

# **Gods of Agyris**

From [www.agyris.net](http://www.agyris.net)

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## About This Guide

We've had a great demand for a print version of [www.agyris.net](http://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](http://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](http://www.agyris.net) often.

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## *Gods of Agyris*

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## Aggran the Wanderer

<b>Nicknames</b>	Worldfinder
<b>Influence</b>	Wisdom, forgotten knowledge, the search.
<b>Power</b>	No Rating
<b>Followers</b>	The Eld Lords
<b>Champion</b>	
<b>Opposition</b>	Mordain
<b>Temple Location</b>	
<b>Public Description</b>	

"And Aggran did see Helgyrit approach, and the World Eater filled the skies of 1000 worlds. It's single eye glowed with primordial fire. It spoke with eternal volume:"

"RETURN TO ME - FALLEN SCALES... AND LOST TAILS."

"Stones loosened beneath Aggran's feet, as the rock and earth rushed up to join the Wyrms-host."

Aggran yelled at the doomed sky:

"Helgyrit!

Be gone!

It is !!

Pox of your flesh!

The wave that grinds the stone to sand!

Defender of the last bastion of peace!

The nullifier of your existence!

Be gone! You are not welcome here!"

"The wyrm did not notice Aggran's call. Aggran flew up to meet Helgyrit in the midst of earth and rubble, but knew that he was no match for one so large. He drew his sword. (Still hot from it's first forging.)"

"Aggran reach the wyrm, and made his way to the tail. Once there, he struck at it for half a lifetime, until he had caused enough damage to enrage the World Eater."

"It curved and turned, until it had made great stone ring, and attempted to devour the Godling."

"Aggran leapt out of the way and watched as the wyrm devoured its tail, folding in upon itself, and creating a knot of dark stone, grinding tighter with every moment. The pressure increased until Aggran struck at it with his blade, and the whole of it exploded."

"Only the burning eye of Helgyrit did remain, along with a smaller knot of rich molten stone, and the two smouldering pieces of his destroyed sword."

"Eventually the stone knot did cool, and Aggran rested there for a while. When he awoke, a new land was born. The eye of Helgyrit became the Sun, and the two pieces of his blackend sword became the black sky Orbs. (The moon was not created until later, and is an entirely different story.)"

"Much later, Yrasis arrived, bringing with her plants and trees, animals and insects of all types..."

- From the Tales of the Gods, Book of Aggran.

Before the time of our current Gods, there were others who first walked upon the lands, and created life. These Gods are known as the "Old Lords."

## *Gods of Agyris*

It is said that Aggran the Wanderer discovered the world of Agyris, and with his mate Yrhis, populated it with other Immortals. They first gave creation to Mordain and Jarrik, and then later to all of the Old Lords.

In the Aggranic mythology, it is widely believed that he was slain by his own son, Mordain, as the beginning of the "Great Betrayal."

### **GM Description**

Aggran was killed by Mordain in the Great Betrayal, along with the majority of the Old Lords. When he died, his body joined the land, just as his wife's did, when she learned of his loss of life. Their names together became the name for the world; Agyris.

Aggran is Mithmirn stock, an ancient race of Gods on the verge of extinction.

## Alkhound

<b>Nicknames</b>	the Hunter
<b>Influence</b>	The Hunt, monster slaying, protection
<b>Power</b>	Fair
<b>Followers</b>	Worshipped by Humans and Durga primarily
<b>Champion</b>	
<b>Opposition</b>	Mordain the Reaper
<b>Temple Location</b>	Bandgara Wastes
<b>Public Description</b>	

"May Alkhound protect us from the terrors that devour Mortalkin in the night."  
- A common prayer in Bronzewick.

"No, I don't worship those false Gods, with their fancy temples and gilded shrines. It is all smoke and incense, nothing with real substance."

"I worship a true God: Alkhound. His temple is the wilderness, his shrine is my blessed hammer."  
- Keor of Wandergate

As lord of the hunt, Alkhound's worshippers have protected mortals from monstrosities for over 3 Ages. They seek out monsters of every kind, in an attempt to destroy them from the very face of the land. Alkhound's work will not be finished until every blight against mortalkind is forced into extinction.

With every age, there seems to be more monsters and creatures to destroy. In fact, Mortalkin lands have been driven back into a small corner, which we now know as the Discovered Lands.

Alkhound hunts in the forests and corners of the Godsland, with his wolf hound "Lorn." Lorn was just a pup when he was rescued from the clutches of the Braef beast by Alkhound.

### GM Description

Alkhound was slain by Mordain, in the "Great Betrayal" of the Gods, prior to the first Age. His deathcry was nearly forged into the Bell, with the rest of the Old Lords, but was spared due to Jarrik's quick thinking. Later, in the First Age, Alkhound reappeared to his worshippers, but in a more aged state.

