

Characters

Royal Family of the Carpa Kingdom

Aura Carpa - Queen of the Carpa Kingdom, a Feudal State, the former patriarchal kingdom ruled and led by men in all aspects. Royal family's sole survivor of the Great War. Possesses the Space-Time Magic Bloodline. Summoned MC to her world to marry him instead of the 2 suitors she had.

Zenjirou Yamai - Summoned from modern day Japan with appliances, possesses 2 bloodline magics, Space-Time and Bestowal, first Prince Consort of Carpa kingdom.

Carlos Zenkichi Carpa - First-born son between Aura and Zenjirou, carrying 2 bloodline magics, Space-Time and Bestowal, and an enormous magical power.

Inner Palace's Maids

Supervisory Maid Amanda - Head Maid, approximately 40ish Years old, cousin of Marquis Guzzle
Ines - She is Aura's main maid, Head of the Cleaning Department, very experienced and one of 2 combat trained maids, accompanies Zenjirou when he leaves the capital.

Margret - Trusted retainer of Aura, one of only 2 maids with combat experience/training. Blonde and hailing from the northern continent

Vanessa - Inner palace maid in charge of the kitchen, middle-aged

Emilia - Inner palace maid in charge of gardening, middle-aged

Olsha - Inner palace maid in charge of bathing, middle-aged

Fay - One of the troublemakers, a short tomboy with short hair

Rethe - One of the troublemakers, she has very big boobs

Dolores - One of the troublemakers, she is tall maid with black hair

Kate - Regular maid, she is the sister of Natalio Maldonado (personal retainer of Zenjirou)

Keyshia Massana - Inner palace maid until Volume 6 became bride to Raffaello Márquez in volume 6.

Sabrina - Regular, reliable maid. Retires in Volume 6 to become a bride

Conchita - Regular, reliable maid. Retires in Volume 6 to become a bride

Manola - New inner palace maid. introduced in Volume 6.

Milagros - New inner palace maid. introduced in Volume 6.

Mónica - New inner palace maid. introduced in Volume 6.

Karina - Regular, reliable maid. introduced in Volume 6, with the new maids.

Christel - Regular, reliable maid. introduced in Volume 6, with the new maids.

Nobility of the Carpa Kingdom

General Puyol Guillén - Extremely ambitious former marriage candidate for Aura, attempted to gain favor with Zenjirou by gifting a Dragon Bow to him, Married to Lucinda Guzzle as of Volume 7, Rival to General Martin, fought against him in the previous war which left him with a facial scar.

Lucinda Guillén (Guzzle) - Wife to General Puyol, former brains behind the March of Guzzle.

Fatima Guillén - Little sister to General Puyol, 17y/o, nearly as ambitious as Puyol, attempts to court Zenjirou, Bro-con.

Primo Guillén - uncle of General Puyol, viscount

Marquis (Miguel) Guzzle - Father to Xavier, Lucinda and Nilda. Well-toned militaristic father, with a lack of talent for intrigue, lost 2 oldest sons in the previous war, of which he is a veteran. Very loyal to the royal family, a characteristic of the Guzzle family

Xavier Guzzle - He is tasked with pack dragon subjugation. He is straight and simple noble. Successor of Marquis Guzzle.

Nilda Guzzle - Nobility that was not listed on the Roll of Names, half sister to Xavier and Lucinda. She is an illegitimate child, but due to good effort from Lucinda Guzzle, she has a good upbringing and is close to her half siblings. One of the few people Zenjirou lowers his guard to.

Count Manuel Márquez - Ambitious and somewhat manipulative, he likes to take Low-risk High-gain policy to spread his influence.

Lady Octavia Márquez - 2nd Wife to Manuel Márquez, 24y/o, considered the model of a noble woman, intelligent, demure, beautiful. She is Zenjirou's magic and manners teacher.

Sir Raffaelo Márquez - Son and successor of Manuel Marquez, former candidate for marrying Aura. A very capable civil servant, but also passive beyond help.

Keyshia Massana - Former maid of the inner palace, fiance to Raffaelo. She is the most beautiful waiting maid (according to Zenjirou) and in traditional dance, she is worth to be main dancer

Other Cast of Carpa Kingdom

Knight Natalio Maldonado - Zenjirou's personal knight, granted the Dragon Bow that General Puyol tried to give to Zenjirou. Has a little sister named Kate working as a maid in the Inner Palace, may be a pawn of General Puyol.

