotion, even when faced with emotionally difficult situations, such as his disappointment in the Elves and Keepers, or even murdering his long-time friend Facilion, or when threatened or betraying his own people. Even when pretending to be a friend, he tends to be cold and calculating.

Cyraneen

Name Means: Silver Queen

The Short Version: Cyraneen is the Keeper of the Silver Sea and is a kind of "sister" to Eleaeve, Keeper of the West Sea. Unlike most Eletha, she has a holding on land, namely the lands of [Menenvel](#), which were once submerged in her ocean. When the Valeîn returned to [Abynâea](#), [Avar](#) permitted her to raise this land up and gave her charge over it. The Ice Keeper [Vesene](#), who has authority in the regions north and west of Menenvel, has long felt it should be her domain, though Cyraneen does not argue with her on this point. Cyraneen is also the patron Keeper of the [Valeîn](#) and seeks to help them though their own choices eventually lead to their ruin, and she mourns for

them. She is seen at the beginning of the book, observing sadly as Annethia is cast out of [Vôondel](#) for her rebellion. She and [Famend](#) are compassionate to Annethia and hope that she does not turn to evil before Avar can redeem her. She later joins Famend's Council of [Ilianor](#), and is an active member.

Eye Color:	Vivid Sea Green, though may change to sparkling blue
Hair Color:	Blue, green, silvery alternately. Has the appearance of flowing water, almost like a waterfall held in place, though in human appearance it is silvery.
Build:	Tall, 5'8"
Complexion:	Smooth, fair, with a glossy film like liquid.
Personality:	Cyraneen is a happy person who delights in her realm and the people within it. She dislikes the direct use of force and even when pressed into action or battle prefers to use the creatures of her realm that she summons in order to fight for her. She has compassion on the less fortunate. At times she views the mortal races as superior due to their humble state, whereas her fellow Keepers she often views (often rightly) as arrogant and without understanding of those they protect and guide.

Delhan

[dəl'-ăn]

Name Means:	from "under, unseen"
The Short Version:	A Leîn of Agyllar who owned an inn. A private friend of Jenelis , Delhan owes the Prince a private debt. After Jalane and his daughters went missing, and his farm was raided, Drale and Herthlen were brought to Agyllar and were kept in secret at Delhan's inn, the Misty Pine Inn.
Eye Color:	Pale green
Hair Color:	Black, slick
Build:	Moderate, 5'-9"
Personality:	A good businessman and an equally good actor. Delhan is the man for the job for keeping secrets and getting things done. He has many connections in Agyllar and even abroad.

Dônlar

[dôn-lar']

Name Means: Thunder Head (Leader) / Powerful Head (Leader)

The Short Version: Dônlar is the last remaining King of the [Valeîn](#) and also the established leader of [Ilianor](#). Unlike the other lords of the Valeîn, he loved an Elf ([Eliria](#)) so much that he remained in Ilianor rather than take up a place in [Menenvel](#). After Menenvel is destroyed, he receives [Verserin](#) and the survivors back in Ilianor, but hears that the [Giiledon](#) are approaching, bent on wiping out his people. After consulting with the [Leîn](#) nobles, they agree to resist the Giiledon in the passes of the Weeping Mountains. The Leîn force is consequently almost routed, and Dônlar himself is slain, while Verserin is badly wounded. However, [Kelan](#), who is Verserin's son, carries the day, holding the Giiledon force off long enough that [Haliim](#) arrives and causes the mountain to collapse upon them, closing the pass forever, and blocking the rest of the Giiledon from attacking further. He is [Emeld](#)'s and his brothers' true father.

Eye Color: Dull but glistening red

Hair Color: Black

Build: Very Tall, 6'8", powerfully built

Complexion: Dark, almost gray

Personality: A temperate, thoughtful Valeîn lord. Like Verserin, he is one of the oldest, original Valeîn, though unlike Verserin he loves the Elves and their wisdom and beauty, and is strong in longing and in love.

Drale

[drāl]

Name Means: From Summer (Menspeech)

The Short Version: Male human servant of [Jalane](#)'s house and his "foreman" of those who work in the field. He is past middle aged and has been a servant in the family for a long time. He is paid wages and lives on the property with the other servants. A rugged man, he is a hard worker but is no warrior.

Eye Color:	Brown
Hair Color:	Black with white
Build:	Average, 5'9"
Personality:	Loyal and hardworking, he loves nothing more than to do his work well and is a confidant of Jalane. Like Herthlen , he cares deeply for all the children.

