

GLOSSARY

REIGNTIME CREATURES

Reigntime creatures are comprised of:

- Creàtrix
- Creator beings
- Elfmé
- Non-creator beings
- Reignish animals

Creàtrix [*kree-aye-triss*]

The Reigntime encompasses the process of reincarnation. The *Limitorâ* is where a soul from one physical body is transferred to the beginning of a new one—a constant ebb and flow of death and re-birth. This happens to all except for Creàtrix and creator beings—for they are original souls. Creàtrix is immortal and can only ever be killed from unnatural causes.

For example, she can only be killed by another Reigntime creature murdering her, or from having no direct contact to the land for a long period of time. If Creàtrix ever died, she would return to the earth, her soul would not be reborn into another.

In the very beginning, millions and millions of years ago, there was one creator being: Creàtrix. She created the earth's solar system, and earth back then consisted of one continent—Pangaea. Creàtrix created all the microorganisms and watched them evolve over millions of years into dinosaurs. The continents began to separate, and Creàtrix could not properly protect and govern all of the separate continents. So she removed the dinosaurs, as they were not co-existing as she had planned and it was evident that they would have eradicated themselves in due course. Over the coming millennia, she created some animals again—smaller versions, more refined and adapted—but she did not create enough and they eventually died out.

This was the true extinction of the dinosaurs—the “ice age”. After

many more years of wandering the earth, Creàtrix became very lonely, so decided to give rise to one head creator being on each continent and give them complete authority over their land—but she remains the world’s leader. She chose to call Australia her home. She created more creator beings, instructing them to begin again, to create the animals, flora, seasons and shape of the world. She created humans and some non-creator beings. She is the only Reigntime creature who has the ability to create human beings.

After a time, Creàtrix was driven away from Australia by Karmi, the original Creöciën, on the premise that she had transgressed the Reigntime Code. Creàtrix was more powerful than Karmi, so all Reigntime creatures assumed that she must have conceded her wrong-doings and left Australia willingly, knowing that it would take all of their combined strength to overcome her. This banishment caused many disagreements and violence, as Creàtrix was their creator—their mother—and they loved her fiercely. But she had created the original Creöciën with more endurance, strength and willpower than others, and his will could not be overcome. Many began to accept the change in ruling, fearing Karmi and losing faith in Creàtrix.

To this day, Karmi is the only Reigntime creature who knows the truth of Creàtrix’s transgressions, and he refuses to disclose any information. There are few who know her whereabouts, and fewer still who seek her out, for she is not only to be respected and loved, but also feared.

Creator Beings

Creàtrix gave rise to a multitude of creator beings. She delegated an individual on every land mass as the head Reigntime creature, to govern and protect all others. If Creàtrix had not chosen Australia to be her home, Karmi, the original Creöciën, would have been the head Reigntime creature, as he is now, after banishing her.

Creator beings have the ability to create physical bodies—flora, fauna, landforms, earth/rocks, metals, and non-creator beings. Some also have the ability to create elements—fire, storms, water, and

wind. And some are responsible for the seasons. Most creator beings have given rise to non-creator beings, and, as such, are responsible for them.

Creator beings are immortal and can only be killed from unnatural causes. The earth provides them with the energy they need to survive and with this connection they can live indefinitely, but without it they will continually grow weaker until they die—their magic can only sustain them for so long. They can only be killed by another Reigntime creature, or from having no direct contact to the land for a long period of time. If a creator being ever dies, they would return to the earth, their soul could not be reborn into another. Creator beings are familiar with reincarnation, but only by proxy, as they are original souls—they will never be reincarnated.

When a Reigntime creature is killed, their creations cannot go ungoverned and unprotected, so there is a transfer of authority and power to the killer in order for them to take on this responsibility. Creator beings usually live in peace with one another; respectful and mostly nomadic, they find little cause for violence.

They are extremely powerful and have two forms—true and alternate.

True form: a Reigntime creature’s original phenotype; the form in which they were first created by Creàtrix. For example, Myall is the original Creölah, his true form is a giant snake, but other Creölahs will not share this same phenotype—each has a distinct true form; Karmi is the original Creöciën, his true form is a giant saltwater crocodile, but again, this phenotype is specific to Karmi and other Creöciëns will have different true forms.

Alternate form: a Reigntime creature’s alternate phenotype; the *human* form in which Creàtrix designed and created for each Reigntime creature. Their alternate forms are fixed—they will always look the same and cannot change—unless a specific type of magic is employed, but this is only a temporary disguise.

Keep an eye out for other creator beings in the rest of the Reigntime series...

Creölah [kree-owe-lah]

There is a Creölah on every land mass across the world. They are responsible for creating the animals of their land. Every Creölah was first created as a giant animal, and then given an alternate human form by Creàtrix. The original Creölah resides in Australia and is a giant snake in his true form. Jenorçaré is his given name, bestowed upon him by Creàtrix at his time of creation. His adopted public name is Finù and his false public name, of which you will know him, is Myall. He is the creator of Australia's animals and is a *çólmirin*—a water kindred spirit.

Not all Creölahs are water kindred spirits—the determination of what element or force of nature a Reigntime creature belongs to is dependent on their particular affinity. For instance, Myall, in his true form, is a snake, and would logically be an earth or flora kindred spirit (as he is not a sea or water snake), yet the water calls to him, so he is connected with that element.

Myall travels across Australia regularly, but as he was created near Ningaloo in Western Australia, he has an attraction to that area. His relationship with the land is symbiotic—he created the animals, and they, in turn, provide a deep magic that keeps him alive. As long as they exist, they are his life force and nourish his soul; without them and a direct contact to the land he would not survive. His strengths lie in charms and his unique connection with animals.

Creöciën [kree-owe-sih-en]

There is a Creöciën present on every land mass throughout the world. They are learned in the art of healing and their prowess in this field surpasses all others. Every Creöciën was first created as a giant animal, and then given an alternate human form by Creàtrix. The original Creöciën resides in Australia and is an enormous salt-water crocodile in his true form. Karmi's given name, bestowed upon him by Creàtrix at his time of creation, is not for public knowledge. Myall was the first Reigntime creature that Creàtrix created. After a few years of planning, she created the first Creöciën. She gave Myall the honour of choosing his public name, of which he chose Karmi.

Karmi is now the head Reigntime creature of Australia, having banished Creàtrix.

Karmi, although in his true form is an animal of the water, feels more connected to flora due to his healing knowledge, and, as such, is a *çólòbi*—a soul of the flora; a flora kindred spirit. He is the most powerful in regards to endurance, strength and willpower of all other creator beings. He resides in his place of creation, Kakadu National Park in the Top End—the Northern Territory—as it is reasonably central, providing faster access for other Reigntime creatures who wish to meet with him.

His relationship with the land is symbiotic—he created the caves of Australia—so the land, in turn, provides a deep magic that keeps him alive. As long as the landforms of Australia exist, they nourish his soul via direct contact with any part of the earth. Without this contact to the land he would not survive. His strengths lie in his supreme knowledge of medicine and healing magic and his ability to read minds.

Creötirrijas [kree-owe-tier-jarz]

Creötirrijas are the creator beings responsible for the seasons. *Tirrija* [tier-jar] is Reignish for 'season', hence, they are the creators of the seasons. There are *chiforr* [shi-for] Creötirrijas, which are responsible for winter; *rour* [roar], *silfoar* [sil-for] and *aistor* [aye-store] Creötirrijas, which are responsible, respectively, for autumn/fall, spring and summer. Every Creötirrija was first created as a giant animal, and then given an alternate human form by Creàtrix.

The original Creötirrijas' homelands are places on earth that exhibit four true seasons. Creötirrijas differ in their seasonal distributions across the world, as do they in their time periods of dormancy and awakening. They worked with the Creölahs (creators of animals) and Creöxòbis (creators of flora) to ensure that all life could exist in equilibrium. All *aistor* Creötirrijas are *çólaistor*—souls of summer, summer kindred spirits; as are all *chiforr*, *rour* and *silfoar* Creötirrijas *çólchiforr*, *çólrour* and *çólsilfoar* kindred spirits—souls of winter, autumn/fall and spring, respectively.

Creötirrijas' relationship with the land is symbiotic—they create the seasons, affecting the land and its inhabitants, which, in turn, provides a deep magic that keeps the Creötirrijas alive. As long as the seasons continue, and bring about change, the land, animals and flora are the Creötirrijas' life force and nourish their souls; without them and a direct contact to the land they would not survive. Their strengths lie in charms.

Masriël is an original Creötirrija, though she resides in Australia, a country that does not have four true seasons. She is a giant Tasmanian Tiger in her true form. Ainoarça is her given name, bestowed upon her by Creàtrix at her time of creation. Her adopted public name is Masriël (Maz). She is the creator of Australia's winter season, is *çólchiforr*—a winter kindred spirit—and was the first *chiforr* Creötirrija created.

Her relationship with the land is symbiotic: the seasons provide a deep magic that keep her alive. As long as the seasons of Australia exist, they nourish Masriël's soul. As the earth's temperature is slowly rising, Masriël and her winter Creötirrija kin are having more difficulty in creating winter, and are feeling the effects of climate change. Her strengths lie in charms.

Creöxòbi [*kree-owe-soo-bih*]

Creöxòbi are creator beings responsible for flora—they give life to all grasses, plants, trees, and flowers across the world. They also create Reignish flora, which only exists where magic does. Creöxòbi were first created as giant tree-like humans. As opposed to most other creator beings, whose true forms are giant animals, Creöxòbi appearances reflect their creations.

The phenotype of their true form changes from country to country and region to region. For example, a Creöxòbi in tropical north Queensland could resemble a native fig tree, whereas one from the outback could more closely resemble a eucalyptus tree. Creöxòbi from other countries follow this same trend. They are human shaped, and move with ease, but their skin is reminiscent of the bark of the tree they resemble.

Creöxòbi are some of the most numerous creator beings across the world and were created by Creàtrix. They work closely with the Creötirrijas, Singers and Earth Turners, and are *çòlòbi*—flora kindred spirits. Their relationship with the land is symbiotic—they create flora, so flora, in turn, provides a deep magic that keeps them alive. As long as flora exists, they nourish Creöxòbis souls. Their strengths lie in charms.

Jifoarù Nox [*jie-for-you noss*]

Jifoarù Nox—Bringers of Darkness—are creator beings, but are very far removed from the Reignish community. They inhabit the *Limitorâ*, but can freely roam earth when they choose to. They are shades, made of shadow and night, and as such cannot be harmed. They are classified as creator beings, as they bring souls home, to the *Limitorâ*, and send souls to new bodies when it is time for them to return to earth.

The *Jifoarù Nox* are tall, thin creatures who wear floor length cloaks with pointed cowls. No-one has ever seen their faces, as they are hidden beneath their hoods, which cannot be removed. They were created by Creàtrix and left in charge of the Homeland and of departed and returning souls. They do not form relationships, nor do they reproduce or speak. Their existence is purely for the Homeland.