Each priest of Alkhound takes on a totem monster, one which they pledge to destroy. Through great preparations and ceremony, they train to face their nemesis. If they succeed in destroying the creature, they take on several of the characteristics of the monster.

In the case of Titus Aluum Trollspike, (b. 4a1542) he barely defeated the iron Gorgon of Trea, in 4a1581. (The Gorgon had plagued the countryside for 300 years, coming out every seven, to lay waste to the land.) By defeating the Gorgon, he gained the speed, strength, toughness, and a few personality ticks of the creature. These traits have aided him well against other monstrosities that he has since faced.

## Aryd

<b>Nicknames</b>	The Taker of Pain
<b>Influence</b>	Healing, charity, relief from suffering, empathy
<b>Power</b>	Poor
<b>Followers</b>	Primarily Worshipped in Arboria, Aryd is known by any who worship the Lords of Light.
<b>Champion</b>	
<b>Opposition</b>	Gaezil, the Plague Lord
<b>Temple Location</b>	Jathas
<b>Public Description</b>	

"We got pounded good by them ogras out in Tharse, an we went ta th' temple o' Aryd in Wandergate cause mah wounds were so terrible like. The others had begun ta heal, but I jest got worse. Mah legs were all in a jumble, an a couple o' mah ribs were poken out... I wuz dyin'."

"When I finally woke from th' fever, I wus inna clean little chapel room, with a thin wood statue of Aryd jest in th' window. Mah wounds were all better, an dat wus when I noticed th' priest on th' floor. His legs were twisted like roots, an there wus blood all about th side of his robe. I thought thet he wus dead, but he made some frightnin' gurgle sounds. Jest then, more priests came in, an they pulled him away. They jest said that he'd be better off with th' wounds then I would be."

"I left em half of th' treasure that we got up in Tharse. Th' others grumbled a bit, but I insisted, cause that Aryd Priest saved mah life..."  
- Jeoh Lero, Veldune

Aryd is the taker of pain, the Goddess of those who suffer. She represents the traits of empathy and charity.

Aryd provides healing to those who worship her. Her priests are known to be able to "assume" the wounds of another, as a test of loyalty to the suffering God. Pain is their sacrament.

Folk of the Discovered Lands pray to Aryd when they are sick, wounded, and/or dying. If she cannot or will not help them, she might just take the pain away for a while, before they die.

### GM Description

Aryd is the taker of pain, the Goddess of those who suffer. She represents the traits of empathy and charity. As such, she leads by example. The wounds that her followers take on her behalf, are assumed by her. Because of this, she is in a constant state of unheathfulness.

Priests of Aryd heal twice as fast as regular members of their own race.

Aryd replaced the Old Lord "Vohlyus" the Mender, when he was murdered by Mordain the Reaper.

## Bakova

<b>Nicknames</b>	Beardmaker, the Ghost.
<b>Influence</b>	Artificing, the Durga
<b>Power</b>	Terrible
<b>Followers</b>	the Durgan Empire.
<b>Champion</b>	Hauver - King of the Durga
<b>Opposition</b>	Ebon Gods. Bakova was slain by Mordain the Reaper, but still appears to his worshippers in spirit form.
<b>Temple Location</b>	Duriah

### Public Description

"Our father was Bakova, and he forged you and me from the root stone minerals of Agyrisaeth. We are strong because of him, and we share in his wisdom. Bakova was slain by the Dark One, but that is not his end, not as long as we believe in him, and keep alive his memory and teachings. He may be little more than a ghost now, but if we fire up our forges and heat our hammers, we may seem him live yet again..."

- Hauver, addressing the Durga of Hauverhold.

Bakova is the father of Hauver, and creator of all Durgakind. Still worshipped by a few Durga, the cult of Bakova is being rekindled under the leadership of Hauver.

The Durga have the distinction of being the first of the Mortals ever created, though the Asisdri dispute this so-called "fact."

### GM Description

Bakova was the patron lord of the Durga, and he created them in his own image. He also was known as the "artificer" and maker. Bakova is said to have created the forge and steel.

Hauver was Bakova's shieldman in the midst of their many adventures. The "Beacon Blade of Bakova" is the axe of Bakova, which was left in a lost shrine to the "dead" god. It is known to flame.

## Gaezol

<b>Nicknames</b>	the Plague Rat
<b>Influence</b>	Plague, illness, sickness, filth, decay and blight.
<b>Power</b>	Poor
<b>Followers</b>	Plague cultists
<b>Champion</b>	
<b>Opposition</b>	Aryd
<b>Temple Location</b>	Pem Pelmox
<b>Public Description</b>	

"Gaezol's sacrament is disease and illness. His temple is filth. All that he touches rots in boils and pox. A worse godling I cannot imagine..."

