

II

Names Index

II. Names Index:

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Notes:

Geaelen Pronunciations:

The Formal: In ‘formal’ pronunciation, *ae* occurs as two syllables with emphasis on the (long) *a*. All Highland names in the appendix represent formal pronunciation.

Fa·el·ryd • (fā'elrid) [**formal**]

The Informal: In ‘informal’ pronunciation (more common), *ae* occurs as a lazier single syllable similar to *ai* in ‘fail’. (This of course applies to shortened names as well.)

Fael·ryd • (fā'lrid) [**informal**]

Fae • (fā) [**shortened**]

The Archaic: In the archaic Highland accent, vowels generally occur in the sharpest possible long extension. (Virtually obsolete, only certain cultures preserve the archaic, most notably the ‘witch clan’.)

Fael·ryd • (fīlrēd') [**archaic**]

Eastern Accents:

Eastern accents (Gath and Sethian) roll all *r* sounds. Due to its cultural diversity, the rolled *r* applies to some Angoran names, such as Androgath and Gerrad. (Note: rolled *r* indicated by *italic*)

Numerical Markers:

Numeral markers in the left margin indicate the revision or addition of an article, and the value of the numeral indicates the volume with which the revision or addition coincides. Articles marked ‘*a*’ otherwise appear only within the appendices volume.

2.01. Geaelen - Teaeren

- I **A·el·bryct** (ā'elbrikt) mason, woodcrafts & glasswork artisan, militia scout captain, city of Argael
- I **A·el·dryd** (ā'eldrid) fisher, militia maintenance captain, 45th Martial, city of Edyn mountains
- I **A·en·gys** (ā'engis) brewer, militia scout, village of Old Orchard
- I **A·la·ep·ys** (ālā'epēz) 1. mountains, 2. river
- I **Ar·ga·el** (ārgā'el) 1. principality, 2. city
- I **Black Creek** (blak krēk) 1. geographic territory, 2. river, 3. village
- I **Ca·el·vyn** (kā'elvin) 1. geographic territory, 2. river, 3. journalist, 3rd Martial
- I **Cher·ry Val·ley** (cher'ē val'ē) 1. principality, 2. village
- II **Cla·er·dra** (klā'erdrə) metal smith, musician, militia scout, city of Edyn (originally city of Elgyn)
- I **E·dyn** (ā'din) 1. principality, 2. city, 3. metal smith, journalist, 1st Martial & legendary historic figure
- I **E·dyn Prar·ie** (ā'din prār'ē) geographic territory
- I **E·dyn·mere** (ā'dinmēr) lake
- I **El·byrn** (el'bern) 1. geographic territory, 2. river, 3. 4th Martial
- I **El·gyn** (el'jin) 1. city, 2. metal smith, journalist, 2nd Martial (daughter of Edyn)
- I **Em·er·ald Ridge** (em'ərəld rij) geological feature
- I **Eth·a·el·dra** (ethā'eldrə) pottery & ceramic artisan, musician, academic instructor, city of Edyn
- I **Fa·el·ryd** (fā'elrid) historian, militia scout captain & interim 46th Martial, city of Edyn (originally village of Black Creek)
- I **Fin·ger Lakes** (fin'gər lāks) lake chain
- I **Flat (the)** (flat) geological feature
- I **Ga·er·yn** (gā'erin) leather artisan, botanist, militia scout captain, city of Edyn (originally principality of Cherry Valley)
- I **Gea·el·en** (gāə'len) 1. geographic region (Upper Highlands), 2. original tribal name of regional clans
- I **Gea·el·en·mere** (gāə'lenmēr) lake
- I **Gea·el·en·ys** (gāə'lenēz) 1. mountains, 2. river
- II **Geyrh·Gyl·ra·en** (gôr'gilrā'en) legendary tragic character
- I **Glen·dwyn** (glen'dwin) carpenter, architect, artist, academic instructor, militia maintenance captain & 44th Martial, city of Elgyn
- I **Gra·e** (grā'ə) river
- I **Ha·em·yhl** (ā'emēəl) orchard farmer, militia scout captain, principality of Cherry Valley
- I **Ha·er·y** (hā'erē) farmer, village of Myelythbyrgh (originally Caelvyn River Valley)
- I **He·la·en·a** (əlā'enə) artist, academic instructor, principality of Old Orchard (originally city of Edyn)
- I **High·lands** (hī'ləndz) (informal) greater geographic region encompassing Geaelen and Teaeren
- II **Ja·en·ef·yr** (jā'enəfər) tailor, artist, militia survey captain & 46th Martial, village of Old Orchard

Geaelen - Teaeren (continued)

- I **Ke·la·en·dryd** (kelā'endrid) machinist, militia scout lieutenant, city of Edyn
- II **Ly·ca·e** (lē'shə) spontaneous surreptitious name for Mara
- II **Ly·na·eth** (linā'eth) farmer, village of Myelythbyrgh (niece of Wylmaer)
- I **Ly·tha·e·mere** (lithā'emēr) lake
- II **Maer·yh·e** (mârī'ə) legendary tragic character (related to Geyrh-Gylraen)
- I **Mar·tial** (mār'shəl) militia chieftain
- a **Mar·zy·e** (mār'zī'ə) legendary war hero of Teaeren
- I **Mor·land** (môr'lənd) geographic territory
- a **Mye·lyth** (mī'lith) horticulturalist, farmer, architect, planner, mathematician, inventor, philosopher (historic cultural figure)
- I **Mye·lyth·byrgh** (mī'lithberg) 1. principality, 2. village
- I **Myl·tyn** (mil'tin) 1. principality, 2. village
- I **Myr·a·en** (mēr'āen) farmer, village of Myelythbyrgh (sister of Wylmaer)
- I **Old Or·chard** (ōld ôr'cherd) 1. principality, 2. village
- II **Ra·e·maer** (rā'emâr) farmer, village of Myelythbyrgh (brother-in-law of Wylmaer)
- I **Rhok·wy·chen** (rōkwī'ken) (archaic) legendary mythical character(s)
- I **Te·aer·en** (tēâr'en) 1. geographic region (Lower Highlands), 2. original tribal name of regional clans
- I **Te·aer·en·mere** (tēâr'enmēr) lake
- I **Te·aer·en·ys** (tēâr'enēz) 1. mountains, 2. river
- I **White** (wīt) mountains
- I **Wy·chen** (wī'ken) (archaic) witch
- I **Wy·chi·a** (wī'kēə) geographic region
- I **Wyl·maer** (wil'mâr) farmer, journalist, militia scout & surveyor, village of Myelythbyrgh (also, Wylmaer Senior, father of Wylmaer)
- I **Wyn·da·el** (windā'el) horse physician, musician, militia scout captain, village of Edyn
- I **Ys·a·eb·yl** (izāebil') river