Efrath

[ěř'-răth]

Name Means:	Scarred Leader (Menspeech)
The Short Version:	A Baron of Markael , Efrath is a sensitive and conscientious man, loyal to Clan Hastehem, the ruling Clan, though he is not a member of that Clan. He is one of the wealthiest and most powerful nobles in Markael, but is kind and fair with his people. When Emeld and their company attempt to pass through the Shield on their way to the Neldenheth , they encounter Efrath at an abandoned village, and after hearing their tale, he takes them to Halend to see the Queen .
Eye Color:	Dark, almost Black
Hair Color:	Thick and graying, with a thick but short gray beard.
Build:	Tall, 6'-1"
Personality:	Protective of the Queen of Markael, after her family are slaughtered by a terrible monster plaguing Markael, he makes it his task to guard and counsel her, and attempt to comfort her in her grief. He is fatherly, strong, and a seasoned warrior, though he has not seen open war for many years. He is willing to trust Emeld and his ragged band if it means a chance to save his family, Queen, and people.

Eliria / Amyna

[ĕl-ēr-ē-ŭ] / [ăm'-ĭ-nŭ]

Name Means: (Eliria) Happy (Elvish)
(Amyna) Hope, Faith (Ancients)

The “Short” Version: Eliria is an Elf of the Founding age, and like [Failith](#) is a Second Generation Elf, meaning that they were children of the very first Elves created by Avar in [Aea](#). She is seen in the Prologue with her friend, Failith, observing [Annethia](#)’s Exile. After Annethia flees, she stays for a few moments and hears the Keepers speaking of Annethia’s redemption, something both Annethia and Failith fail to hear, as they have gone. When the Keepers depart she follows after and finds Failith tormenting Annethia, and stopping her friend, offers the fallen Keeper help. Annethia angrily rejects her help, and perceiving they are friends, curses them both, prophesying that two great houses will arise from them, and from their wombs will come two mighty princes, but that their friendship will wither and their houses will war. For Eliria’s attempted kindness, however, her house will prevail, and her prince will take all that Failith’s prince has, so that his house will be all but forgotten. This prophesy, ultimately and ironically, is what causes their friendship to break in later years. Thousands of years later, Eliria marries a [Valein](#), and though unlike [Verserin](#) he does not reject her, he dies before her children are born, and she is left destitute. Fearing the prophesy, Failith persecutes Eliria, hoping to destroy her before her sons can be born, but a [Lein](#) plantation owner named [Jalane](#) hides her. As she stays with him for safety, they eventually fall in love, and have a family. Years later, however, Eliria learns that the Keepers have set up [Kelan](#), Failith’s son, as King. Fearing that with this new power Failith will find her, she departs, not wishing to endanger her children. [Jalane](#) will claim for years to come that she felt homesick for her people and left for the lands of Marlavor to the south.

Eye Color: Bright Gray

Hair: Very Black, straight

Build: Tall, 5’9”

Personality: Eliria is wise and contemplative, though given to hesitation due to her long years upon the earth. She is affectionate and loyal to her family, and unlike Failith never married until she met Dônlar. Not having the gift of

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Farsight as Failith, Eliria is nonetheless gifted with an uncanny ability to ascertain the truth and is hyper-observant especially where people are concerned.

Emeld / Mehlem / Eldemel

[ě-měld'] / [měh'-lěm] / [ěl'-dě-měl']

Name Means: (Emeld) Wind Prince
(Mehlem) Mighty Helm (*Menspeech*)
(Eldemel) High Prince / Prince of Promise / Prince of All / Beloved Prince

The Short Version: A [Leîn](#) of [Ilianor](#), Emeld is the protagonist and is destined to become a great king despite many insurmountable obstacles standing in his way. His legend will transcend ages, surpassing even such legends as the heroes of the Old Wars and the Legend of Eloeen.

Eye Color: Steel Gray

Hair Color: Black

Build: 6'0", Subtly strong, youthful

Personality: Empathetic, kind, quiet, vulnerable, he can quickly become all of the reverse in mere moments if inspired by circumstances. He is a protector and a leader at heart, a lover, and a humble man who weighs everything carefully. Though he is confident and tenacious, he struggles with an inward fear, and can be impulsive.

Eseren

[ěs'-er-ěň']

Name Means: "Death Maiden"

The Short Version: Eseren is a rare [Valeîn](#) woman, as female Valeîn are extremely few. Eseren was one of the first Valeîn created by [Avar](#) and one of only three Valeîn females initially created. She is one of the three Dread Witches who came to power during the first Kingdom of [Vanlavel](#) in [Ilianor](#), following the ruin of the Valeîn in [Menenvel](#) and the decline of the Elves.