- Neptule Sharmoth, Maejiria.

"Gaezol is the creation of all of Gyr's plagues and illness. He works to decay the fabric of life. Any who would follow "the Rat" gets what they deserve. I for one try to clean up filth and wash everything that I can, so that Gaezol is not revered. I'll often go out into the woods and pick up piles of rotting wood, and organize it, or burn it, or anything that would stop the disease. I know that I am foolish for trying to stop him, but at least I'm trying to do something."

- Anon

### GM Description

Gaezol is responsible for the world's sickness and disease. He

His shrines are filthy, covered with rotten foodstuffs, dead animals, and the like. Any who would defile Gaezols temples or shrines would risk great sickness or plague. It is best to leave such holy sites well alone.

Gaezols spawn include plaguelings, illnessites, blighters, and corpsies.

## Goth the Storm Bull

<b>Nicknames</b>	Fury
<b>Influence</b>	Weather, storms, the Drann
<b>Power</b>	Mediocre
<b>Followers</b>	the Drann
<b>Champion</b>	
<b>Opposition</b>	Worl
<b>Temple Location</b>	Dranoy
<b>Public Description</b>	

"Goth, he's a simple God, really above the whole concept of followers or prayer. He rages on his own, and we expect little from him, and he little from us. I doubt that he would care if we all got down on our knees and prayed to him; in fact, he'd probably just laugh at us. It would be like bowing down to a storm; the storm is going to rage, the wind is going to blow, and the sleet is going to fall, no matter what we do."

"I just leave small sacrifices at his shrines when I come across them, in the hopes that he does not notice me."

- Soahtor of Dranoy

The Lord of Weather and storms, Goth sees all from his high vantage point. He seems to care little for his followers, but large sacrifices have on occasion, gotten his attention. Goth is believed to have created the Drann in his own image, and left them alone in the world to fend for themselves.

### GM Description

Goth is the lord of storms and weather. He is a god far removed from the daily lives of his worshippers, and he is rarely troubled by mortalkin interests. However, souls wishing to placate Goth often make sacrifices in his honor, which occasionally may be recognized by this angry God.

Goth created the Drann in his own image.

The Beastorm is Goth's creation. Occasionally one will rip across the land, reminding all of the animals and creatures of their feral beginnings. Slumbering monsters are known to awaken and crawl from the land, attacking any that they come across. Luckily, these storms are fairly rare and they don't last longer than a single evening.

## Jarrik

<b>Nicknames</b>	Lawbinder, Darkbreaker, Lawmaster
<b>Influence</b>	Law, Order, Light, Knowledge, judgement
<b>Power</b>	Fair
<b>Followers</b>	Jarrik is acknowledged by all who follow the Lords of Light. He is the patron God of Galilae, Threepenny, and Veldune.
<b>Champion Opposition</b>	Vashia, Mordain the Reaper, the Pentath Alliance, Hooded League.
<b>Temple Location</b>	Gallangate

### Public Description

"Jarrik brings order to the world, and he protects us from the darkness and the shameful gods. He is knowledge and hope, and it is his will that the Mortalkin live free. You worship Jarrik when you pick up a book, plow a field, light a torch, or even when you fight darkness. We give our thanks Jarrik for allowing us to live and defending our honor."

- Toscan of Ang.

Jarrik is the father of the Lords of Light, and the acknowledged leader of the pantheon. He represents all that is good, under the rule of Order and Law. His symbol is a burning armored fist, often clenching a great blade of light.

Jarrik is the Lord of Judgement and light. He is the creator of many of the Lords of Light, and a dedicated foe of evil. He embodies wisdom, learning and order, and he counters chaos, and seeks the destruction of the Ebon Gods.

Jarrik is often portrayed as a massive bearded man, with huge broad shoulders, older, but not quite past his prime. He usually is said to wear great flowing white robes, over the top of his silver breastplate, and huge firey gauntlets.

### Jarrikin Temples

Jarrik's Temples are typically long, domed halls, made from marble and granite, with tall stained glass windows. In many ways they are similar to libraries, since they house a great number of scrolls, books, and tablets. Since the religion is dedicated to the sharing and spreading of knowledge, these libraries are free to all church members, and even nonmembers may utilize the library, for just a small tithing. All are encouraged to bring new books, scrolls, tablets and stories to the Temples, so that the Jarrikin Monks may make copies.

The Temples are protected by the mighty Jarrikin Templars, who vigilently stand outside of the huge doors, all hours of day and night. They are fully outfitted in plate mail armor, and bear great holy swords. Those following ebon ways are urged to avoid Jarrik's temples at all costs.