2.02. Seilvhanis

- I **A·da·il** (ädâl') fisher, boat builder, musician, senior army captain
- I **Ar·i·eth** (är'ēeth) historian, artist, musician, senior counselor
- I **Bar·a·il** (bārâl') carpenter, mason, musician, army scout
- I **Clo·van** (klōvān') carpenter, mason, army captain
- I **Di·mir** (dimēr') 1. ethnicity, 2. (archaic) clan name
- I **Di·na** (dē'nə) mythological Dimir protector god
- I **Dor·i·an** (dôr'ēən) tailor, carpenter, senior army captain
- I **Gwe·net** (gwenet') historian, mathematician, musician, senior counselor
- a **Hor·ath** (hôräth') mythological Dimir creator god
- I **I·or·i** (īôr'ē) wandering counselor
- I **I·ris** (īris) 1. river, 2. lake chain
- I **Ket·tle Lakes** (ket'l lāks) lake chain
- I **Mer·cane** (merkān') ('New Plunder') remnant village, ruined city-state
- I **Nan·Ja·hir** (non'jähēr') mythological Dimir prophet and explorer
- I **Noer·de·in** (nôr'dēən) mountains
- I **O·pol** (ō'pəl) river
- I **Rhok** (rōk) river
- I **Seil·vhan** (sēlvān') city, (also general geographic area in proximity of city)
- I **Seil·vhan·is** (sēlvān'is) 1. geographic region, 2. river
- a **Tyr·han** (tērhän') mythological Seilvhanian god of the hunt
- I **Ulm** (ulm) river
- I **Vha·na** (vä'nə) mythological Seilvhanian god of protection
- a **Zhou·zha** (shou'shə) mythological Seilvhanian god of compassion

2.03. Pellysia

- I **Al·ban** (älbän') mountains
- II **Bol** (bäl) roadside bandit
- II **Bol·liar·de** (bolyär'dā) inn, city of Crystiell
- II **Clo·ver** (klō'vər) village
- I **Crys·ti·ell** (kristēel') city-state
- II **Dō·nizc** (dōnēch') musician & vocalist, city of Martillion
- I **Gor·dis** (gordēz') river
- II **(long·beard)** enigmatic wandering 'man with no name' (also, 'afterlife')
- I **Mar·gal** (mārgäl') river
- I **Mar·til·li·on** (mārtilēōn') city-state
- I **Pea·mon·ti·en** (pemōntēōn') city-state
- I **Pell** (pel) river
- I **Pel·ly·sia** (pelē'zhə) geographic region
- II **Raid·da (House of)** (ry'də) indigenous clan, Rhylean Valley
- II **Raim** (rīm) clan warlord, Rhylean Valley
- I **Rhy·la·en (Valley)** (rylā'ən) geographic region
- I **Tar·y·dor** (tār'idôr) river
- II **Vla·ca** (vlā'kə') clerk, city of Martillion

2.04. Qornysia

- III **Fer·tram** (fər'trəm) king of Qornysia
- II **Qor·nys** (kôr'nis) city-state
- I **Qor·ny·sia** (kôrnē'zhə) geographic region
- IV **Son·ye** (sôn'yā) secretary and biographer, city-state of Qornys
- IV **Va·dal·li·en** (vādäl'yen) general, commander and 'grand premier', city-state of Qornys
- IV **Val·der·ach** (vāl'derāk) prophesized great empire to occur upon emergence of 'national savior'

2.05. Lepsis

- IV **A·del·mer·ren** (ā'dəlmären) general, city-state of Enet
- I **Da·ruth** (dārūth') river
- I **De·or·e** (dēōr'ə) remnant village, ruined city-state
- I **E·net** (e'net) city-state
- II **Faz·zo** (fä'zō) renowned 'spiritualist-theoretical mentalist', city-state of Enet
- II **Fei·rrell·Haan** (fâr'əl hân) policy advisor to king, city-state of Enet
- I **Foulds** (földz) remnant village, ruined city-state
- II **Grim·zhou** (grim'zhōō) derelict transient
- II **Gue·me·neau** (zhəmā'nō) economic advisor to king, city-state of Enet
- II **Har·in Creek** (hâr'in krēk) farming community
- II **Hei·gaan** (hāgan') minister of defense, city-state of Enet
- I **Lep·sis** (lāp'sis) geographic region
- II **Ma·zan** (māzān') witch, witch clan
- II **Nel·les Ga·ro·me·na** (nel'əs jārō'mənā) king, city-state of Enet
- II **O·me'** (ōmā') sacred text of regional origin
- II **Pa·tra·is** (patrā'is) traditional creator god of Ome'
- II **Prae·leau** (prā'lō) minister of agriculture, city-state of Enet
- II **Rhan·se** (rān'sä) chief counsel to king, city-state of Enet
- II **Sac·cia** (säsh'ə) maintenance & construction laborer, city-state of Enet
- I **Sal·va** (sol'və) river
- II **Ta·mel** (tamel') personal advisor to king, city-state of Enet

