

II

Names Index

II. Names Index:

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Notes:

Highland 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 • (fāl'rid) [**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:

All those of eastern origin (Gath and Sethian) roll all *r* sounds, and so of course, the correct pronunciation of all applicable names complies with the rule. 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. Unmarked articles otherwise appear only within the appendices volume.

2.01. Gialaen & Teaeren (Highlands)

- I **A·el·bryct** (ā'elbrikt) militia, cavalry, captain / glasswork & woodcraft artisan, mason / one son / city of Argael
- I **A·el·dryd** (ā'eldrid) militia, cavalry, construction & maintenance, captain, interim 45th Martial, 45th Martial / fisher, musician / one son, one daughter / city of Edyn
- I **A·en·gys** (ā'engis) militia, scouts / brewer / village of Old Orchard
- I **Al·a·ep·ys** (ālā'epēz) 1. Mountains, 2. River (not recognized outside Gialaen / Teaeren)
- I **Ar·ga·el** (ārgā'el) principality of, city of
- I **Black Creek** (blak krēk) 1. geographic territory, 2. (river), 3. village of
- I **Ca·el·vyn** (kā'elvin) 1. geographic territory (Valley), 2. River, 3. militia, 3rd Martial / journalist / one son, three daughter
- I **Cher·ry Val·ley** (cher'ē val'ē) principality of, village of
- II **Cla·er·dra** (klā'ārdrā) militia, scout / metal smith, musician / city of Edyn (originally Morland)
- I **E·dyn** (ā'din) 1. principality of, city of, 2. 1st Martial / metal smith, journalist / one daughter
- I **E·dyn Pra·rie** (ā'din prār'ē) geographic territory
- I **E·dyn·mere** (ā'dinmēr) (lake)
- I **El·byrn** (el'bēr) 1. geographic territory (Valley), 2. River, 3. militia, captain, 4th Martial / two son, one daughter
- I **El·gyn** (el'jin) 1. city of, 2. militia, 2nd Martial / metal smith, journalist (daughter of Edyn)
- I **Em·erald Ridge** (em'ārəld rij) geological prominence dividing Gialaen and Teaeren
- I **Eth·a·el·dra** (ethā'eldrā) pottery & ceramic artisan, academic instructor, musician / city of Edyn
- I **Fa·el·ryd** (fā'elrid) militia, scout, captain, (unofficial) interim 46th Martial / historian / city of Edyn (originally Black Creek)
- I **Finger Lakes** (fin'gər lāks) lake chain
- I **Flat (the)** (flat) geological feature
- I **Ga·er·yn** (gā'ārin) ('Monster') militia, scout, captain / leather artisan, botanist / city of Edyn (originally principality of Cherry Valley)
- II **Geyrh·Gyl·ra·en** (gor'gilrā'en) legendary tragic character
- I **Gia·la·en** (gīlā'en) geographic region west of Emerald Ridge, east of Gialaenys Mountains
- I **Gia·la·en·mere** (gīlā'enmēr) (lake)
- I **Gia·la·en·ys** (gīlā'enēz) Mountains
- Gia·la·he** (gīlā'ī) (archaic) tribal name, clans of Gialaen
- I **Glen·dwyn** (glen'dwin) militia, construction & maintenance, captain, 44th Martial / carpenter, architect, academic instructor, artist, musician / one son, two daughter / city of Elgyn
- I **Græ** (grā'ə) 1. geographic territory (Valley), 2. River
- I **Ha·em·yhl** (ā'emēəl) militia, infantry, captain / orchard farmer / three daughter / principality of Cherry Valley

Gialaen & Teaeren (continued)

