

GLOSSARY

REIGNTIME CREATURES

Reigntime creatures are comprised of:

- Creàtrix
- Creator beings
- Non-creator beings

Creàtrix

[kree-aye-triss]

The Reigntime encompasses the process of reincarnation. The *Limitorà* 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 rebirth. This happens to all except for Creàtrix and creator beings—for they are original souls. Creàtrix is immortal and can only 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 could 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 coexisting 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, rocks and non-creator beings. 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 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 saltwater 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. *Tirra* [*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 *çòlaistor*—souls of summer, summer kindred spirits; as are all *chiforr*, *rour* and

silfoar Creötirrijas *çólchiforr*, *çólrou* and *çólsilfoar* kindred spirits—souls of winter, autumn/fall and spring, respectively.

Creötirrijas' relationship with the land is symbiotic—they created 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 elemental charms.

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, rocks 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-minourrs* [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 is the one hundred and first.

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.

MAGIC

All of the Reigntime creatures were created by Creàtrix, 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 creatures 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 turn thirteen and come of schooling age. From the age of thirteen to seventeen they 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.

Creàtrix 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 Creàtrix; 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.

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:

Âbsourr

Used to repel anything from the caster by a physical force; it causes the object to be flung away with great velocity.

Belox Çòrah

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

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. For instance, when Còmir cast the spell in the clearing, Karmi was dragged towards him.

Norrtrèù

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

Noxlòndah

Used to bring on somnolence: a deep sleep.

Trèù

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:

Areemooró

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 Creatrix. Karmi uses this charm on Lexie, although he does not cast it aloud.

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.

Foart-femis

An elemental charm used to control the wind. Karmi uses this charm against Còmir when they meet in the clearing in Kakadu. He did not say the charm aloud though, preferring to remain hidden so that he could attack with the element of surprise. Lexie remarked on the gust of wind, *'Instead, she felt a strong rush of wind from her right, which bowled her over, and heard an infuriated snarl a moment later.'*

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.

Téjò 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, Còmir's strength was such that he was almost a match for Karmi, as he employed the use of sorcery and had acquired more power from killing other Reigntime creatures.

In addition to Còmir's use of sorcery, he had killed other Reigntime creatures and absorbed their power, which gave him greater strength, endurance and willpower. Còmir abused his knowledge of sorcery, and from his gained power from killing other Reigntime creatures became very strong indeed.

There are certain curses associated with sorcery, but none have been used so far. Mostly, sorcery is 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. Còmir 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.

Individual Abilities

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.

Are Mooró

See under *Charms*.

Rare Abilities

Darênah

(See also under *Charms*)

Myall is able to use this location charm, as was Còmir, but it was a rare ability granted by Creàtrix to only a few. Còmir was not granted this ability—the reincarnated soul of which Còmir’s physical body possessed was originally created with the ability to use this location charm—allowing Còmir to do so as well.

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-minourrs 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 Reingnish: 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 <i>bike</i> or <i>berry</i>
Çç	ç	Fricative palatal soft <i>ess</i> sound as in <i>circle</i>
Cc	k	Plosive palatal hard <i>ck/k</i> sound as in <i>crust</i> or <i>curtain</i>
Dd	d	Voiced plosive alveolar <i>deh</i> sound as in <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 <i>hate</i> , <i>heap</i> or <i>height</i>

CONSONANTS

Letter	IPA	Pronunciation
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 <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 <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 <i>letter</i> or <i>loud</i>
Mm	m	Nasal bilabial <i>mm</i> sound as in <i>might</i> or <i>mess</i>
Nn	n	Nasal alveolar <i>nn</i> sound as in <i>night</i> , <i>natural</i> or <i>sound</i>
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	Both voiced and unvoiced alveolar fricative. Always a voiced alveolar fricative <i>z</i> sound as in <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 <i>very</i> or <i>evil</i>
Ww	w	Voiced labial-velar approximant <i>weh</i> sound as in <i>water</i> or <i>wonder</i>
Xx	s	Unvoiced alveolar fricative soft <i>ss</i> sound as in <i>missing</i> or <i>kiss</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	ɛɾ	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	ɔ	<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 the English <i>say</i>
Èè	e	Lengthened <i>e</i> sound; represents <i>ee</i> as in <i>sweet</i> , <i>meet</i> or <i>sweep</i>
Ëë	ɔ	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 <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> . English <i>rose</i> , <i>own</i> or <i>oval</i>
Òò	u	Lengthened <i>oo</i> sound as in <i>moose</i> , <i>goose</i> , <i>loose</i>
Öö	o	Separate sound to preceding letter as in <i>liön</i> (lee-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>

VOWELS

Letter	IPA	Pronunciation
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, yam, yellow</i>

DIGRAPHS, DIPHTHONGS AND DOUBLE LETTERS

Letter	IPA	Pronunciation
irr	ɪr	Scottish burr sound as in <i>mirror, 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, arrow</i> or <i>marrow</i>
or/orr	ɔr	Scottish burr sound as in <i>forage, moral</i> or <i>storage</i>
oar	ɔr	Scottish burr sound as in <i>born</i> or <i>for</i>
ourr/oor	ʊər	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, ride</i> or <i>write</i> ; similar to 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>
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	ɔh	Distinction from vowel <i>e</i> sounds. Pronounced like French <i>le</i> or the English <i>less</i> . A soft, gentle sound.

DIGRAPHS, DIPHTHONGS AND DOUBLE LETTERS

Letter	IPA	Pronunciation
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 start of the English <i>loch</i> or <i>loss</i> . A soft, gentle sound.
ch	ʃ	Always used to represent the sound <i>sh</i> as in <i>sheep</i> or <i>ship</i>
ll	l	Preceding vowel is short
nn	n	Preceding vowel is short
mm	m	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 whirâ 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

Creötirrija

Rànavoarn

Nènoarr

Creölah

Çólarrius

Chêlimâtor

Belox

Creöciën

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 *Creöciën* 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, seus, sent, siò, sirri).

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 ‘sih-eh’. 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 *nètùraset* (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.”*