

The Journey of the Marked

Glossary of Species and Characters

Arlian

Ears curl upward and back at the top, with dozens of feathery-like pieces along the back from the midpoint of the ear to the top. Known for violent outbursts, prolific body markings, and obnoxious children.

— Kenrya – Marked at 16 and on a journey to the training camp.

Bertog

Little flying creatures that are no bigger than four inches high. They have long braids swinging at their backs and wings about the size of their bodies. Their body coverings are various shades of blue.

— Cusilje – Leader of the small group of Bertog.

Bruner

Forehead ridges. Generally peaceful and intelligent.

— Arith – Leader of the undergrounders.

— Elon – One of the marked.

Cloonus

Shoulder-length, flipped-up hair. Flat nose with a third nostril between the eyes.

Gaela

Winged species persecuted by the Tyrnotts. A royal Gaela could have a wing-span of twelve feet.

Graelith

Stand on two legs, but are “beast-like” with considerable quantity of body hair. Lack the agility and speed to hunt alone. Translucent eyes that glow in darkness and are barely noticeable in light. Large, pointed ears near the top of the head. Extended snout with razor sharp teeth and powerful claws.

— Gornith – A strong fighter.

Greot

Head curves upward then spirals to a tip, with no hair showing on the head other than the eyebrows.

— Chimsey – One of the old men.

Human

— Eros – Marked at 16 and on a journey to the training camp.

— Isabelle – Eros’s mother, lives in the forest of Kullac.

— Anthony – Trader and friend of Isabelle and Eros.

— Henry – One of the old men.

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Hurfen

Hair sticks out wildly. Faces appear to be smashed-in.

- Jurf – Works at the shabby diner.
- Jenda – Jurf’s youngest sister.

Ilacious

Upturned nose, round eyes, and sharply arched eyebrows. Thin lips and flat, long tongue.

- Aria – Acts as trader for Isabelle at the market.

Jirt

Ears that consist of a dozen two-inch tubes that fan out from a single point on both sides of the head toward the top and back. Rounded, slightly protruding mouth. Often disagreeable.

- Archt - Trader

Krystic

Live in the foothills of the northern part of Caldor. Females have a golden design on the forehead that curves up from the eyebrows to the hairline like a lattice and have white skin that appears illuminated. Females are capable of hypnotizing men.

- Prizene – Marked at 16 and on a journey to the training camp.
- Rinald – Prizene’s father, lives in the northern foothills. Head of Commerce.
- Siljette – Prizene’s step-mother, lives in the northern foothills.
- Traudin – Prizene’s friend.

Liput

Soft faces and slight builds. Hair that shows colored tips that vary by day. Lack the skill to wield weapons with deadly force. Primarily farmers and skilled mechanics.

- Tip – Marked at 16 and on a journey to the training camp.
- Trul – Tip’s eldest brother.
- Sri – Tip’s other older brother.
- Tren – Tip’s father, lives in Kentish.
- Mirna – Tip’s mother, lives in Kentish.
- Lictia – Mirna’s friend and owner of a restaurant in Kentish.

Plinte

Mighty race of warriors with high foreheads, upturned eyes, and breathing slits at the neck

- Ampal – One of the undergrounders.
- Azetan – Marked at 16 and on a journey to the training camp.
- Ishta – Ampal’s sister.
- Aston – One of the old men.

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Raptan

Tall and willowy, with long arms and fingers. High forehead and beak-like nose.

— Karlan – Friend of Tren, lives in Stipol.

— Virsos – One of Lady Anyamae's warriors and her aide.

Sharmuse

Have the ability to shift into four types of creatures: 1) winged beasts, or 2) fierce two-legged creatures with claws, sharp teeth, and leathery skin, or 3) web-footed lizards, or 4) small beings not unlike Humans.

— Kalangia – Purple covering.

Skurk

Tall and hulking. Men are bald and women have short hair. Multitude of body paintings.

— Lutra – One of the undergrounders

Thelios

Darkened, almost seared-looking skin and narrow ears ending in tips standing up straight on each side of the head, near the top. Pale yellow eyes.

— Jbetl – Friend of Isabelle and Eros.

Tyrnott

Self-appointed leaders of Zolei. Thick, jet-black, straight hair, long enough to be brushed back into braids or bands. Eyes are dark – can't distinguish between pupil and iris. Pointed ears on each side of the head. No body hair other than on the scalp. Deep scar that lines the left half of the face given at the coming of age.

— Nord – Leader of the Tyrnotts.

— Natal – Nord's right-hand man.