They are linked to *Çólarrius* (which also happens to be their *çól* affinity), and appear on earth to take souls home after a particular *Çólarrius* has visited the soon-to-be-departed creature. Their strengths lie in spells.

Elfmé [*elf-mey*]

Elfmé are secrets—memories—of Creàtrix's, given form in a physical body. Many thousands of years ago, a *Sirah*, named Kiäl, reported to Creàtrix, expressing their concern about Karmi. Kiäl told Creàtrix of the deviousness that she sensed in Karmi's mind, especially when Creàtrix declined to answer questions regarding forbidden matters. Armed with this knowledge, Creàtrix decided that she would conceal her secrets in a safe place.

She created enough physical bodies to house her memories, and placed one inside each body, forgetting it as soon as the transference was complete. The Elfmé know what they are, but not what secrets they hold. Creàtrix instructed them to tell no-one, and to remain wary of Karmi. Despite this, Creàtrix still trusted Karmi, and assumed it was his ambition and curiosity that had gotten the better of him.

As Elfmé are not true souls, and are physical ramifications of memories, they do not form relationships other than friendship, nor do they reproduce, and are considered asexual. They are neither creator nor non-creator beings, though they are immortal. The magic they possess is stronger than most non-creator beings, but not as powerful as creator beings. They do not have any form other than their child-like human phenotype, nor do they have *çól* affinities, though they generally gravitate toward particular elements and forces of nature, regardless. Unlike creator beings, Elfmé require food to survive.

They can be placed in suspended animation by use of a spell, and the memory they hold transferred to Creàtrix's mind for as long as required. It is a time consuming process, delving through each elf to determine if they hold a memory Creàtrix suspects she needs—but better time consuming than used against her. The memory can then be returned to its physical home, and the elf would reawaken, exactly as they were before. If an elf is killed, the memory will disappear. It does not find its way back to Creàtrix, it merely vanishes.

This does not mean that Creàtrix could not have this same thought again—a rediscovery of sorts—but she would not recognise that she had thought of it previously. Over the years, Creàtrix has added to the Elfmé population when necessary, and checked to see if she has had the same thought multiple times. Since creating the Elfmé, she has only had two recurring thoughts, both of which were what Dahni held.

Dahni's public name means "Bearer", which is fitting, as he contained three of the same memory. Creàtrix could have placed these thoughts inside new Elfmé, but it was safer to place the same

thoughts inside one elf, so as to limit the amount of exposure possible from discovery.

Elfmé develop their own personalities and are sentient beings, just the same as creator and non-creator beings. The only difference is the make-up of their 'souls' and what happens after they die. They are taken to the Land of no Time, the same as other Reigntime creatures, but they have no soul to take to the *Limitorâ* and therefore cannot be reincarnated. They do not need to be in direct contact to the earth to survive, as their lives are tied to Creàtrix.

Lòen, Dahni, Tarri, Rélin and Bànon are all Elfmé, but there are many others who are not in the Stand. Elfmé reside all over the world, though a majority dwell in Australia, for that is where most were created. Since Creàtrix's banishment from her homeland, she has been unable to see the Elfmé of Australia, most of which hold her most guarded secrets. They are adept in all areas of magic.

Non-creator Beings

Creàtrix gave rise to only a few non-creator beings—mostly they were produced by the creator beings. Non-creator beings cannot create flora, fauna, landforms, earth/rocks, metals, fire, storms, water, wind, seasons or any Reigntime creatures. Many are able to reproduce (e.g. *Mirin-minourrs*), but for those that are not, their numbers are controlled by the creator being who made them. These beings are not immortal, but live for many hundreds, or thousands, of years—depending on what type of non-creator being they are—before returning to the earth.

Humans were modelled from the alternate form of non-creator beings, and as such, share a very similar life cycle from birth to adulthood. A majority of non-creator beings grow from newborn, to child, to adolescent, to adult the same way as humans: coming to reproductive maturity in their middle teenage years and growing to adults in their early twenties. Once adulthood is reached they do not physically age as such. Usually, a few years after reaching maturity, they will remain unchanged until their souls deem it necessary to part ways with their physical bodies. Their souls will be reborn in

different physical bodies, but they will not be the same Reigntime creature, nor will they have knowledge of their past lives, although similar characteristics and traits are most common. Non-creator being souls are reincarnated into other non-creator being bodies—not human or animal.

They are very powerful but cannot compete with the endurance, strength or willpower of creator beings. Non-creator beings more often than not are gregarious and social, with fights breaking out on occasion, but they are mostly non-violent. However, there are always exceptions to the rules—outliers will be found in all species and races. They live in large villages that are scattered across every land mass and hidden from humans by magic. All non-creator beings have true and alternate forms, the same as creator beings, whereby their alternate form is that of a human being.

Keep an eye out for other non-creator beings in the rest of the Reigntime series...

Mirin-minourr: Water of the Moon Creature [mer-rin mih-nor]

Mirin-minourrs are water dwelling Reigntime creatures and reside in most water bodies across the world. They mostly stay in their true form—similar to what we know as mermaids—as they do not often leave the water. However, when they choose to walk on the land, they adapt and morph into their alternate form—that of a human. They are known as Water of the Moon creatures, as they are usually only seen above the water's surface after nightfall.

Dissimilar to the creator beings, who cannot survive without contact with the earth, *Mirin-minourrs* cannot survive without direct contact to water, and as such, are *çólmirin*. If they stay on land for too long a time, they become extremely weak and will eventually die.

Mirin-minourrs were created by Creàtrix, but have been somewhat neglected since her banishment. They are able to reproduce, although their social and reproductive dynamics follow old customs.

Mirin-minourrs are a predominantly female race; there is only ever one male at a time in each clan group. That male is born when the pre-existing male dies. The sole male *Mirin-minourr* is the king of the

entire clan. Clans encompass every *Mirin-minourr* on one land mass. So, for instance, *Mirin-minourrs* throughout Australia are all part of one clan; *Mirin-minourrs* throughout New Zealand are all part of one clan and will, therefore, have their own king. There have been precisely one hundred *Mirin-minourr* kings of the Australian clan group since the Awakening—Còmir was the one hundred and first. The new king, Jenarê, has been born, and is currently being raised by the *Mirin-minourrs* far away from Çaiël and her corruption.

Mirin-minourrs are a race that mostly keep to themselves, but are learned in the art of sorcery. They do not often use sorcery, but their knowledge of it provides their race with a defence mechanism. The natural magic that they possess allows them access to all water bodies across their land. There are hidden interconnecting water channels that are used by the *Mirin-minourrs* to travel between all water bodies of their land. The exception to this phenomenon is land kinship.

Mirin-minourrs can travel between the North and South Islands of New Zealand, between mainland Australia and Tasmania and they can travel between the hundreds of Islands of the Maldives because there is lingering kinship between each of the land masses.

For example, the *Mirin-minourrs* of Alaska, Canada, America, Mexico and all of South America can freely travel between each of these countries, as they belong to one land mass. However, the *Mirin-minourrs* of Northern Ireland, Ireland, Scotland, Wales and England cannot travel to France, despite the small distance between these countries and France compared to mainland Australia and Tasmania, as there is no land kinship.

Despite the fact that every land mass was once connected, kinship ties were broken when Pangaea separated—country, and land identity as a whole, has been re-established. An absence of land kinship disallows the *Mirin-minourrs* from crossing kinship borders.

Sirah: Mind Breaker [sigh-rah]

Sirah are non-creator beings who were created by Creàtrix. Their ability to mind break arose organically—Creàtrix never intended for that kind of magic to be possible. *Sirah* were created to feel the minds

of animals, humans and Reigntime creatures. Not to be able to put false images into minds, but to be able to garner the feeling and essence of a mind, allowing them to almost always see the truth—without the invasion of privacy from Karmi and Creàtrix’s mind reading abilities.

Creàtrix first brought *Sirah* into existence to help serve at council meetings when she or Karmi couldn’t be present. And also to watch council at large, as *Sirah* can feel every mind within a large radius, whereas Creàtrix and Karmi can only read one mind at a time. *Sirah* used their abilities to determine if the accused was telling the truth, had true feelings of remorse for their actions, was particularly bias, and to alert Creàtrix of anything that Karmi might be concealing. Unfortunately, it became apparent that Mind Breakers preferred to cast their magic into others, and this led to confusion and misleading council, even to unjust executions.

Sirah were hence banned from council, and charged with working alongside Myall, and Creölahs the world over, to ensure their creations—animals—were content. There are too many animals for Creölahs to properly keep up with, so Creàtrix asked the *Sirah* to roam across their countries, inspecting the minds of animals, and to determine places with particularly at-risk animals, such as those whose habitats have been decimated by humans.

There are few *Sirah* in existence, as Creàtrix did not give rise to many in the beginning (especially after discovering the magic that had arisen in them all). They reproduce by natural means, thereby maintaining their own population. They are extremely long-lived, and have been known to surpass 5000 years. Their magic is strong, but none so much as Çaiël. Though she uses sorcery to grant her increased strength, willpower and endurance, her power is still unprecedented.

Sirah in their true form are known as Mindwraiths. They retain their human appearance, but their composition changes to that of a wraith-like creature. They become translucent, silver renditions of their human selves, but can still be harmed by particular spells. They can more acutely feel minds in their Mindwraith form, and, as such,

are more forceful with their Mind Breaking. But they are also more sensitive to the minds around them, and can be overwhelmed to the point of impending insanity if they remain in their Mindwraith form for too long. Exposure to strong feelings from many minds at once is a harrowing experience.

Sirah do as they please in relationships, and this varies greatly from one creature to the next. Some prefer monogamy, others never settle down, some prefer the company of their own gender, some prefer the company of the opposite gender, and others don’t mind either way. There are no observable trends with *Sirah* relationships. They mostly reside in Australia, but they do inhabit many other countries across the world. *Sirah* have varying çól affinities. Their magical prowess is most suited to spells.

Incàtrus: Enchantress [in-kay-truz]

Incàtrus have the ability to bend the will of others to theirs. They reside on every land mass, and were created by a creator being—a Creature of the Night—named Lénah. All Reigntime creatures’ existences revolve around nature, but *Incàtrus* were created with selfish intent. Lénah intended to use them for her own gain, and planned to have them ensnare others into doing her will. However, after a number of years, the *Incàtrus* had grown to a larger populace than Lénah had anticipated.

The *Incàtrus* who were most loyal to Lénah remained, while the others were told they could do as they wished. They banded together for many years, trying to forge a purpose to their existence, as they weren’t created with any task in mind other than to coerce others into doing their will. After many years, the *Incàtrus* decided that they would render their services to other creatures in exchange for payment (favours).

Incàtrus revere their creator, and to this day would do anything for Lénah. Çaiël was owed a large favour by Lénah, and as such, asked for her most powerful *Incàtrus*—Càtis. Càtis has served Çaiël loyally ever since, and with the help of Çaiël’s training, has become the most powerful *Incàtrus* in the world.

