

Glossary of Agyris

From www.agyris.net

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About This Guide

We've had a great demand for a print version of www.agyris.net, the website dedicated to the RPG world setting of Agyris. However, we're just not ready for a primetime, nicely formatted document. You see, the world of Agyris is currently in constant production; new content is added on a weekly, if not daily, basis. Our illustrators are always cranking out new work, new maps are being drawn, and new words are being crafted at a feverish pace.

This document is a barebones attempt to get the core information from the Agyris.net site into your hands, so that you can use it, and print it out, right now. It isn't pretty, but it gets the job done for the time being. (Permission is granted for your personal use only.)

Eventually, we would like to publish a nicely illustrated, formatted, edited, and well-organized book - but not yet. We'd have to re-release the information every few months, which doesn't seem right. So, in the meantime, use this document for your games. Keep in mind that the website (www.agyris.net) has the latest and greatest information, quality illustrations and maps, and many other useful things (like a search engine, world newspapers, online forum, interactive maps, and so on.) I'd highly recommend using the website whenever possible.

Enjoy, and visit www.agyris.net often.

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Term	Meaning Or Use
Aelan	A short silver blade used by Vosir to perform tasks that are not worthy of the larger Aelanith sword. Aelan are used to cut rope, chop kindling, or anything that the Vosir needs to cut. Aelan are made with the same techniques used to create an Aelanith.
Aelanith	The holy blades of the Antharr Vosir. They are painstakingly created with secret techniques that endue the blade with an oily poison that causes much pain to flesh. The metal alloy of the blade is sometimes called weeping-steel or weeping silver.
Aethos	The last of the 7 Eld Cities, it is home to the Muse, and is characterized by soaring towers, delicaded buttresses, and crystalline domes.
Akawl	The last month in the Agyrian Standard Calendar, Akawl occurs in the winter and has but 27 days. Each of the other months are 30 days long.
Alkhath	The fifth day of the week, in the Agyrian Standard Calendar.
Antharis	A central seas land occupied by evil elves, who embraced decadence many years ago. They live off of the labor of an immense slave class.
Antharri	Elves that follow dark paths. Cruel, intelligent, and vile, they value no life but their own. They are unsurpassed swordsmen.
Asidri	The forefathers of the Muse, Te'wyth, and Antharr, the Asidri are immortal elves that have largely left the physical world.
Asidri Exodus	The time in which the Muse, Te'wyth and Antharr left the Asidri homeland Isle.
Ato	A foriegn fey that was brought to Gyr by the ancient Atosians. It is a destructive magic that seems to go against the nature of the land.
Atosians	An extinct race that came to Gyr from the stars, and ruled a huge 1st Age empire, with great Fey. They have not been seen for many Ages.
Bandu warsteeds	The only surviving breed of horses in the Discovered Lands, the Bandu are fierce meateaters, hunting in packs in the Bandgar wastes. Some believe that all horses were turned into Bandu by the Pentath, in the last age. They are called "Traws" by some.
Banna	The sixth month of the year, in the Agyrian Standard Calendar. Banna is typically one of the warmest months of the summer season.
Celetrin	An ancient earth Fey, Celetrin is activated by song, verse, and music, sometimes combined with earth components. However, Celetrin is not at all tied to Elemental earth magics. Celetrin is said to be the lifeblood of Agyris.
Charms	Charms are a low denomination of token, which are traded for goods and used as currency. A charm might buy a loaf or two of bread. Ten Charms are worth the same as one Token.
Court	Interchangeable with "Irva," the city of sin, believed to be under the influence of Ralu, the lord of Chaos.