- I Ha·ery** (hā'ārē) farmer / two son, two daughter / village of Myelythbyrgh (originally Caelvyn River Valley)
- I He·la·en·a** (ə·lā'ənə) academic instructor, artist / one daughter / principality of Old Orchard (originally city of Edyn)
- I High·lands** (hī'ləndz) (informal) greater geographic region encompassing Gialaen and Teaeren
- II Ja·en·ef·yr** (jā'enəfər) militia, surveyor, captain, 46th Martial / artist, horticulturalist / principality of Old Orchard
- I Kel·a·en·dryd** (kelā'endrid) militia, cavalry, scouts, lieutenant / machinist / city of Edyn
- II Ly·na·eth** (linā'eth) farmer, village of Myelythbyrgh (niece of Wylmaer)
- I Ly·th·e·mere** (li'thāemēr) (lake)
- II Ma·eryh·e** (mār'tə) legendary tragic character (related to Geyrh-Gylraen)
- I Mar·tial** (mār'shəl) militia chieftain
- Mar·zy·e** (mārzī'ə) legendary war hero of Teaeren
- Mar·zy·he** (mārzī'ā) legendary war cult of Teaeren
- I Mor·land** (mōr'lənd) geographic territory
- My·elyth** (mī'lith) (historical figure) cultural contributor / horticulturalist, farmer, architect, planner, mathematician, inventor, philosopher
- I My·elyth·byrgh** (mī'lithbūrg) principality of, village of
- I Myl·tyn** (mil'tən) principality of, village of
- I My·ra·en** (mōrā'en) farmer / village of Myelythbyrgh (sister of Wylmaer)
- I Old Or·chard** (ōld ōr'chērd) principality of, village of
- II Ra·e·maer** (rā'əmâr) farmer / village of Myelythbyrgh (brother-in-law of Wylmaer)
- I Rhokwy·chen** (rōkhwī'ken) (archaic) legendary character(s), (literally: *wychen from over River Rhok*), also (culturally: *coven of the red witches*)
- I Te·aer·en** (tēâr'ən) geographic region east of Emerald Ridge and within Teaerenys Mountains
- I Te·aer·en·mere** (tēâr'ənmēr) (lake)
- I Te·aer·en·ys** (tēâr'ənēz) Mountains
- Te·aer·he** (tēâr'ī) (archaic) tribal name, clans of Teaeren
- I Wy·che** (wī'kə) (archaic) witch
- I Wy·chen** (wī'ken) (archaic) witch, plural
- I Wy·chi·a** (wī'kēə) geographic region east of River Rhok
- I Wyl·maer** (wil'mâr) 1. militia, scouts, surveyor / farmer, historian, journalist, artist / village of Myelythbyrgh, 2. farmer / one son, one daughter / village of Myelythbyrgh (father of Wylmaer)
- I Wyn·da·el** (windā'el) militia, cavalry, captain / equine physician, stable operator, musician / village of Edyn
- Ys·a·eb·yl** (ēsā'əbl) River

2.02. Seilvhanis

- I **A·da·il** (ədīl') army, senior captain / fisher, boat builder, musician / three son, two daughter
- I **Ar·i·eth** (ārēeth') senior counselor / historian, artist, musician / one daughter
- I **Bar·a·il** (bārīl') army, cavalry, archery, scout / carpenter, mason, musician
- I **Clo·van** (klōvān') army, captain, cavalry, archery / carpenter, mason
- I **Di·mir** (dimēr') historical clan name remnant of past merger, ethnicity
- Di·na** (dē'nə) mythological Dimir god, the protector
- I **Dor·i·an** (dôr'ēen) army, senior captain, cavalry, scouts / clothing artisan / 2 son, one daughter
- I **Gwe·net** (gwenet') senior counselor / historian, accountant, musician / one son, three daughter
- Hor·ath** (hôrāth') mythological Dimir god, the creator
- I **I·or·i** (īôr'ē) (archaic: *wandering counselor*)
- I **I·ris** (īris) Lakes
- I **Ket·tle Lakes** (ket'l lāks) lake chain
- I **Mer·cane** (mēr kān') ('New Plunder') remnant village, ruined city-state (possible site of original trade post recounted in 'Tribe' tradition)
- I **Nan·Ja·hir** (non'jəhēr') mythological Dimir prophet and explorer / fisher, artist, poet
- I **No·er·dein** (nōâr'dēn) Mountains
- I **O·pol** (ō'pəl) River
- I **Rhok** (rōkh) River
- I **Seil·vhan** (sēlvvān') village of
- I **Seil·vhan·is** (sēlvvān'is) 1. geographic region east of Teaerenys Mountains, west of Noerdein Mountains, north of Rivers Alaepys / Daruth & Opol, 2. River
- Tyr·han** (têrhān') mythological Seilvhanian god, god of the hunt
- I **Ulm** (ulm) River
- I **Vha·na** (fvā'nə) mythological Seilvhanian god, sacrificial protector
- Zhou·zha** (show'shə) mythological Seilvhanian god, divine wisdom

