

Pronunciation, Glossary, Main Characters & Places of the Krisállys Chronicles of Féyree

PRONUNCIATION

An accent symbol shows both where the emphasis should be placed in a word and how to pronounce the letter.

- á – ah, as in hah. Triása, tree-*ab*-sah
â – aw, as in watch. Kéothách, *Kay*-o-thachk
é – ay, as in day. Féyree, *foy*-ree
è – eh, as in met. Sèalgeir, Seh-ahl-gay-*ihr*
í – ee, as in me. Danaí, dah-nah-*yee*
ì – ih, as in milk. Liosarras, *lib*-o-sa-ras
ó – o, as in bolt. Tizón, ti-*zohn*
ò – oh, as in but. Còlet, coh-lett
ô – ouh, as in toad. Tròich, *tro*-itch
ú – ooh, as in pool. Lúnasa. *loo*-nah-sah
ù – euh, as in mute. Eùdath, ay-euh-dath

LAMPION

In addition to the wood folk, there are the Féyree, the Tròich (gem-dwarves) and the Ael (elves). All folk speak the common tongue as well as their own languages. Certain terms are specific to each folk: (f) – féyree; (d) – dwarf; (a) – ael.

- Anam* (d) – sacred emerald
Aòsdalínasa (f) – winter's longest night
Àrd-Clàrsair (d) – High Harpist
Anyísa (f) – special Healer drink
Beàhn (d) – blessing
Beàhn bròn (d) – the mourning blessing
Bíonas (f) – food storage bins
Ceól (d) – music
Clahaích (d) – the Delving; council chamber
Clàrsair (d) – harpist
Còl/còls (a) – dwelling within a hill
Còlet (a) – dwelling cave
Comhairle (d) - High Council
Cuirna'theine (d) – fire daemon
Cura – Self Heal, small creeping purple flower
Dirq – blade, dagger
Dom-háinn (a) – cave where the Lord and Lady are chosen
Dormárai (a) – sleep herb
Dráshgalas (a) – dragon
Draoidh (d) – druid, loremaster

Druceí – Thyme, aromatic flower
Dumáis (a) – High Council
Dumáis-shwa (a) – the choosing of a new Lord and Lady
Eisteddfod (d) – great music competition
Eldrich – elders
Fáinlúnasa (f) – summer’s longest day
Fathanna (a) – Tálán’s maidens of light
Hyell (a) – dwelling within a hill
Glowstone – luminescent rock
Kompárda (f) – metal tuning prong
Krisálys (f) – the 9 Rites to earn féyree wings
Kryptic – riddle
Kuís (f) – hollowed out acorn shell
Júmo (f) – twins sharing a body, with separate minds
Lirupai (f) – foster mother
Lugh (d) – the moon, their most sacred deity
Lirupai (f) –fostering of spryte for an apprenticeship
Lumna (f) – time for Lúnasa to wax and wane
Lúnasa (f) – the moon, their most sacred deity
Maídan (f) – open gathering space
Manylegs – insect folk
Mazidouces (a) - a sweet waybread
Mýacan (f) – mix of honeycomb, nuts, and dried fruit.
Morlios (a) – Còl Shamrolyn’s great garden
Morval (a) – the cave of the dead
Nainabiju (a) – gem-dwarf
Noiray (f) – Lúnasa’s dark face
Nùll (a) – a numbing salve
Numronbar (f) – a numbing salve
Oísillon (f) – concluding ceremony of the Rites
Orasón/Orasóna (a) – Lord, Lady of the ael
Pod (f) – group of 27 sprytes going through the Rites
Ponchantanyisa (a) – powerful Healer drink
Pusans (f) – a féyree able to amplify magic
Ramas-Sheira (a) – when day and night are equal in autumn
Rehanna (f) – welcoming chant
Roínn (f) – Lúnasa’s half face
Semblant (f) – protection spells
Sheira (a) – the moon
Shehn (f) – Sacred great oak in the Great Dell
Solás (f) – Lúnasa’s full face
Solelas (a) – ael name of the realm
Sprytes (f) – young wingless féyree
Srath Orách (d) – the Vale of the Sun; great garden
Suáthglas (f) – a touchstone or stone of power
Tálán (a) – the sun, the ael’s most sacred deity
Tálán-lumis (a) – ‘may the sun shine upon you’

Tálan-tas (a) – ‘the sun sings praise’
Trideùg (d) – 13th face of Lugh (the moon)
Tròich (d) – gem-dwarves
Tuìl Mór (d) – Great Flood
Tunevich (d) – dwarf dwelling, a small cave
Verlunása (f) – when day and night are equal in autumn