An *Incàtrus* in their true form has a human body (the same as in their alternate form), but their eyes turn entirely white, their mouths widen and their teeth turn into fangs. They also grow large horns, like a ram, and three white vertical markings appear on their forehead. The larger the horns and the brighter the markings shine, the stronger the *Incàtrus*.

Incàtrus have average life-spans for non-creator beings. The oldest known *Incàtrus* was 568 when she was taken by the *Jifoarù Nox* to the *Limitorâ*. *Incàtrus* are able to reproduce, and maintain their own population. Females are stronger and more aggressive than males, and tend to live longer. *Incàtrus* do as they please in relationships, and this varies greatly from one creature to the next. Some prefer monogamy, others never settle down, some prefer the company of their own gender, some prefer the company of the opposite gender, and others don't mind either way. There are no observable trends with *Incàtrus* relationships. *Incàtrus* have varying *çól* affinities. Their magical prowess is most suited to enchantments.

Aron Jonù: Metal Bender [*are-ron jon-you*]

Aron Jonù are a race of non-creator beings who were created by Creöaron (creator beings of metal—keep an eye out for Creöaron in the rest of the Reigntime series) at Creàtrix's request, to be authority figures among council meetings, and to serve justice if the Code has been broken.

The Code has been upheld since Reigntime creatures altered human's memories, forcing them to forget their existence. If the Code is breached, council meetings are held to determine a creature's guilt or innocence, and a suitable punishment is dealt. The *Aron Jonù* preside over every council meeting to ensure justice is upheld, and it is their duty to perform any punishments bestowed.

Council meetings are held in *Àës Tèlohn* (Ore Country), the village of the *Aron Jonù*. Ore Country is a Reignish village that is predominantly home to *Aron Jonù*. All *Aron Jonù* attend School, but once they have completed their education they return to Ore Country for training. They are taught how to call and shape metal, and how to fight and

become warriors. Creàtrix also created the *Aron Jonù* with defence in mind—the *Aron Jonù* are the first line of defence for any invasions, threats or wars to come. Torìah is the head *Aron Jonù* warrior, and while he works with Myall, it is his duty to return to Ore Country when council takes place, though this does not happen often.

The *Aron Jonù* population is quite large, though they only inhabit Australia, and reproduce by their own means. They are long-lived, and have been known to reach close to 3000 years of age. In their true form, they grow very tall, reaching seven feet. Every male *Aron Jonù* has a braid, which remains the same colour, but grows longer when they shift into their true form. Females, on the other hand, have extremely short hair in their human form, and their braids grow into existence when they shift. Like a prehensile tail, *Aron Jonù* can move their hair at will and use their braids to grasp things.

Their teeth turn pointed, and they grow large canines. Their skin is a silvery-green colour, almost shimmery, but very tough. Their bodies are more elongated than humans—long necks, limbs, extremities and torsos—but they still remain proportional.

They are mostly monogamous, but this only occurs once they have found their soulmate, or, if *Çólça* does not occur, they will settle down with a mate of their choosing, just the same, but without the soulmate bond. Before this occurs, however, *Aron Jonù* are quite promiscuous, and usually have many temporary partners. Some prefer the company of their own gender, some prefer the company of the opposite gender, and others don't mind either way.

Aron Jonù have a strong affinity with the earth, and are almost always *çóljentâs*—earth kindred spirits. Their magical prowess is most suited to spells.

Femis Nèù: Wind Rider [*fem-iz ney-you*]

Femis Nèù were created by Karmi as a means to carry messages between creatures. In their true form, each *Femis Nèù* resembles a giant eagle-like bird. Plumage colour varies from one individual to another, as do beak and leg colour. They retain the same eye colour in true and human form. They each have two pairs of wings (four wings

altogether), and a long, delicate tail, like that of a lyre bird. They are large creatures, with wingspans ranging from four to six metres, and they stand over two metres tall at head height. *Femis Nêù* have the ability to blend into their surroundings. Though they cannot become invisible, they are remarkably hard to detect when they adopt their camouflage.

They are the fastest travelling Reigntime creatures, and their plumage is hardy, and repels magic well. Their talons and beak can pierce Reignish flesh, and their camouflage and speed make them veritable fighters. Reu has been the fastest *Femis Nêù* in many years, and had been trained to fight both in her human form, and in aerial combat in her true form. This was the reason why Çaiël coveted her so fiercely. *Femis Nêù* are deadly opponents, and Çaiël wished to control the earth and sky with her assemblage. Lorriët was trained by her mother and father from a young age, but was taken by Çaiël before she could learn many skills. Since being freed from her imprisonment, she made it her duty to become the best Wind Rider, and has surpassed her mother in speed and strength.

Femis Nêù control their own population via reproduction, and maintain monogamous relationships for life whether they are in Çólça or not. Some prefer the company of their own gender, others prefer the company of the opposite gender, and others don't mind either way. They have been known to live to 1000 years of age. They are almost always çólfemis—wind kindred spirits—and are found on every land mass. Their magical prowess is most suited to charms.

Vesus Orraù: Pleasure Giver [*veh-suhz oar-rar-you*]

The idea of *Vesus Orraù* was conceived by Çaiël, and told in secret to Lénah. Not only did Lénah create the *Incàtrus*, she also created the Pleasure Givers. The favour that Lénah owed Çaiël (and repaid by allowing Càtis to serve her), was the idea of Pleasure Givers.

In their true forms, *Vesus Orraù* are shaped like humans, but are slightly taller. They have light blue skin with faint swirling patterns in darker blue covering their bodies. They have prehensile tails, but their hair remains the same colour and length as when they are in

their human form. Their bodies are lithe and strong, but epitomise beauty in all forms: some females are curvy, others are large, some are wiry and thin, and others are muscular. Males range from thick and strong, to thin and fragile.

Vesus Orraù are resigned to Netherground by their creator—Lénah. They do not attend the Reignish School of Magical Teaching, as their purpose is not to cast magic or aid nature. They were created as lesser non-creator beings, and, as they have never been allowed to attend the Reignish School, they have harnessed and learnt about magic only from each other.

Lénah created two different non-creator beings out of selfishness, and neither were designed with the natural world in mind. However, *Vesus Orraù* have given themselves a purpose within Netherground: they tend to the vegetation that grows there, and the Reignish animals that inhabit the cave systems. Some enjoy their existence, but a majority do not. Lénah keeps them obedient by use of her own magic and strength, and also by use of the *Incàtrus* who serve her.

Lénah has a large cache of favours built up from payment for use of the *Vesus Orraù* whose population she alone controls—they cannot reproduce by natural means. Their life-spans are reasonable, and they have been known to reach 750 years in rare cases. Most live to 600 years old. They were created to serve others, and any form of relationships other than friendship are almost unheard of. Aiwah is the only *Vesus Orraù* to have ever been joined in Çólça. They have varying çól affinities, and their magical prowess lies in all different areas of magic, depending on the individual. Aiwah is a çólentah—a fire kindred spirit.

Aeror: Silhouetic [*air-ror*]

Aeror are very rare non-creator beings who can aether at will.

Aethering has two forms: changing to mist and shadow indefinitely (known as an aethering cloud), able to hover in place and observe and listen without fear of harm; and changing to mist and shadow in order to disappear and reappear in another place of their choosing.

There are limitations to aethering. An *Aeror* can aether others with them, but the more creatures one aethers, the more difficult and taxing the magic. Distance requires more powerful magic as well. It does not take much strength to aether a few metres, or even a few kilometres, but to aether hundreds of kilometres is very tiring.

Aeror possess their own magic, but are adept at shadowing other creatures' magic as well. This non-inherent magic must be taught by the creature whose magic the *Aeror* wishes to learn. For instance, Roarn is able to mind break because Çaiël has taught him to do so. He was not born with the ability to mind break, and could only have learnt that type of magic from a *Sirah*. *Aeror* are born with the inherent ability to aether, but must be taught all other forms of magic, like most non-creator beings.

They are found the world over, and attend the Reignish School of Magical Teaching. They then apprentice an older *Aeror*, and learn all they can from their mentor about shadowing magic, and increasing their aethering strength.

Aeror are one of the longest living non-creator beings, and can survive for thousands of years (the oldest known *Aeror* was 5201 when they returned to the *Limitorâ*). *Aeror* are interesting in that their alternate human form is how they always appear, as their true form is the aethering cloud of mist and shadow that they can adopt indefinitely.

Aeror reproduce by their own means, but each female can only have one child during their lifetime. They control their own population, and maintain monogamous relationships for life whether they are in Çólça or not. Most prefer the company of the opposite gender, as *Aeror* are so rare that reproduction is highly important, but some do prefer the company of their own gender and others don't mind either way.

Creàtrix created *Aeror* as a means for creatures to move from one place to another quickly, if need be, and to influence the weather slightly. Aside from Creàtrix, no other creature has the ability to aether. *Aeror* are attuned to the weather—storms in particular—and are fond of aethering into the sky during stormy weather and

remaining in their aethering cloud. They have the ability to absorb some of the weather's potency, and thus can diminish a brutal thunderstorm to a rain cloud if desired.

All Reigntime creatures need contact to the land, water, seasons, or flora to survive, but *Aeror* require contact to the weather. If they are drained after using their magic, they adopt their aethering form and stay in the sky, absorbing power from the weather until they have regained their strength. This leads to the phenomenon that is their eyes—their iris' resemble churning storm clouds, and can shift to block colours (though these still swirl) depending on their emotions.

Another phenomenon that is singular to *Aeror*, is their Bloodrealm affinity. Once they taste a creature's blood, that essence remains in the *Aeror*'s own bloodstream. An *Aeror* has the ability to single out each essence, determine the location, and thus, aether to wherever that creature may be. *Aeror* have varying çól affinities, and their magical prowess lies in all different areas of magic, depending on the individual.

Mirin Ranàmé: Water Dancer [*mer-rin rar-nay-mey*]

Water Dancers are water dwelling Reigntime creatures, residing in freshwater systems. They are found across Oceania and live in clan groups similar to the *Mirin-minourr*. However, Water Dancers form individual family groups within their main clan groups, and usually form monogamous bonds with a single partner and reproduce by natural means. Some prefer the company of their own gender, others prefer the company of the opposite gender, and others don't mind either way.

As with all non-creator beings, Water Dancers have the ability to change between their true and alternate forms, though they prefer their true form. In their true form, they stand a little over three-feet tall on average, and their bodies are muscular but wiry and thin. They have claws, webbed toes and fingers, and long prehensile tails. Their scales are silver, and sparkle blue in the sunlight, and their hair is usually a light green colour.

Water Dancers cannot survive without direct contact to

freshwater, and as such, are *çólmirin*. If they stay on land for too long a time, they become extremely weak and will eventually die. Unlike the *Mirin-minourrs*, Water Dancers cannot travel between water bodies as they do not possess the magic that allows this phenomenon to occur. They visit many water bodies over their lifetimes, travelling over land to do so.