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Dar	Wee ones, related to the faeries & Muse, they are good natured, and strong of heart and will. They value life and fun, but often lack seriousness.
Discovered Lands	The current known world of the 4th age. It has been lightly explored, though most of it is really unknown. (aka: DL) Many believe that the DL was once the chosen home of the "Old Lords," and that the region is the most important in all of Gyr.
Drann	Minotaur raiders, they are the lords of the seas, taking risks braving storm and wave alike. Extremely strong, and fierce warriors.
Drine	Drine is the 11th month, and marks the beginning of true winter.
Dromin	Dromin is the first month of the Agyrian Standard Calendar. It is a winter month.
Durga	Squat & secretive mountain dwellers, the Durga live in the North of the Discovered Lands in a closed society. Aka, "Dwarf."
Escalon	Also known as the "Old Kingdom", the greatest MortalKin nation in the history of Agyris. Escalon lasted for most of the 2nd Age, was a high point in MortalKin magic and technology.
Explorer	Interchangeable with "player."
Faeyan	Neo-Asidri that value life, music and art, above all other things. Peacefull, they are no fools, and have created a sect call the Harlakain, to deal with the outside world. They are known as "Muse" by outsiders.
Fey	Magic. Fey is believed to be contained within everything, in small amounts.
Galilaen	One from Galilae. Most Galilaens know very little of the magical nature of the DL, and are fairly xenophobic.
Gnaeg	Gnaeg marks the middle of spring, and is the third month of the year.
Gothig	Gothig is the last month of summer, and it is typically very hot. The burning mists of the seas are at their worst in Gothig. It is the seventh month.
Guttertongue	A dialect of Galilaen, developed by pirates, used exclusively in Irva. It is perplexing, made to confound outsiders. Aka, "gutton."
Gyr	Agyris. Many refer to Agyris as "Gyr," "Aegyus," "Gyrus" and even "Agyr," depending upon race and region.
Gyrfolk	Any sentient race of Agyris. Also, "mortal."
Gyrmaster	"gamemaster."
Hexiline	A rare substance that is believed to make up charms, wards, tokens, and talisma. Gyr's Hexaline supply is said to have been completely depleted in the creation of these "coins."
Hrath	Hrath is the second month of the Agyrian Standard Calendar, and it marks the coming of spring.
Irva	The largest city in the Discovered Lands, Irva is a pirate's den of decadence and chaos. Aka, "the Court." Known as "Ir" in the 3rd age.

Jarridiem	This is the first day of the week, in the Agyrian Standard Calendar. Those that worship Jarrik usually spend this day in quiet study.
Kavir the Red	The most ancient of the dragonkind, Kavir spawned most, if not all, of the known drakes.
Khurrus	This is the fourth month of the Agyrian Standard Calendar, and it is characterized by fierce seas and wild maelstroms. Khurrus occurs in late spring.
Kiero	The Fey of the Gods, Kiero is traditionally a gift to loyal priests and worshippers. Kiero is independent from the Symphony.
Kimen Wars	A series of 2nd Age battles, lasting just over 200 years. Shaebol, a fantastic city of grand domes and vistas, was sieged and subsequently destroyed. In the 4th Age, Shaebol was reinvented as Daercied.
Knellfey	A dark form of magic also called the "Waik." It is manipulated through the ceremonial use of bells, and is activated by their ringings. Many believe that the use of Knellfey kills the land.
Koddris	A Nobel Antharr who has offered a Vode to an masterless Vosir.
Kyfu	An expletive commonly used by pirates and rogues, which refers to the Maejir strange reproductive organs. "Watchit bishop, or I'll kick you in your kyfu!"
Ling	A Darian unit of measure equal to about 3 spans. The word "half-ling" comes from this word.
Lume	Lume is the fifth month of the year, and it marks early summer. Much sailing occurs in Lume.
Maejir	Wizard race of Maejiria. Believe that magic is the life force of Gyr, and that it can be channeled and manipulated to fantastic results. They are a mystic race. Some practice Ato Fey, which adds to their foul reputation.
Maejiria	A society of the southeast that is gifted in the Fey arts. Made up of many independent dominions, they often war with Galilae.
Malbek	This is the tenth month of the year, found in late autumn. Crops of the Discovered Lands are harvested in Malbek.
Moorad	Moorad is the seventh day of the week, in the Agyrian Standard Calendar. It is thought to have been named after a long-passed God.
Mordain the Reaper	Lord of all foul things, primary god of evil.
Mortalkin	All sentient creatures that age and die are Mortalkin. Dar, Durga, Faeyan, Humans, Antharr, etc., are Mortalkin. Aka: Mortalkind, Mortals.
Muse	Neo-Asidri that value life, music and art, above all other things. Peaceful, they are no fools, and have created a sect call the Harlakain, to deal with the outside world. They are known as "Faeyan" by their own people.
Mysia	A holycity of islands, dedicated to the worship of Voya. It is a closed society, only open to indoctrinated Voyans.

