

Dragon-Called Character List

CAINWEN

- Aeron Cadwal: Twins' cousin / Son of First Duke
- Baron Owein: Baron of Winterpass / Spymaster
- Beynon Brynmor: Twins' father / Crown Prince
- Brom Brynmor: Twins' uncle / Older brother of Crown Prince
- Captain Harte: Captain of the King's Guard
- Casandra Cadwal: Twins' cousin / Daughter of Cainwen First Duke
- Chancellor Liam: Chancellor for the Kingdom of Cainwen
- Cleric Yoan Healer: Diviner of Burning Lady
- Count Idwal: Cainwen Noble
- Cuthbert: Cainwen spy
- Doy: Cutpurse / Royal groomsman
- Duke Drem Cadwal: First Duke of Cainwen
- Duke Stockpole: Duke of Wellingford
- General Eryl: General, Province of Pembroke
- General Gavyn Rees: Cainwen Army General
- Guardsman Gerallt: Rowyn's escort
- Guardsman Penry: Crown Prince's escort
- Guardsman Rhodri: Rowyn's escort / Cook
- Hafgan Brynmor: Middle son of Crown Prince
- King Einion Brynmor: King of Cainwen
- Lord Morcar Priddy: Royal Treasurer
- Mael Brynmor: Heir apparent of Cainwen / Oldest son of Crown Prince
- Master Gwron: Royal Weapons Master
- Page Sion Tybalt: Royal page
- Page Tomos Tybalt: Royal page
- Rowyn Brynmor: Dragon-Called Twin / Youngest son of Crown Prince
- Ser Bithel: Shield with Rebel Army
- Ser Erwood: Shield with Rebel Army
- Ser Rhein (Delwyn): Leader of Rowyn's escort
- Ser Tanguy: Willoe's escort
- Sergeant Trystan: Willoe's escort / Supply Sergeant
- Sergeant Crowley: Rowyn's escort
- Steward Robot: Steward of Castle Westhedge
- Sulyen Wellingford: Grandson of Duke Stockpole & heir to Duchy of Wellingford
- Willoe Brynmor: Dragon-Called Twin / Daughter of Crown Prince

GREENMERROW

- Grioral Malbery: Earl of Greenmerrow
- Guardsman Royce: Malbery's personal guard
- Guardsman Tavin: Malbery's personal guard
- Ser Geoffrey: Shield / Captain of King's Guard

ELFS

- Bragi: Tuath Elf / Old warrior scout
- Cian First: Lor / Grandfather to Saraïd and Helel
- Freertin Jarvi: Tuath Elf / Head of the Tuath Council of Families
- Helel: Siar Elfen / Granddaughter of Lor Cian
- Keelia: Tuath Elfen / Captain of the Tuath Council Guards
- Saraïd: Siar Elf / Grandson of Lor Cian

FIERLANDEN

- Willem Schylar Scouten Moren Vanderwiede: Lord of the South, Warren of Arn Chantel, Defender of the Realm, and Prince of Fierlanden

FRANCHON

- Cahal: Village boy / Groom
- Captain Brint: Captain of the Franchon 5th Regulars
- Dumont Gautier: Brother of King Benoit
- Emeline Gautier: Niece of King Benoit / Daughter of Dumont Gautier
- General Monnot: Franchon general
- King Benoit Gautier: King of Franchon
- Nevile Gautier: Nephew of King Benoit / Oldest son of Dumont Gautier
- Patric Gautier: Nephew of King Benoit / Youngest son of Dumont Gautier
- Raken: Black Falcon
- Ser Chayson: Shield with Patriot Army
- Ser Conway: Shield with Patriot Army
- Ser Garlyn: Shield with Patriot Army
- Ser Lowell: Shield with Patriot Army
- Ser Rolando: Shield leader of Patriot Army

HALDANE

- Alina: Twins' mother
- Arlo: Owner of trader station in The Open Lands
- Cane: Peasant boy
- Chancellor Thrand: Chancellor to the Ice Queen

- Dougal: Twins' Protector
- Kerye: Twins' aunt
- Lord Eryk: Friend of Dougal
- Lord Vagel: Regent of Haldane Royal Council
- Lord Junge Colum: Father of Arrick
- Lord Macaulay: Friend of Dougal
- Merna: Station owner Arlo's wife
- Queen Eideanin Ragnild: Ice Queen
- Ser Arrick Colum: Friend of Dougal
- Ser Holum: Shield in Haldane Expedition
- Steward Hanning: Steward of the royal palace in Wintershed

KIERAN

- Anders Leray: Minstrel / Scout
- Gavino DeBavaro: Councilor of Astuto
- Captain Mongalli: Captain of the Sea Eagle
- Teodoro: Sailor on the Sea Eagle
- Zaya: Jidig (Steppe warriors) commander in White Cliffs

NON-HUMAN

ANIMALS

- Lydenna: Casandra's Kata-heni
- Moya: Rowyn's Kata-heni
- Swift: Borlender / Krel Monlor's friend
- Vee: Rhein's Kata-heni

DRAGONS

- Awsten the Green: Rowyn's dragon
- Elwyn the White: Haldis' dragon
- Seiriol the Blue: Casandra's dragon
- Tesne the Red: Willoe's dragon

MISCELLANEOUS

- Dilys: Maid to Princess Willoe
- Gair: Pen's friend & companion
- Myol: Jerbhept (Guardians of the Hoarfrost Mountains)
- Pen: Gair's friend & companion
- Ucci: Leader of Surikatts

WALJANTINKS (*Tinks*)

- Drel Corklin: Head Tink of Fayhaven
- Drel Donlin: Lord Brom's companion and research partner
- Krel Monlor: Fayhaven Tink / Swift's friend