They were created by Myall, but they maintain their own population through reproduction. They are reasonably long-lived, and have been known to reach just over 1000 years of age. Water Dancers are very social and tend to reside mostly in Reignish villages across Oceania. Although their dancing is entertaining and beautiful, their reasons for doing so are to help oxygenate water systems. Waterfalls are examples of how water is aerated via nature, but many freshwater ponds and systems are not fed via waterfalls, and as such, the oxygenation levels cannot be properly maintained.

Oxygenation is necessary for underwater life, and also helps to reduce contaminants. The Water Dancers movements help to decrease stagnancy, and encourage higher oxygenation. Their magical prowess is most suited to charms.

Leeretmé: Singer [*leer-ret-mey*]

Singers are tree-dwelling Reigntime creatures who use their magic to coax flora into changing for the seasons. They sing to flora, letting it know that spring is nigh, and to start growing their leaves again, or that autumn is here, and to change their leaves. They sing to the plants to let them know that winter is upon them, and they sing when summer comes, letting the flora know that water will be scarce, or humidity high. They help flora adjust to what is coming. They can be found all over the world and are very numerous. *Leeretmé* are short-living non-creator beings, and usually do not exceed 300 years of age.

They were created by Creöxòbis, but maintain their own population by reproduction. They are monogamous and will settle down with a mate of their choosing with or without the soulmate bond. Some prefer the company of their own gender, others prefer the company of the opposite gender, and others don't mind either way. They

form small family groups and reside near Reignish villages, though they travel great distances in order to sing to flora and let them know which season to prepare for.

Singers prefer to stay in their true forms, which aren't too dissimilar to their human ones. They are shorter, usually standing around four-feet tall, and their hair is exceptionally long, always touching the ground. They have all types of skin tones and hair colours, and their fingers and toes are elongated and very thin. Singers change the pitch of their voices to denote different meanings and speak to different flora. *Leeretmé* have strong affinities with flora, and all are *çólòbi*—flora kindred spirits. Their magical prowess is most suited to charms.

Jentàs Tùrasù: Earth Turner [*jen-taz tyou-rar-syou*]

Earth Turners are tree-dwelling creatures who aid in turning soil. They reside in every Reignish Village, and are found across the world. They work closely with their creator beings, the Creöjentàs (creator beings of earth—keep an eye out for Creöjentàs in the rest of the Reigntime series), assisting with tilling soil. Earth Turners understand the limitations of soil, and do not do any harm by tilling. They break up compacted soil, distribute nutrients and organic matter, do not over-aerate the soil, remove noxious weeds, help disperse native flora seeds, and encourage earthworms into areas.

They maintain large home ranges where they tend soils that are high in salinity and clay, and low in organic matter and nutrients. Their presence makes it easier for plants and trees to grow, but the rate at which humans pollute and harm the earth is difficult for them to compete with. Earth Turners do not reproduce, their population is maintained by the Creöjentàs. Though they do not reproduce, they still form bonds and engage in intimacy. Some prefer the company of their own gender, others prefer the company of the opposite gender, and others don't mind either way. They are not monogamous, and as such, the *Çólça* bond is extremely rare.

Earth Turners very rarely adopt their alternate human form, preferring to stay in their true form. Though their body shape is humanoid, their features are similar to that of a tree. They have mottled

brown skin, short hair the shade of fir tree leaves, their limbs are long and torsos are short, making it possible for them to run on all fours. They have large hands and feet which they use to climb trees and turn the earth. Their colouring allows them to camouflage in trees, which is where they spend their time when they are not tilling soil.

Jentâs Tûrasù are short-living non-creator beings, and usually do not exceed 300 years of age. They have strong affinities with the earth, and are almost all *çóljentâs*—earth kindred spirits. Their magical prowess is most suited to charms.

Birtou: Mineralite [*bur-tow*]

Mineralites are earth dwelling Reigntime creatures, and are most often found in underground burrows. They are present on every land mass, and form small clan groups of up to twelve individuals. They do not reproduce, as their population is maintained by their creator beings—the Creöaron. They do, however, find partners, and form bonds just as meaningful as creatures who reproduce. Some prefer the company of their own gender, others prefer the company of the opposite gender, and others don't mind either way.

About half the population mate for life, and the other half engage in multiple relationships over their lifetimes. Those who are monogamous will settle down with a mate of their choosing with or without the soulmate bond.

Mineralites most often stay in their true form, but when they enter Reignish villages they usually adopt their alternate human form. In their true form they appear as copper skinned beings with large shovel-like flippers and feet that they use for digging. Their bodies are small, compact, and their skin is impervious to dirt. They have pastel eyes of almost every colour, and short, black hair.

There are approximately 4000 minerals in the world. Mineralites do not create minerals (as they are non-creator beings), but they do positively influence their production, and also help distribute them across the land. Mineralites have store-burrows that are protected by magic where they keep reserves of minerals as they become rarer from human mining. They also work closely with the *Aron*

Jonù—Metal Benders—as both creatures are *çóljentâs*, souls of the earth, and have deep connections to minerals. *Birtou* are short-living non-creator beings, and usually do not exceed 300 years of age. Their magical prowess is most suited to spells.

Siliön Ferù: Spirit Feeder [*sih-lih-on fer-you*]

Spirit Feeders are benevolent creatures, despite their appearance and feeding habits. They reside on every land mass across the world, and tend the trees. Spirit Feeders are ancient creatures who were created by Creatrix. They are extremely long-lived (the oldest Spirit Feeder was 8997 when they returned to the *Limitorâ*), and maintain their own population via reproduction.

They are mostly solitary creatures, but are known to form small groups of two or three. They maintain large roaming areas, but are not territorial. Spirit Feeders are not monogamous, and will take many partners over their lives. Because of this, the soulmate bond is very rare. Some prefer the company of their own gender, others prefer the company of the opposite gender, and others don't mind either way. They reproduce, but not often. The female Spirit Feeder lays a single egg, and the male Spirit Feeder raises the young, much like emus.

Spirit Feeders can shift between their true and alternate form, but it is very rare to see a Spirit Feeder in their human form. They are quiet, unobtrusive creatures, who prefer the tranquillity of forests and rainforests over companionship and village living. But, as they require human (or Reigntime creature) emotions to feed the trees, they must live near villages and towns in order to obtain the emotions they require. Spirit Feeders cannot survive without direct contact to flora, and as such, are *çólòbbi*.

A Spirit Feeder is invisible to the eye when in their true form, and can only be seen via a reflective surface. When they are in their human form, they can be seen at all times. This is another reason why Spirit Feeders dislike being in their alternate form—they are inquisitive creatures who prefer to observe, rather than interact.

Spirit Feeders are seven-feet tall or more. Their svelte bodies are covered with black, leathery skin stretched thin over their bones.

They have a pair of black membranous wings on their back, and as such, are able to fly. They mostly use their wings to fly to the tops of trees, but will also travel great distances in search of humans to feed from, or trees in need of help. They stand on two legs, with knees that bend backward, rather than forward like a human. They have hands and feet similar to a velociraptor, but their arms are less reptilian and more closely resemble that of humans.

They have rounded skulls with long, raptor-like muzzles, wide mouths, and many pointed fangs that are used to make small holes in tree trunks. They have earholes in the sides of their heads, and large empty eye sockets, but are able to see—although they perceive the world differently when in their true form as opposed to their human form.

A Spirit Feeder takes desirable emotions from a human (or creature if they're amicable, and there aren't any humans around), by means of drawing the emotions out of the human's mouth and into their own. They store the emotions inside their bodies, and when they find a tree in need of help, they pierce holes in the trunk with their teeth, and breathe the stored emotions into the tree. They will always try to feed trees with desirable emotions, like happiness, love, contentment etc. but they will settle for taking undesirable emotions if a tree is in dire need of help and they cannot procure positive emotions.

All trees are tended by Spirit Feeders, and they would not survive without their help. Whether a tree is fed happiness or sadness, they require emotions to grow and survive. They are living things, and balance must be maintained. Humans cut trees down, pluck their fruit and flowers, pollute the air they breathe, and cause salinity and soil erosion, so Spirit Feeders take valuable things from humans, and give them back to the trees.

Before humans were created, Spirit Feeders used the emotions of Reigntime creatures to feed the trees, but when humans were created, they discovered it was far easier to take emotions from them. As humans have continually hurt the earth, Spirit Feeders try to only take emotions from humans, and will only feed off Reigntime creatures in dire need. Their magical prowess is most suited to charms.

Creäni Nöeerx: Creatures of the Night [*Kree-are-nih noh-eers*]

Creatures of the Night encompass a wide range of Reigntime creatures—from creator beings to non-creator beings. The terminology is not determined by a creature's *çól* affinity. Instead, it is determined by the type of creature in question. For instance, gorillas, chimpanzees, orangutans and bonobos are considered great apes.

This same system can be applied to Creatures of the Night, whereby particular creatures are considered such, due to what they are. *Mirin-minourr*, *Vesus Orraù*, *Sirah*, *Incàtrus*, *Aeror* and *Siliön Ferù* are considered Creatures of the Night, along with many others you have yet to meet.

Being classified a Creature of the Night does not make that Reigntime creature inherently bad. Rather, many are against humans and enjoy the darker things in life because a majority live in Evernight and Netherground, which are controlled and influenced by Çaiël and Lénah. Before Çaiël took over Evernight, the village was dominated by Creatures of the Night, whose views toward humans have been the same for many thousands of years. They were mostly peaceful though, and respected the Code.

Karmi has been far more lax in his enforcement of the Code, and Çaiël has used this to her advantage. Overall, Creatures of the Night is a broad classification of a number of different creator beings and non-creator beings.

Reignish Animals

Fêna: Twiglows (no plural) [*fey-nar*]

BIOLOGY: Twiglows are oval in shape, with blueish-white luminescence that is similar to, but far brighter, than that of a glow worm. Their entire bodies are luminescent, and their light streaks as they fly. These trails of light can reach 300mm. When they move, they emit a mark-tree, tinkling sound that reaches different volumes and pitches depending on their speed and emotion—higher pitched and faster when stressed, lower pitched and more relaxed when content. They can reach great speeds, and accelerate extremely fast. They are also incredibly strong, and though they do not have limbs, they can

lift and carry objects with their bodies.

WEIGHT: 2—3g

HEIGHT/LENGTH: 20—30mm in diameter.

LIFE SPAN: ~100 years.

REPRODUCTION: *Fêna* maintain their own population. They reproduce once a year, and females can lay up to twenty eggs.

ECOLOGY: They are crepuscular and nocturnal, but can be active during the day if they are in a darkened environment. *Fêna* are timid, shy, non-aggressive animals. They are gregarious and highly social.

DIET: Reignish flora, mostly leaves of shrubs and fern-like plants, as well as moss and lichen.

HABITAT: *Fêna* prefer dark and humid environments with copious flora in which to hide, sleep and eat. They are found in the tropics, and usually live in trees, tree hollows, canopies, and shrubs at ground level. They will also inhabit caves, but do not like the cold, so are not usually found in this environment. However, many *Fêna* inhabit Netherground, which is an entire underground village, but the climate is warm and humid.