She conspires with [Isreth](#), a human sorceress from the Neld, and the power [Elven Queen Failith](#) to bring ruin to Vanlavel. Unlike Failith, but like [Dônlar](#) and a few other surviving Elves and Valeîn, Eseren endured the cruelty of the Archdemons in the Founding Age, and the corruption of flesh by sin. She became fascinated by the concept of mortality, death, and the afterlife, and has honed her magic over the years toward the manipulation of souls and interference with life and death.

Eye Color: Bright shining yellow

Hair Color: Dusky Black

Build: Very Tall, thin, 7'-0"

Personality: Eseren is twisted by the horrors she endured during the long ages she has endured. The advent of sin and the Demon War during the Long age, the breaking of [Àea](#), and the Demon War in Iinàea caused her mind such trauma that she is warped in personality. She is sadistic and cruel, reveling in pain and suffering and being fixated with the idea of death. When the greatest lords of the Valeîn fell in Menenvel to hordes of [Giiledon](#) under Isreth's thrall, she assumed control of Menenvel and raised her own dead Valeîn to fight by fusing their corpses with souls she had captured before they could be collected by the Death Angel, [Andinar](#). Much of her ability to manipulate souls, death, and life comes from powerful artifacts given to her by a mysterious entity, who possesses the Void Key but not the skill to use it. Thus, he allowed Eseren to play with a portion of its power to observe its effects without risk to himself.

Facilion

[fũ-sĩl'-ē-õn]

Name Means: "He helps"

The Short Version: A first-generation [Leîn](#), like [Kelan](#) and [Emeld](#), Facilion led the Leîn who followed after the Elves who made their exodus from [Ilianor](#) following the Fall of [Menenvel](#). After counseling with both the Elves and the Keeper [Dahena](#), he agreed it was best for the Leîn not to continue on to the southwest, but that they should settle in the [Erylade](#), in a place Dahena had prepared for them. He is named King of the [Meinera](#), or Wood-Leîn, and

founds the Kingdom of [Amgelan](#) along with his friend, another Leîn noble who will one day be known as [Beliin](#). [Sirdrem](#) is his son, and he has a strong rapport with the Yddhonii thanks to his arbitration in their wars.

Eye Color:	Pale Green
Hair Color:	Reddish Brown
Build:	Tall, 6'-0"
Personality:	(Unknown)

Failith / Fayelith

[fā'-līth] / [fā-ŭ-līth]

Name Means:	(Failith) Just/Righteous Anger (Elvish) (Fayelith) Reviving Flower (Ancients)
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The “Short” Version: Fayelith is an Elf and one of the first Elves who settled in [Ilianor](#) in the Founding Age, though she falsely claims to be far younger. In the beginning of the story she is seen as a young girl who, along with her friend [Eliria](#), witnesses the Fall of [Annethia](#) and her subsequent banishment. Intrigued, and having a cruel streak, she leaves before the Keepers speak of the possibility of Annethia’s redemption, and torments the fallen Keeper. As a result, in Annethia’s prophecy her house is eventually brought to ruin and her prince falls, while Eliria’s house reigns forever and her prince is victorious. Thousands of years later, she marries a [Valeîn](#), [Verserin](#), but due to his eventual rejection of her, is one of a small minority of Elves who view the Valeîn/Elf issue in reverse from the Valeîn: she sees *them* as the problem, and as invaders who peacefully conquered her people. She secretly has disdain for the Leîn also, and sides with the [Giiledon](#) to overthrow [Vanlavel](#), making a deal that she believes will restore the land to the Elves. Unlike most Elves, she goes by a Leînin/Ancients corruption of her original Elven name, for she hates the language of the Valeîn. She is Kelan’s mother, who is the prince of her side of the prophecy, and the current King of Vanlavel.

Eye Color:	Vivid Green
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Hair:	Very light brown, wavy
Build:	Tall, 5'-10"
Personality:	Quiet, gentle, wise, mystical, almost ethereal. All of the typical (and stereotypical) attributes of Elves are hers no exception. She displays none of the qualities of leadership openly and is quick to counsel others when it is appropriate. Outwardly she appears tender, kindly, empathetic, perhaps even a bit melancholy, but in reality she is more choleric, a leader, impatient with failure, viewing herself and her people as superior. When displaying her true colors she is cold, unfeeling, possibly sadistic. It is not clear which of these personalities is her real personality, but it seems as if over the thousands of years she has lived she has developed a deep understanding of behavior and can convincingly mimic whatever behavior is most expedient to her goals, in this case being timid, wise, empathetic, and quiet.

