



DRAGONWOLF TRILOGY

CHARACTER LIST

ADAM		A hill giant and the cook at the Great Harbinger's manor house.
AEENGAR THE GREEN	<i><u>ayn-gar</u></i>	Head of the elder council of Aeunna, the forest dwarf capitol.
AEOLA	<i>ay-<u>oh</u>-lah</i>	The goddess of protection. Granted sgiath (shield) trees to Nimeda.
AEUN, <i>DEITY</i>	<i>ah-<u>oon</u></i>	The goddess of nature and patron goddess of the forest dwarves. Sends Rangers on trials and gifts Keena to Mara when Mara visits her island.
AGRONA		A forest dwarf from Byrnmor. Captain of a crew of forest dwarves.
ALAINA		A friend of Toren's on Earth. Plays DUNGEONS & DRAGONS with her family and Toren's.
ANNA		Serves the Great Harbinger in the capitol.
AOIFE MACTHAIMIS	<i><u>oyf mac-oh-mish</u></i>	A druid in New Switzerland who helps the people evacuate.
ASHROOT		Mara's best friend and bearkin to the Ranger. Goes with Mara on her Ranger trial and makes sure everyone is fed. Gets a letter from Aeun for her father upon request for special anamberry recipes.
BAERK, <i>DEITY</i>	<i><u>bayrk</u></i>	The god of the earth and patron god of gnomes.
BOWEN		Owner of The Pleasant Mariner, an inn in Port Albatross. Old friend of Teddy's.
BRANA		An old woman who runs a boardinghouse in Darach. Houses Mara and her companions when they come to Darach.
BRIM		A greedy mining dwarf in a story told by Salali on Mara's seventeenth birthday.
BRYNNA	<i><u>brihn-nah</u></i>	A dryad of Brynmor forest. Helped by Mara and Keena.
CALLUM		The leader of the forest dwarf village of Darach.

CANDIRU		The warrior champion of the sea elves. Fights Mara in the Serpent's Gauntlet and loses.
CLAW		One of Fang and Moon's pups. Helps Ashroot gather herbs and keeps her company.
CORA THE MARKED		A member of the elder council of Aeunna. A warrior and Teddy's protégé. Earned her position on the elder council by defeating a terror in every land in Ambergrove (except the forbidden lands) and receiving a tattoo, or Mark, as token.
CORMAC		The leader of the forest dwarf village of Brynmor.
DAEDA, DEITY	<i><u>dah</u>-duh</i>	The father god and god of all animals.
DAKOTA		A human who goes with Toren on his Ranger trial and dies. Mara's maternal grandfather.
DAVIS		Kara's childhood bully from the school bus.
EAOGH, DEITY	<i><u>ee</u>-ohk</i>	The god of the seasons. He makes seasons actually happen and controls the weather.
EASHA, DEITY	<i><u>ee</u>-shuh</i>	The goddess of death. Not evil, but rather necessary. She takes people when it is their time.
EILE	<i><u>ay</u>-luh</i>	A crewmember on a forest dwarf ship from Brynmor.
ELIZABETH		A goblin lady attending a gala in Darach.
FALA		An apprentice healer in Nimeda.
FANG		A giant wolf who lives on the Questhaven island. Fiercely protective of Ashroot.
FINN		The prince of the sea elves and Mara's sea elf companion. Followed Mara against the queen's wishes. Is afraid of guns and is now unsure of his identity as a sea elf.
FLINTLOCK		Kara's horse.
FORDE		The mining dwarf jeweler in Gylden Grotto.
FRANK		A human follower of the Great Harbinger captured in Fear. Interrogated by Teddy and Kip, tricked into telling Mara how to read their maps.
FREYA	<i><u>fray</u>-uh</i>	A human from Earth who came to Aeunna when she was still a teen. Fell in love with Teddy and became the medicine woman in Aeunna. Birthed Toren and helped raise him after his mother left.
GAD		Caretaker of the visitor's home in Nimeda—their version of an inn.