***Fiët:* Swifter (plural: Fiëtmé / Swifters) [fih-et / fih-et-mey]**

BIOLOGY: Swifters are ghost-like in appearance, with opaque, white bodies. Their entire body is the same colour, but different body parts have different appearances and textures. The Swifter's heads, necks and torsos are covered in feathers. Their heads are shaped like an eagle's, but are broader and square. They have long, hooked beaks, and large round eyes that are reptilian in nature. Their necks are strong to support their heads, and taper down to withers and their front limbs.

These two limbs are located at the front of their body, much the same as a horse's front legs, and act as arms. The elbow joint bends backward, similar to an eagle's legs. They are covered in scales, down to their four talons. The Swifter's torso is similar to a horse's body, but tapers to a long, whip-like tail, and there are no hind legs. Feathers cease to cover the last third of the torso, and, instead, the Swifter's skin is visible to the tip of the tail, and is similar to the membranous nature of the wings.

Swifter's have two powerful bat-like wings. They are membranous, soft and delicate, though flexible and strong. Swifter's do not walk. When they are grounded, they have the ability to float, and can remain hovering above the ground indefinitely. They are able to fly great distances at great speed. In order to take flight, they generate mass amounts of energy, and then shoot into the air. A remarkable thing about Swifters is that a rider can never fall. Once mounted, a Swifter is able to hold on to its rider by use of magic.

WEIGHT: N/A

HEIGHT/LENGTH: When born, *Fiëtmé* are the size of horse foals, and follow a similar growth trend to adulthood. Adult males and females grow to the same size. An adult, from beak to tail, can reach approximately 5m in length. Average wingspan is 4m, though larger have been seen. Swifters do not stand, but hover. If this hovering distance is not considered, Swifters can reach heights of up to 1.5m to their withers, and 2m to the tops of their heads.

LIFE SPAN: ~1500 years.

REPRODUCTION: *Fiëtmé* maintain their own population. They reproduce once every ten years, and usually have twins.

ECOLOGY: They are mostly crepuscular, but are active during the day if required. They are highly intelligent, mostly tranquil and non-aggressive, but can become defensive if provoked. They are social, and travel in flocks of up to ten animals. When content, Swifter's will emit a deep purr. When agitated, they will become restless and whip their tails back and forth. If angered or frightened, they will attack with their tails, beaks and talons.

DIET: Swifters are insectivores, and will eat every type of insect.

HABITAT: Swifters are found across the world and inhabit every land mass. Temperature does not affect them. As long as they are able to sustain themselves on the insects in a given location, they will happily reside there.

***Darrù:* Hunter (no plural) [dar-you]**

BIOLOGY: *Darrù* resemble arctic foxes in body shape, although they have longer bodies, broader snouts, and square-shaped heads. They

are pure white, with pitch black eyes and noses. The tips of their tail and ears, as well as their paws are also black. Their fur is sleek and soft, and repels magic and the elements very well. Their tails are quite bushy, like a fox, and are long and powerful.

They make a snickering laugh when content, happy, excited or when they wish to intimidate, and growl when they become aggressive. When happy, *Darrù* will wag their tail and flick their ears forward, and when agitated, will flick their ears back. Their demeanour is closer to that of a cat than a dog, as they are independent, strong-willed, and difficult to train. *Darrù* are ground dwelling animals and cannot climb.

WEIGHT: ~40kg at birth; ~1000kg for adult female; ~1200kg for adult males.

HEIGHT/LENGTH: When born, *Darrù* pups are the size of medium sized dogs, like Labradors. When they reach adolescence, they are approximately the size of large boars. Adult males stand up to 1.5m to their shoulders, and close to 2m at head height. Females stand up to 1.3m to their shoulders, and close to 1.8m at head height. From the snout to the base of the tail, males and females are approximately 3m, and 2.5m long, respectively. Their tails are a further 1.5m long on average.

LIFE SPAN: ~250 years.

REPRODUCTION: *Darrù* maintain their own population. They reproduce once every few years, and females can have litters of up to four young.

ECOLOGY: *Darrù* are active during both day and night hours, but tend to spend the mornings sleeping, and are most active during the afternoon, evening and night. They are highly aggressive, intelligent, strong-willed animals, with large home ranges that they defend. They reside in family groups of a mated pair and young.

DIET: Carnivorous. They will eat Reigntime creatures, Reignish and normal animals, and humans.

HABITAT: *Darrù* prefer cold, mountainous, and tundra environments. They do not cope well in heat or humidity, and are found throughout the world in suitable habitats.

Ruc: No English equivalent (plural: *Rucmé*) [*ruhk / ruhk-mey*]

BIOLOGY: *Rucmé* are dark green in colour, and stand on four thick legs. Their heads are large, oval and pointed, similar to a goanna, but wider, and are dominated by their mouths and noses. They have wide, large mouths, that are filled with sharp teeth, used for tearing flesh. *Rucmé* do not have eyes, as they rely on their sense of smell to locate food. They have small ears and average hearing, short, stumpy tails, and heavyset bodies. *Rucmé* are slow moving due to their muscle mass, but can walk for long periods of time without rest when they are in search of food. They are ground dwelling animals and cannot climb.

WEIGHT: ~30kg at birth; ~1000kg for adult female; ~800kg for adult males.

HEIGHT/LENGTH: Eggs are roughly the size of basketballs, though they are oval in shape. Hatchlings are approximately 300mm in height and 600mm in length. Adult female *Rucmé* are larger than males, and can grow up to 1.5m in height, and 3m long from snout to tail. Adult males are smaller, and, on average, grow to 1m in height and 2m in length.

LIFE SPAN: ~500 years.

REPRODUCTION: *Rucmé* maintain their own population. They reproduce every year, and females can lay up to three eggs.

ECOLOGY: Mostly diurnal. They are passive animals, unless provoked, or hungry, and will become defensive. They are solitary, and only seek out mates for reproduction purposes.

DIET: Omnivorous scavengers preferring relatively fresh meat and Reignish fruits. They will consume dead humans, Reigntime creatures, Reignish and normal animals, though they don't hunt meat unless extremely hungry, instead preferring to scavenge and graze on Reignish flora.

HABITAT: *Rucmé* prefer open plains and scrubland in colder climates.

'I can't even explain what it looked like—this big, green thing. It must've been another Reignish animal. It sounded like a dog, sniffing away. Anyway, I looked at it, and it looked at me, but it didn't have eyes. It just had a mouth, and lots of teeth. Saliva dripped down its jaw, and it growled.'

Sach: No English equivalent (plural: **Sachmé**) [*sarsh / sarch-mey*]

BIOLOGY: *Sachmé* are pixie-like in appearance. They have short, narrow torsos, long limbs, flat, broad heads, no body hair, and a pair of insect-like wings on their backs. They have sharp teeth and whip-like tails. They have five fingers and toes which end in long, sharp nails. *Sachmé* have small, pointed ears that sit close to their heads, and large human-like eyes. Their skin is similar to amphibians, and they dwell in moist areas. They range in colour from silver, to blue, and green.

WEIGHT: 30—40g

HEIGHT/LENGTH: Eggs are round and approximately 10mm in diameter. Hatchlings are usually 15mm in height. Adults range in size from 90—120mm in height.

LIFE SPAN: ~30 years.

REPRODUCTION: *Sachmé* maintain their own population. They reproduce once every two years, and females can lay up to fifteen eggs.

ECOLOGY: Mostly nocturnal. They are territorial and will attack anything that invades their home range. They are gregarious and form large social groups of up to fifty individuals.

DIET: Herbivorous. They eat fruit, nuts and nectar of Reignish flora.

HABITAT: *Sachmé* reside in caves, and prefer warmer climates, but will live in most areas as long as there is moisture.

'Other creatures grabbed me. That's why I'm scratched up. They were small, but had nails like needles, and they attacked when I stumbled near a cave.'

Dahmor: No English equivalent (no plural) [*dah-mor*]

BIOLOGY: *Dahmor* have large, round bodies that are coated in a black, shiny, tough exoskeleton. Weapons cannot penetrate this exterior. The underside of *Dahmor* is fleshy and dark grey, as are their tentacles. The mouth is located on the underside, and is circular, with rows of shark-like teeth.

Dahmor have six prehensile tentacles, all of which are thick, strong and flexible. They do not have suckers like octopi and squid, but these limbs act in the same manner, and are similar to the tails of monkeys in their usage, but are usually held close to their body. *Dahmor* walk on these tentacles, staying low to the ground. They can also travel by rolling on their round, hardened bodies, but they mostly use their tentacles to travel. They can reach great speeds by either means. They are ground dwelling animals and cannot climb.

WEIGHT: 350—500kg.

HEIGHT/LENGTH: Eggs are approximately the size of an emu or ostrich egg, and are circular. Hatchlings are roughly 150mm in diameter, with tentacles that can reach up to 500mm in length. Adult females and males grow to the same size and can reach up to 1.5m in diameter, with tentacles that can extend up to 5m.

LIFE SPAN: ~100 years.

REPRODUCTION: *Dahmor* maintain their own population. They reproduce once every year, and females lay a single egg.

ECOLOGY: *Dahmor* are diurnal, but will spend some time active during the evening. They are aggressive, territorial, solitary animals, and only seek out mates for reproduction purposes.

DIET: Carnivorous. They eat humans and animals, not other Reigntime creatures or Reignish animals.

HABITAT: *Dahmor* prefer caves and cooler climates. They are burrowing animals, and will often spend long periods of time underground.

'Lexie scrambled to her feet, but the thing rolled out of the shadows—black, grey and cephalopod-like, but built for land. Another meaty tentacle knocked Lexie to the ground.'

MAGIC

All Reigntime creatures were created by Crèatrix, or by creator beings, with inherent magic. Magic consists of four types:

- Enchantments
- Spells
- Charms
- Sorcery

Some creator beings and non-creator beings have unique or rare abilities of which they were created with, or were unintended but arose regardless:

- Individual abilities
- Rare abilities

Magic is inherent and eternal, and flows through every Reigntime creature. Magic is as much a part of them, as the heart, brain or blood is to a human. For creator beings, there was never a time when they had to learn an enchantment, spell or charm, for they were created with intrinsic knowledge of all magic.

Non-creator beings, however, must learn how to harness and employ their magic. Reigntime creatures are natural and organic, and as such do not often cohere with human-like systematics. However, the most logical way for Reigntime creatures to learn is by attending an educational facility. The Reignish approach to education is less structured and formal than the human equivalent, but is an essential element in Reignish culture. Without this education, non-creator beings would not be able to control their magic properly, nor would they have an understanding of the Code or be aware of the dangers of sorcery.

Parents and creator beings were once solely responsible for their offspring and creations' education. Due to time constraints and the nomadic life of creator beings, this soon led to a single Reigntime creature taking on the position of village Magister. From here, it was necessary to start a schooling system, as there were too many non-creator being children, and of varying ages, for the village Magisters to properly teach. So

it was that the Reignish Schools of Magical Teaching came to be.