Felsim

[fēl'-sīm]

Name Means:	Protector Son
The Short Version:	Felsim is a strong-willed person and the oldest of Jalane 's adopted sons. As firstborn he believes he is superior to the others and has to a degree looked after them all. When Emeld becomes prominent, he is very jealous and plots against him.
Eye Color:	Green
Hair Color:	Black
Build:	Very Tall, 6'5", Muscular
Personality:	A leader, Felsim is a tough individual who admires his father's strong character qualities but mistakenly believes that they are achieved through iron will and complete confidence, both of which he has in abundance. He views himself as supreme over the family and in complete charge unless overruled by his father, whose will he defers to willingly and completely.

Fiian

[fī'-ŭn]

Name Means: [Indeterminate] from “running,” and possibly “child, offspring” or “tall, proud, confident”

The Short Version: One of the first Leîn born in [Ilianor](#), Fiian left for the south with his family, following the Elves, but when the [Leîn](#) and Elves parted, he settled in what is now [Amgelan](#). There, he was appointed High Warden of the Firstwood, the Capitol District where the city of Amgelan resides. Unlike many other Leîn, Fiian is dark-complected, a trait seen more in the [Meinera](#) than their northern kin. He also has very little hair and a prominent scar from a wound which deprives him of both his left eye and ear, and gives him a perpetual sneering look.

Eye Color: Dark Grey

Hair Color: Grey-white

Build: Tall, 6’-2”

Personality: Quiet, careful, strong, grizzled. Fiian is a veteran of the conflicts between the Elves and the [Valeîn](#) and strongly dislikes the Valeîn for their treatment of the Elves. He was part of a militant group that fought for Elven justice in Ilianor during the [Ynin Armaron](#). Because of this he distrusts Kelan and his insistence that the Valeîn need to be avenged. He controversially believes that the [Giiledon](#) horde destroyed [Menenvel](#) as a judgment from [Avar](#), for their treatment of their Elven neighbors. Trained in weapons and war by the Elves of Ilianor, he is a deadly adversary, in spite of his age (which is great, even for a Leîn). He accompanies Prince [Sirdrem](#) to Agyllar during the time of the Giiledon attack on the Lowering Hills.

Freleim

[frě-līm’]

Name Means: Encouraging Heart / Pleasant, Passionate (Menspeech)

The Short Version: Neldor Healer at their camp in the Lowering Hills.

Eye Color: n/a

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Hair Color:	n/a
Build:	n/a
Personality:	n/a

Galfar

[gǎl'-far]

Name Means: Traveling Hunter

The Short Version: A [Leîn](#) noble's son, Galfar is [Làithea](#)'s fiancé and initially has genuine feelings for her. As time goes by, however, he is drawn away by [Kelan](#), who views him as a close ally due to their similar views on the issues (though in reality Galfar bends his own views to match those of the people he wishes to impress). He is also influenced by [Fayelith](#), who shares with him valuable information on how to advance himself in the eyes of the King and the people, to her own ends. Galfar views [Emeld](#) as a rival and hates him increasingly.

Eye Color: Hazel Green

Hair Color: Brown

Build: Tall, 6'-2"

Personality: Ambitious, emotional, caring, brave. He is a good man who is greatly influenced by others, especially those for whom he has a great deal of respect. He is also strongly inclined toward Elves because he was close with his mother, who was one of a number of Elves killed during violence and unrest in [Menenvel](#). He is somewhat proud and can be influenced by stroking his ego.

Haliim

[hũ-līm’]

Name Means: Mountain Son

The Short Version: The Keeper of [Ilianor](#), whose element is stone, Haliim is a greater Keeper in charge of many others, and the region of Ilianor as a whole. He is first seen banishing [Ellacel](#) to mortality, where he appears to be against Ellacel and contemptuous of her failure. He has raised up [Kelan](#) to be a good ruler over the [Leîn](#) but sees that Kelan has developed false notions in regard to the [Giiledon](#) and the Refugees from the [Neld](#), and that he has grown prideful. He and Kelan have a falling out early in the story as a result, causing [Famend](#), [Vesene](#), and [Cyrameen](#) to become involved when he withdraws himself.

Eye Color: Milky Blue

Hair Color: Gray, with stiff, short gray beard

Build: Broad, Tall, 6’4”

Personality: Confident yet introverted, Haliim is a leader in most ways but has a great amount of faith in his own wisdom, which has gotten him in trouble. He is also proud of his realm and of himself and this has also proven problematic. He views himself as an older, wiser Keeper than even some of his kin, and while having respect for Vesene and Cyrameen, he is hostile to interference from Famend, with whom he seems to have a rivalry.