2.06. Angora

- I **An·dro·gath** (ändrō'gäth) city
- I **An·gor·a** (ängôr'ə) 1. geographic region, 2. state, 3. city
- I **Black** (blak) river
- I **Car·car·as** (kär·kär'os) mountains
- I **Da·nor·as** (dänôr'əs) mountains
- I **Ger·rad** (järäd') national guard captain
- I **Her·mit** (her'mit) city
- I **Leid** (lēd) city
- I **Lu·thi·gar** (lū'thigär) king, merchant, landlord, historian, poet
- I **Mel·dan·ich** (mældän'ik) village
- I **Scar·let** (scär'let) 1. mountains, 2. wetlands (Basin)
- I **Thorn·wood** (thôrn'wood) city
- I **Three Cor·ners** (thrē kôr'nerz) village
- I **Tor·ancz** (tôr'ons) city
- I **Vi·a·la** (vīä'lə) river
- I **Vo·lod** (və'lud) national guard general, historian
- I **Wolf** (woolf) river
- I **Zer·bon's Fol·ly** (zerbonz' fô'lē) ancient ruins

(Algath)

- I **Al·gath** (oulgäth') city-state
- I **An·dra·ik** (ändrā'ik) king
- I **An·dra·in** (ändrā'in) prince, (son of Andraik & provisional king)
- I **Gath** (gäth) ethnicity of 'eastern' origin
- a **Gath·ar·qas** (gäthär'koz) founder, 1st king
- I **Koul·ka** (kool'kə) guard captain, horticulturalist
- a **O·li·nau** (ol'inou) 6th king
- a **O·li·en** (ol'ēen) 7th king
- I **Ol·lis** (oul'is) advisor to king, merchant, landlord, horticulturalist
- I **O·lo·rik** (ol'ôrik) guard general, chemist
- I **Re·ne·ta** (renā'tə) princess, advisor to king, historian, poet, philosopher (daughter of Andraik)
- I **Ta·nek** (tä'nek) advisor to king, merchant, economist, diplomat, artist

2.07. Ithyria

- III **A·ad·on·is** (āādōn'is) alias: Kache, city of Makeo
- III **A·drid** (a'drid) affiliation of indigenous tribes native to Adris Mountains
 - I **A·dris** (a'dris) 1. mountains, 2. river
- III **Bar·kal** (bārkāl') Guldán lieutenant
- III **Chein** (shen) Guldán lieutenant
- III **Dō·shon** (dōshon') Adrid tribesman
- III **E·ge·tha** (ā'gəthə) secretary, city of Makeo
- III **Fer·rai·ki·si·en** (fārəkē'zhēən) Guldán king of Ithyria
- III **Gul·dan** (guldän') 1. bay, 2. army of Ithyria, (mythological descendants of gods)
- III **He·bri·en** (hā'brēän) clerk, city of Makeo
- III **I·thyr·i·a** (ithēr'ēə) geographic region
- III **I·thyr·is** (ith'əris) river
- III **Jay·ni·en** (je'nyən) Guldán captain (Red Leg)
- III **Ka·che** (kā'shə) affluent and influential captain of enterprise, city of Makeo (*a.k.a.* 'Sir' Aadonis)
- III **Ka·lat·sel** (kālāt'səl) Adrid tribeswoman
- III **Kor·ku·la** (kōrkēōō'lə) city
- III **La·cu·ne·o** (lākēōō'nēō) city
- III **Ma·ke·o** (mākā'ō) city
- III **Mi·che** (mē'shə) self appointed guardian protector of Adrid tribes
- III **Mir·i·am** (mēr'ēəm) innkeeper, village of Thisell
- III **Ra·schaan** (rāshān') bookkeeper, city of Makeo, also 'Rasch' (rāsh)
- III **Rod·sel** (rōd'səl) Adrid tribeswoman
- III **Si·bez·ni** (sibez'nē) village
- III **Thi·sell** (thizel') village
- III **Tre·bi·na** (trəbē'nə) city
- III **Tri·a·ta** (trēä'tə) city
- III **Yel·low** (yel'ō) river
- III **Zir·i·a·ni** (zērēä'nē) city

2.08. Sethia

- a* **Eux·in·boorst** (ēūks'inbōōrst) city-state
- I** **Nor·tro·gr** (nôrt'rōkgēr) Euxinboorst brigade, captain
- a* **Oong·dun Val·ley** (oungdūn' val'ē) principality
- I** **Oost·ri·gr** (ouōōst'rikgēr) Premier United Sethian Kingdoms, King & General Euxinboorst brigade, city of Euxinboorst (originally Oongdun Valley) (also: 'Silver Tongue', 'Stone Hand')
- a* **Seth** (*seth*) Sethian mythological creator god
- I** **Se·thi·a** (sā'thēə) geographic region

2.09. Mythological Legacy

the Witches (*Due to secretive nature, human traditions define all Witch legacies and consequently, tend to reflect colorful even fanciful conventions*)