2.03. Southern City-States

(Pellysia)

- II **Al·ban** (älbän') Mountains
- II **Boll·iard·e** (bəlyar'dā) inn, city of Crystiell
- II **Clo·ver** (klō'vər) village
- I **Crys·ti·ell** (kristēel') city-state
- II **Don·izc** (dənēch) musician & vocalist, city of Martillion
- II **Gor·dis** (gordēz') River
- II **Green** (grēn) River
- II **(long·beard)** enigmatic wandering 'man with no name' (also, 'afterlife')
- II **Mar·gal** (mārgäl') River
- I **Mar·til·li·on** (märtilēōn') city-state
- II **O·me'** (ōmā') sacred texts of predominant faith throughout 'southern' city-states
- II **Pateus** (pātā'əs) traditional creator god of Ome'
- I **Pea·mon·ti·en** (peməntēōn') city-state
- I **Pell** (pel) River
- I **Pel·ly·sia** (pelē'zhə) geographic region south of Alaepys Mountains, north of Touraine Mountains
- II **Rai·dda (House of)** (ry'də) indigenous clan, Rhylean Valley
- II **Ra·im** (rīēm') Raida clan warlord
- II **Rhy·la·en (Valley)** (rylā'ən) geographic region
- II **Ta·ry·dor** (tār'ədôr) River
- I **Tou·raine** (twārān') Mountains
- II **Vla·ca** (vlä'kə') clerk, city of Martillion

(Qornysia)

- II **Qor·nys** (kôr'nis) city-state
- I **Qor·ny·sia** (kôrnē'zhə) geographic region south of Touraine Mountains

Southern City-States (continued)**(Lepsis)**

- I **Da·nor·as** (dānôr'əs) Mountains
- I **De·or·e** (dēôr'ə) remnant village, ruined city-state
- I **En·et** (e'net) city-state
- II **Faz·zo** (fā'zō) renowned 'Spiritual Theorist' of Enet
- II **Fei·rrell-Haan** (fâr'əl hân) policy advisor to king of Enet
- I **Foulds** (fōldz) remnant village, ruined city-state
- II **Grim·zhou** (grim'zhōō) derelict transient
- II **Gue·me·neau** (zhəmə'nō') economic advisor to king of Enet
- II **Har·in Creek** (hâr'in krēk) farming community, proximity of Foulds
- II **Hei·gaan** (hāgân') minister of defense, city-state of Enet
- I **Lep·sis** (lāp'zəs) geographic region north of Danoras Mountains, south of River Daruth
- II **Ma·zan** (māzän') witch, witch clan
- II **Nel·les Ga·ro·me·na** (nel'əs zhārō'mənā') king of Enet
- II **O·me'** (ōmā') sacred texts of predominant faith throughout 'southern' city-states
- II **Pateus** (pātā'əs) traditional creator god of Ome'
- II **Prae·leau** (prā'lō) minister of agriculture, city-state of Enet
- II **Rhan·se** (rân'sä) chief counsel to king of Enet
- II **Sac·ci·a** (sāsh'yə) maintenance & construction laborer, city of Enet
- I **Sal·va** (sol'və) River
- II **Ta·mel** (tamel') special counselor to king of Enet