Secretary Fabio Debache - Sharp tongued, middle-aged man that works as Aura's secretary, speaks his mind, is one of Aura's most trusted advisors.

Secretary Alejandro - Second secretary to Aura

Doctor Michelle - Royal doctor, oversees Aura's pregnancy

Skathi aka Victoria Kronkvist - Bodyguard to Princess Freya, known warrior woman with special kick attack to throw her spear which was made from a polished tusk of a Sea Elephant. Carries the title Sorceress Skathi as a mark of honor

Royal Archmage Espiridión - Archmage of Carpa, Married, Advisor to Queen Aura, has a great magic control, despite his large amount of magical power, more than an average royal, but less than queen Aura.

(Name verified in Vol 2. ch2).

Beldam Pascuala - Wife to archmage Espiridión, in her late 60's, instructor/tutor

Sir Damian - Governor of Valentia

Mr. Antonio - a talented hunter from the March of Guzzle. He is very knowledgeable about pack dragons. Helps Xavier Guzzle to subjugate the pack dragons on the salt road.

Royalty of other Countries

Princess Freya Uppsala - Tomboy-ish with Silver-blue hair cut short around her neck, her ice-blue eyes tended to give off a cold impression and her skin was unrealistically white. Princess from the northern continent, Uppsala Kingdom, oldest daughter of Gustav V, proposed to Zenjirou, Captain of the 'Golden Leaves' ship sailed between continents taking more than 120-days.

King Bruno (family order and such is unclear vol4 ch3 mentions King Bruno, making Joseph's standing vague)

Crown Prince Giuseppe/Joseph? - Father of Francesco, married to wife Tosca,(clarification needed.)

Prince Francesco Sharrow - 22 y/o from the Twin Kingdom of Sharrow and Jilbell, possesses 2 bloodline magics, Bestowal and atavistically activated Healing, eccentric, in large part plays a fool, seeks to break traditions, direct descendant. First son of Guiseppe of the Twin Kingdom. Very skilled in making magic items, armaments and jewelry. Crafted Aura's magical ring with 'Ignition'.

Princess Bona - 16 y/o from the Twin Kingdom of Sharrow and Jilbell, atavistically activated the Bestowal bloodline magic, 2nd daughter of a lesser Senior Noble family, puppet of the Twin Kingdom as honey pot for Zenjirou, serves as babysitter for Francesco. A "timid and earnest class president" in Zenjirou's mind. One of the few people Zenjirou lowers his guard to.

Princess Margarita Sharrow - Crafted Zenjirou's magical ring with 'Spring of Water'. Direct descendant of the sharrow family. One of the top practitioners of bestowal magic alongside Prince Francesco.

Princess Caroline Sharrow - 50 y/o, oldest of the direct family line.

Highness Princess Isabelle Jilbell - in her 40s, mother to 3 children, Visited Aura and Zenjirou on her way back from a trip to heal someone from the Gupta Kingdom, learned of Zenjirou's secret history (parents had eloped to another world), Disclosed secrets to Twin Kingdom.

Prince Robert, Prince Thomas, Prince Matteo - healers of the Jilbell family line ranked from lowest to higher as Matteo is a direct descendant.

Nobility of other Countries

Count Nalbia Zamurd - Queen Aura's contact for making sure they don't think Carpa is invading during the Salt Road issues and military actions. He was an ordinary man in his middle age: An average physique and of an average height.

General Martín Nadal - General Puyol's counterpart from the Navarra Kingdom, known as the Guardian Deity of the kingdom due to being a hero of the previous war, fought hand to hand with General Puyol, receiving a scar on his chest.

Cristiano Pinto - Knight Captain of Navarra that accompanied General Martin to the Guzzle marriage ceremony, and nearly caused a political incident while insulting Zenjirou, likes sweets and is embarrassed by it.

Knight Moreno Militec - Negotiator from the Twin Kingdom, oversaw Carpa and Navarra 'consultation' and informed Aura about the 'visit' from Prince Francesco and Princess Bona.

Other Cast

Locations

THE SOUTHERN CONTINENT

A continent ruled by several kingdoms where each royal family has a unique "bloodline magic". The weather here is very hot all year round, and the people generally have brown skin and black hair. Most of the large animals are various reptiles called "dragons" which are used as livestock. The Northern area is an uninhabited desert.