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Mysians	Those that live in Mysia. Interchangeable with Voyan.
Nae wanderers	A race that have lost their homeland, and now wanders the lands in search of their identity and a new home.
Nitha	A land to the far west, Nitha is ruled by the Shardith Sisterhood, a sect of sorceresses, who dominate the males of the society.
Nithese	Humans of Nitha. This society is dominated by the Shardith Sisterhood, who follow their immortal, the Undying Mother.
Nuon	The cult of Thebnis thrives in Nuon, worshipping avians of all sorts. A very strict and rigid society, with religion the dominant focus.
Nuoni	A human of nuon. The Nuoni favor intricate customs and fervent worship of Thebnis.
Ogra	Huge and hulking, ogra are typically barbaric savages. Originating from the Wild Coast in the West, they are considered to have dim wits.
Old Kingdom	Also known as "Escalon", the greatest MortalKin nation in the history of Agyris. Escalon lasted for most of the 2nd Age, and marked a highpoint of MortalKin magic and technology.
Old Lords	The Old Lords were the Gods prior to the First Age, created by Aggran and Yrisis, that were eventually slain by Mordain. They were the first Pantheon of Agyris. They are: Bakova, Voya, Vohlyus, Lyri, Nerumis, Alkhound.
Phann	Wild Fey, Phann is as unpredictable, as it is potentially powerful. Any race may practice Phann, and is the most common Fey currently used.
Pip	A unit of time roughly equal to a second. "Hold your kyfu, I'll be there in just a pip!"
Prism Cats	Intelligent feycats that live in the orchards outside of Sirvat. Prior to the 2nd age they were simple animals, much like earth's cats.
Raen	
Raludon	Raludon is the fourth day of the week, in the Agyrian Standard Calendar. Worshippers of the Red One make random sacrifices to him on this day. Maybe.
Rava	A tall packbeast from the south, the Rava feeds off of spring Vu grass.
Sague	A unit of measuring distance, approximately 1 mile.
Saguette	A vague distance somewhere around half a sague or so.
Sath!	A good willed ancient greeting; Hello, shalom, good day, or even goodbye.
Seer's Port	Also known as Sirvat, Seer's Port is an open city which seems to attract soothsayers from all over the Discovered Lands. It is a good city attracting liberal and free-spirited folk.
Shaebol	Shaebol, a fantastic city of grand domes and vistas, was sieged and subsequently destroyed in the Kimen Wars of the 2nd Age. In the 4th Age, Shaebol was reinvented as Daercied (Darus) by the Dar.

Shardith Sisterhood	Sorceresses of Nitha, they wield Ato dominating the males of their society. Very aggressive, and most often dangerous.
Shuddain Mountain	An ill place, believed to once been the location of Mordain's fortress, before the 1st Age.
Silverite	Chime silver, the metal of Yrasis. Silverite is the metal from which the "Chimes" are made, which is believed to protect against the Foul Bell.
Silverite Chimes	These chimes are made from silverite, the metallic tears of Yrasis, who cried them down upon Agyris when her husband Aggran the Wanderer was murdered, and the Eld Gods. It is said that forty chimes were forged by Jarrik to ward against the coming Bell.
Sirvat	A free western citystate, ruled by soothsayers, who seem to be attracted to it. Aka, "Seer's Port."
Sirvati	A human of Sirvat. A free, mystic society, which attracts seers and those seeking answers which they cannot find elsewhere.
Span	A unit of measure approximating 1 foot.
Symphony	The network of Fey lines created by the first Asidri. The Symphony refines, distills and focuses Gyr's natural flowing Fey.
Talis	A Talis is the most valued form of currency in the Discovered Lands. Ten Wards are worth one Talis, and quantities of them are believed to hold real Fey power.
Token	Tokens are the standard form of currency of the Discovered Lands. They are fairly common relics of the earlier Ages, which are believed to hold minor powers if they are accumulated. Ten charms are worth one Token, and ten Tokens are worth one Ward.
Token Currency	In Gyr, Tokens are the most favored currency traded. Charms, Tokens, and Wards make up the "Token System", and are commonly believed to carry minor powers. Ten charms are worth one Token, and ten Tokens are worth one Ward. "Money" = "Tokens".
Tollune	The eighth month of the year, Tollune marks the beginning of Autumn.
Toth	Ram horned merchants, the Toth people utilize commerce and wealth to gain status within their society. Most most are very fair and avoid physical labor.
Tothane	The huge citystate of the Toth. Considered the Capitol of civilization by the Toth, its' development is a splendor of achievement.
Tothar	The lord of commerce and civilization. Worshipped primarily by the Toth, Tothar sometimes represents greed.
Tothatt	Tothatt is the sixth day of the week, in the Agyrian Standard Calendar. It is a traditional day of shopping and negotiating, in honor of Tothar.
Unnameable One	Mordain the Reaper, Lord of all foul things. Terrible monsters are said to be called if one speaks the forbidden word "Mordain." It is believed that speaking his name gives him power.