- I **An·tha** (ānth'ä) mythological Brown Witch (witch of chemistry and biology)
commonly characterized as the 'Witch Queen', philosophical and sophisticated organic physician of medicines and cosmetics
- II **Dar·a** (dār'ä) mythological Black Witch (witch of death)
commonly characterized as (one of) 'Twin Witches', or 'Hermit Witches', reclusive, unpredictable and dangerous, extraordinarily skilled at warfare arts
- III **Han·a** (hän'ä) mythological Yellow Witch (witch of contemplation and philosophy)
commonly characterized as the 'Desert Witch', obscure and elusive, discreet counselor, favoring tropical regions
- II **Mar·a** (mār'ä) mythological Grey Witch (witch of judgment)
commonly characterized as (one of) 'Twin Witches', or 'Hermit Witches', reclusive, unpredictable and dangerous, extraordinarily skilled at warfare arts
- I **Orn·a** (ôrn'ä) (no mythological reference)
commonly characterized as the 'Red Witch', enigmatic warrior, counselor and alchemist, meddling, manipulative and spiteful, with unpredictable and impulsive random motives
- II **Pa·tra·is** (patrā'is) (no mythological reference)
(preserved only in obscure 'Angelic' mythology) revered as the 'Creator' and 'First Father' (or simply 'the Father'), tortured genius of art and science, tragic victim betrayed by angels
- II **Tar·a** (tār'ä) mythological Scarlet Witch (witch of fauna)
commonly characterized as the 'Lizard Queen', terror of wilderness traveler, frequently assuming the form of a giant monstrous lizard that devours men alive
- III **The·a** (thā'ä) mythological Blue Witch (witch of faith and prophecy)
commonly characterized as the 'Spirit Witch', excessively discreet and passive (sometimes incorporeal), occasionally bringing or causing 'good luck'
- III **Veg·a** (vāg'ä) mythological Green Witch (witch of flora)
commonly characterized as the 'Earth Witch', ascetic and childlike, frequently wandering naked in woods (usually near or in a body of water), encountering humans only by accident

Tribe of the Dreamtime

- II **A•ri** (ährē') (literal translation: *seven*) 'the kind' of Antha
- II **A•ta•na•ker•i** (ätän'ākârī) (literal translation: *feather gatherer*), (cultural context: *gentle and passive scrupulous observer*)
- II **Cro** (crō) 'other' man of the 'new age' (literal translation: *wrong* or *not*)
- II **E•tho•gar** (ā'thōgār) (the Great) Cro tribal chieftain
- II **Ka•ve•la** (kävā'lä) first daughter of Atanakeri
- II **Na•te•a** (nätā'ä) second daughter of Atanakeri
- II **Ol•en•ke** (ôlänkä') daughter of Orna
- II **Or•na•ten•ke** (ôr'nätänkä') (literal translation: *matronly girl*), (cultural context: *protective and nurturing, like a mother*), also (potentially negative cultural context: *bossy and domineering*)
- II **Ra•de•ka** (rätā'kā) third daughter of Atanakeri
- II **Sa•ben** (sā'ben) 'hobbled young man' adopted by Tribe, companion of Olenka
- II **Seil•vhan•nai** (sēlvänī) (literal translation: *clan of the 'stone thrower'*)
- I **Vha•na** (vä'nə) mythological Orna alias, truncated from original **Seraivhana** (sârī'fvänə) (literally: *stone thrower*), (cultural context: *protective, assertive, provocative*)

the Oath Angels (*Seven Angels swore oath of allegiance and service to seven surviving Ari*)

- III **Gel•va•en** (gelvā'ən) Yellow Angel, 'the philosopher', sworn subordinate to Hana
- III **Ka•ra•ma•el** (kärāmā'əl) Pink Angel, 'the evangelist', sworn subordinate to Thea
- III **Kha•e•brai•el•le** (kāəbrī'älə) White Angel, 'the jester', sworn subordinate to Dara
(*a.k.a. Kache*) (original pronunciation reduces to 'kəbrī'äl' and to later diminutive 'Kache')
- III **Ma•e•khai•el•le** (māəkī'älə) Blue Angel, 'the guardian protector', sworn subordinate to Mara
(*a.k.a. Miche*) (original pronunciation reduces to 'məkī'äl' and to later diminutive 'Miche')
- III **Ral•va•en** (rälvā'ən) Green Angel, 'the scientist', sworn subordinate to Antha
- III **U•ri** (ōōrē') Golden Angel, 'the musician', sworn subordinate to Vega
- III **Zad•ke** (zäd'kā) Violet Angel, 'the angel of mercy', sworn subordinate to Tara

the Angelic Quarantine & the Kingdom of God

- III **A·ad·on·is** (āādōn'is) vainglorious angel first named, and most adored, by Patrais; victim of first fratricide, killed by resentful Samaya
- III **A·kil** (ākēl') patricide conspirator angel; lieutenant of Zamarac; killed in great hall massacre
- III **Ar·ty·me·as** (ārtimā'əs) angel lieutenant of Zamarac; sole survivor of great hall massacre
- III **A·zal** (āzāl') patricide conspirator angel; charismatic, elusive and opportunistic tactician and strategist; alleged mastermind of first fratricide, patricide and attempted extermination of natural humankind; (self-proclaimed 'Lord of Angels')
- III **Ba·ra·khai** (bārākī) patricide conspirator angel; ostensibly contrite, killed by Tara at oath council
- III **Dorh·ai** (dōrī) angel lieutenant of Zamarac; killed in great hall massacre
- III **Gel·va·en** (gelvā'ən) contrite angel swore oath to Hana; killed by rogue hunter pack of men
- III **Ghol·hai** (gōlī) angel lieutenant of Zamarac; killed by Khaebraielle
- III **Ka·ra·ma·el** (kāramā'əl) contrite angel swore oath to Thea
- III **Kha·e·brai·el·le** (kāēbrī'älə) contrite angel swore oath to Dara; close confidant of Maekhaielle
- III **Kos·par** (kōspār') ostensibly contrite angel, vanished mysteriously prior to oath council
- III **Ma·e·khai·el·le** (māēkī'älə) contrite angel swore oath to Mara; former lieutenant of Zamarac, 'Prince of Angels' commander of patriot and man legion, champion of 'final cleansing'; close confidant of Khaebraielle
- III **Ne·khai** (nākhī) ostensibly contrite angel, fled in terror at oath council
- III **Or·zo·bol** (ōrzōbōl') ostensibly contrite angel, killed companion while awaiting oath council then fled into obscurity; 'dread fierce angel warrior'
- II **Pa·tra·is** (patrā'is) 'first father' and 'creator' of angel, lost eighth Ari
- III **Qa·rak** (kārāk') ostensibly contrite angel, vanished mysteriously prior to oath council
- III **Ral·va·en** (rālvā'ən) contrite angel swore oath to Antha; killed by rogue hunter angel pack
- III **Sa·ma·ya** (sāmāyā') patricide conspirator angel; killed Aadonis in first fratricide; among first angelic lords of men; charismatic lord of angel and man legion; (self-proclaimed 'Lord of Men')
- III **So·lo·zar** (sōlōzār') angel lieutenant of Zamarac; killed in great hall massacre
- III **U·ri** (ōōrē') contrite angel swore oath to Vega; killed by rogue angel
- III **U·we** (ōōvā') ostensibly contrite angel, killed by Orzobol while awaiting oath council
- III **Va·lakh** (vālākh') angel lieutenant of Zamarac; killed in great hall massacre
- III **Zad·ke** (zād'kā) contrite angel swore oath to Tara; former lieutenant of Zamarac
- III **Za·ma·rac** (zāmārāc') patricide conspirator angel; among first angelic lords of men; charismatic lord of angel and man legion, opposed and defeated Samaya; presided over attempted extermination of natural humankind