2.04. Ithyrian Peninsula

- III **A·drid** (ā'drid) legendary indigenous warrior tribe defeated by Guldān
- III **A·dri·di·a** (ədrē'dēə) geographic region, mountainous area east of principle Adris Mountains ridge
- III **A·dri** (ā'dris) 1. Mountains, 2. River
- III **Bar·kal** (bärkä'l) Guldān lieutenant of Samaya and self-proclaimed 'Angel of Death'
- III **Bo·hus·el** (bohō'səl) Doshon tribeswoman
- III **Bu·don** (bōdon) Doshon tribesman
- III **Do·shon** (doshon) self-proclaimed 'first tribe' of greater Ithyrian coastal region
- III **Fer·rai·ki·si·en** (fārəkē'zhēən) Guldān king of Ithyria
- III **Gul·dan** (guldän') 1. bay of, 2. army of Makeo, (mythological descendants of gods)
- III **I·thyr·i·a** (ithêr'ēə) geographic region, coastal plain south and west of Adris Mountains
- III **I·thyr·is** (ith'êris) River
- III **Ka·lat·sel** (kälät'səl) Doshon tribeswoman
- III **Korkula** (kôrkēōō'lə) city of
- III **Lacuneo** (läkēōō'nēō) city of
- III **Ma·ke·o** (mäkä'ō) city of, capital city-state of Ithyria
- III **Miri·am** (mēr'ēəm) innkeeper, village of Thisell
- III **Ra·schaan** (rāshän') bookkeeper, city of Makeo, (also: Rāsh)
- III **Rod·sel** (rōd'səl) Doshon tribeswoman
- III **Shal·lik** (shä'lēk) indigenous tribe, greater Ithyrian coastal region
- III **Si·bez·ni** (sibez'nē) city of
- III **Thi·sell** (thizel') village of
- III **Tre·bi·na** (trəbē'nə) city of
- III **Triata** (trēä'tə) city of
- III **Yellow** (yel'ō) River
- III **Ziriani** (zērēä'nə) city of

2.05. Kingdom of Angora

- I **An·dro·gath** (ändrō'gāth) city of
- I **An·gor·a** (ängô'rə) 1. geographic region within Carcaras Mountains, 2. state of, city of
- I **Black** (blak) River
- I **Car·car·as** (kär'kär'os) Mountains
- I **Da·ruth** (dərūth') River
- I **Ger·rad** (järäd') national guard, captain
- I **Her·mit** (hūr'mit) city of
- I **Leid** (lēd) city of
- I **Luth·i·gar** (lūthigär') king / merchant, landlord, historian, poet / two son, two daughter
- I **Mel·dan·ich** (mældän'ik) village of
- I **Scar·let** (scär'lit) 1. Mountains, 2. Basin (wetlands)
- I **Thorn·wood** (thörn'wood) city of
- I **Three Cor·ners** (thrē' kôr'nērz) village of
- I **Tor·ancz** (tôron's) city of
- I **Vi·a·la** (vīā'lə) River
- I **Vo·lod** (və'lud) national guard, general / historian, journalist / four son, two daughter
- I **Wolf** (woolf) River
- I **Zer·bon's Fol·ly** (zērbonz' fol'ē) ancient ruins

2.06. Kingdom of Algath

- I **Al·gath** (oulgāth') city-state
- I **An·dra·ik** (ändrā'ik) king (deceased) / one son, one daughter
- I **An·dra·in** (ändrā'in) prince, (provisional king)
- I **Gath** (gāth) ethnicity of 'eastern' origin
- I **Gath·ar·qas** (gāthār'koz) founder & 1st king / three son, four daughter
- I **Koul·ka** (kool'kə) guard, captain / horticulturalist / two daughter
- Ol·i·nau** (ol'inow) 6th king
- Ol·ien** (ol'yen) 7th king
- I **Ol·lis** (oul'is) advisor to king / merchant, landlord, horticulturalist / one son, five daughter
- I **Ol·o·rik** (ol'ērik) guard, general / chemist / one son
- I **Re·netā** (renā'tə) princess, advisor to king / economist, historian, poet, philosopher
- I **Tan·ek** (tä'nek) advisor to king / merchant, economist, diplomat, artist / three son, one daughter

