

APPENDIX I – SORCERY ON MYTHRALIS

A Quick Overview from Keras

On my continent, all magic is referred to as dominion sorcery, or just sorcery for short.

Dominions refer to the power sources for our sorcery. They're other planes of existence that we can reach into to gather material and accomplish sorcerous effects.

Sorcerers are people who have the ability to utilize the dominions to cast spells. For example, flame sorcerers reach into the plane of flame to draw power for their spells.

To accomplish this, a sorcerer expends some of their own essence (or what you'd call mana) related to the type of magic they're trying to use. This essence cost has a noticeable effect on the sorcerer's body related to the type of magic.

For example, casting a flame spell draws on body heat. Using stone sorcery taxes the muscles and bones. And most information gathering spells, like knowledge sorcery, cost memories.

Most sorcerers can only use a couple types of magic, and usually, this is because they were born with a strong connection with those dominions. People can learn to pick up other types of sorcery, but it's much more difficult.

It's also worth noting that there are two different ways in which people tend to specialize in using any given type of sorcery.

Calling is the process of conjuring raw essence or materials from another plane.

Shaping is moving or altering essence or material that's already present in our world.

People who specialize in one form or another are referred to as **Callers** or **Shapers** for that type of magic. For example, someone who specializes in conjuring fire is a "Flamecaller", and someone who manipulates existing fire is a "Flameshaper". This doesn't mean they can't do both to some degree — most people learn a little bit of both. But most sorcerers specialize in one or the other.

That's probably a good enough foundation to get you started. I'll get into more of the details, like specific dominions, when I tell you more stories in the future.

APPENDIX II – CHARACTERS

Sera's notes on the characters in the story.

Fortunately, there are relatively few characters in this tale, especially compared to my dear brother's. I sometimes feel Corin puts in too much detail on characters and events that are not important, but I digress.

The important characters in Keras' story are as follows:

Keras himself is, of course, the central protagonist. While he goes by Keras Selyrian, that's clearly not his real name. He's a swordsman, and clearly an experienced one. While he does not have an attunement, he has strange magical powers from his homeland. Judging from the story, I'd say he was much weaker during whenever these events occurred than he is now. I'd probably rate the younger Keras at somewhere in the Sunstone to Citrine range, though it's hard to judge him accurately because his capabilities are so different from what an attuned would have.

Reika is the dragon that he encountered near the beginning of the story, then subsequently recruited to accompany him on his journey. I have to admit to being somewhat impressed — and inspired — by his audacity. Perhaps I'll invite a dragon to join my climbing group someday or at least make a contract with one. I wonder if that would make Vanniv jealous?

In addition to being able to transform into several forms — human, dragon, human/dragon hybrid, and incorporeal dragon — Reika also has the distinction of being utterly incapable of treating injuries properly. Her attempted ministrations were, perhaps, the most dangerous part of the entire story.

Dawnbringer is one of the Six Sacred Swords and apparently a sapient magical weapon. She corresponds to the element of light and has a variety of light-themed abilities. She's also apparently kind of a brat, but in the kind of way that means she probably secretly likes Keras more than she's willing to admit. (I know the type.)

Dawnbringer calls Reika "Rei", and Reika calls Dawnbringer "Dawn".

The Spirit of the Forest is some sort of ancient forest spirit. I have basically zero idea what its purpose is, other than possibly administrating the tests in the Whispering Woods.

Your Enemy is another forest spirit, and one that seems to serve the function of running (or at least participating in) a test of bravery. It's described as being a nightmare spirit, which is a horrifying concept that I don't like at all. Perhaps more worryingly, it seemed more afraid of Keras than he was of it — which begs the question...what *is* Keras, anyway?

Raizo is one of the leaders of the Tails of Orochi. He killed Reika's father, and therefore he is her arch nemesis.

Zenkichi was one of the other leaders of the Tails of Orochi, and apparently was something of a rival swordsman to Raizo. He was interested in taking Dawnbringer in order to gain a competitive advantage (or at least even the odds) against his fellow tail. He has — or rather had — impressive regenerative abilities and nasty acid-based magic.

Kaito was one of Zenkichi's followers and a talented swordsman with an unknown attunement.