the Angels of the Patricide Conspiracy (*Eight conspirator Angels drank the blood of Patrais, burned his image to ash and consequently destroyed forever the eighth 'lost' Ari*)

- III **A·kil** (ākēl') 'Seer of Manifest Signs', subordinate to Zamarac; killed in great hall massacre
 - a **A·maz** (āmāz') 'The Mathematician', aspiring lord of angel and man legion, presided over petty fiefdom; killed in collapse of angelic civilization
 - a **A·sad** (āsād') 'The Alchemist', initially subordinate to Zamarac, killed by opportunistic Azal
- III **A·zal** (āzāl') 'The Mighty', charismatic, elusive and opportunistic tactician and strategist; alleged mastermind of first fratricide, patricide and attempted extermination of natural humankind; (self-proclaimed 'Lord of Angels')
 - a **A·zil** (āzēl') 'Lord of the Moon Cult', nocturnal recluse, never exposing himself to sunlight, his hair and skin reportedly turned translucent white in appearance; presided occasionally over bizarre cult groups of patriot and man; killed under circumstances unknown
- III **Ba·ra·khai** (bārākī) 'The Astronomer', shrewd schemer, attended oath council presumably with cynical motives, exposed by Antha then killed by Tara
- III **Samaya** (sāmōyā) 'The King', charismatic lord of angel and man legion; killed Aadonis in commission of first fratricide; (self-proclaimed 'Lord of Men'); killed in 'War of Angels'
- III **Za·ma·rac** (zāmārāc) 'The Sorcerer', charismatic lord of angel and man legion; opposed and defeated legion of Samaya; presided over attempted extermination of natural humankind; killed ages later by Khaebraielle

the Angelic Fraternity (*With the doubling of his image, Patrais produces Aadonis and that image he slightly alters so Aadonis is something less than identical. Each sequence doubles all those images that account as the previous sequence also in image less than identical. In the first three sequences for example, Patrais produces Aadonis slightly less than identical to himself in the first then produces in the second, slightly less than identical images of both himself and Aadonis then in the third, slightly less than identical images of himself, Aadonis, Aarhan and Aarhe, and so forth. Obvious patterns occur in that a slightly less than identical direct reproduction of Patrais occurs eight times in the process (once per sequence), a direct reproduction of Aadonis seven times, and so forth. Other than that pattern, all other images are successively less than identical images of successively less than identical previous images and so although the process produces some number of virtual twins, triplets or greater, the final 256 reasonably appear as if 256 individually produced sons of the same mother and father. The initial idealized form of Patrais is golden haired, blue eyed, pale skinned and masculine, and all Angels commence with that image.)*

(as the original image, Patrais technically accounts as the first angel):

- II **Pa·tra·is** (patrā'is)
 - (the 1st act of creation doubles the original image to a total of 2):
- III **A·ad·on·is** (āādon'is)
 - (the 2nd act of creation doubles the previous 2 images to a total of 4):
 - a **A·arh·an** (āārān')
 - a **A·arh·e** (āārā')
 - (the 3rd act of creation doubles the previous 4 images to a total of 8):
 - a **A·arh·yn** (āārīn')
 - a **A·az** (āāz')
 - a **A·azh·yr·ai** (āāzh'ērī)
 - a **A·dhai** (ādī')

(the 4th act of creation doubles the previous 8 images to a total of 16):

- a **Ak** (äk)
- a **A·kal** (äkäl')
- III **A·kil** (äkēl')
- a **A·kir** (äkēr')
- a **A·mal** (ämäl')
- a **A·maz** (ämāz')
- a **A·mil** (ämēl')
- a **A·mir** (ämēr')

(the 5th act of creation doubles the previous 16 images to a total of 32):

- a **Ar·i·khai** (ârēkī')
- III **Ar·ty·me·as** (ärtimā'əs)
- a **A·sad** (äsäd')
- a **A·sal** (äsäl')
- a **A·sil** (äsēl')
- a **A·sir** (äsēr')
- III **A·zal** (äzäl')
- a **A·zar** (äzär')
- a **A·zil** (äzēl')
- a **A·zir** (äzēr')
- a **Az·za** (äzä')
- a **Az·zar** (äzär')
- a **Az·zar·ra** (äzärä')
- a **Az·zar·rab** (äzäräb')
- a **Az·zar·ra·bhe** (äzäräbhā')
- a **Az·zar·ran** (äzärän')

(the 6th act of creation doubles the previous 32 images to a total of 64):

