

# SATREIH: THE MAKING OF A LEGEND

## CHARACTER AND PLACES BACKGROUND

### **Akaidi~ (Ak'idi)**

A witch skilled in potion making, fortune telling, and deciphering. She lives in a shack right outside the Rasiamoramisa Mountain. Akaidi always expects payment from the visitor, usually in vedis. However, if the visitor brings her a gift that has more value, she'll accept that instead. She was the woman who mentored and raised Yia.

### **Auburn~**

A red dragon who lives near the village of Lupine Hills. He is the only dragon that lives on the opposite side of the Ugulaly Ocean. He keeps mainly to himself, away from the men.

### **Castelo~**

King of the centaurs. He refuses to acknowledge that the problems in his forest are from a morith that had been placed there. Still, he agrees whole-heartedly to the strange request that King Lathik makes. He shares a never-dying friendship with a unicorn who lives in his forest.

### **Chikara~ {both characters share the same name}**

1. Satreih's mother. She is one of the many people who fought in the ancient battle. Thousands of years after the battle, Chikara fled from her home and friends, fearing an impending attack. She had learned of her husband Airon's death a couple of months before their child's birth. Taking only their infant son with her, Chikara flees to a forest, in an attempt to lose her pursuers.

2. A powerful, golden dragoness. Satreih named her after his mother. Chikara has more wisdom than her age would normally allow. Whenever Satreih needs advice, Chikara is always the first one he asks. She becomes one of Satreih's most trusted and closest companions.

### **Eiéoner~ (Eon'ner)**

The Leader of the Dragons. Eiéoner lives with other dragons in Seven Waterfalls. He carried an unconscious Meithoko and his father to safety after Meithoko fought a tiring battle with Verteq.

### **Helioff~**

King of the Hasini Clan. He rules with his wife, Queen Rhenai, and his son, Kaskin. They and their clan live underground in the Sakki desert, away from the sun's rays and the cannibals. The Hasinis were ravaged by a plague that nearly exterminated them. Staying underground has a disadvantage: most everyone's immune system is weak from not being exposed to the elements.

**Inuje Swemms~ (Inu'he Swemms)**

A group of water nymphs who live in Kajie, led by Keelu. Their job is to hunt for the two thousand people who live in Kajie. The job has been made more difficult because giant sharks have been living in the area. Although the sharks pose no threat to the fish, they eat just about anything else.

**Itimei~**

King Stephenson's daughter, and the only heir to his throne. She has many years of experience with the bow. If a child is expected to become a warrior and shows interest in archery, she gladly teaches the child the art.

**Jaemia~**

Shamika's granddaughter. She quickly befriends Rasnir when she and her grandmother welcome him into their home. When Jaemia is abducted by the Spies, Rasnir does everything in his power to retrieve her.

**Jeshu~**

A young water nymph who lives in Kajie. He has just come of age. Jeshu recently received the position of co-captain of the Inuje Swemms. The position doesn't seem to be the best job for him. Jeshu doesn't adjust well to danger, and he's manipulative. Verteq seems to have something in store for him.

**Kajie~ (Ka'he)**

An underwater cavern that's home to the water nymphs. It's far below the ocean's surface. The water nymphs are capable of controlling the flow of the water through Kajie. They can easily empty it to allow air-breathing guests, or entirely flood the city to keep out enemies.

**Kaskin~**

Prince of the Hasini clan, skilled in every form of fighting except archery. He is desperate to find some help for his clan after they are ravaged by the plague. Once he is certain that his clan will survive, he begins to travel with Satreih and Chikara, in gratitude for their generosity. He quickly befriends them.

**Keelu~**

Captain of the Inuje Swemms. During the middle of a hunting session, he is the first to notice that a dragon and a couple of riders were trying to make their way through a perilous storm. Keelu cancels the hunt for the day once the dragon falls from the sky. He orders Kajie to be drained to allow the dragon and her riders in. Keelu offers the strangers hospitality.

**Lathik~ (La'thick)**

King of the dwarfs. Once hatred between his people and the elves begins to rise, King Lathik cannot tolerate the elves. Whenever an elf is found close to his boundaries, he automatically places them in prison. Strangely, King Lathik makes a request that includes the protection of the elves.

**Makue~ (Mak'oo)**

An immortal unicorn. Makue shares a friendship with King Castelo. Makue is aware that a morith was placed into the heart of the forest that he lives in. The trees began to die from unnatural causes. Whenever Makue goes by a dead tree, the tree will appear alive. Makue teaches Satreih how to use some of the sword's hidden capabilities, and tells him the extent of the sword's power, along with a forgotten legend.

**Meikosa~**

Home of the elves. Mountains surround most of it. A sparkling, snow-fed river runs through Meikosa. The river never runs dry. There is no piece of trash anywhere in Meikosa's streets. Most of Meikosa's kings have done great deeds. They were put into legend.

**Meithoko~**

The king of Meikosa preceding Thuoj. Shamika is his granddaughter. Meithoko came to power after defeating Verteq in a death match. He and his friends were able to live unnaturally long lives. The legend claims that he fled from the throne as he was being chased by brigands. The brigands were possessed by a nameless and powerful evil. No one knows what happened to him. Most people believed he was killed.

**Mosiania~**

This dreadful place is built like a fort to keep out intruders. Mosiania is built on the slope of Mt. Ogick. Mosiania is the only area not affected by the harsh winter that Verteq cursed upon the land. All of Verteq's beasts, including the Spies and Wi'oks, claim Mosiania as their home. Aside from Verteq, the Spies are the most feared because of their brute strength.

**Mt. Ogick~**

A volcano that Mosiania was built upon.