2.07. United Sethian Kingdoms

- III **Bro·do·gr** (brô'dokgēr') Euxinboorst brigade, stable hand
- III **Cir·cou** (chērchow') city-state
- III **Dood·vr** (douōōd'vēr) Euxinboorst brigade, king, general
- I **Eux·in·boorst** (ēūks'inbōōrst) city-state
- tbd **Gust·af·faus** (gūst'əfous) city-state
- III **Haal·thr** (houl'thēr) Euxinboorst brigade, king, general
- III **Nor·tro·gr** (nôrt'rōkgēr) Euxinboorst brigade, captain
- I **Oong·dun Valley** (oungdūn' val'ē) geographic region, peasant community
- III **Oon·ik·ka** (ouōōn'ēkäh) self-proclaimed granddaughter of Oostrigr
- I **Oost·ri·gr** (ouōōst'rikgēr) United Sethian Kingdoms, premier / Euxinboorst brigade, king, general / one daughter (rumored) / originally of Oongdun Valley (also: 'Silver Tongue', 'Stone Hand')
- I **Seth·i·a** (sā'thēə) geographic region, eastern marsh & forest lowland wilderness
- III **So·laa·ko·vr** (sôlä'kōvēr) Euxinboorst brigade, infantryman
- III **Tar·von·gr** (tār'vounggēr) Euxinboorst brigade, lieutenant
- III **Ter·ren** (tāren') king of Circou
- III **Ul·gaa** (yōōlgāh') rumored daughter of Oostrigr
- III **Xoar·on·a·caus** (zwāron'əkous) Euxinboorst brigade, infantryman

2.08. Tribe

- II **A•ri** (āhrē') (literal translation: *seven*) 'the kind' of Antha
- II **At•an•ak•er•i** (ātān'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 **Eth•o•gar** (āth'ōgār) (the Great) Cro tribal chieftain
- II **Orn•a** (ôrn'ə) Ornatenske modified latter name
- II **Orn•a•ten•ke** (ôrn'ətānkā') (literal translation: *matronly girl*), (cultural context: *protective and nurturing, like a mother*), also (potentially negative cultural context: *bossy and domineering*)
- II **Seil•vhan•nai** (sēl'fvānyī') (literal translation: *clan of the stone thrower*)
- II **Vhan•a** (fvā'nə) Orna ancient reference substitute name / originally **Seraivhana** (sârī'fvānə') (literal translation: *stone thrower*), (cultural context: *protective, assertive, provocative*)

2.09. Witch Tradition

- I **An•tha** (ānth'ä) mythological Brown Witch (witch of chemistry and biology)
commonly characterized as the 'Witch Queen', sophisticated organic physician of medicines and cosmetics
- II **Dar•a** (dār'ä) mythological Black Witch (witch of death)
commonly characterized as (one of) the 'Twin Witches', or 'Hermit Witches', reclusive, unpredictable and dangerous, extraordinarily skilled at warfare arts
- tbd **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) the '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, meddlesome, manipulative and spiteful, with unpredictable and impulsive random motives
- II **Pateus** (pätā'əs) (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 mankind
- 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
- tbd **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'
- tbd **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

2.10 Mythological Legacy

(Note: Entries arranged by hierarchal order, not necessarily alphabetical)

- II **A•ri** (āhrē') (literal translation: *the seven*) 7 natural earthly immortals
(other colloquial vernaculars: *Iori, Mazan, nymph, witch, wyche*)
- III **Avatei** (ävā'tā) 128 unnatural created immortals
(other colloquial vernaculars: *angel, daemon, golham, witch*)
- tbd **Cephara** (sāfā'rā) 1st generation 64 created human forms; idealized vision of human form created by Pateus from inert material animated by introduction of 1/2 Pateus blood element
- tbd **Khubara** (kōōbā'rā) 2nd generation 64 created human forms; idealized vision of human form created by Pateus from inert material animated by introduction of 1/2 remnant (net 1/4) Pateus blood element
- tbd **Daejeinn** (dīzhēn') (approximate translation: *disloyal, insubordinate* or *treacherous*) covenant of 8 conspiratorial khubara that drank the last blood of Pateus then destroyed his material form
- tbd **Daeveide** (dīvēd'ə) (approximate translation: *sworn, subordinate* or *committed*) covenant of 7 contrite cephara that swore allegiance to the Ari; the loyal subordinate 'messengers' of the Ari
- II **Cro** (crō) (literal translation: *wrong* or *not*) initially, descendant of bloodline contaminated by avatei blood (*because Orna and Orna tribe bloodlines mix with cro, all humans technically qualify as cro and the term consequently transitions in application to any human exhibiting predominantly cro characteristics and/or temperament; mythological hierarchy defines cro as physically precluded from ascension to afterlife and therefore without purpose, or paradoxically superfluous*)
- III **Drone** (drōn) human that gains unnatural lifespan and recovery from illness or injury by drinking a controlled portion of avatei (or ari) blood (other colloquial vernaculars: *daeval, zombie*)
- tbd **Vaede** (vīdə) (approximate translation: *neutral* or *uncommitted*) human that inherits the earthly immortal condition of a host avatei by drinking all blood then destroying the body of the host