Herthlen

[hũrth’-lěŋ]

Name Means: From “Heart” and “Daughter” (Menspeech)

The Short Version: Female cook in the employ of [Jalane](#). She is responsible for everything in the kitchen and feeding both the family and the workers on the plantation. Like many women refugees from the [Neldenheth](#), she wears her hair short even this many years after the [Maenswern](#) as a way of showing her grief over the destruction of her country.

Eye Color: Very dark Brown

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Hair Color:	Short, Black
Build:	Average, 5'9"
Personality:	Loyal and hardworking, he loves nothing more than to do his work well and is a confidant of Jalane. She cares deeply for all the children.

Hlaid

[hlād]

Name Means:	from “connected” or “bonded,” possibly meaning “strong”
The Short Version:	A Leîn archer under Malden ’s command, Hlaid is a crack shot but is also a skilled swordsman. He served with Jenelis’ forces at the siege of Elost Elandal , where he and many others saved the Prince, who had been captured. Like many in Jenelis ’ army, he saw in Emeld a natural leader and strong soldier, and also a good friend. He forsakes Kelán to go with Emeld to the desert, believing that the king is wrong about Emeld.
Eye Color:	Pale Green
Hair Color:	Very Dark Blonde
Build:	Average, 6’-0”
Personality:	More than some of the other members of Emeld’s company, Hlaid is a family man and has small children waiting for him to return from his mission to aid Emeld. Like many in Emeld’s company, he believes that Kelán is wrong and that his decisions are no longer in the best interests of the people. Because he chose exile with Eldemel, he sends his family to Elost Elandal to keep hidden until he returns.

Isreth

[is’-rěth]

Name Means:	Ice Maid
The Short Version:	Isreth is a being of Dwarvish descent who is well-schooled in the use of the Runes of Creation. She is the secret force behind the Giiledon and is a member of the Dread Witches Coven. Besides her knowledge of the Runes, she is also possesses a Sliver of the Void Key, just as her “sister,”

[Eseren](#), and later, [Fayelith](#) as well. Together with her two “sisters,” Isreth seeks a power beyond anything seen since the creation of the World Keys themselves.

Eye Color:	Bright watery blue
Hair Color:	Silvery-white
Build:	Moderately Tall, 5’-11”
Personality:	Isreth, like Eseren is somewhat mentally unstable, but is far more emotional than Eseren. Her instability comes from rejection at the hands of her life-long lover when she chose to use dark power to save his life. She hates life and the world and especially despises men of any kind. She is ill-tempered and easily angered.

Jalane

[jǔ-lān’]

Name Means:	Willing Heart
The Short Version:	A Leîn of Ilianor , Emeld ’s father owns a farm/plantation in the woods and is well off though not a noble man. When he came into his land he met Eliria , an Elf fleeing her oppressive former friend, Failith , and hides her from Failith’s agents. They gradually fall in love and have children, though when Failith becomes the Queen Mother, Jalane sends Eliria away, fearing Failith’s now limitless power. He is a kind man and loves all his children, even though he knows some are not his by birth, and is loyal to the King of Vanlavel , though he knows the truth of the prophesy concerning him and is also aware that one of his sons will overthrow the king, for his wife told him years ago. He has hidden this knowledge from all, however, including his children.
Eye Color:	Green
Hair Color:	White (originally Brown)
Build:	5’11, Strong, thicker
Personality:	A businessman, a zealous father, and a good man who loves his family most of all. Jalane is not easily angered and considers things, and is not quick to speak.

Jenelis

[jě-něl'-īs]

Name Means: Trusted Prince/Lord

The Short Version: Son of [Kelan](#) and [Savaril](#), older brother to [Làithea](#), Prince of [Vanlavel](#) and a first generation Leîn. He is a dogged warrior and skilled statesman, and his father's most trusted confidant and general. He is very loyal to his parents but disagrees with the King about the men of the [Neld](#). Being a warrior, he is impressed with [Emeld](#)'s courage and tenacity, as well as his willingness to do the right thing no matter the cost to him personally. He is Làithea's only friend at court and is protective of her. He becomes close friends with Emeld.

Eye Color: Dusky Blonde

Hair Color: Very Light Brown

Build: Strong, 6'-0"

Personality: Outgoing, energizing, inspiring, a natural leader and charismatic. He is Vanlavel's favorite son and his father's pride and joy. His biggest flaw is that he trusts too easily, as he does not consider treachery or duplicity from within Vanlavel, even when all the signs point that way.

Jhaem

[jām]

Name Means: from "odd" or "unusual" (Menspeech)

The Short Version: Man of [Naridon](#) of uncommon height, Jhaem is taller than most [Leîn](#), though because he is not thickset, he seems thin and weak. Nothing could be further from the truth, for he is a proud woodsman who wields his long handled chopping ax with practiced skill and the strength to cleave armor. He lost all of his immediate family in the [Maenswern](#), and left to follow [Laeden](#)'s band in support of [Emeld](#), though he is not a soldier by trade.

