

Readers Reference Guide for *The Last Magic City Series*

Book 1: *Every Rule Undone* (ERU)

Book 2: *The Kindest Chaos* (TKC)

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Main Characters	Clan	Notes
<i>Book 1 – Every Rule Undone</i>		
Aza Gen	Gen	MC; daughter of Leo
Ferjival Puraples	Puraples	eldest son of Sior
Benelek Kruik	Kruik	charismatic Upper
Vijo Besin	Besin	healer; magic researcher
<i>Book 2 – The Kindest Chaos - all of the above, plus:</i>		
Imiji	?	young sorceress
Svemir	Tchuvvari	elder
Tavik	?	young man

Characters by Clan	Notes	Type of magic
Puraples – [Pur-A-ples] singlular and plural	Ruling clan in ERU AKA: "Purples" (slur)	Negative magic* : maladies Sicknesses only cured by Besin magic
Sior "Mam Sior"	Ruler of Maripesa	Types: giarmial, katiri, lichlia, uooleh, uoochlia, drobes,
Ferjival	Eldest son of Sior	
Hasip	Second son of Sior	
Dusia	Half-sister of Ferjival	
Leona	Half-sister; never seen	
Droht	Council Leader under Sior	
Jetal	Friend to Benelek, assistant under Ferjival	
Kalijal	Elder councilman	
		*see magic section below
Kruik [Kruiks]	Ruling clan in TKC AKA: "Kruks" (slur)	Negative magic : flux curses
Benelek "Bek"	Rising star	Cured only by Gen magic a variety of spreading sticky, gooey, gross substances that cause the cursed object to be unusable; does not affect human skin Types: renyer, dahke, fidova, The Spread
Rodjo	Head of Council	
Metin	Councilman	
Wilklo	Councilman	
Havah	New councilwoman with Leaning Talent	
Cvita	Off-stage with Forcing Talent	
Leti	Benelek's apprentice	
Berker	Benelek's uncle	
Frag	Elderly councilman	
		*see magic section below

Gen [Gens]		
Aza "also Zaz" [Ah-za]	Curse cleaner; Talent to split herself	Positive magic: clean Kruik curses placed against the Puraples or others
Maleka	Friend of Aza	
Leo	Aza's father, Gen Clan Leader	
Duma	Aza's boyfriend; businessman	
Palter	Councilman, Duma's father	
Jea	Councilman, Maleka's father	
Willa	Councilwoman	
Merivaldis	Councilman	
Lekt; Old Lekt	Elder Councilman	
Altrek	Council Secretary	
Reticka, Gashon	Off-stage	

Besin [Besins]		
Vijo	adjective: Besini	Positive Magic: Heal Puraples Maladies against other clans
Eltah	Healer, student of magic	
Karol	Vijo's sister, healer	
	Ferry pilot	

Salizan [Salizans]		
Reth	Skilled workers/merchants	
Gerland	Houseman in The Villa, assistant to Leo	
Ness	Coach driver, Aza's ally	
Larch, Ladner	Gerland's wife, mother to 10	Talent of Leaning
Rand	Two of Gerland and Ness's kids	
Carmista	Ferjival's former servant / farm manager	Talent for Patterning

Dal [Dals]		
Garileo	Semi-to-Unskilled workers	
Dihana	Svalo resident	
Doret	Journalist; Hub Member; Bek's lover;	
Jova	Lower servant in Komeh; Assistant Farm Manager	
Garnia	Svalo resident	
Rimna	Housekeeper in the Komeh	
Reva	"Witch" Trilst: black cat	Talent to "Situat"
	Rimna's twin	Leaning Talent

Eguin	Farmer, Reva's husband
Delta	Helper in Besin clinic
Pats	Farrier in Luvfta Village
Yula	Nanny to twins
Kos	Old Town resident
Toma	Old Town resident
Biajo	Svalo resident
Anah	Svalo resident
Frant	Svalo resident
Jola	Svalo resident

Tchuvvari: Outside the Hierarchy; "Keepers of the Magic"; Celibate; Pronouns are the collective plural; live at the Tapinak, a pink stone cathedral

Oscera	Friend of Leo and Aza
Smevir	Elder
Fenn	Member of the Futurists
Freja	Greeter at the Tapinak
Juala	

Undones: an unofficial clan of people who are genetically mixed or of unknown origin

Emke, Capsia	Aza's nephew and niece	
Imiji	young self-identified sorceress	Multiple innate Talents
Tavik	fosterling of Tchuvvari	
Golda	elderly witch in Old Town	Elemental Magic

The MATRIA

Matriarchically Attuned Talent - a women's magic movement; mission to subvert the rigid magic system hierarchy that is maintained by the ruling clans and the Tchuvvari, and that suppresses women's Talents and the Talents of the lower clans

Magic spells by clan (the Hierarchy of Talents)