### The Seven Ways of Jarrik

The Seven Ways are the primary teachings of Jarrik, and are fully fleshed out in many volumes of the Order Texts. Here is the most brief explanation of the teachings:

1. Counter Evil in the myriad of its forms. Since Darkness is everchanging, Vigilance must be upheld.
2. Let Wisdom guide your Hand. Wrath hinders Order.
3. Honor the Elders, and guide the Youthful and Foolish, for they cannot always recognize the righteous path.
4. All are Equal. Judge all with truth and liberty.
5. Learn, and apply thy Knowledge. Listen to the teachings of the Land.
6. Honor My Temples. Protect all that they hold and symbolize.

7. Let all know My Faith.

**GM Description**

Jarrik is worshipped by those who fully oppose evil, and seek to rid it from the world. He represents, Order, knowledge, light, and judgement.

The High Temple of Jarrik is the Hall of Eternal Vigilance, Gallengate, Galilae.

## Lognar One-Eye

<b>Nicknames</b>	Eyebreaker
<b>Influence</b>	Ogra, might, contests, battle
<b>Power</b>	Poor
<b>Followers</b>	Ogra
<b>Champion</b>	
<b>Opposition</b>	Worl
<b>Temple Location</b>	
<b>Public Description</b>	

"Lognar, he mog. He lufted da sun. (Heavy it is.) Lognar not dafa, he mog! Show us Atton wen we vij, if he tink we stup an skogg an gunch da wep an da monruk. Oi yup!"

- Galgo, Ogra

Lognar is the distant lord of the Ogra. He is impartial, and does not respond to his "people" very often. (Hense, the one eye...) However, he is said to notice the Orga if they are engaged in exciting contests, especially ones that test strength and "stopping" abilities. Therefore, Ogra are constantly testing one another, and betting on these contests. It also happens to get them in a great deal of trouble most of the time, since the brutes often end up destroying more than a building or two.

In addition to the physical contests, I have witnessed a "Skoggtest" which is basically a drinking contest between one or more Ogra. (Yes, a valid skoggtest can involve only one Ogra, as he attempts to drink more than ever before...) They believe that any such contest can win the favor of their massive god.

### GM Description

Lognar One-Eye - The only Ogra god. (Thokgod)

## Lyri

<b>Nicknames</b>	The Laughing
<b>Influence</b>	Trickery, humor, entertainment, cleverness.
<b>Power</b>	Mediocre
<b>Followers</b>	Jokesters, Circus performers, Jesters.
<b>Champion</b>	
<b>Opposition</b>	Ralu, Thebnis, Mordain
<b>Temple Location</b>	
<b>Public Description</b>	

Lyri the Laughing is God of pranksters, jesters, and other mischievous folks. He is the Jester of the Gods, and is equally disliked by the Lords of Dark and Light.

Lyri is the Lord of clever humor, jokes, pranks, poems, riddles, and entertaining lyrics. He delights in song, dance, and other entertaining pastimes, while despising labor, seriousness, and study. He is not a god of excess, however, since he is always aware of his effect on those that he entertains/angers.

Lyri appears as a spry little manling, with bright green eyes, and a leering smile. He is usually depicted riding a crazed 2-ended horse (now extinct) and throwing sweets to children and at kings.

His tiny shrines can be found here and there in the Discovered Lands, sometimes in the middle of wilderness or in ruins, at other times in the seedy parts of cities.

Lyri is largely forgotten by the majority of the present populous. Many believe that he was slain in the Godswar, though others maintain that he escaped unharmed.

### GM Description

Lyri is worshipped by thieves, jesters, and other performers. He is not a demanding god, but neither does he offer much in the way of direct support. To say that "Lyri is fickle" would be an understatement.

Lyri was greatly injured by Mordain during the Godswar, but managed to steal back the majority of his soul, to laugh another day.

His symbol is a tooth, representing the smile and also the bite, both being the humor and satire of his jokes.

## Mordain the Reaper

<b>Nicknames</b>	The Unspeakable One
<b>Influence</b>	Evil, pain, the dark
<b>Power</b>	Superb
<b>Followers</b>	The Hooded League, the Bellqueen, Ringers
<b>Champion</b>	Quellis - the Bell Queen
<b>Opposition</b>	Feyhand, the Lords of Light
<b>Temple Location</b>	Shuddain Mountain
<b>Public Description</b>	

"Protect us from the Unspeakable One, he who poisons all things, who breaks the spirit, and taints the souls. His symbol is the Bell, that which destroys our land and corrupts the creatures of Gyr. Though he no longer walks upon these lands, his caress does ruin all."

- The prayer of protection.

"His black scythe did whip through the air like a black sparrow, catching Bakova in the mid of his neck. Before the helmed head touched the ground, Mordain was busy hammering the lost soulscream into a great metal ring, the first piece of the Ebon Bell..."