There is such a school in each Reigntime creature's homeland, where non-creator being children progress from learning the basics (the Code, the different elements and forces of nature that they have unities with, beginners healing, and controlling their power), to more advanced and specific teachings (spells, enchantments, charms, defence, theory of sorcery, advanced healing, natural equilibriums and many more subjects). Non-creator beings are first taught by the resident Magister in their village until they come of schooling age. They then attend their respective Reignish School of Magical Teaching and upon completion of their education can begin doing what they were created for: helping the creator beings, protecting the land, flora, fauna and their relevant kindred element or force of nature, as well as particular crafts within their villages.

Creator beings have stronger abilities than non-creator beings. For example, Myall is a Creölah, and is a creator being, and as such, has a broad and strong range of abilities. *Mirin-minourrs*, however, are non-creator beings, and have a lesser form of inherent magic. They can still perform many enchantments, spells and charms but without the same effect as a creator being.

Crèatrix is the most powerful, followed by Karmi, Myall, then all other head creator beings and, lastly, the remainder of creator beings across the world. All head creator beings and creator beings have similar levels of power, respectively, but some have certain strengths.

Karmi is the most knowledgeable of medicine and healing magic.

The only exception to this is Crèatrix; she is the most knowledgeable and practiced in all forms of magic.

Enchantments, spells and charms do not have to be spoken aloud, but will usually have more acute outcomes if cast verbally rather than mentally.

Enchantments

Enchantments are good configurations of magic, and are most often used as veils or barriers for protection. They do not have physical ramifications. This means that they do not affect others in a physical

manner; rather, they are used as illusions, veils or barriers in order to avoid detection.

An enchantment can either be used with specific or imprecise intent:

Specific intent: provides a veil or barrier for an individual.

Imprecise intent: will veil or barrier an area of choice and all within it.

The outcome of enchantments is dependent on the strength of the Reigntime creature. All creator beings inherently know all enchantments, but non-creator beings do not and must learn them at school. Creator beings can cast enchantments to their full capacity, whereas non-creator beings cannot. This is due to the strength of inherent magic in each Reigntime creature.

Enchantments do not take as much energy to cast as spells or charms, but they are usually held in place for much longer amounts of time, and require endurance. Creator beings have more stamina than non-creator beings so will always be able to maintain an enchantment for a longer period of time. As well as this, creator beings have full control over enchantments and, when in good health, can maintain flawless enchantments indefinitely. Non-creator beings cannot maintain flawless enchantments, but can still use them well.

For example, if a non-creator being were to use the enchantment *Aréjon* in order to cast an invisibility veil with specific intent, they would appear indistinct to the human eye, but would still be detectable to a Reigntime creature. They would take on the resemblance of their surroundings, but, rather like the surface of water, they would have a faint silhouette that ripples ever so slightly, as they would be unable to hold the illusion to the same speed as their movements.

Non-creator beings have difficulty casting enchantments with imprecise intent, as they can only project a small distance past themselves. Both creator and non-creator beings have the ability to use enchantments on the move, and can cast and hold enchantments with specific and imprecise intent while moving from place to place. Non-creator beings cannot keep this up for long, a few days at most,

whereas a creator being can use enchantments indefinitely.

The only way that a non-creator being can use an enchantment to the same ability as a creator being is through use of sorcery.

Below are some enchantments encountered throughout Lexie's time with Reigntime creatures:

Aréjon

Causes the caster to become invisible; all others will be blinded by an invisibility veil by the caster.

Inyarr

Causes the caster to render themselves unheard to all, no matter their proximity to others. No sounds can penetrate past the deafening veil.

Malsoar

Causes any and all scents of the caster to be indistinguishable; no scents are able to carry outside of the veil.

Ourrâjat

Causes an impenetrable, invisible, physical barrier to form around the caster.

Mirn

Used to enchant an object into a talisman of truth. The caster will imbue the object with magic that allows the object to warn the owner of another's intentions. Usually the enchantment will reveal if someone is friendly, or means you harm, but other warnings can be enchanted, such as if someone is lying or speaking the truth.

Deterring enchantments

These have been put in place around the Keep, and all Reignish villages. They can be cast by any Reigntime creature, but in order to remain in place for an extended period of time, they are carved into surroundings. The Keep's deterring enchantments are located around the tree hollow. Reignish script can be imbued to hold magic. Non-creator beings must paint the Reignish symbols they carve with their blood. Creator beings have greater control of their magic, and imbue the symbols mentally.

Spells

Spells are good configurations of magic and are used with the intent of producing a physical ramification. They differ from enchantments because to be classed as a spell, the object itself must be altered in some way. All creator beings inherently know all spells, but non-creator beings do not and must be taught. The ability to cast a spell to its full capacity is dependent on whether the Reigntime creature is a creator being or not.

Dissimilar to enchantments, the outcome of spells is dependent on the strength of the Reigntime creature, rather than their endurance. Creator beings can cast spells to their full capacity and have total control, whereas non-creator beings cannot, as their level of strength is much less than that of creator beings.

There are different levels of autonomy with different spells, depending on the Reigntime creatures' specific strengths. For example, Karmi, a Creöciën, is learned in the art of medicine and healing magic—that is his strength. Whenever a Reigntime creature has suffered an adversity, they will search out Karmi to heal them. The healing spell, *Belox Çòrah*, will have the fastest effect when used by Karmi. His ability with healing magic supersedes all others, rendering him the only Reigntime creature able to save the lives of those who are mortally ill or wounded.

The only way that a non-creator being can use a spell to the same ability as a Reigntime creature is through use of sorcery.

Below are some spells encountered throughout Lexie's time with Reigntime creatures:

Anrà

Used to undo physical spell-work.

Belox Çòrah

A healing spell used to speed up the process of recovery; quick wellbeing.

Creö

The most powerful spell a creator being can use. It allows them to create life—animals, flora, and non-creator beings. A creator being such

as Myall, the Creölah, usually only uses their ability to create animals, and a Creöxòbi would usually only use this spell to create flora, but every creator being can dabble in other forms of creation. They will not be as good as the creator being intended for that creation, but the ability of creation is granted to them all. Myall can therefore create flora, and shapes the creation to an image in his mind, but he uses more magic and power to create flora than any Creöxòbi would.

Enon

A spell that works on many things. It means “close” and will have a physical ramification on anything that is able to open and close. For instance, magical doorways.

Esfir

Used to suffocate another.

Nènoar

Used to call a Reigntime creature, human or animal to the caster. Using this spell will not compel a Reigntime creature, human or animal to come to the caster, but will ask them, and provide a positive influence over their choices.

If employed with sorcery, it *forces* a Reigntime creature, human or animal to obey.

Nixus

Used to create pressure within a Reigntime creature, human or animal. The pressure is not an illusion, it is a physical change of pressure in the target's body, and can be centralised to one location i.e. the head, or can encompass the entire body. The intensity of the spell depends on the ability of the caster. An adept and well-trained caster will have complete control and be able to change the pressure and know the limitations of their target.

Noneh

A spell that works on many things. It means “open” and will have a physical ramification on anything that is able to open and close. For instance, magical doorways.

Norresfir

Used as a counter spell to *Esfir*; it will undo the suffocation, allowing a Reigntime creature, human or animal to breathe normally again.

Norrtrêù

Used as a counter spell to *Trêù*; it will unfreeze the Reigntime creature, human or animal that has been frozen.

Noxlònlah

Used to bring on somnolence: a deep sleep.

Trêù

Used to make a Reigntime creature, human or animal freeze; they are unable to move for however long the spell is in place, or until they overcome the strength of the caster.

Charms

Charms are good configurations of magic and are used to bend and shape the elements, persuade others, and to determine the location of a Reigntime creature, human, animal or object. All creator beings inherently know all charms, but non-creator beings do not and, again, must learn them at school. The ability to cast a charm to its full capacity is dependent on whether the Reigntime creature is a creator being or not.

Dissimilar to enchantments and spells, the outcome of a charm is dependent on the willpower of the Reigntime creature, rather than their endurance or strength.

Charms require high levels of concentration and self-discipline; therefore the caster must be adept in using their willpower.

In order to cast a charm to its full capacity, the caster must be able to block out distractions. Willpower is more attuned and forceful in creator beings than non-creator beings, and the reason why they can cast charms to a higher degree of accuracy, hold them in place for longer and have more substantial outcomes. Myall is particularly good at casting charms. Being the creator of Australia's animals, he has more influence over them in particular. This, coupled with him being a water kindred spirit, aids in his control of water elements, and finding the location of Reigntime creatures and animals.

The only way that a non-creator being can use a charm to the same ability as a Reigntime creature is through use of sorcery.

Below are some charms encountered throughout Lexie's time with Reigntime creatures:

Are Mooró

A mind reading charm used to go through the memories of Reigntime creatures, humans or animals. This ability is exclusive to Karmi and cannot be performed by any other Reigntime creature except for Crèatrix.

Flih

Used to conjure a hot wind, mostly used for drying oneself or others.

Foart-femis

An elemental charm used to control the wind. Dahni used this charm against Câtis in the fortress. Lexie remarked on the elf, '*He uttered a word, thrust out his hands, and Câtis was flung halfway across the fortress on a gale-force wind.*'

Lintarr

An elemental charm used to create fire. The caster only has control over flames that they have created, not over wild fire or fire created by any other Reigntime creature.

Téjó Lanix

A persuasion charm, allowing the caster to alter a Reigntime creature or human's perspective. It does not change the way the caster appears to others, instead, it persuades one to believe that their perception of the caster is exactly what they should expect, therefore, eliminating suspicion. It works best on humans, not very well on Reigntime creatures, and not at all on animals.

Sorcery

Sorcery is a dark configuration of magic, and must be taught or self-learned in order to practise—it is not inherent like magic. Creator beings very rarely use sorcery, as they have no need—the endurance, strength and willpower of their magic supersedes that of sorcery, but this can be overcome by other means.

For example, Çaiël's strength is such that she is almost a match for Myall, as she employs the use of sorcery and has acquired more power from killing other Reigntime creatures.

In addition to Çaiël's use of sorcery, she has killed other Reigntime creatures and absorbed their power, which give her greater strength, endurance and willpower. Çaiël abuses her knowledge of sorcery, and from her gained power from killing other Reigntime creatures has become very strong indeed.

There are certain curses associated with sorcery, though, sorcery is mostly not the configuration of different spells and enchantments, but the ability to cast the same ones by drawing on an external strength, rather than an internal, instinctive ability. Çaiël cast the same enchantments, spells and charms as any Reigntime creature would, but called upon a dark and destructive strength, of which corrupts the soul—a torment for any Reigntime creature and why they avoid sorcery at all costs.

To perform sorcery is to corrupt and tarnish one's soul, as the external strength gradually embeds itself deeper and deeper into the heart of the Reigntime creature who calls upon it.

Counter-intuitively, one does not become more powerful from this take-over, but has a greater understanding and grasp of the sorcery, so can call upon it with more urgency and cast enchantments, spells and charms with more accurate outcomes, but no more power itself.