GAELE	<i>gay-luh</i>	Sister of Teddy and mother of Toren. Grandmother to Kara, Mara, and Sara. Turns Kara against Mara by lying about her history.
GAETAN		A heroic gnome in a story told by Salali on Mara's seventeenth birthday.
GARAN		Salali's companion when Mara meets her in The Pleasant Mariner.
GEORGE		The human who carries Kip away from James while Mara and her companions are captured in the forest.
GHOST		An alpha coyote in Chaosland.
GOLOS		A vicious hill giant in a story told by Salali on Mara's seventeenth birthday.
GREAT HARBINGER		The dark leader of the uprising in Chaosland. Wants to bring chaos to all of Ambergrove and have Mara help her do it. Also goes by Haeyla.
GREAT SILVER BEAR		A large, grey bear living in Grimclaw Hill by Aeunna. Outsiders who want to be accepted among the forest dwarves go to him to see if they are worthy. To date, only Mara and Freya have been successful.
GRYFFYTH		A blacksmith in Port Albatross. Indebted to Teddy. Makes Mara bun cages for her hair.
GURKU		A hill giant and follower of the Great Harbinger.
HAEYLA	<i>hay-luh</i>	The Great Harbinger's chosen name after she begins her life anew in Chaosland. Chosen after the goddess.
HAEYLA, DEITY	<i>hay-luh</i>	Goddess of suffering. One of the patrons of the Great Harbinger and followers.
HAMR	<i>ham-er</i>	Forde's son, amateur jeweler and seasoned mischief-maker.
HODD		Leader of the mining dwarves in Gylden Grotto. Helps Mara as much as he can on her trial. Has a soft spot for Keena.
HYDR	<i>hee-der</i>	The naiad of the river outside Port Albatross.
INOLA		Mara's maternal grandmother. Leader and healing woman of Nimeda. Loves her family. Gives Mara a token from Aeun, which the goddess takes in exchange for a living dragonwolf.
IONA	<i>eye-oh-nah</i>	A little girl in Darach who distrusts Mara. Owner of Pepper.
ISI	<i>ee-see</i>	The shipmaster in Nimeda. Has a partnership with Lir and fixes up <i>Harrgalti</i> when Mara and her companions stop in Nimeda after leaving the Great Serpent.
JAMES		A giant captain who accidentally revealed the location of the Great Harbinger to Kip.

JEFF		An unidentified follower of the Great Harbinger who taunted Kip for his size when the gnome was captured.
JIM		Dungeon Master of the DUNGEONS & DRAGONS games played by Mara growing up. Mara's last night on Earth is in his home.
JOHN MARTIN		Built an evacuation ship for the people of New Switzerland.
JOHNNY		Alaina and Jim's young son who plays with DUNGEONS & DRAGONS them.
JYLA	<i>jee-luh</i>	A gnomish refugee, previously captive in the Caves of Chittering Darkness.
KARA	<i>kah-rah</i>	Mara's younger sister. Plays DUNGEONS & DRAGONS growing up, but has a mix of interests, unlike Mara and their older sister, Sara. Has a special bond with Mara and gives her a friendship bracelet the day Mara leaves for Ambergrove. Comes to Ambergrove after Toren is forced to tell her it exists and is tricked by Gaelle into following her against Mara.
KEENA	<i>kee-nuh</i>	Mara's dragonwolf, gifted to her by Aeun when she is still a puppy. Grows while Mara is completing her Ranger trial and is able to fly, breathe fire, and be ridden.
KENDA		Mother of Kara, Mara, and Sara. Wife of Toren. Wanted to live on Earth with all its conveniences.
KERNUNOS	<i>ker-noon-ohs</i>	The lord of the dryads and dryad of Aeunna.
KINA	<i>kih-nah</i>	Sister of Kip and mother of Loli. She was captured by spiders and rescued by Mara when Mara was earning Kip's companionship by ridding the gnomes of the "scourge" in the Caves of Chittering Darkness.
KIP		A gnomish soldier and Mara's gnome companion. Joins Mara after she rescues his sister and nephew. Falls in love with her and asks her to be his lifemate before they face the Great Harbinger. Is killed under the Great Harbinger's orders.
KORENA	<i>kohr-ay-nuh</i>	A forest dwarf child.
KOTR	<i>koh-ter</i>	Hodd's nephew who gets punched.
LADIES IN CHAOSLAND		
CATHERINE		Loses her invitation to Peter's gala and makes a scene at the door.
CHRISTIANNA		Accidentally escorts Mara to the masquerade in Darkness.