Carpa Kingdom

A large and powerful kingdom in the Western part of the Southern Continent. Its power is founded upon the Time and Space magic of its royal family, especially "teleport".

The Royal Capital - Seat of government and residence of the royal family, located in the centre of the Kingdom.

Valentia - Territory of the crown, the most flourishing seaport within the kingdom.

Potosi - Territory of the crown, the greatest silver mines in the whole kingdom.

March of Guzzle - Territory of the Guzzle family, where General Puyol and Lucinda Guzzle were married. Borders with the Navarre Kingdom in the south.

Twin Kingdom of Sharrow and Jillbell

A large, landlocked kingdom in the centre of the Southern Continent. It rivals the Carpa Kingdom in power and influence. In contrast to the rest of the continent, its people have dark skin except for the royals who are descendants of the northern continent. Exceptionally ruled by two royal families who divide areas of responsibility to avoid internal conflict: the Sharrow family who command Bestowal magic and the Jillbell family who command healing magic.

Other Nations

Navarre Kingdom - Mid-Sized country south of and directly bordering Carpa Kingdom

Kobrag Kingdom - 1/5th the size of Carpa Kingdom, former king Luis II was healed by princess Isabelle

Gupta Kingdom - possesses 'Staff of the Storm Wall.' Where a single magic tool stalled an enemy army of fifty-thousand for half a year. Bloodline Magic Lightning.

Kushal Kingdom -

Waltana Kingdom -

THE NORTHERN CONTINENT

Separated from the Southern Continent by a wide and dangerous sea. The climate is colder and the people are predominantly fair skinned. Dragons do not exist here except Sea Dragons, and mammals are the main livestock. There are several kingdoms here, but royalty generally does not possess a bloodline magic and magic is weaker in general, though the level of technology is superior to the Southern Continent. "The Church" is religiously dominant in most kingdoms.

Upsalla Kingdom

A kingdom in the North of the Northern Continent. The climate here is cold and icy in the winter. It is on the coast, and protected to the landward by mountains. It possesses advanced ironworking and shipbuilding technology including large four masted ships, but excessive logging for fuel and shipbuilding have left it critically short of the giant timbers needed for large ships. It is one of few Northern Continent kingdoms where "The Church" does not dominate.

Magic Spells

Correct Intonation - The first of three requirements for a spell. The chant must be recited with great precision in the magical language. A chant for a simple spell can be learned in a day, but more elaborate ones take months to learn.

Correct Perception - The second of three requirements for a spell. The caster must form a mental image of the spell's effect. This requires total mental focus which is usually impossible in stressful situations. Magicians who can cast spells in combat are exceptionally rare.

Correct Amount of Magical Power - The third of three requirements for a spell. The caster must offer the correct amount of magical power for a spell: neither too much nor too little. Spells that use more power also have more lee-way on the amount, but people with more magical power have poorer control, so they can't use simple spells at all, only powerful ones.

Soul of Words - Magical power leaked into speech allowing people to understand each other without knowing languages.

Four-Element Magic - basic magic usable by anyone with aptitude

Earth Wall - makes a wall, defensive and structural.

Flame - works as a light

Ignition - starts a fire

Parch - Dries something out

Large-Scale Annihilation Fire Magic - Due to the difficulty of controlling her strong magic power precisely, this is the only four-element magic which Queen Aura is known to be capable of. It requires a very long chant.

Wind Wall - protect from projectiles

Water Purification - makes water drinkable aka Drinking Water Treatment from vol 5
(needs clarification) I think Drinking Water Treatment only removes salt as they used it on the Golden Leaves whereas Water Purification cleans everything but is less efficient??

Spring of Water - Makes drinkable water(??)

Water Sphere - makes a ball of water?

Water Manipulation - Amplifies through reflections (meaning???) (manipulate the shape of water. It was used to create lens from water) (It's the part in parentheses I believe Amplifies through reflections is part of the what a microscope does, Zenjiro used that line to explain how it works to Aura)

Wind Blade - cuts like a blade

Fog Genesis - Generates fog

Wind Control - manipulates wind

Full Water Reshaping - allows for creation of a water lens, used by Princess Bona

Bloodline Magics - usable only by royalty - each royal family has a unique type of magic

Lightning - Bloodline Magic of Gupta Kingdom.