A Reigntime creature who uses sorcery will not become more powerful each time they call upon the external strength, but they will become more acute in their casting. Sorcery, coupled with a power transfer from Reigntime creatures that one has killed, will result in a higher degree of power and control.

Càdo

The killing spell can only be cast by use of sorcery, so is not often used. As well as this, the caster has to be adept at magical strength and willpower, or the spell will not succeed. A Reigntime creature could attempt to cast this spell, but it would have no effect unless the creature *wanted* to kill the target.

Çorcorrin Our

A spell invented by Çaiël. It is a ramification of the memory alteration charms, but is performed by use of sorcery. This is presently an individual ability, as it has not been cast by anyone else. As it stems from Mind Breaking, only *Sirah* can use the spell.

Individual Abilities

Are Mooró

See under *Charms*.

Çorcorrin Our

See under *Sorcery*.

The Exploration Charm

There is no casting word for this charm—it can only be cast mentally, and does not involve a command word. Myall is the only Reigntime creature who has the ability to cast this charm. It arose in him organically—Creàtrix did not create him with the intention of having the ability to cast this charm. It provides Myall with the ability to unearth a Reigntime creature, human or animal's most desperate wishes. Use of the charm unlocks deepest desires, strongest motives, and allows Myall to feel the emotion behind those feelings. He uses it as a survival strategy.

Rare Abilities

Darênah

Used as a location charm; it allows the caster to identify the location of the Reigntime creature, human, animal or object that they are concentrating on. This is a rare ability. Myall uses this charm to locate the Stand in Evernight, and Rélin used the charm to locate Myall.

Magical Objects

Impaeth

Impaeth are known as Imparters, and are special stones that can be imbued with one's emotions. The creature imparting their emotions into the *Impaeth* holds the stone as they think about what they wish to convey. Whatever they feel is imparted into the stone, along with whatever it is they are looking at during the imparting. No words can be imparted, only emotions and feelings.

An *Impaeth* can only be used once, and is a cryptic way of communicating, but is useful when creatures are far apart, and need to discuss private issues. Once the receiver has used the *Impaeth*, it is wiped blank. The stone can then be used by anyone else who wishes to impart their emotions for another.

Impaeth are not common, and are not able to be created by any except for a certain type of creator being (*Creöjentâs*). Any Reigntime creature can use an *Impaeth*, but the few that are in circulation are difficult to come by, and are highly sought after.

LANGUAGE

Reignish is the original language of the world. Every Reigntime creature speaks Reignish, as well as the human language/languages of the land where they reside, and many are able to speak multiple human languages. If using Reignish spelling and language as opposed to English, the words for Reigntime and Reignish are, respectively, *Rànavoarn* and *Rànin*.

In Reignish, separate words are often joined together to create a new word with a different meaning. Two separate systems are involved, one for the names of animals, and one for the names of Reigntime creatures and places.

Çólarrius consists of two separate words, *çól* and *arrius*. These words each have a distinct meaning when used individually, 'soul' and 'carrier', respectively. However, when they are used as one word, second word ownership is implied whereby the second word owns the first. So, *Çólarrius* is, in fact, 'carrier of the soul'. The same can be seen of many animal names e.g. *Avidoarnù* separately means 'egg' and 'sunrise/dawn' but together means 'sunrise/dawn of the egg'; *Avasendóù* separately means 'cave' and 'climber' but together means 'climber of caves'.

Mirin-minourr separately means 'water' and 'moon'. However, when used as one word, first word ownership is implied whereby the first word owns the second. So, *Mirin-minourr* is, in fact, 'water of the moon'. All affiliations (*çólmirin*, *çóljentâs*, *çólòbi*) follow the same ownership rule—soul of the water, soul of the earth, soul of the flora. *Alitorâ Içorflerrac*, as a place name, denotes first word ownership. The two separate words, 'land' and 'rainbow', come together to mean Land of the Rainbow. *Alitorâ Avasendóù*, another place name, means 'Land of the Climber of Caves', as *Avasendóù* is an animal name, so retains its second word ownership rule. *Yarrin Mirinrour* is 'Sound of the Waterfall'.

The indefinite articles (*a* and *an* in English) have two representations in Reignish: natural and unnatural. Any subject that requires

an indefinite article e.g. a dog, a chair, a pen, a shirt etc. must first be classed as natural or unnatural. All flora and fauna, every Reigntime creature, human, element or part of earth or space is considered natural. Natural subjects are preceded by the article *oor*. Anything man, or Reigntime creature made, is considered unnatural and is preceded by the article *ir*.

E.g.

A table; *ir* table.

A dog; *oor* dog.

A shirt; *ir* shirt.

A rock; *oor* rock.

A piece of paper; *ir* piece of paper.

An elephant; *oor* elephant.

An earring; *ir* earring.

CONSONANTS

Letter	IPA	Pronunciation
Bb	b	Plosive bilabial <i>beh</i> sound as in the English <i>bike</i> or <i>berry</i>
Çç	ç	Fricative palatal soft <i>ess</i> sound as in the English <i>circle</i>
Cc	k	Plosive palatal hard <i>ck/k</i> sound as in the English <i>crust</i> or <i>curtain</i> . When <i>c</i> begins a proper noun e.g. 'Creàtrix' and 'Càtis', then it is always hard
Dd	d	Voiced plosive alveolar <i>deh</i> sound as in the English <i>dentist</i> or <i>dirt</i>
Ff	f	Fricative labiodental <i>ph/ff</i> sound. Always <i>off</i> , never the <i>v</i> sound in <i>of</i>
Hh	h	Voiced fricative glottal <i>heh</i> sound as in the English <i>hate</i> , <i>heap</i> or <i>height</i>
Jj	ʒ	Fricative sound, always soft and gliding, as in the French <i>je</i> or <i>bonjour</i> ; or like the <i>g</i> sound in the English <i>sabotage</i> ; can be expressed as <i>zh</i> as you vibrate your vocal cords when pronouncing it. Never the hard <i>j</i> sound of <i>jam</i> or <i>jump</i>
Kk	k	Plosive velar hard <i>ck/k</i> sound as in the English <i>kite</i> or <i>kitten</i> ; very rare and only ever used in proper nouns
Ll	l	Lateral approximant alveolar <i>leh</i> sound as in the English <i>letter</i> or <i>loud</i>
Mm	m	Nasal bilabial <i>mm</i> sound as in the English <i>might</i> or <i>mess</i>
Nn	n	Nasal alveolar <i>nn</i> sound as in the English <i>night</i> , <i>natural</i> or <i>sound</i>

Pp	p	Voiceless bilabial stop <i>peh</i> sound as in the English <i>pile</i> or <i>private</i> ; very rare
Rr	ʀ	Voiced uvular fricative, as in the French pronunciation of <i>rester</i> . Always used when <i>r</i> begins a word
Rr	ʀ	Uvular trill when not used as an <i>a</i> , <i>e</i> , <i>i</i> , <i>o</i> or <i>u</i> diphthong. Cannot ever begin a word. As in the French pronunciation of <i>Paris</i> . Not common due to diphthongs being used in its place
Ss	z/s	Both voiced and unvoiced alveolar fricative. Always a voiced alveolar fricative <i>z</i> sound as in the English <i>cheese</i> or <i>please</i> when used as an ending letter. Always an unvoiced alveolar fricative, soft <i>ess</i> sound when used as a starting letter or within a word. See rules for more detail
Vv	v	Fricative labiodental <i>vv</i> sound as in the English <i>very</i> or <i>evil</i>
Ww	w	Voiced labial-velar approximant <i>weh</i> sound as in the English <i>water</i> or <i>wonder</i>
Xx	s	Unvoiced alveolar fricative soft <i>ss</i> sound as in the English <i>missing</i> ; never a <i>z</i> , <i>ks</i> or <i>ex</i> sound

VOWELS

Letter	IPA	Pronunciation
Aa	a	Pronounced as <i>a</i> in the French <i>sa</i> or the English <i>pass</i>
Ãã	ã	French nasal <i>a</i> as in <i>sans</i>
Àà	eɪ	Lengthened <i>a</i> sound as in <i>Abraham</i> or <i>able</i> , or the Scottish sound as in <i>bay</i> , <i>hay</i> or <i>fate</i>
Ââ	ɑ	Short <i>a</i> sound as in the French <i>pâte</i> , or the English <i>cat</i> or <i>sat</i>
Ee	ə	<i>eh</i> sound as in the French <i>le</i> or <i>ce</i> , or the English <i>letter</i>
Êê	ɛ:	<i>ey</i> sound as in the French <i>fête</i>
Éé	ɔ̃	<i>ay</i> sound as in the French <i>blasé</i> , or English <i>say</i>
Èè	e	Lengthened <i>e</i> sound; represents <i>ee</i> as in the English <i>sweet</i> , <i>meet</i> or <i>sweep</i>
Ëë	ə	Separate sound to preceding letter as in <i>noël</i>
Ii	i	<i>ii</i> sound as in the French <i>si</i> , or the English <i>igloo</i> , <i>internet</i> or <i>print</i>
Ìì	i:	Lengthened <i>eye</i> sound as in the English <i>ice</i> or <i>light</i>
Ïï	i	Separate sound to preceding letter as in <i>naïve</i>
Oo	o	Short <i>oh</i> sound as in the French <i>sot</i> , or the English <i>sorrow</i>
Óó	ɔ	Lengthened <i>owe</i> sound as in the difference between <i>rossa</i> and <i>rósa</i> , or the English <i>rose</i> , <i>own</i> or <i>oval</i>
Òò	u	Lengthened <i>oo</i> sound as in the English <i>moose</i> , <i>goose</i> or <i>loose</i>
Öö	o	Separate sound to preceding letter as in <i>liön</i> (lih-on) instead of <i>lion</i> (lie-on)

Oo	o	French nasal <i>o</i> as in <i>sons</i> . Only occurs when <i>o</i> is followed by <i>n</i>
Uu	ʌ	As in <i>uh</i> like the English <i>butter</i> or <i>under</i>
Ûû	y	As in the English <i>you</i> or <i>eau</i> in <i>beautiful</i>
Yy	y	Close front rounded gliding sound as in the English <i>yes</i> , <i>yam</i> or <i>yellow</i>