DONNA		Has a servant who messed up at the post office.
MARTHA		Wants a divorce from Lord Christopher.
REBECCA		Wife of Lord Peter.
LAEGHU, <i>DEITY</i>	<i>lay-hoo</i>	The goddess of water and protector of Questhaven island. Helped create water nymphs.
LIR	<i>leer</i>	Half sea elf and half forest dwarf. Sailor and shipmaster based out of Port Albatross. Allows Mara to borrow <i>Hargalti</i> , one of his smaller ships he also dubs Little Red.
LOLI		Kina's son and Kip's nephew. Also taken to the Caves of Chittering Darkness and rescued by Mara. Kip carves him a dragonwolf on the journey, and Mara swears that she will make sure it gets back to the boy.
LORDS IN CHAOSLAND		
CHRISTOPHER		Wants a divorce from Lady Donna.
PETER		Holds the masquerade in Darkness. Wants to look good for the Great Harbinger. Husband of Rebecca.
MAONNA, <i>DEITY</i>	<i>mah-on-nuh</i>	The mother goddess and goddess of all people.
MAPLELEAF		Leader of the bearkin of Aeunna, kitchen master, and father of Ashroot.
MARA		Middle daughter of Toren and Kenda. Came to Ambergrove on her sixteenth birthday and was told of a prophecy involving her bid to become the Ranger and safeguard the future of all Ambergrove. Is on a quest to complete her Ranger trial by ridding Ambergrove of the evil lurking in the forbidden lands—a continent overtaken by modernities that corrupted Ambergrove and its people.
MARGARET SANDERSON		Came to Ambergrove in the 1800s. One of many in her family. Lived in New Switzerland happily until the people from another city attacked hers. Kept a journal, which Mara finds in her family home and Ashroot reads while she is in Questhaven.
MARLIN THE MARAUDER		A sea elf who wrote a book about his people, including information about the Serpent's Gauntlet.
MICCO	<i>mee-koh</i>	An apprentice healer in Nimeda.
MOIRE	<i>moy-ruh</i>	A forest dwarf who trains with Mara before she leaves Aeunna. A friend of Mara's who is expert with a battle axe.

MOON		A giant wolf on Questhaven island. When Mara and her companions arrive, they find Moon in critical condition and her pups being captured by goblins. They save her and them, and she and her mate accept them on the island and help them.
NADIE		An apprentice healer in Nimeda. Came from Earth and helps with Earth terms when Nimedans all celebrate Mara's seventeenth birthday with a game of DUNGEONS & DRAGONS.
NEADAE, <i>DEITY</i>	<i><u>need</u>-uh</i>	The goddess of skill and determination. Helps make things happen and grants skills to people.
NYLA	<i><u>nye</u>-luh</i>	A mining dwarf seamstress in Gylden Grotto.
ORACLE		A supremely ancient woman who lives at the top of the village tree in Aeunna. Revered by all, she can see the future and is incomparably wise. She informs Mara of her Ranger trial and holds items sent by Mara's father.
OESHA, <i>DEITY</i>	<i><u>oh</u>-shuh</i>	The goddess of wisdom. Projects one vision to all of Ambergrove after the start of the Fourth Age.
PAEOR, <i>DEITY</i>	<i><u>pay</u>-ore</i>	The trickster god. Created anamberries. Created a "game" outside of the human village of Modoc. Toren's trial was to end the game. When Toren was successful, Maonna and Daeda took Paeor back to the isles of the gods.
PEPPER		Iona's grey puppy. Lives in Darach and wants to befriend Ashroot when they come through.
RALPH		Follower of the Great Harbinger's who rode in a carriage carrying important information.
REGINALD		The butler of the Great Harbinger's manor house.
RHODI THE WISE	<i><u>roh</u>-dee</i>	A very old woman and the only true elder of the elder council of Aeunna.
ROBERT		A goblin lord attending a gala in Death.
RONA		A forest dwarf spearwoman from Darach.
RUEH	<i><u>roo</u>-ch</i>	A young gnome in a story Kip tells to Finn. He wanted to protect others, but when he faced a terrible attack, he was consumed by fear. With a hill lion token, he learned to carry on despite the fear, and now all gnomish soldiers are given this token as a reminder of their fallibility and that fear need not be an obstacle in their duties.
SALALI	<i><u>sah-lah</u>-lee</i>	A storyteller Mara meets in The Pleasant Mariner. Tells a tale about the dragons and seems to be on a dragon-related adventure.