- The Grey Grimoire

"Those fool BellCultists don't realize who they're really worshipping. They've gotten all wrapped up in the coming "BellAge" of prosperity, that they don't even see what is right in front of them; They worship Mordain the Reaper, he who means to break this land until nothing is left. Then, he'll put it all together again, and rule until his end. They're just helping things decay, but they won't see it. Damn fools."

- Baro, Jathas

Mordain is the lord and creator of all evil things. It is he that created death, and brought an end to life. It is Mordain that caused the first pain, despair, and torture. It is said that Mordain created the Mordette, to wreck his vengeance upon the world.

### GM Description

Brother of Jarrik. Father was Yrasis and Aggran. Mordain is the father of Worl, Gaezol, Vashia,

Murdered the gods Aggran, Yrasis, Bakova, Nerumis, and forged their death cries into the Foul Bell.

Shuddain mountain was once his greatest Citadel Palace; he forged the Bell there.

## Morra

### Nicknames

**Influence** Battle-greed and Death

**Power** Poor

**Followers** Morran Battle Acolytes, Tothane

### Champion

**Opposition** Jarrik, Aryd, Vashia, Theissa

**Temple Location** Tothane

### Public Description

"You have been lied to. The endless toil to attain wealth has left all of us empty inside. Stacks of coins are not salvation. Poems about riches do not fill your soul with glory. Only with hurt. This pain has come from above, from the "God" that so many of us have held dear; Tothar."

"It is time to end his lie..."

"A soul must fight for what she believes in. To work with our hands upon the battlefield, instead of counting our tokens deep within our vaults. Our new work shall be BATTLE. Our wealth will be the sound of a bow, the swing of an axe, and the riches of victory. We have been stagnant too long. It is time to rise up, and stand for what is right. It is time to live."

"Stand with me friends, as we honor MORRA!"

### GM Description

Morra is a new cult, rising out of the alleyways of glorious Tothane. It began with a disheartened trade group that had failed miserably in their merchaneering, and were looking for something more. Lead by Aveor T'kolath, they began meeting in pubs and halls to discuss their position. Soon, Aveor discovered Morra, an ancient and forgotten Toth God of battle-greed, that had been lost for 17centuries. Sharing his discovery with the desparate souls of Toth society, they forsake their quest for wealth, instead looking for battle. They would have to fight for what was rightfully theirs.

Morran battle acolytes traveled to the distant Korin valley, in an attempt to demonstrate their power, and destroy the Durgan Empire.

Many in Tothane are concerned with this rising cult, but have been at odds to disband it. Although it is illegal in Tothane, it is believed that many of the ruling commerce houses have funded this growing "religion of pain."

## Nerumis

<b>Nicknames</b>	Queen of Death
<b>Influence</b>	The endless slumber of Death
<b>Power</b>	Terrible
<b>Followers</b>	Nil
<b>Champion</b>	
<b>Opposition</b>	Nil
<b>Temple Location</b>	Angromis
<b>Public Description</b>	

"And Nerumis did fall, the treachery flowing like tears from the withered one. She did not see what killed him, but she knew who was responsible. The Dark One's fall was complete."

"In the days and months following, the followers of Nerumis fell, and their shrines crumbled into hollow cells. Their souls were as damned as their slumbered master's..."

- From the Tome of Old Lords

"The Queen of the Dead - is dead.  
The Queen of the Dead - is dead.  
She met the longest sleep -  
But the dark don't weep.  
With treachery upon her bed."

"The Queen of the Dead - is dead.  
The Queen of the Dead - is dead.  
The Unnamed One -  
is now Darkness' Son.  
A horned crown atop his head."  
- From a First Age children's song

### GM Description

Nerumis is the dead god, of death. She was a loyal companion of Mordain, but she was slain in Mordain's quest for power. The voice of Nerumis is now perpetually captured in the Ebon Bell.

The Hightemple of Nerumis is located at the bottom of the Sea of Angromis, where it has been since the lands supporting it fell.

Nerumis was a source of undead, though once she herself died, undead in Agyris became much less common. Some can be encountered in the few remaining shrines to Nerumis, and they are known as Shrine-dead.