NONETRE

Amsaras – a request for clemency
Andástarìq – leader of an incendis
Batoras – battle arena near Nalòch
Carcairic – prison cells under Nalòch
Carriol – cart, carriage
Chamask – sling thrower
Chèall – board game similar to chess
Chevósarras – sacred day when suns overlap in the sky
Creásbas – crystals’ pedestal.
Cromosh/Cromosbor – High Council/Council Member
Hsásak – heated drink from fermented fruits
Ìlan – fire daemiani salute
Incendis – ten stryker troops
Íncendyallumé – transforming potion
Lìosarras – harvest festival
Máishan – courtyard
Meágashk – honey-drizzled nuts and fruits
Mòldrasak – ebony drink from fermented blackberries
Nantrath – the longest night
Núchall – a Lampion-born thrall
Pach, Pacha – high-ranked lord or lady
Pirásb – Nalòch’s twin-spired tower
Riàg – secret dwarf language
Selgáich – barrier stalkers
Stryker – a troop of 100 warriors
Tariq – leader of a stryker
Talushim – high loremaster
Tércera/Térceras – 30 days (a month)

Folk of the Krisálys Chronicles

Fire Daemiani

Tizón (Tee-zohn) – Tvashtar, firelord of Nonetre (formerly Pook, a Lampion spryte)
Eshel (Eh-shel) – the Herald, highest Talushim; councilor to Tizón
Saía (Sa-ee-ya) – sister of Syar, consort to Tizón; half fire daemon, half féyree
Syar (See-yar) – brother of Saía; Chief Taskmaster of Lalách
Rial (Ree-all) – Second Taskmaster of Lalách

Dwarves

Tlarg (Teuh-larg) – Danaí's friend, Shamarig's brother
Shamarig (Sham-a-rig) – Danaí's friend, Tlarg's brother
Finavirig, Mingor, Mushag, Trew – Forgerôch thralls

Féyree

(Guild and dwelling noted)

Dolmen – Highest Loremaster of Lampion. Great Dell
Lord Andámion (An-dah-mee-on) – Lord of Féyree and Guardian Guild Master. Revelstoke
Lady Atelaí (Ah-teuh-lay-ee) – Lady of Féyree. Revelstoke
Lady Argentyne (Ar-jzen-teen) – Lady of the Lake.
Damon (Day-mon) – New-fledged féyree. Mireer Vale
Danaí (Dah-nah-ye) – New-fledged féyree. Goldyn Vale
Farrell (Feh-rell) – Healer Guild Master. Tequestar Glen
Joson (Joh-sun) – New-fledged féyree. Gliffshado Glen
Keríon (Keh-ryan) – New-fledged féyree. Mireer Vale
Majikian (Mah-jee-ki-ahn) – Charmer. Darlding Glen
Melítsa (Meh-lee-tsa) – Weaver. Mireer Vale
Nacci (Na-chee) – Chief Healer. Goldyn Vale
Rhytha (Rih-thuh) – New-fledged féyree. Darlding Glen
Síddiqui (Sih-dee-kee) – New-fledged féyree. Tequestar Glen
Tarlokyn (Tar-loh-kin) – Gatherer. Ardmoor Vale
Toron (Toh-ron) – Chief Guardian. Goldyn Vale
Triása (Tree-ah-sah) – Charmer. Goldyn Vale
Quenton (Kwen-tun) – Seer. Revelstoke

Chief Táins, Guardians, Guilds

<u>Dell, Glen, Vale</u>	<u>Chief Táins (Eldrich)</u>	<u>Chief Guardians</u>	<u>Guilds</u>
Kristál Glen	Anoran, Indamia	Teril	Kristál, Stonesmythe, Weathercaster
Tequestar Glen	Symnon, Maníchia	Diestel	Healer, Woodwork
Goldyn Vale	Shéalar, Nishaí	Toron	Charmer, Goldsmythe
Mireer Vale	Edigen, Miatia	Shadia	Weaver, Gatherer
Rymple Dell	Morval, Biagi	Maílyn	Messenger, Metalwork
Firebaugh Vale	Tauzin, Ibilsí	Áliya	Scryer, Seer
Glyffshado Glen	Daralyn, Amíra	Tallac	Skald, Orpheii
Darlding Glen	Taléo, Treána	Pazin	Tracker, Sentinel
Ardmoor Vale	Beriel, Lahiri	Ilynei	Warework, Hearth