- a **Ba·ak** (bääk')
- a **Ba·az** (bääz')
- a **Ba·kal** (bäkäl')
- a **Ba·kil** (bäkēl')
- a **Ba·kir** (bäkēr')
- a **Ba·mir** (bämēr')
- a **Ba·rak** (bäräk')
- III **Ba·ra·khai** (bäräkī')
- a **Ba·ra·khe** (bäräkā')
- a **Ba·sad** (bäsäd')
- a **Ba·sa·dha** (bäsädä')
- a **Ba·sal** (bäsäl')
- a **Ba·sil** (bäsēl')
- a **Ba·sir** (bäsēr')
- a **Ba·tra·el** (bät·rā·el')
- a **Ba·zal** (bäzäl')
- a **Ba·zar** (bäzär')
- a **Ba·zil** (bäzēl')
- a **Ba·zir** (bäzēr')
- a **Baz·za** (bäzä')
- a **Bhet·ta·en·e** (bātā'ənā)
- a **Boh·razz** (bô·r'äzh)

- a **Buh·tro** (bōō'trō)
- a **Ca·khas** (shākās')
- a **Ca·khas·vei·lai** (shākās'velī)
- a **Cefha·ra** (shāfārā')
- a **Cer·hai·e** (shēr'hīā)
- a **Cor·a·an** (shô'rā'an)
- a **Corh·on·is** (shô'rōn'ēs)
- a **Cyr·a·an** (shērā'an)
- a **Cyr·brykh** (shēr'brik)
- a **Cyr·hahn** (shēr'hän')

(the 7th act of creation doubles the previous 64 images to a total of 128):

- a **Da·e·jeinn** (dāəzhēn')
- a **Da·e·vei·de** (dāəv'e'dā)
- a **Da·myn** (dā'min)
- a **Da·rai·en** (dārī'an)
- a **Da·rai·es** (dārī'ās)
- a **Da·ry·mai** (dārimī')
- a **Daz·zar·ra·nhe** (dāzārānā')
- III **Dorh·ai** (dōrī')
- a **Dorh·ea** (dōrē'ā)
- a **Dyrh·ai** (dērī')
- a **E·bhan** (ābān')
- a **E·dal·ye** (ādāl'yā)
- a **Ed·va·kha·el** (ādvā'kāəl)
- a **E·fry·e** (ā'frīā)
- a **Ehr·a·er·rai** (ārā'ērī)
- a **Eilh·ai** (ēlī')
- a **Eilh·y·khai·em** (ēlikī'əm)
- a **El·ba·rah** (āl'bārā)
- a **El·kha·zad** (āl'kāzād)
- III **E·nokh** (ā'nōk) (alleged *a.k.a.* 'longbeard', 'afterlife')
- a **Et·na** (āt'nā)
- a **Et·ne** (āt'nā)
- a **Et·nis** (āt'nēs)
- a **Ezz** (āzh)
- a **Fa·rakh** (fārāk')
- a **Fa·ran·ke** (fārān'kā)
- a **Fa·rei·ce** (fārē'shā)
- a **Foar·che** (fwār'chā)
- III **Gel·va·en** (gelvā'en)
- a **Ghav·rai·el·la** (gāv'rīəl'ā)
- a **Ghav·re** (gāv'rā)
- a **Ghe·a** (gā'ā)
- III **Ghol·hai** (gôlhī')
- a **Gil·bra·el** (jēl'brāəl)
- a **Ha·a·lorr** (hāāl'ôr)
- a **Ha·ma** (hā'mā)
- a **Hei·don** (hēdōn')
- a **Hei·lai·e** (hēlī'ā)

- a Hor·rah** (hôr'ä')
a I·le·hahn·dre (ēlāhän'drā)
a I·sai·lahn·dre (ēsīlän'drā)
a Is·kai·le·zhai·er·re (ēskīlā'zhîârā)
a Is·kar·ai (ēskär'ī)
a Ja·bra·el·la (jäbrā'älä)
a Jab·re (jä'brā)
a Ja·hahn (jähän')
a Ja·hai (jähī')
a Jai (jī)
a Ja·khai (jäkhī')
a Jo·sai·phe (jô'sīfā)
a Ka·an (kā'än)
a Kac·ce·o·pe·a (kächāô'pää)
a Kac·ce·us (käch'äus)
a Kal·val·ich (kälväl'ēch)
III Ka·ra·ma·el (kär'ämā'äl)
III Kha·e·brai·el·le (kääbrī'älə) (*a.k.a. Kache*)
a Kha·le·hai (khä'lāhī)
a Kha·lil (khälē'l)
a Khu·ba·ra (khōōbä'rä)
a Khu·cha·ra (khōōchä'rä)
a Klos (klôs)
a Kor·a·la·en (kôräl'äen)
III Kos·par (kôspär')
a Ku·ru·khai (kûr'ōōkhī')
- (the 8th and final act of creation doubles the previous 128 images to a concluding total of 256):
- a Le·ah·vai** (lā'ävī)
a Le·nhai (lānī')
a Lev (lāv)
a Li·al·thai (lēal'thī)
a Lunh·ai (lōōnī')
a Ly·dai (lidī')
III Ma·e·khai·el·le (māēkī'älə) (*a.k.a. Miche*)
a Ma·e·lei·khai (māē'lēkī)
a Malh·ai (mälī')
a Ma·ra·thai (mä'räthī)
a Ma·zha·mai·e·khon (mäzhämī'əkôn)
a Meh·le·a·kha·na (molääkä'nä)
a Me·lei (mā'lē)
a Mi·khe·a (mēkā'ä)
a Mon·dha (mōn'dä)
a Muaer·te·khai (mwâr'tākī)
a Na·ar·le (nāâr'lā)
III Na·az (nā'äz')
a Na·mo (nä'mō)
a Na·po (nä'pō)
a Na·ro (nä'rō)
III Ne·khai (nākhī')