## Ralu

<b>Nicknames</b>	Redling
<b>Influence</b>	Chaos, drunkenness, wine, random violence, festivals, Phann.
<b>Power</b>	Fair
<b>Followers</b>	Most of Irva, cultists spread throughout the Discovered Lands.
<b>Champion</b>	Tiban Emberfist
<b>Opposition</b>	Jarrik
<b>Temple Location</b>	Irva
<b>Public Description</b>	"Entropy always wins." - Tiban Emberfist, Irva

*"Redling sings a wicked song,  
dancing first, you'll sing along!"*

*"Redling wine, Redling wine!  
Sleepy days, all th' time."*

*"Redling sings a wicked tune,  
close yer eyes, wear yer hune!"*

*"Redling wine, th' darkness calls-  
Dancing til' the nighttime falls."*

*"Redling wine, th' darkness calls-  
Dancing til' the redling calls."*

-Redling Song

### A short Essay of Ralu, by Tankan Everey

Some say that Ralu is an evil God. I don't think so. He is the lord of Disorder, if there can be such a thing. He is the drunken trickster, sometimes the fool and sometimes the fighter. He is emotion, on the extreme scale. Ralu is never dull.

The worshipper of Ralu sees the world as having no meaning; Agyris is just too random to understand. Why try to understand what cannot be understood? They follow their every whim, and see opportunity and decision indicated in the most trivial things. Sometimes this disregard for Order can cause pain to others, and is the chief fault of Ralu's followers. They are often so self centered, the very idea of being empathetic is beyond them.

That said, I could never worship any other God. Ralu gives me the freedom to fully live life, and he shows me things that I could never experience any other way. With the simple flip of a coin, my life can turn and change, offering me surprises that I could never imagine.

-Tankan Everey

### GM Description

Ralu has found success in the 4th Age. He has taken a special interest in Irva, and has given it many special attentions. The corruption of ideals and spirit have gone unchecked, and the population of the island state "Ir" has tripled in the last 150 years. Now he is among the most worshipped Gods in all of Gyr, besides perhaps Jarrik and Mordain.

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## *Gods of Agyris*

### Worshippers of Note:

The Burning 13, of Irva. Lead by Tiban Emberfist, the Burning 13 work to further Ralu's cause, and often act as his primary hand.

Ralutes. Ralutes are spawning throughout the Discovered Lands, and should become quite problematic in the next few years. Vlon is becoming a hotbed of Ralute activity, and the large creatures have taken a liking to the mega-dungeon.

Pixis. This disciple of Ralu is among the most accomplished practitioners of Phann in the Discovered Lands. It is only a matter of time before she realizes her full talent and potential.

## Taiveros

**Nicknames** The Scale

**Influence** Balance

**Power** Terrible

**Followers** None

**Champion**

**Opposition**

**Temple Location**

**Public Description**

"One of the Old Lords. Says here that Taiveros was "the Scale", the mediator between his two brothers. Never heard of him. Hum... there's more... He is the eldest of "the Three: Taiveros, Jarrik and Mordain." Ya don't say? Mordain and Jarrik had an older brother, huh? This family tree just gets stranger all of the time..."

- Koth Korss, amatuer Sage, Sirvat

### GM Description

Taiveros was slain by his brother Mordian, trying to protect his other brother, Jarrik.

He represents both sides of his brothers Jarrik and Mordain. He was the eldest and wisest of the three brothers. Being an excellent mediator, he took on the responsibility of keeping peace in the family. This role became too much for him to bear, as part of him became twisted from Mordain's hatred of Jarrik. Eventually Mordain grew more powerful than even Taiveros could control and Mordain slew him second, only after Aggran, as he was the only other one that could keep Mordain's dark

powers in check. Taiveros sacrificed himself to save Jarrik, for he knew that Jarrik was the only hope the Lords of Light had of surviving.

## Thebnis

<b>Nicknames</b>	Kursewing
<b>Influence</b>	
<b>Power</b>	Mediocre
<b>Followers</b>	The cult Talona Theb
<b>Champion</b>	
<b>Opposition</b>	
<b>Temple Location</b>	
<b>Public Description</b>	

The Goddess of the Nine Skies and all foul things of the sky.

Her Mortalkin followers believe that avians are the perfect creatures, and that their souls are avian souls, trapped within disgusting humanoid bodies. Actual birds are Mortalkin that have reached Chis'ruh, a form of spiritual awakening. Thebnis rewards her followers that have reached Chis'ruh, by reincarnating them into the form of birds.

Birds are considered respected ancestors, in Nuonese society.

### GM Description

As Worl corrupts the sea, Thebnis is corrupting the sky. Very few of the avians of Gyr are able to resist her powerful influence, and all are subject to her control.

With avians found throughout the Discovered Lands, Thebnis is able to see all through their keen eyes. It should be no surprise that Thebnis acts as Mordain's spy.

## Thiessa Silvereye

<b>Nicknames</b>	The Defender
<b>Influence</b>	Asidri Goddess of leadership, precision, and battle.
<b>Power</b>	Fair
<b>Followers</b>	Faeyan, Dar, Asidri
<b>Champion</b>	
<b>Opposition</b>	Vashia
<b>Temple Location</b>	Aethos
<b>Public Description</b>	

"Though she has a beautiful voice, she rarely sings. Though she has the finest skin, it is covered in chipped armor. Though she has the grace of a dancer, she only performs on the battlefield. She is Thiessa Silvereye. The Defender of the Eld Folk of Light."