SAM SANDERSON		The last person in the Sanderson family to come to Ambergrove. Left his dog behind. Lived in New Switzerland in the family home.
SAORLA THE SLY	<i>soar-luh</i>	Charted the common map of Ambergrove.
SARA GREEN		Mara and Kara's older sister. There was never any doubt that she would remain firmly on Earth, having been groomed by her mother her entire life. Didn't really get along with her sisters.
SEOC	<i>shock</i>	A forest dwarf who trains with Mara before she leaves Aeunna. A friend of Mara's who is expert with a bow and tries to convince Mara the bow is her best weapon against the Great Silver Bear.
SHADOW		A coyote who helps Mara and Teddy attack a patrol in Chaosland. Others help later due to Shadow's sacrifice and Teddy's treatment of him after being raised to distrust coyotes.
SOKTI	<i><u>sock</u>-tee</i>	Chief of the gnomes (equivalent to the Ranger of the forest dwarves). Friendly with Teddy but has a grudge against Mara after she treats him as a man would. Not the man Teddy once knew.
STAR		A pup of Fang and Moon's.
STEVE		Stable hand and horse caretaker at the Great Harbinger's manor.
SWISH		A dappled grey horse that helps Mara and her companions for months in Chaosland. Killed in when they are captured by the Great Harbinger's men in Fear.
TEDEREN	<i><u>tehd</u>-er-ehn</i>	Known as Teddy by most. Toren's uncle and Mara's great uncle. Lifemate to Freya and brother to Gael. Goes with Mara on her Ranger trial to protect her. Rejected the title of Ranger and became training master to the forest dwarves before leaving with Mara. Treats Finn and Kip like sons. The first face Mara saw when she woke in Ambergrove.
TILLY		A forest dwarf spearwoman from Darach.
TOREN		Mara's father and the previous Ranger of Aeunna. Went to Earth with Kenda when he was young, never to return to Ambergrove.
TOREN, <i>DEITY</i>		The god of chaos. He used to be the god of balance before he himself became unbalanced. Inspiration for Mara's father's name and a patron god of the Great Harbinger's followers.

TULIPTWIG		A bearkin in Aeunna's kitchens.
TURM	<i>Term</i>	A gnomish refugee, previously captive in the Caves of Chittering Darkness.
UEHRAE, <i>DEITY</i>	<i><u>ooh</u>-ray</i>	The god of strength—physical, emotional, major, and minor.
ULA	<i><u>ooh</u>-lah</i>	The queen of the sea elves and Finn's mother. Harsh and unyielding, she considered Mara's attempt at the Serpent's Gauntlet a total failure because she refused to kill Candiru after defeating her in a duel. Sanctioned deaths of all those who were injured in the Serpent's Gauntlet.
WENDY		The mother of Frank who tries to attack Finn when he is captured by the Great Harbinger's people and taken to the forest.
WILLEM		A crewmember of a forest dwarf ship from Brynmor.