DIGRAPHS AND DIPHTHONGS

Letter	IPA	Pronunciation
irr	ɪr	Scottish burr sound as in <i>mirror</i> , <i>thirst</i> or <i>fir</i>
eer/ere	ɪər	Scottish burr sound as in <i>beer</i> or <i>mere</i>
err	ɛr	Scottish burr sound as in <i>berry</i> or <i>merry</i>
arr	æɹ	Scottish burr sound as in <i>barrow</i> , <i>arrow</i> or <i>marrow</i>
or/orr	ɔr	Scottish burr sound as in <i>forage</i> , <i>moral</i> or <i>storage</i>
oar	ɔr	Scottish burr sound as in <i>born</i> or <i>for</i>
ourr/oor	uər	Scottish burr sound as in <i>boor</i> or <i>moor</i>
ir	ɜr	Scottish burr sound as in <i>bird</i> or <i>herd</i>
ow/ou	ɑʊ	Scottish sound as in <i>how</i> or <i>pout</i>
ai	aɪ	Scottish sound as in <i>aye</i> , <i>ride</i> or <i>write</i> ; similar to the English <i>sigh</i>
whi	ʍi	As in the French <i>oui</i>
eu	øø	As in the French <i>eu</i> in <i>ceux</i>
ae	æ	Pronounced like <i>aye</i> if followed by <i>th</i> ; or like <i>air</i> if followed by <i>r</i>
ah	ɑh	Distinction from vowel <i>a</i> sounds. Pronounced like the French <i>la</i> or the name <i>Sarah</i> . A soft, gentle sound
eh	əh	Distinction from vowel <i>e</i> sounds. Pronounced like the French <i>le</i> or the English ‘ <i>less</i> ’. A soft, gentle sound

ih	ih	Distinction from the vowel <i>i</i> sounds. Pronounced like the English <i>dip</i> or <i>fish</i> . A soft, gentle sound
oh	oh	Distinction from the vowel <i>o</i> sounds. Pronounced like the Scottish <i>loch</i> or the English <i>loss</i> . A soft, gentle sound
ch	ʃ	Always used to represent the sound <i>sh</i> as in the English <i>sheep</i> or <i>ship</i>
th	θ	Always used to represent the sound <i>th</i> as in the English <i>there</i> or <i>empathy</i> . Very rare
ll	l	Preceding vowel is short
mm	m	Preceding vowel is short
nn	n	Preceding vowel is short

STRESS

Reignish is a musical, romance language, denoted by indistinct stress on a majority of words. The only words that are stressed are proper nouns and any words that require emphatic stress. The following two sentences do not contain any form of stress, as there are no proper nouns. They are to be read in a single, flowing voice.

Corraj cò ano doorne en imourr whirà irrâ.

Go to the person and stay with her.

Tarr ai norrx rixtorr cò nètùras jéx.

I am not ready to return yet.

When saying proper nouns, stress is dependent on the number of syllables in the word. If there are two syllables, the first is always stressed. If there are three, the middle is always stressed. If there are four, the second and third are stressed. There are some exceptions noted below. The stressed sections of the following proper nouns are underlined.

Two Syllables: Three Syllables: Four Syllables: Exceptions:

Inyarr

Creàtrix

Creötirrja

Rànavoarn

Nènoarr

Creölah

Çólarrius

Chèlimàtor

Belox

Creöcièn

Jenorçaré

Ourrâjat

Çólmirin

Çólòbi

Çóljentâs

Darênah

Noxlòndah

Nètùras

RULES

If *o* is followed by *n* the *o* is always nasal. E.g. French: *sons* (sohn); opposed to English: *sons* (male child).

Whenever an *e* is placed before another vowel, it is always lengthened to è. E.g. Instead of spelling the word *Creàtrix* as *Crèàtrix*, the è is implied as it precedes the vowel *a*, therefore it is automatically pronounced as the lengthened *ee* sound of è.

Final *e* is never mute. E.g. *Doorne* is pronounced as ‘door-neh’, not ‘dorn’.

Every *c* that begins a word is pronounced as a hard *ck/k* sound.

C within a word is always pronounced as the soft sound (as in the beginning of the word *circle*) whenever it precedes the letter *i*. Therefore, the word *Creöcièn* is pronounced: kree-owe-si-en.

Every *c* that begins a word—but is to be pronounced as the soft *c* as in *circle*—is represented by the letter *ç*. Therefore, the numbers one to nine (*ça, çin, çirah, çoar, çât, çeux, çent, çìò, çirri*) are all pronounced with a soft *c* sound (*sa, sin, sirah, soar, sât, seux, sent, siò, sirri*).

The pronunciation of the diphthong *ae* is dependent on the letters that follow it. If it is followed by *th*, then it is pronounced like *aye*; if followed by *r*, then it is pronounced like *air*. E.g. *aether/aethering* is pronounced *aye-ther*; whereas *Aeror* is pronounced *air-ror*.

Any *s* that begins, or is within a word, is pronounced as the soft *ss/x/ç* sound. E.g. *sië*, the Reignish word for ‘you’, is pronounced ‘si-heh’. The *s* in *malsoar* is within the word, so is pronounced as the soft *ess* sound. Yet, when *s* ends a word, it is pronounced as a *z* sound. Also, when *s* has ended a word, but the word is lengthened with a suffix (i.e. *miss, missed, missing*), the *z* sound is retained. E.g. the word *nètùras* (return) is pronounced ‘nee-tyou-rarz’, so the word *nètùrasèt* (returning) also retains the *z* sound and is pronounced ‘nee-tyou-rar-zet’.

If two words are to be joined, and the final letter of the first word and first letter of the joining word are both *o*, then an *x* is placed in between the two *o*’s. E.g. *Creö* + *òbi* (creator of flora) becomes *Creöxòbi* (Kree-owe-soo-bih).

If two words are to be joined, and the last and first letters are the same, the first letter of the second (joining) word is omitted so that there is no double. It is the same if the first word ends in a double letter and the second word starts with the same letter, except that in these circumstances there will be a resultant double, instead of triplet, letter. E.g. The word for sunrise/dawn is a joining of the words ‘sun’ and ‘rise’, respectively, *doarn* and *nù*. They come together to form the word *doarnù*, where one *n* is omitted, resulting in a single instead of a double *n*. The word for rainbow is a joining of three words, ‘many’, ‘colour’ and ‘arch’. *Içor*, *flerr* and *rac* come together to form the word *içorflerrac* with a double *r* instead of a triplet.

SONGS

Winter’s Breath

*Oh, sweet breath of the mountains:
The cold winds are rising,
Drifting ever closer—hear them
Calling, howling, sighing?
Crisp and fleeting tendrils of air
Play their songs through the trees.
The sounds of rustling foliage
Hums softly in the breeze.*

*Oh sing, oh sing
Sweet breath of the mountains,
Sing to us, sing to us,
Your power will not be forgotten*

*Yellow glowing ribbons of light
That carry little heat
Stretch out from the sun, though in sight,
Her warmth cannot reach.
Oh, the dancing wind rustles by
And it whispers the name*

*Of the fragile season that is nigh,
“Winter” is here, and here she shall stay.*

*Oh sing, oh sing
Sweet breath of the mountains,
Sing to us, sing to us,
Your power will not be forgotten
Oh sing, oh sing,
Soul of winter season,
Sing to us, sing to us,
Though not without reason.
Oh sing, oh sing,
Tell of all that you bring,
Sing to us, sing to us,
Until we are reunited with Spring.*

Warriors of the Sea

*“Come to me, come to me”,
Sing the warriors of the sea.
“Come to us, come to us”,
They will try to gain your trust.*

*“Forget your home, forget your family,
Dear human, there is only me.
Fair young one, fair Reignish child,
When will you learn, you cannot hide?”*

*We, the water dwellers, the Mirin-minourrs,
Shall let your bones wash onto the shores,
For once we have devoured your flesh,
No-one shall find you, there will be nothing left.”*

Divide

*Together forever, forces entwined,
Half and half, yet neither alike.
One half must perish, and one will survive,
But only the half that magic makes thrive.*

*Which will come through?
Which side shall choose
To live on and save us all?*

*Oh, the half that is needed
For evil to be defeated,
Will soon wither and pass,
With the body it once was,
For the other half is stronger
And shall not be quelled longer,
As it cannot be sustained,
In a non-magical cage.*

*Which will come through?
Which side shall choose
To live on and save us all?*

*Side by side, half and half,
Evil and good, which will last?
Only the weaker half can fight
For all earthen life alike,
But if the stronger side wins out,
Darkness will reign—for none can doubt
That good is a mirror of its foe,
For evil is half and half also.*

*Which will come through?
Which side shall choose
To live on and save us all?*

*One half may live, and evil will reign,
Or one half may perish, and evil the same.
The life of the half—and whole—that must die,
Is the only way evil will meet her demise.*

*Which will come through?
Which side shall choose
To live on and save us all?
To live on and save us all?*

NAMES

As with English names, Reignish names carry particular meanings. For public names, in most cases, the words do not directly translate to the corresponding meaning. For example, the name Alexis means ‘protector/defender of mankind’ in English, but the name itself does not *directly* translate to ‘defender of mankind’. As a Reignish example, Aiwah means ‘ignite’, but it does not translate directly—the name only denotes the meaning. Ignite is a different Reignish word altogether.

However, there are some instances where public names are direct translations. Myall’s public name, Finù, directly translates to ‘Swimmer’. Maeren is another example of direct translation. As you might call a pet, ‘Misty’, the name Maeren is the Reignish equivalent of that word.

True names, however, usually translate directly to their corresponding meaning in Reignish. For example, Masriël’s true name is Ainoarça, which translates directly to ‘Little One’.

Direct translations have been noted by use of ‘translates to’, and names that only carry particular meanings have been shown by use of ‘means’.

Myall: means “My All” [*My-ahl*]
Finù: translates to “Swimmer” [*Fin-you*]
Jenorçaré: translates to “First Born” [*Jen-or-sar-rey*]
Karmi: is derived from *Loharrmi*, which translates to “Ruler of Reptiles” [*Kar-mih / loh-are-mih*]
Creàtrix: translates to “Mother Creator” [*Kree-aye-triss*]
Còmir: is derived from *Còmirin* (his true name), which translates to “To Water” [*Koo-mer / Koo-mer-in*]
Çaiël: means “Divide” [*sigh-ell*]
Torìah: means “Warrior” [*tor-rie-ah*]
Masriël: means “Halcyon” [*mas-rih-ell*]
Ainoarça: translates to “Little One” [*eye-nor-sar*]
Dahni: means “Bearer” [*dar-nih*]
Jivascoar: translates to “Brave of Heart” [*jiv-ars-core*]
Lòen: means “Lily” [*loo-en*]
Tarri: means “Fair” [*tar-rih*]
Bànon: means “Merry” [*bay-nan*]
Rélin: means “Light” [*rey-lin*]
Aiwah: means “Ignite” [*eye-wah*]
Lorriët: means “Gift” [*lor-rih-et*]
Roarn: means “Fallen” [*raw-n*]
Càtis: means “Fury” [*kay-tiz*]
Rìdel: means “Verdure” [*rie-del*]
Irehn: means “Floret” [*er-ren*]
Maeren: translates to “Misty” [*mair-ren*]
Jeun: means “Shadow” [*joon*]
Reu: means “Soar” [*roo*]
Vicha: means “Take Wing” [*vih-shar*]
Wêna: means “Maker” [*wey-nar*]
Altere: means “Steadfast” [*all-tier*]

Orris: means “Fighter” [*or-riz*]
Lénah: means “Disrupt” [*ley-nah*]
Jenarê: translates to “Sea Born” [*jen-are-rey*]