- From the Tome of Light, Aethos Library

"Thiessa is more wise than Vashia, and keeps a much cooler head than that Horned One. While he does whatever he can to partake in battle, Thiessa will do just the opposite. She will look for the best path in the lay of things, and will fight when only if it is the best decision. She never loses her head. It is uncommon to see Vashia in anything other than a fit of rage..."

- Eortmir, Aethos

A Goddess of the Asidri, the Faeyan have continued to worship Thiessa Silvereye long since they left the Shining Isle. She is most revered by the Harlikain, a Faeyen sect, because of her willingness to fight for a cause. She represents wisdom in the heat of the moment, precision, and sharp leadership. Though Thiessa is ignored by a large populous of Aethos, she is very important to those that defend the isle.

### GM Description

Thiessa was once the Defender of the Asidri. Today she is the symbol that shines in example to show the Faeyan that sometimes they must fight for that which they believe.

Her spear is called "Thaeraece", and the head is made from a leaf found deep in the Arvor Grove. This was once her home, and she mourns it's modern decay.

Thiessa Silvereye is the lone Asidri goddess of war. However, she represents precision and skill, whilst other battle Gods (Vashia) represent fury and destruction. She takes war to the level of a fine art form; creative, efficient, and balanced. However, vengeance is not an Asidri trait, and Thiessa's eyes go cold with such pursuits.

She is essentially, a defender of her people. The Harlikain are a follow combination of the teachings of Viera, with the martial edge of Thiessa.

### The Creation

Thiessa was "accidental" created by Viera, the Goddess of beauty, creativity, and the arts, through an accident of Mordain, the Lord of Darkness. While Vierra was young, she decided to make the most "perfect" song, and bent all of her will towards this end. Though in the God's Ages time has little meaning, her crafting took so much of her energy, that she began to completely fade from the world. Though the song was becoming incredibly beautiful and complicated, the Asidri began to mourn for their Goddess, and sang to her, in hopes of returning her attentions to the "real" world. However, this had little effect.

One day Mordain was out hunting for game, and having not revealed his true nature, was also keeping an eye out for souls to devour. Deep in the woods, he spied a huge shining torrent of energy, exuding the most terrible sound. (This was Vierra's song, now lost in the wood, and seemed terrible to

only the most foul ears.) Mordain knocked the blackest of his arrows tipped with a silver leaf, and shot it at the shining torrent, hoping to kill whatever it was.

As the arrow hit the torrent, it struck with such a force that it forged the vast song and melded into it, at once changing the song into a beautiful shape of a pure Asidri. The woman resembling both a young Viera and Yrisis, but she had one silver eye in addition to the ancestral silver hair. She was off in a flash, before Mordain could knock another arrow.

Viera "awoke" from her fade when she suddenly realized that she could no longer hear her greatest song. Thiessa and Viera were drawn together, and Viera began teaching Thiessa the arts. However, much to Viera's dismay, Thiessa had little calling to creating beauty for beauty's sake. Thiessa turned celebration dances into war dances, and cheerful songs into battle cries. In time, Thiessa learned as much from Alkhound and Jarrik, as she did from her "mother."

In time, Thiessa became a defender of her people from the terrors of Mordain, and participated in Alkhound's great hunts.

## Tothar

<b>Nicknames</b>	Tokenmaster
<b>Influence</b>	Commerce, civilization, greed.
<b>Power</b>	Fair
<b>Followers</b>	Toth, merchants, money-lovers
<b>Champion</b>	Tarroweep Sola
<b>Opposition</b>	Goth the Storm Bull
<b>Temple Location</b>	Tothane

### Public Description

"If it is tokens that you seek, you need to pay homage to Tothar. He will not bless you with wealth without the proper respect. You should leave a bauble of some sort, here at this shrine... No, it need not be jewels or gold, or wards; anything of real value will do. He will bless you in concordance with the value that you leave behind. Don't be chintzy!"

- Gofrey, outside of Sirvat

Tothar is the lord of commerce, civilization, and greed. He is said to have invented language and trade, and is the patron saint of cities.

Tothar is worshipped as the primary diety of the Toth, and was their creator. However, most merchants of every race have a small statue of Tothar somewhere in their shop, to help bring more business and profit to them. Tothar is venerated by most Mortalkin, besides the Drann who see him as a source of greed.

### GM Description

A massive statue of Tothar stands in the center of the canal, in the middle of Tothane.

Tothar is worshipped by the majority of Toth in the Discovered Lands. Merchants are also very dedicated to the horned one, since his teaching help instill success into their businesses.