Veldune	A young nation known for their abundant crops, small towns, and tremendous wines. The capitol of Veldune is Wandergate.
Velduni	Humans from Veldune, they are a good, peaceful folk, known for hospitality and old fashioned knights.
Vishas	Vishas is the ninth month of the year, and marks mid-autumn.
Vitrae	Potions of life, or healing, made by the Vitu monks of Maejira. These are believed to be able to completely heal any mortal race.
Vitran	Defiler of the 7 Eld Cities, Vitran lost his wing at the gates of Aethos, after killing the defending Highsinger. See Vitran the Harp.
Vitran the Harp	Found by Halikain Aceric Moreau in the Jodder Bogs, Vitran is a huge instrument of healing, though tied to the spirit of drake.
Vode	A Vosir term of service to a noble house, lasting no less than 3 years. The Vosir is expected to perform duels and other duties to the satisfaction of their Koddris. An Aelanith blade is the usual gift offered for a vode.
Vohlyus	An Old Lord, Vohlyus the Mender was slain by Mordain prior to the first Age.
Vone	A measure of weight equal to about one pound. (One vone, 10 vones)
Vorbin!	Slang. Meaning "stinking" in most Discovered Lands Tongues. Many believe that it was once an Atosian word for "mortal."
Voya	The good lord of travel, Voya protects those on journeys and treks. He also transports souls to their afterlife.
Voyan	One who worships the lord of travel, Voya. The religion is centered in the holy city of Mysia. They sail in templeships spreading their faith and aiding travellers. "By knowing the Land, one knows himself."
Waik	Waik is a form of dark Fey that is centered around the Foul Bell. It utilizes pain, agony, and souls to achieve powerful results. Waik is manipulated through the use of Bells, and is often activated through a bell's call or knell. Waik corrupts the soul.
Ward	A Ward is a very valued currency type, in the Token Currency system. Ten charms are worth one Token, and ten Tokens are worth one Ward. Ten Wards are worth one Talis. Wards are commonly believed to hold minor special powers.
Waygates	Made by the Atosians, the Waygates provide portals to areas far beyond the DL. Most are lost, unknown, or in disrepair. Others claim that the Atosians created a network of Waygates that connected the corners of Gyr.
Weeping Steel	Weeping steel is an alloy used by the Antharr to create their holy Aelanith blades. Though the technique of creating the steel and the blades is secret, they are known to "sweat" a poison that is extremely painful to those cut.
Woak	A minstrel's tune or song.
Wondercoal	A Galilaen discovery, wondercoal weighs thrice as much as coal, but it burns 10 times as long. Understandably, it is very valuable.

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Wythir	Asidri that have fallen under the dark influence of forbidden magics, the Wythir are a dying breed of elf that practices Ato sorcery. Formally known as "Te'wyth".
Wythira	The western society of Ato wielding Asidri. They are said to follow their long dead first king. Life holds little value to them.
Yaro	The hidden valley of the Yarr shepherds, they once were wizards, though they have chose to simplify their lives many years ago.
Yarr	A race of shepherds that are said to have put down their staves in favor of rooks. They find wizardry foul, yet they practice Celetrin.
Yiff	A common parasite found in Ahnkri, the Yiff appear as yellow worms with large pinchers. They burrow in Ahnkri scales causing irritation to the large beasts. There are many methods of removing Yiff, though most of them utilize red-hot poker and sea water.