**Appendix A**

**Characters**

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| Character | RL persona | Associated kroyo | Kroyo distinctions | Other assoc |
| Serge | Me | Tarnor | Emerald w/ gold |  |
| Gimza | BL |  |  | Prince of Katur |
| Corelle | Lindsey |  |  |  |
| Zid | Mike |  | Navy blue w/ gold |  |
| Jeifer | Slater | Koda | Bleck |  |
| Ylle | Michelle | Meidan | Fiery Red |  |
| Aezi | Papile |  |  |  |
| Qeles | Czarine | Noerya | Purple |  |
| Egde | Nick |  |  | Wind (Wolf) |
|  |  |  |  |  |
| Hansi |  | Zeira |  |  |
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**Kroyos**

**Kroyos –** A bird-like reptile commonly used for travel by folk who can afford such a luxury. The bond between a kyoro and their trainer is one of intense power and it is said that some can even communicate telepathically. Since kyoros typically outlive their trainer, if a kyoro dies before the trainer, it is rare that the trainer can handle the mental anguish to train another. In some extreme cases, the trainer is said to even go mad, usually fleeing into a life alone in the wilderness until taken by death.

**Tarnor** – Serge’s Kroyo, emerald in color with gold highlights

**Zeira** – Hansi, King of Tanelorn (17) kroyo

**Groups**

**Children of Hope –** The knighthood which defends and spreads the word of His Holy Majesty. Even the thought of magicks, musicks, science, and philosophy are sins the carry the punishment of death.

**Settlements**

**City of Kings –** Katur Capital city of Aetatis, ruled by kings since its founding, year 50, SE. (1), it’s exact founding date is lost in history. Founded by King Cecil I, the City of Kings was founded on moral pillars such as liberty, equality, education, musicks & magicks, and free enterprise. Quickly the city became a capital of Aetatis and a center of all activity. It has been ruled by fair minded kings ever since with no rebellion to date.

**Tomal** – rural town expanding the Therva river. (2)

**Arburg** – Trade City or Arburg (3)

**Eastminster** – Holy City of Eastminster (18)

**Taedas** – Fabled town home to mysterious ninjas. History confirms the existence of this republic well-hidden built into the αβ forest. Although history confirms its existence, it is widely considered today to be a lost civilization that may have never even existed.

**Geographical Things**

**Aetatis –** The entire known world.

**Northern Mnts** – Icy mountain range north of the Zek Forest, assaulted by blizzards year-round.

**Therva** – River running N/S through center of Aetatis

**Zek** – An untraveled forest to the North of the City of Kings. Its rumored to be haunted and adventurers who venture up that way are never heard from again. It’s been an untraveled territory for well over 1000 years, and everything North of Zek is completely uncharted.

**Things**

**Bickons** – annoying tic-like insects common all over Aetatis

**The Chrono Tales –** A popular account of the history of Aetatis mainly believed to be mostly myth.

**Terms**

**Daiken** – a kind of tree

**Glats –** for lack of a better term, lambs

**Feltch** – a unit of measurement

**Foedera** - a unit is measurement

**Flik** – a league

**Letch** – a measurement used to track the sun

**Stek** – a century

**Sgril** – a placement in the sky

**Stut** – unit of measurement