SELLSWORDS

- Captain Brighton Cleyman: Head of Council of Sellsword Captains at Tierran's Wall
- Captain Darcio Armel: Captain of the Bloody Sun Company
- Captain Niska: Captain of the Black Ravens Company
- Lieutenant Segura: Second to Captain Armel

SHIN-IL/SHADOWS

- Bat-Uul: Uul Priest / Keeper of Prince Mael
- Besut-Jin: Priest who brought poison to Malbery
- Caspar: Aide to Bat-Uul
- Chuluun-Uul: Gai-Ten / Inner circle for Master of Shin-il Order
- Dakho-Uul: Principal Uul to the Kingdom of Fleuveral
- Dimah-Uul: Perverted Priest
- Ishkand: Master's representative to Taran
- Kaerabard: Shade pursuing Rowyn
- Koke Tengri: God worshipped by the Shin-il Priests and Eastern Kieran
- *Olcas Mogwai*: The Great Evil
- Poojan-Uul: Bat-Uul's mentor in the Kingdom of Avanis
- Rajam-Jin: Aide to Chuluun-Uul

SPIRIT WORLD / *il fennore*

- Ainglean: The Watcher of the Burning Lady
- Burning Lady / Fire-Mother: Goddess of Taran
- *Calei*: Channels of mud-like material in the ground that provides direct rapport to the Burning Lady's essence
- Haldis: The Weapon of the Goddess
- Spiros: Creatures of the *il fennore*

TONN

- Faie Onkthast: Spiritual leader of the Wolf Clan
- Faie Sirree: Spiritual leader of the Bear Clan
- Faie Shuum: Spiritual leader of the Eagle Clan
- Faie Tietro: Spiritual leader of the Fox Clan
- Gest: Chief of the Eagle Clan / Second to the Ohmyilk

Glossary

Ainglean: The Burning Lady's Wardens in the physical world. Oversees/assists those agents, sent by the Burning Lady, to carry out her mission (e.g. Haldis, Clerics, others).

Daevian: A vilest of creatures from the Shadows. They can exist in the physical world of [Athule](#) and summon other demons from the Shadows. A primary agent of the Dark Lord, the Olcas Mogwai.

Haldis: Shield (a Knight) of the Goddess. The Goddess' Weapons.

il-fennore: The Spirit realm of the Burning Lady where Spirits go when the Goddess' essence leaves a body (human, Elf, other). It is also the name of the magic that is created by reaching into the Goddess' world and utilizing the Spirit creatures to manipulate objects in the physical world.

Mind-Bridge: A Mind-bridge conveys actual words, but even more than that. Along with the words are images and emotions, far clearer than a Spirit-link, that add meaning. At the extreme, a few beings can use the Mind-bridge to actually influence the thoughts of another being, though it requires a lot of energy and can only be done with certain people—generally ones who are already inclined to be swayed.

Protector: Warrior that is sworn, to the Burning Lady, to protect a specific Being.

Sending: This is what it is called when someone sends images, words, etc. across a Mind-bridge or impressions across a Spirit-link.

Sensitives: A Sensitive is *sensitive* when connections are made to the *il fennore*, and also when a Sending is made. The Sensitive can feel the connections and in the case of a Spirit-link or Mind-bridge, those involved in the connection. So a Sensitive could tell when a particular Elf was in a Spirit-link with a specific Hukka. The Sensitive can feel the emotions and to a certain degree what someone is thinking, by inference, but can't read someone's mind. Sensitives can Spirit-link their thoughts with another Sensitive, but not share thoughts—sometimes images, but mostly emotions.

Sensing: The ability to feel something about someone—similar to Spirit-link, but more of a passive process. This is what a Sensitive can do, but also a Haldis, Skinshifter, Lor, and a few others.

Shadows: Domain of the Dark Lord, the Great Evil called the Olcas Mogwai. It is where evil Spirits dwell. A viler a Spirit, the deeper it sinks into the Shadows—the most depraved and heinous of these demons exist at the lowest, seventh level, of the Shadows.

Skin-Shifter: Small human form that can change into a Hukka (extremely large wolf-like creature).

Spirit-link: The Spirit-link provides a means for occasionally transmitting images and some feelings to a degree, which our Spirit tries to interpret. With beings like Kata-henis or Borlenders, we fill in much of what is communicated to create words that make sense to us. Think of it as riding along the edge of the *il fennore* and then talking Spirit-to-Spirit with another intelligent creature that has the native ability to make the connection. Elfs, Hukkas, Kata-henis, and a few other creatures can do this. Only a few humans can and most animals cannot.

VESTMENTS

- **Uul Priest:** (Red robes) Highest ranking of the Shin-il Priesthood. Within the Uuls, ten are named the Gai-Ten, the inner circle of the Master, leader of the Shin-il Way.
- **Jin Priest:** (Black robes) Shin-il Priests one rank below the Uuls.
- **Obeah Priest:** (Yellow robes) Priests from a remote eastern island. Obeah Priests are disdained by other Shin-il Priests because of their use of herbs and other magical forms not of the Spirit World.
- **Acolytes:** (Brown robes) Individuals who serve the Shin-il Priests with hopes of become one someday themselves.
- **Clerics:** (Gray robes) Disciples called by the Goddess / the Burning Lady. Healers and foes of the Shin-il Priests.

KINGDOM COLORS & HERALDRY

CAINWEN

Colors: Gold on Dark Green

Heraldry: Dragon in Flight

FIERLANDEN

Colors: White on Medium Green

Heraldry: Standing Bear with Battle Axe and Pike

FLEUVERAL

Colors: Silver on Black

Heraldry: Boar with Spikes along its back

FRANCHON

Colors: Red on Dark Grey

Heraldry: Lion Roaring

HALDANE

Colors: White on Medium Blue

Heraldry: Hawk Attacking