- a* **Ne·khai·he** (nākhīā)
a **Nih·ce** (nē'shā)
a **O·fha·el·a** (ô fā'əlä)
a **O·fhe·us** (ô 'fāus)
a **Or·a·en** (ôr'āən)
a **Or·fhe·aus** (ôr' fāous)
a **Or·okh** (ôr'ōk)
a **Or·on·tho·na·ele** (ôrōnthō'nāəl)
III **Or·zo·bol** (ôrzōbôl')
a **O·ta** (ô'tā)
a **O·vo·la·en** (ōvô'lāən)
a **O·vo·lye** (ōvô'lyā)
a **O·xo·be** (ô'ksōbā)
a **Par·hie·a** (pārīā)
a **Par·zhe·don** (pār'zhādôn)
a **Pi·lai·e·fe** (pēlī'əfā)
a **Q** (qu)
a **Qa·az** (kā'āz')
a **Qaet·zahl** (ketzāl')
a **Qaet·zah·lekh·ta** (ketzā'lāktā)
a **Qaet·za·la·khan** (ketzā'ləkān)
a **Qaet·za·ma·eir** (ketzā'māēr)
a **Qa·mir** (kāmēr')
III **Qa·rak** (kārāk')
a **Qa·ra·khai** (kā'rākī)
a **Qa·ra·khe** (kā'rākā)
a **Qa·sad** (kāsād')
a **Qa·sa·dha** (kāsā'dā)
a **Qa·sal** (kāsāl')
a **Qa·sil** (kāsēl')
a **Qa·sir** (kāsēr')
a **Qa·zal** (kązāl')
a **Qa·zar** (kązār')
a **Qa·zil** (kązēl')
a **Qa·zir** (kązēr')
a **Qaz·za** (kązā')
a **Qho·ro·zhon** (kwô'rōzhôn)
a **Qlaeqt·a·lae·khan** (kläkt'ələ'əkān)
a **Qlaeqt·sy·lah·kai·dah·khue·ty·mai·lhon** (kläkt'səlākīdəkwtē'mīlyôn)
a **Qor·o** (kô'rō)
a **Ra** (rā)
a **Ral** (rāl)
a **Ra·lan** (rālān')
a **Ra·lau·ve** (rālou'vā)
III **Ral·va·en** (rālvā'ən)
a **Ra·myn** (rā'min)
a **Ra·mys** (rā'mis)
a **Ra·va** (rā'vā)
a **Ra·va·en** (rā'vāən)

- a* **Ra·val** (räväl')
a **Sal·ma·en** (säl'māən)
III **Sa·ma·ya** (sāməyā')
a **San·ke** (sänkā')
a **So·lon** (sō'lôn)
III **So·lo·zar** (sôlōzär')
II **Ta·ma·ra·zac** (tämäräzäk') (*a.k.a.* **Tamel**)
a **Ta·na·eth** (tänā'əth)
a **Tohr** (tôr)
a **Torh·ai** (tô'rī)
a **Tor·u·khai** (tô'r'ōōkhī)
a **U·ba·ra·haim** (ōōbärähīm')
a **U·ba·ra·ka·ma·el** (ōōbäräkämä'əl)
a **U·ke** (ōōkā')
a **U·re** (ōōrā')
III **U·ri** (ōōrē')
a **U·te** (ōōtā')
III **U·we** (ōōvā')
a **U·wi** (ōōvē')
a **Va·ed·e** (vāəd'ā)
III **Va·lakh** (välākh')
a **Va·zah·la·ohn** (vāzā'lāōn)
a **Ve·klauf** (vā'klouv)
a **Ver·u·khai** (vâr'ōōkī)
a **Wa** (wä)
a **We** (wā)
a **Wi** (wē)
a **Wo** (wō)
a **Wu** (wōō)
a **Wy** (wī)
a **Wy·e·zhiir** (wīyā'zhēr)
a **Wyh·rei·ik** (wīrē'ik)
a **Xa·akh** (hāākh')
a **Xci·khe** (kshē'kā)
a **Xhai·zhou** (chīzhou')
a **Yar·ry·en** (yār'rēn)
a **Yen·ke** (yən'kā')
a **Yoar·che** (yô'r'chā)
a **Yor·he** (yô'r'hā)
a **Za** (zä)
a **Za·a** (zā'ä)
a **Za·az** (zāāz')
a **Za·de** (zā'dā)
III **Zad·ke** (zäd'kā)
a **Zah·lo·stra** (zälō'strā)
a **Zah·lo·stra·lha·dah·mai·on** (zälōsträlädä'miōn)
a **Zahl·ta·la·hai** (zälta'lähī)
a **Zahl·tar·e·on** (zältâr'ēōn)
a **Zai** (zī)

- III **Za·ma·rac** (zāmārāc')
- a **Zeir·be** (zēr·bā')
- a **Zma·ar·ahz** (zmāār·āz')
- a **Zur·han** (zōō·rhôn')
- a **Zza·er·i·einn** (zhāûr'ēyin)
- a **Zzah·zahr** (zhāzār')
- a **Zzha·zahr·ha·zhahd** (zhāzār'hāzād')
- a **Zzha·zahr·ha·zhahd·i·ein** (zhāzār'hāzād'ēyin)

NOTES: The list reflects something of a potpourri of original names of record and later evolved or assumed names. However, the names precede the advent of writing so in any event, an initial adaptation occurs in the translation to text and that is why so many names appear to conform to common cultural conventions even while numerous occasionally conflicting cultural conventions appear to occur. The formation of disparate angelic associations with varying degrees of intercommunication accounts for the diversity yet simultaneously, substantive consultation with Patrais influences most conventions as well. Most names evolve to some extent over time or adopted and assumed names replace the original altogether while in other cases, literal adherence to the first pronunciation and translation to text account as permanent by conscious choice. The composers of the lists respect as first priority, names altered, adopted or assumed and commit to record, original names only where no known alternative occurs but in any event, those distinctions in only very few cases even account as known.