Eye Color: Dark Brown

Hair Color: Black, wavy, below the ear in length

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Build: Very Tall, 6'-7"

Personality: Fierce, determined, and a man of few words, Jhaem fears nothing as he believes he has nothing to lose. He was among those that Emeld saved when he slew the [Feiloth](#) at Naridon, having been chopping wood in the Eaves of the Erylade. He reveres Eldemel and would die for him, believing him to be a Champion of the Neldor, and the salvation of their people. He also secretly has a fondness for [Brilith](#), but is too shy around her to act on it. Like many of those who go into Exile with Emeld, he is distrustful of [Annethia](#).

Kàllis

[kā'-līs]

Name Means: Strong Captain

The Short Version: [Leîn](#) General and captain of the King's Host, Kàllis is a shrewd, cunning man who is loyal to the King, as he is an old friend of the family. He is loyal enough to [Kelan](#) to do virtually anything Kelan asks with little objection, no matter how much he may question the order himself.

Eye Color: Very Dark, color indiscernible

Hair Color: Black

Build: Very tall, 6'5", wiry, lanky

Personality: Efficient, businesslike. He views war and politics as professions and has very little use for personal relationships that do not benefit that mindset. As such, the King is the closest he has come to having a friend. He is loyal to Kelan and is a skilled warrior, strategist, and statesman, but is not heavily swayed by the moral implications to his decisions. Due to his mindset, he is not emotional at all and is unfazed by many words or situations that would affect others. Particularly, he has no respect of death or pain and is willing to take risks so long as they do not endanger his "business."

Kelan

[kěɫ'-ŭn]

Name Means: Proud Son

The Short Version: Kelan is the first King of [Vanlavel](#). He was appointed through revelation by [Avar](#), who commanded the Keeper [Haliim](#) to raise him up as king, and he and Haliim have had a father/son master/apprentice relationship up until recently. Kelan has a [wife](#), [son](#), and [daughter](#). He is determined to bring vengeance upon the [Giiledon](#) for their crimes against the [Valeîn](#), and sees the human refugees from the [Neld](#) as squatters and interlopers, and as a threat to Vanlavel.

Eye Color: Very light, Almost Golden

Hair Color: Tarnished Blonde

Build: Very Tall, 6'6", Powerfully built

Personality: Proud, confident, a born leader, and a brilliant strategist and tactician, Kelan is a man's man, a warrior by nature and a king at heart. However, he does not handle correction or criticism well at all and has a tendency to apply his cold, calculating strategist's mind to situations not suited to it, like relationships. His great pride also seems to get in the way of his tactical brilliance on occasion, and he seems easily angered.

Laeden

[lă'-děn]

Name Means: Stone Hammer (Laeden)

The Short Version: A man of the [Neldenheth](#) who is a leader among the Neldor, he is a shrewd man, capable warrior, and is fiercely loyal to his people. He distrusts the Leîn who rule the land and is ready to go into open conflict with them, despite the unlikelihood of success.

Eye Color: Very Dark Brown

Hair Color: Gray

Build: Tall, 6'2", Strong

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Personality: Aggressive, protective, active. He has been hurt repeatedly in life, through the loss of his kingdom, and his wife, and is not about to lose his people's new home in the Lowering Hills.

Làithea

[lā-īth-ŭ]

Name Means: Red Flower

The Short Version: [Kelán](#)'s beautiful daughter. Because she and her older brother [Jenelis](#) have a [Leín](#) father and Elven mother, they are more than ½ Elven, putting them in an elite class known as High Leín. Làithea is worried for her father and her people and when [Haliim](#) will not counsel them anymore seeks help from [Annethia](#), though comes to regret this decision. She is engaged to a noble named [Galfar](#) who she has genuine feelings for, but becomes lonely as Galfar becomes more interested in his status at the court. She does not see eye-to-eye with her father at all, but confides in her grandmother (a horrible mistake, really). Eventually, she develops feelings for [Emeld](#) that cause her great internal conflict.

Eye Color: Deep Blue

Hair Color: Strawberry Blonde

Build: Slight but not thin

Height: Tall, about 5'-10"

Complexion: Very Fair

Personality: Serious, dignified, artistic; goes along with things until something strongly conflicts with her sense of morality and justice, at which point she speaks out or does things she would not normally consider. Somewhat sensitive, but strongly aligns herself with those she views as mistreated or treated unjustly. She is normally quite careful, but will take risks to help those she loves. She is a problem solver and a peacemaker at heart.