**Oj'yer~ (O'jeer)**

A powerful black dragon who enjoys hunting with Weuh. He was the only dragon in the past to challenge the Dragon Leader, Eiéoner. He was unsuccessful. Weuh nursed him back to health with magic. Now, Oj'yer is a faithful companion to Verteq because of Weuh's generosity.

**Queas~**

Leader of Kajie. His main concern is to find food for his two thousand people. Once Verteq's powers begin to rise, Queas organizes more hunts with Keelu, due to the disappearance of fish.

**Rasiamoramisa~ (Razi'a'more'a'miza)**

Home of the dwarfs. Rasiamoramisa is filled with countless beautiful gems. The dwarfs are always working to make the gems more beautiful. Some of the gems are used for lighting purposes. Ventilation shafts are scattered throughout the mountain, to provide the dwarfs with fresh air.

**Rasnir~**

A man with unique powers: all of his senses are as sharp as an animal's. Many people, including his mother and uncle, turn away from him because of his abilities. After tragedy strikes him once more, Rasnir travels to a distant forest. When he comes upon the body of a dead elf, Rasnir takes the baby that she holds and buries her. The baby's mother's spirit thanks him. She decides to leave her child, Satreih, in his care.

**Razij~ (Raz'ege)**

A werecat who subjects himself to Yia. He is one of the only werecats left. Razij made the Rasiamoramisa Mountain his home, but the dwarfs are unaware of his presence. He has special powers and uses them to help his friends. He speaks in broken English.

**Rhenai~**

Queen of the Hasinis. She rules side-by-side with her husband, King Heliolf. Queen Rhenai helps the doctors find cures for diseases. She gives the only ophilla—a shirt-like suit of armor that protects the arms, chest, back, and neck—to Satreih.

**Sakametio~**

Home of the men. Asuv is the king. Sakametio's castle soars into the sky. It can be seen from neighboring mountains. Many tiny villages surround the castle. However, the Race of Men is famed for letting their emotions control their hearts and minds. Because of that, Sakametio is one of the places that Verteq decides to directly attack.

**Sakki Desert~**

The Sakki Desert is a long stretch of land that is treacherous to cross by foot. Most of the inhabitants are cannibals, except for the Hasini clan. The Sakki Desert does have a guardian that watches over it, but no one knows who or what the guardian is.

**Satreih~ (Sa'tree)**

An orphaned young elf. The dragon egg that he discovers hatches after Satreih finds it. As soon as he befriends the dragon, his adoptive father, Rasnir, is abducted by the legendary villains. Satreih's only intention was to free his father. He soon realizes that there is a war seemingly revolving around him and someone else he doesn't yet know. Satreih and the dragon are soon joined by friends who were affected by the war.

**Seven Waterfalls~**

Home of the dragons. This is where Eiéoner lives. Seven Waterfalls is surrounded by jungle and mountains. It has a peculiar atmosphere: anyone who suffers from altitude and motion sickness will be instantly cured.

**Shamika~**

The kind old woman who took Rasnir in, but never officially adopted him. Shamika is the person in charge of her village. Her grandfather was Meithoko. At first, she is the only one who knows that the ancient myth is real.

**Starlitih~ (Star'lit'he)**

Home of the centaurs. Starlitih is in a forest clearing. The centaurs have control of the vines from the trees, using them to attack intruders.

**Stephenson~**

The king of Lupine Hills, a firm believer that creatures of myth do not exist. He is aware of the land on the opposite side of the Ugulaly Ocean, but has never made the trip across.

**Thuoj~ (Thu'ge)**

King of the elves. He is known for his generosity and is gifted with healing powers. People of all races bring him bedridden family members for him to heal. King Thuoj gives many of them, as well as fallen warriors, another chance at life.

**Ugulaly Ocean~**

An ocean that separates two lands. It is rumored to be hard to find and treacherous to cross. It becomes even more treacherous to cross once Verteq discovers its location. Only a few people know of the ocean and what awaits on the opposite side.

**Usthil~ (Ist'hill)**

Rasnir and Jaemia's son. Usthil narrowly escaped death as a baby. Like his father, he has a strong sense of smell. He works tirelessly to restore Sakametio to its former glory after it is attacked by Verteq. Usthil is the only man who survived the attack.

**Verteq~**

"King" of Mosiania. The title isn't official, but he controls the hearts and minds of his followers. He and his minions killed many people during years of war. Verteq was the original creator of the fire swords. However, one was mysteriously stolen from him, causing him to kill many people in an attempt to find it. The sword was later used against him in a death match. Verteq survived, but his magical powers were gone. He spent the next centuries trying to retrieve the sword and his magic.

**Vineras~**

The vampire that Akaidi saved from the stake. Vineras stays with her now, guarding her payments. He watches the ground below from the rafters. Vineras attacks any outsider who enters Akaidi's shack.

**Weuh~ (Wo'oh)**

An elderly wizard skilled in dark magic and creating storms. He is one of the few wizards who can change appearance at will. Weuh wasn't always evil, but he always had distaste for the Race of Men. Weuh is Verteq's most trusted ally.

**Yia~**

A young witch who is far more skilled than any other her age. Yia has the ability to change her appearance at will. She has placed herself in a very dangerous position. She may very soon be trusted by no one. Her intentions are mostly unknown to Satrieh until Yia reluctantly tells him part of what is going on.

**Yuzr Ocean~ (Yu'ser)**

This is the ocean that separates Rasiamoramisa from the Sakki Desert. The Yuzr Ocean used to be bigger in the past. It carved out the tunnels that the Hasini clan claims as home. Water nymphs are abundant in the ocean, their major home being Kajie.