Miyuri was one of Zenkichi's followers. She was either a powerful Diviner or some other similar type of attuned with both tracking and future-prediction abilities.

Landen is apparently one of Keras' friends from back in his homeland. He's a swordsman with an unusual two sword style, which seems like it would have been a good thing for Keras to learn, since he was lugging around two swords for most of the story and only using one at a time.

Sterling is one of Keras' worst enemies, which makes sense, given that Sterling is one of the Children of the Tyrant in Gold. Yeah. That's bad. I really hope we never run into that guy. Just hearing Corin's stories about Saffron was bad enough.

The Old Sage is some old guy that apparently sent Keras to this continent. I hope Keras has learned a valuable lesson about not letting strange old people teleport him anywhere.

Lydia is one of Keras' friends, as well as his commanding officer in the Paladins of...T-something? I didn't catch the name. Anyway, she's apparently a powerful sorceress, and an apprentice of Blake Hartigan — the legendary ancestor of the Hartigan family.

Velas is Keras' rival, and a spear-wielder. She wields a magical artifact called the Heartlance, and she apparently has movement-focused magic, similar to what Corin can do with his ring.

Arkhen was a friend of Keras' when he was training to join an organization called the Thornguard. When they were in a dire situation, Keras used the Sae'kes to save them...and cut off Arkhen's arm in the process. For that reason, he's been hesitant to use the Sae'kes in battle ever since.

Res'vaye Fayne was Keras' instructor when he was training to join the Bladebreaker Division of the Thornguard. He taught Keras both swordplay and metal sorcery.

Taer'vys Ironthorn was one of Res'vaye's former students, and apparently he was an extraordinarily dangerous and talented fighter.

The Spirit Gateway Crystal is a sapient magical crystal that Keras spoke to inside the Shrine of Bravery. It offered him a variety of things, and he made an unusual choice.

APPENDIX III – TERMS

Keras' Notes on Locations and Terms

Attunements are the local form of magic in this region of the world. They come in the form of a mark similar to the Dominion Marks from my homeland, but they seem more complex.

The attunement itself changes as the user grows more powerful, and it generates an aura that shifts in color based on the strength of the user. Each time the color shifts, it also apparently unlocks more functions of the attunement itself, giving the wielder additional powers. For this reason, people identify the attunement levels with color-themed names.

- **Quartz** (Clear) is the first level. People at this level have access to two types of magic based on the attunement itself.
- **Carnelian** (Red) is the second level. At this point, most attunements generate something called a shroud, which is a defensive barrier. Wish I had one of those. Sounds like it'd save me from a lot of injuries.
- **Sunstone** (Orange) is the third level. At this point, the attuned can suppress their power, making it harder to detect.
- **Citrine** (Yellow) is the fourth level. I always get this one and Carnelian mixed up. Notably, at this level, they seem to get access to a third type of magic.
- **Emerald** (Green) is the fifth level. This supposedly allows them to use ambient mana more effectively. I'm not sure exactly what that means — maybe it improves their shaping ability? It's also possible it lets them drain ambient mana to recharge their own supply, I'm not sure.
- **Sapphire** (Blue) is a sixth level that apparently no one has actually seen. I'm sure I'll run into someone with that level eventually, and based on how things tend to go, they'll probably try to kill me immediately.

Major Nations:

- **Valia** – Nation on the eastern coast of the continent of Kaldwyn. Home to the Serpent Tower and the Lorian Heights Academy.
- **Edria** – Imperialistic southern nation. Conquered Kelridge during the Six Years War and nearly conquered Valia as well.

- **Caelford** – Technologically advanced nation on the western coast of the continent. Allied with Valia.
- **Dalenos** – Theocracy; covers most of the northern side of the continent.
- **Kelridge** – A territory that was a part of Dalenos prior to the Six Years War. Conquered by Edria and now known as East Edria.

Calendar System:

Kaldwyn uses a twelve month calendar, with each month having exactly thirty days. Their week is six days long, with each day dedicated to a visage, and thus there are five weeks per month.

Days of the Week:

- Tashday
- Kyrday
- Fersday
- Tensday
- Vasday
- Wyddday