Lamend / Famend

[lăm'-ënd] / [făm'-ënd]

Name Means: Son of the Wind (Desert Wind)

The Short Version: Lamend was the patron Keeper of the realm of [Veldaelha](#), and his element is sky, with focus on wind. He is a greater Keeper, like [Haliim](#), and watches over the [Neldenheth](#) after its ruin. He is first seen at [Ellacel](#)'s banishment, where he seems sympathetic to her, even though he disagrees with her decision. He still cares for the people who remain of his realm and watches over them in the Lowering Hills. Following the battle against the [Giiledon](#) Tyrant, Famend appears to [Annethia](#) and reveals to her that [Avar](#) has plans for her, and that Emeld is key to her redemption. He also forms a council with [Cyraheen](#), [Vesene](#), [Verserin](#), and to a lesser extent [Dahena](#), in order to deal with the burgeoning problem of the Giiledon, and the corruption within [Vanlavel](#). Unlike other Sky Keepers, he more closely associates himself with the land and people of it.

Eye Color: Glinting Golden Brown (Formerly golden during the day and pale white at night)

Hair Color: Sandy blonde (Formerly a golden cloud)

Build: Tall, lanky, 6'-6"

Personality: Guarded and calm yet deeply affected, Famend is a lover of nature and of his own realm in particular. When it is turned into a desert due to the sin of the people there, he loves it no less. He is extremely slow to anger but can be harsh and biting when angry rather than loud or violent. He has a close relationship (as close as anyone can be to her) with Vesene due to the proximity of their lands. He bears some shame over the events that transpired in the Neldenheth but seeks to redeem both himself and his people.

Mallden

[mäl'-dën]

Name Means: from "hammer" and "hand"

The Short Version: [Leîn](#) soldier of [Jenelis](#)' company, and a loyal captain under his command. At the Battle of the Havens, the Leîn [Emeld](#) leads a small company to free

[Jenelis](#), who has been captured by the Giiledon. Mallden volunteered to go on the suicide mission out of devotion to his own captain, and distinguished himself by personally slaying a [Giiledon](#) Tyrant. Thereafter, Mallden was counted a friend and ally of Emeld, even when the crown turned against him.

Eye Color:	Cold blue
Hair Color:	Whitish blonde
Build:	Tall, broad, 6'-3"
Personality:	Eager for battle and honorable, Mallden comes from a long line of soldiers, and each battle he fights he believes is adding to the legacy of his forebears. He is a close friend of Jenelis and later of Emeld, and sees the camaraderie of a brother-in-arms as stronger than any bond, even loyalty to king or country.

Menoen

[mĕn-ō'-ĕn]

Name Means:	from "cold" and "maiden" (Menspeech)
The Short Version:	Formerly Lady Fentwel of Markael , Menoen is the eldest surviving noble in Clan Hastehem, and thus when the entire royal family is killed by an incredibly vicious Feiloth (one who, unknown to the people of Markael <i>or</i> Emeld 's band, escaped an attempt by the Witch Isreth to extract its World Key shards), her husband, though merely a Laird , becomes King of Markael. Not long after he leads an assault upon the creature, venturing into the mountains with his two eldest sons, also warriors, and a march of Highlanders. When only half a dozen return, bearing the bodies of the new king and his sons, Menoen becomes Queen. Grief-stricken and hopeless, she begs for Emeld's help, despite the misgivings of Baron Brask , the leader of Clan Welar.
Eye Color:	Hazel
Hair Color:	Very dark blonde, with black roots
Build:	Moderate, 5'-5"

Personality: Menoen's husband was a Laird of Fentwel, the smallest of the Lairdings of Markael, nestled far to the east near the gap in the Shield allowing passage to the Neld. Being the cousin of the wife of the King, when the entire royal family is killed, her lineage makes her husband King, and she is thrust into a dire situation as a monstrous Feiloth continues to slay Clansmen each night. Normally a calm and happy person, she is shaken with fear and doubt. After the failed attempt of her brave husband and sons to rout or kill the creature, she becomes Queen. Though she puts on a brave face, she is consumed by helplessness and despair.

Savaril

[să'-vă-rıl']

Name Means: Merciful Daughter

The Short Version: Wife of Kelan and Queen of [Vanlavel](#), [Savaril](#) is the daughter of the Lord of [Elost Elandal](#), who is an Elf married to a [Valeîn](#) woman, this being extremely rare. She has some more Valeîn features but is also shorter, a rare trait among the [Leîn](#) and Valeîn.