‘Q’ for instance, exhibited great fondness or even pride in the enigmatic quality of his name, especially as it appears in text, and therefore in his case, the record accurately reflects origin, while others such as ‘Wa, We, Wi, Wo, Wu & Wy’ demonstrably resented their names considering such neglectful monikers indicative of disregard. All six apparently became relatively or even literally ‘nameless’ self-loathing solitary wanderers like the ‘longbeard’ and in that anonymity, although in all likelihood inaccurate, only their original ‘neglectful’ names account as a matter of record. Miche and Kache represent a common and recurring practice in which, while preserving their original names, they alter spelling and pronunciation several times in a process of developing independent cultural identity, even to an extent that they ultimately adopt multiple names with the adaptation of the ‘nickname’. The ‘longbeard’ did not necessarily reject his name on any specific or personal basis but simply rejected the concept of something so human as a name for something he considered so inhuman as himself. Due to his stubborn insistence on nameless anonymity, his identity as Enokh is a matter of deduction unconfirmed. Significant evidence in the deduction however includes consideration that the ‘nameless’ boy he adopted, he later named Enokh and those familiar with his pathology attribute that action to reminiscence, lack of imagination or pure coincidence but with absolute certainty, not a deliberate tribute to any other known angel.

Examination of the list in alphabetical order reveals some suggestive patterns such as five of the seven Oath Angels appearing in relatively close proximity uninterrupted by the appearance of any one of the eight Patricide Conspirators while of the latter, five names appear under the first letter. More than coincidence accounts for the patterns, for Patrais not only assigned names chronologically in the order they appear but the order in which the duplication occurred as well. Angels in fact tend to gravitate toward those they consider nearest in physical bond and no example represents the physical bond proximity pattern so convincingly or with such clarity as the association Miche and Kache later named, “The A Cult”. With the first name of all names, Aadonis represents the first image created by Patrais and by all accounts, Patrais in fact always favored Aadonis and regarded him as his most beautiful and perfect ‘creation’. The relationship inspired petty jealousies and not surprisingly, the fratricide of Aadonis occurred at the hands of Samaya, (whose name appears quite late in the list, which suggests possible jealousy but even more, all those with any familiarity or involvement cite that for Aadonis, Samaya always openly exhibited a notorious degree of simmering resentment). (As the exclusive product of the first four acts of creation, the first fifteen considered themselves relatively ‘firstborn’, and the others observed indications of feelings of superiority and a sense of entitlement to accompany it. The ‘A Cult’, as the name suggests, consisted of all those whose name commences with the letter ‘A’. The ‘A Cult’ ceaselessly ingratiated itself with Patrais attracting (probably mostly perceived), but nonetheless exceptional, attention and recognition, and arguably, the presumed feelings of superiority and sense of entitlement explain why the ‘A Cult’ produced five of the eight that committed the Patricide.)

the Angel Hunters (*Although no precise accounting occurs, on occasion, a subject of human origin may have consumed the blood of Angel then destroyed the image of the host thus assuming the rare status of once-human Angel*)

- a **Le·vai·ethyn** (levī'əthin) his name became synonymous with 'chaos', upon his ascension to Angel status, convinced of his indestructibility, he immediately embarked on an epic uncontrolled violent tirade intent on vengeance for every perceived transgression he ever encountered in his mortal lifetime; mere months later, enraged by his reckless massacre of a number of innocent animals, Tara captured and destroyed him, thus concluding the brief immortal lifetime of the 'indestructible' Levaiethyn
- a **Ly·lyth** (li'ləth) only known female Angel; prolific Angel hunter, disparaged in most accounts as devious seductress (in all likelihood, inspired by jealousy of masculine rivals); Antha contends she ascended to the human afterlife upon her demise
- a **Zmo·don** (zmədon) claimed to incidentally observe from a distance a hunting pack of men capture then drink blood of an angel and after elimination combat produced a single victor, Zmodon then surprised the exhausted combatant thus claiming the blood of angel for himself; Antha contends he ascended to the human afterlife upon his demise

Categorical Terminology

- I **An·gel** (ān'jel) two-hundred, fifty-six diminished equal parts of Patrais divided; (literal translation: *shepherd or husband*), (cultural context: *guide or counselor*)
- a **An·tha·par·a·morph** (än'thāpārāmôrf) natural human, (derogatory term originated by belligerent angels threatened by defensive and protective Antha); (loose translation: *disciple or zombie of Antha*); (*linguistically transforms in later times to 'anthropomorphic'*)
- II **A·ri** (ährē') eight original (later seven) natural earthly immortals; (literal translation: *seven*)
- III **Breth·ren** (breth'ren) angel, (also: brother)
- II **Cro** (crō) 'other' or 'new' human; (literal translation: *wrong or not*); (*because the last natural human tribes merge with 'new' humans, all humans technically qualify as some part 'new'; the name transforms to apply to mental characteristics, as opposed to physical; dementia*)
- III **Fath·er** (fä'thər) Patrais, (**the** Father; first Father)
- III **Hu·man** (hyōō'man) human (specific), as opposed to Ari, Witch, Angel, Patriot; (common angelic derogative, 'pets')
- I **I·or·i** (īōr'ē) Ari; (archaic), (literal translation: *those who walk and talk*), (cultural context: *wandering counselor*)
- II **Ma·zan** (māzän') witch; (colloquial)
- III **Nymph** (nimf) witch; (occasionally), (*also applies to various imagined characters not necessarily specifically witch*)
- III **Pa·tri·arch** (patrā'ärk) Patrais, of Patrais; patriarchal, patriot, patricide
- III **Pa·tri·ot** (patrā'ot) human infected by angelic blood; (infected subjects exhibit degrees of relative 'indestructibility' and produce offspring with prominent angelic physical traits), (also: generalized dementia not necessarily related to blood infection)
- I **Witch** (wich) seven surviving Ari; (also: common informality also applicable to Patrais and Angel)
- I **Wy·chen** (wī'ken) witch; (archaic)