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**Appendix A**

**Characters**

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| Character | RL persona | Associated kroyo | Kroyo distinctions | Other assoc |
| Serge | Me | Tarnor | Emerald w/ gold |  |
| Gimza | BL | Easar | Royal blue | Prince of Katur |
| Corelle | Lindsey | Aviendha |  |  |
| 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) |
| Dusk | Boone |  |  |  |
| Tum | - |  |  |  |
| Kireyin | CD |  |  | Viking Isles |
|  |  |  |  |  |
| Hansi |  | Zeira |  |  |
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Minor Chars

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| --- | --- | --- | --- | --- |
| Name | What they do | Hail from?? | Associated with? | Other |
| Bolgan | Inkeep | Termina, Arburg | Jeifer, friend | 7th Heaven |
| Daigan | Innkeep | Arburg | Dusk, friend | Second Stone |
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Even more Minor Chars

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| --- | --- | --- | --- | --- |
| Name | What they do | Hail from?? | Associated with? | Other |
| Hix | Bar hand | Arburg | 7th Heaven | Jeifer |
| Lemai | Inkeep | Arburg | The Rusted Pint | Arburg Slums |
| Jarid | Inkeep | Arburg | The Tired Traveler |  |
|  |  |  |  |  |
| Nayla, Darwi, Bront |  | Arburg Sewer | Ylle & Jeifer | Nortune |
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**Kroyo**

**Kroyo –** 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.

**Bael** – A kroyo and rider pair, used for both singular and plural

**Kryder** – A rider atop a kroyo

**Stipant –** a pack of kroyo

**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 that carry the punishment of death.

**Men of Shadow –** people who gave their lives to the shadow to serve eternally (Agents of Umbrae)

**Taverns/Inns**

**Katur**

**Bird of Prey –** tavern frequented by the MCs in center city Katur

**Arburg**

**Second Stone** – inn in northern corner of Arburg. Owner and Dusk have ties.

**7th Heaven** – inn located on the boarder of East and West Kislev

Bolgan & Hix

**The Rusty Pint** – Pub located in the eastern corner of the slums of Arburg.

Lemai

**The Tired Traveler** – Inn located closest to the Water Gate in Arburg

Jarid

**The Wavering Flag** – inn located in the harbor area of Arburg.

**Vessels**

**Nequaquam** – Dusk’s schooner

**Settlements**

**City of Kings –** Katur Capital city of Aetatis (1), ruled by kings since its founding, year 52, SE., 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 of Tomal (2) nestled in the eastern bed of the Therva river.

**Arburg** – Trade City or Arburg (3)

**Astana –** guild district of Arburg

**Kislev –** slums of Arburg

**Nortune** – dreaded prison of Kislev

**Qeynos –** commercial district of Arburg, including the docks, taverns, shops, etc.

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

**Luin** – Storm City of Luin (4)

**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 deadly 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.

**The Galden Circuit –** An annual event in the city of Arburg that takes on the sensation of a festival. The Galden Circuit for the purposes of *A Farewell to Kings* consists of 3 races.

* **Qualifying Race**
* **The Way of the Warrior**
* **The Unforgiven**

**Terms**

**Daiken** – a kind of tree

**Glach** – a narcotic drink

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

**Gald** – main form of currency

**Stut** – very small form of currency accepted widely

**Eltch** – a vague small unit of measurement

**Foedera** - a unit is measurement

**Rodg** (pronounced RODGE) – a dozen

**Gilb –** one hundred

**Huts –** two weeks

**Maj –** a week

**Span** – a month

**Stek** – a century

**Gelgen –** measurement of time

**Keli** – measurement of time

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

**Sgril** – a placement in the sky

**Nitch** – a unit of measurement representing a yard

**Freem** – a unit of measurement representing 5 yards

**Flik** – a league

**Bill/bowe –** a ped commonly used in kroyo racing. Also known as **53** or **blacht**

**Glek** – curse word

**Jagoon** – a derogatory insult

**Schlet** – a derogatory insult

**Stys** – equivalent of hell

**Food and drink**

**Oasqoui** – an extremely strong, very cheap spirits, often brewed by varying technique with erratic ingredients. Known slang as *beggar's brew*

**eroasch**

**Time**

**Juneday**

**Moonday**

**Starday**

**Waterday**

**Wheatday**

**Bestiary**

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| **Nightwolf** | a wolf with midnight fur and blood red eyes | Ch1 |
| **Hekker** | a rat the size of a field cat. Grey to black fur and blood red eyes | Ch1 |
| **Smoke Skeleton** | An upright walking skeleton with bones the color of ice. In the eye sockets glow red embers. | Ch1 |
| **Blue Saighan** | A creature from the depths of the waters, walking upright with webbed hands and feet. Have been around for ages, but the taint of the Umbrae has affected them. | Ch2 |
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**References**

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