Purples Maladies

- "malady" "maladies": spell-induced illness-

katiri: a slow-growing, painful, spreading, all over bright red rash

lichlia: fast acting, painful, oozing, red welts that spread

giarmial: a flu-like illness; the only contagious & most dangerous malady; cause of the epidemic; can kill even with Besini treatment

drobes: children's clumsiness spell

uoleh: insomnia, eye irritation, facial swelling

uootiri: combination curse (katiri and uoleh)

gwavera: gastrointestinal upset;

Kruik Flux Curses

-flux curses only spread on the object being cursed and do not affect living things-

renyer: small, grey, ovoid-shaped spreading curse; looks like an infestation of insects

dahke: dirt-colored gummy goo; good for use on machinery

fidova: slimy sheen that sticks to itself & makes things slippery

shifa: stinky, invisible spreading curse; infrequently used

The Spread: combination of renyer, dahke and, at times, fidova; spreads more rapidly and is more difficult to clean

Gen Magic

spells that imbue certain objects with magic to clean Kruik flux curses

nilteh - magic imbued handkerchief; gloves

Besin Magic

spells that imbue certain objects and chemicals with magic to heal Puraples maladies

temblir: small bottle used for mixing remedies

tilia: wooden tool for rolling, mixing and cutting Besini cures

Tchuvvari Magic

Wards

Execution spell: Administered by the Tchuvvari Clan by order of the clan in power; causes the lungs to fill with dead cells.

Presumably they have the power to do any spell

Women's Magic

Splitting, Leaning, Forcing, Situating, Discerning, Patterning, Finding, Moving

Magic Available to All (ERU)

Contraceptive spell

Hangover cure

Charms: may be blessed and given to another person

Lockspells: locks using magic

Expanding Magic (TKC)

Energy Manipulation, Invisibility, Astral Transport, Sigils, Elemental, Divination

Dress – becomes less predictable after ERU

Puraples: non-specific but tend toward blacks, browns, white and any shade of purple
Women wear wide, long-skirted dresses with petticoats; jewel tones
Men wear slightly more formal outfits than the other clans, tails, short jackets with longer tail in back, slim trousers, cravats at times

Kruiks: blues of any shade but tend toward the deeper tones, also other deep browns and jewel tones
Lots of leather
Women wear pants that wrap the leg from the groin and tie at the ankle.

Gens: Pastels including grays and ivories
Women wear long skirts with petticoats but not as ostentatious as the Puraples; there's blouses and under blouses are layered at the top so that a variety of patterns show against each other similar to a traditional kimono at the neckline. The outer blouse has long ties that wrap around the waist and are knotted in the front. Gloves, always for both genders

Besin: White with blue trim for healers. No other information.

Salizan and Dals: May be indistinguishable, though each clan, because of their work, may wear uniforms. Dal women often wear the inglethe, a scarf/shawl; Brighter, more vivid colors than any of the other clans except the purples of the Puraples.

Tchuvvari: Voluminous, ethereal robes of varying design and color; ungendered

Places

Maripesa Maripesian	Two-island, isolated, city-state in Mediterranean; the last magic city on Earth; colloquially, the larger of the two islands
Luftva Luftva Island:	Smaller, more rural island of Maripesa
	Luftva Village
	Reva and Eguin's farm
	Maleka's rural home
	Karol's farm
The Komeh	Home of Mam Sior and family; Puraples headquarters
The Villa	Home of Aza, Leo and the houseman Reth Later, Duma's home Gen Clan Council headquarters
Council of Clans building	Near the Tapinak; meeting place of the Synod
The Wardrobe: play on magic words ward /drobe	Run-down building for young adults with several floors of bars/music and tiny rooms for rent;
The Cranes	Kruik HQ; Place of government; Bek's home and offices in TKC

The Look-Out	Eastern Maripesa outside of Colvara in the foothills
Little River Bridge	Greenspace near the Tapinak
The Pavilion	Community building in a large park in the traditional Besin neighborhood
The Factories	Manufacturing plants/factories outside of Maripesa proper near the eastern mtns

Neighborhoods

Noptva	Warehouses, industrial
Colvara	Salizan/ Dal neighborhoods
Puraples	
Kruik	
Gen	
Besin	
Svalo	small town between the Factories and the foothills
Old Town	Isolated community on southern coast
City Hills	mixed residential and business neighborhood, north of Noptva

Terms and Phrases

Messagery; Messageries
Talent: always capitalized when it is referring to an ability to do magic
Uppers: someone from one of the two ruling clans
lowers: any person of a clan lower than the top two
Faj: sect of the Tchuvvari clan
Futurists: sect of the Tchuvvari
fluxed: Kruik cursed
newsleaf: a leaflet newspaper
inglethe: headscarf/shawl worn by Dal women
Synod: council of all clan leaders
Lockspell
"sleep on your own shoulder"
kuab: a team game
Exclamations:
<i>Maripes</i> – always italicized; closest concept to God, or the gods; the spirit of Maripesa
rats and bats
Spellfire
Crossfire
cross-spelled
zlo (literally means evil eye)
tosh / bosh / posh

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