Eye Color: Light Blue, bright and shining

Hair Color: Deep Brown

Build: Moderate, 6'3", like the Valeîn, possesses an extra digit on each hand and foot

Complexion: Darker, like the Valeîn

Personality: Savaril is conscientious and caring. While comfortable and skilled at court, she is also a fervent mother who has personally raised her children despite her royal status. She loves order and is easily upset by changes to plans and circumstances beyond her control, though is capable of functioning through them.

Sirdrem

[sĭr'-drēm]

Name Means: Wood Walker (Leĭnin)

The Short Version: A Leĭn of [Amgelan](#), and a prince of that country. He comes to [Agyllar](#) to discuss the problem of the [Giiledon](#), who have been threatening Ilianor. Unmarried, he was amongst Princess Làitheas's suitors before she was betrothed to [Galfar](#).

Eye Color: Dark Blue

Hair Color: Dark Brown

Build: Moderate, 6'-0"

Personality: Suave, confident, talkative, but careful. He is not a warrior by trade but is a capable statesman and is quite intelligent.

Siron

[sĭr'-ōn]

Name Means: Son of Honor / Honorable Son (Leĭnin)

The Short Version: Next oldest brother of [Emeld](#). He is not as strong willed as the eldest but is a follower, going along with things. While he initially harbors jealousy of Emeld, he has a change of heart later.

Eye Color: Watery Blue

Hair Color: Very Dark Blonde

Build: 6'0", Strong but thin

Personality: Siron is in reality a gentle, artsy person, but views himself as weak and therefore has developed a chameleon-like personality that adapts to, emulates, and intensifies the personality of the strongest-willed person in the room. Typically (and unfortunately) this is [Felsim](#), however, at certain points in his life he will follow a more ethical person, and on rare occasions his own original personality will surface. [Calaida](#) seems to be

his best friend and is able to extract his true personality easily, sometimes even when Felsim is present.

Verserin

[vër-sër'-in]

Name Means: He who Remains (Ancients)

The Short Version: One of the great leaders of the [Valeîn](#), Verserin is an ancient being and a great strategist and warrior. He initially married an Elf, [Failith](#), but despairing of the loss of Valeîn culture, became estranged to his wife and eventually lost her after he returned to [Menenvel](#). Verserin fought to preserve Menenvel but when it was overrun he and a handful of his people escaped back into [Ilianor](#), where his old friend, [Dônlar](#), asked him to join him in repelling the host that was pressing toward [Agyllar](#). Verserin led a portion of the force and fought bravely, but was injured after Dônlar was slain. Verserin's son, [Kelan](#), won the battle with [Haliim](#)'s help, and afterward Haliim declared Kelan the new King of Ilianor. Verserin perceives this as [Avar](#) and the Keepers favor fully departing from the Valeîn, and he withdraws himself quietly, disappearing into the marshy woods of Fiiedor.

Eye Color: Shining Green

Hair Color: Short Black

Build: Very Tall, 6'7", moderate

Personality: Deeply feeling and very melancholy. He is a man with a forceful presence, quick to irritation and not very patient with others, despite his great age. He tends to be gloomy though is a persistent fighter and powerful Lord of the Valeîn.

Vesene

[vë-sën']

Name Means: Far Heart (Ancients)

The Short Version: Vesene is the Mistress of the Frozen north and the most well-known of the Frost Keepers, or Isalad. Even so, the Isalad are almost unknown because

of their reclusive natures. Vesene's realm, [Gilnador](#), and the Endless Mountains that crown the world of Àea, are very inhospitable, the only sentient inhabitants being her own Servants, known as *Tyrants*, and the tough [Giiledon](#) race, though other peoples may exist within the Endless Mountains. She has an unspoken feud with [Cyraheen](#) over [Menenvel](#), which she believes falls under her jurisdiction, and while not Cyraheen's enemy per se has negative feelings for her, even just because their personalities are so dissimilar. In the beginning of the book, she is seen having no patience for failure and believing [Ellacel](#) should never be redeemed, having earned her punishment. She later becomes a part of Famend's Council in northern [Àea](#).

Eye Color:	Her eyes, like ice, are glassy and clear, with white pupils
Hair Color:	Her hair is solid whitish ice, yet has some flex and can reshape immediately as she desires
Build:	Very Tall, 6'4", thin, sharp, bony features
Complexion:	Pallid, sometimes glistening
Personality:	In a word: cold. She is severely introverted and very particular. Vesene likes things to be perfect and is used to not having anyone challenge her way of doing things because she lives alone and her realm is very inhospitable. Her emotions are very subdued but mostly consist of irritation, quiet anger, or when she's happy, indifference. She tends to distance herself from mortal beings, also, and even her physical appearance is among the most alien of all the Keepers.