Mind Search Magic - Bloodline Magic of Harkonen Royal Family, rumoured to be able to turn people into puppets.

Gardening Magic - Bloodline Magic of Bernhard Royal Family, rumoured to have gone wild and created a desert on the southern continent.

Creation Magic - Bloodline Magic of Makarov Royal Family.

Space-Time Magic - Bloodline Magic of Carpa Family.

Teleport - Teleports user or targets to a location.

Space Isolation Barrier - Protects the caster from everything for approx 30 secs.

Summoning - Summons a target, originally required to exactly know who, modified by Aura
World Bridge - Part of the summoning spell? Joins two worlds together.

Time Reversal/Time Acceleration - Cannot be cast on targets with magical power and the practitioner must have touched the object with his hands and seen it with his eyes in the timeline he wanted to return it to. Hidden magic of Carpa Royalty

Haul - It can only pull up something inorganic that fits into one hand and requires eye contact. (vol 6, 2nd spell Zenjirou learns.)

Great Barrier - Mentioned when Aura is selecting magical item to be made, not explained

Effect Extension - Mentioned when Aura is selecting magical item to be made, not explained

Spatial Vibration - One of few destructive spells of Space-Time.

Future Compensation - Allows the casting of a spell by draining magic in the future

Past Compensation - Ability made possible with magic storage device made by Francesco.

Allows storage and withdrawal of magic from the item, but must use all magic accumulated within it. Modification of Future Compensation.

Bestowal Bloodline Magic of Sharrow Family

- grants an object a magical ability (light,etc)

Healing Bloodline Magic of Jilbell Family

- Stamina recovery - part of healing magic.

- Relief of mental fatigue - part of healing magic.

- Cure-all - part of healing magic. cannot restore lost limbs.

Coined Terms

Other Stuff

Magic Language - The language could cram various meanings into a single syllable, so the automatic translation from the Soul of Words made it sound like a rather long sentence, even though only a few words were spoken.

Small Flying Dragon - equivalent of carrier pigeon. Carnivore

Raptorial Dragon - equivalent of a horse, used as mounts by Carpa for Dragon Archers. Carnivore

Hulking Dragon - equivalent of a cattle. Herbivore

Meat Dragon - equivalent of a pig, Herbivore, Wild versions liken to boars, possessing 2 horns.

Pack Dragons - similar to Raptors, hunts in packs, leaders are low to mid intelligence (normally) carnivore

Flying Dragon - Large flying dragon, hunts mainly on plains and open areas

Sea Dragon - Sea dwelling territorial dragon larger than even the Golden Leaves, chases the Golden Leaves just outside of the Valentia harbour. Also known as Long-neck Dragon.

Thieving Dragon - whole body was covered by dark green scales, but it's physique was closer to that of a monkey. Short legs and long arms coupled with a long and narrow tail. It hides itself in the crown of the trees and attacks its prey from above

The "Sea Codex" was the conception that those living on the sea supported each other. It demands any ships (not pirates or vessels of hostile nations) to be allowed to dock in any port. revealed in vol 5 ch 1

Before Francesco and Bona's visit to Carpa kingdom, there had never been a record of the Sharrow family leaving the Twin Kingdom.

Things Zenjirou has introduced to Aura's world:

- Glass - used in bestowal magic to shorten time needed, taught to former blacksmiths
- Hard Liquor - Taught to brewers (New to southern continent, but known by northern continent)
- Soap for Body - liquid soap mixed with perfume
- Shampoo - basic shampoo
- Coprime water wheel gears
- Compass
- Concave and Convex Lens' (made with 5 yen coin and water)
- Wheelbarrows
- Engagement/marriage rings

Golden Leaves - The ship Freya used to reach the southern continent. A large four masted vessel of which the Uppsala kingdom has only a few.

"The Church" - The dominant religious organization on the Northern Continent, which worships the "Ancient Dragons" and opposes all exploitation of modern "dragon" species, which are no longer present there except for sea dragons. They refer to the Southern Continent as "The Land of Sinners".

Seasons - On the southern continent: Hottest Season, Rainy Season and Vibrant Season

"Parchments of Shared Fires" - Magic tool owed by the Twin Kingdom. Allows communication over distance by using twin dragon skins, burning characters into them. What's burned into one is shown on the other as well.