(**Note:** Daejeinn and Daeveide names reappear in accountings of 64 each original Cephara and Khubara names, as applicable - Cephara and Khubara articles reflect best known accounting of original names; both potentially modify given name spelling and/or pronunciation, or assume self-determined names that may vary from ‘original’)

Symbol Key:

- (A) - Known at-large
- (D) - Known deceased
- (U) - Status unknown

(Daejeinn)

- tbd **A·kil** (äkēl') ‘Seer of Manifest Signs’ (D)
- tbd **A·maz** (ämāz') ‘The Mathematician’ (D)
- tbd **A·sad** (äsād') ‘The Alchemist’ (D)
- III **A·zal** (äzäl') ‘The Mighty’, self-proclaimed ‘Lord of Angels’ (A)
- tbd **A·zil** (äzēl') ‘The Moon Cult’ nocturnal recluse (D)
- tbd **Ba·ra·khai** (bārākhī) ‘The Astronomer’ (D)
- III **Sa·may·a** (sāmīyā') ‘The King’, charismatic self-proclaimed ‘Lord of Men’ (A)
- III **Za·ma·rac** (zāmārāc') ‘The Sorcerer’ (A)

(Daeveide)

- III **Ga·vra·e** (gä'vrāə) **White Angel**, the jester, sworn subordinate to Dara (A)
- tbd **Gel·va·en** (gel'vāən) **Yellow Angel**, the philosopher, sworn subordinate to Hana (D)
- tbd **Ka·ra·ma·el** (kär'ā'māəl) **Pink Angel**, the evangelist, sworn subordinate to Thea (D)
- III **Mi·kha·e** (mē'khāə) **Blue Angel**, the guardian protector, sworn subordinate to Mara (A)
(*a.k.a.* **Mi·cca**, mē'shə)
- tbd **Ra·va·en** (rā'vāən) **Green Angel**, the scientist, sworn subordinate to Antha (D)
- tbd **U·ri** (yōō'rē) **Golden Angel**, the musician, sworn subordinate to Vega (A)
- tbd **Zad·ke** (zād'kē) **Violet Angel**, the angel of mercy, sworn subordinate to Tara (A)

(Cephara)

II (original name t.b.d.), 'longbeard' / 'afterlife', the wandering orator **(A)**

(Khubara)

- III **A·do·nis** (ədon'is) vainglorious first khubara named, and most adored, by Pateus; allegedly first avatei victim of fratricide, destroyed by a resentful Samaya **(D)**
- III **Ta·ma·ra·zac** (tämä'rəzäk') (*a.k.a.* Tamel, counselor to King of Enet) **(D)**
- tbd **U·ba·ra·ka·ma·el** (ōōbäräkä'māəl) **(A)**

(Known Vaede)

- tbd **Le·vi·a·than** (levī'əthən) his name became synonymous with 'chaos'; upon his ascension to vaede status and 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 vaede lifetime of the 'indestructible' Leviathan **(D)**
- tbd **Li·lith** (li'ləth) only known female vaede ever; disparaged in most accounts as devious seductress (in all likelihood, inspired by the jealousy of masculine rivals) **(U)**
- tbd **Zmo·don** (zmədon') **(D)**