Tothar is symbolized by a gildren scale, both ends weighed down by many coins.

## Vashia

<b>Nicknames</b>	[Warhorn]
<b>Influence</b>	Lord of violent War, aggression, and rage.
<b>Power</b>	Good
<b>Followers</b>	The Skorr, individuals of Drann, Manling, Maejir,
<b>Champion</b>	
<b>Opposition</b>	Thiessa Silvereye
<b>Temple Location</b>	Skorbael
<b>Public Description</b>	

"Your weapon is my temple. Worship me in battle."  
- Inscribed into the base of a statue of Vashia

"They call it "Battlemass". Every war was a holy war to them, since they believed that only swinging a sword was true worship of Vashia."  
- Juline Schola, commenting upon the Vashon.

Vashia is the lord of violence and war. He revels in destruction, and brings rage to battle. Many unknowingly worship Vashia.

### GM Description

Vashia is the most violent of any of the War Gods. He once had a race that he created in his own image, the Vashon, but they were squandered into extinction in an endless series of aggressive wars. It was once Vashia's personal goal to wipe out the "lesser" races, though he has had to rethink this ideal when his race was destroyed. Late in the Third Age, Vashia took a personal interest in the Skorr, a tough warlike race of stout hillmen, and has converted their fighting clans into a powerful nation.

## Viera

<b>Nicknames</b>	Songmaker
<b>Influence</b>	Beauty, inspiration, the arts, emotion, creativity.
<b>Power</b>	Fair
<b>Followers</b>	Faeyan, Dar, and Asidri
<b>Champion</b>	Eldir Queen
<b>Opposition</b>	Those that destroy
<b>Temple Location</b>	Aethos

### Public Description

"Viera grants me the will and energy to create. She lends each of us a melody to our songs, and beauty to our brushstrokes. She brings spirit to our lives, and makes the struggle worth living."  
- Kaentheor of Aethos

Viera is the Daughter of Yrhis, and is the Goddess of inspiration, the arts, emotion, creativity and beauty. She is peaceful, and she nurtures love. She is the patron of poets, musicians, artists, and writers, and she is opposed to destruction, war, and hatred.

Her shrines are simple, but have a beautiful sculpture or painting as the centerpiece. Offerings to Viera commonly come in the form of a song, a recited poem, or in the action of a painting.

Prayers to Viera are often indistinguishable from melodic songs.

### GM Description

Viera is the Daughter of Yrhis, and the Goddess of inspiration, the arts, creativity and beauty. She is peaceful, and she nurtures love.

One of the Gods of the Asidri, Viera still watches over the Faeyan, the last good Asidri mortals.

Viera is primarily worshipped in Aethos and Darus, and she has temples in Sirvat, Jathas, Yaro, and Maejiria. She was very popular in the ancient days of the Old Kingdom, and hundreds of those ancient shrines to her are scattered throughout the Discovered Lands, and are in ruin. Occasionally they will be encountered by explorers and adventurers.

## Vitus

**Nicknames**

**Influence** Keeper of the Lifespring

**Power** Poor

**Followers** Vitu monks in Maejiria

**Champion**

**Opposition** Mordain

**Temple Location** Maejiria

**Public Description**

"Vitus is the saint of the Lifewell, from which all life flows. It is he who gives the world Vitrae (liquid life) and provides us all with a lifespan. We pray to him to nourish us with his life water."

- Anon

Vitus is the defender of the Lifewell, a mythological site from which all life is thought to flow. It is said to be found where Yrasis first stepped on the land of Agyris, bringing with her all manner of life and creation.

**GM Description**

Vitus maintains the Lifewell, from which all life is believed to flow. He doesn't create life, he protects and nurtures that which does. Worshipped by the Vitu monks, Vitus provides the ability to create Vitrae, the healing draught. (Liquid life.)

## Voya

<b>Nicknames</b>	Farwalker
<b>Influence</b>	Lord of Travel, Journeys, and relations.
<b>Power</b>	Poor
<b>Followers</b>	Voya is revered most in the holy city of Mysia, which is dedicated to him. Most sailors pray to Voya to grant them safe sailing.

**Champion Opposition** Worl, the SeaSpinner

**Temple Location** Mysia

### Public Description

"It is the Journey that is of the most importance, not the Destination."

- The Book of Voya

"Not all who wander are lost..."

- unknown

Voya is the Lord of travels, treks, and of course, voyages. He guides the explorer, protects the wanderer, and assists the lost. One of the Lords of Light, Voya is believed to deliver the honorable and heroic mortalkin souls of Agyris to their rightful place in the afterworld. This is perhaps one of his most important duties since bodyless souls are doom to wander the lands alone and without the ability to go to their final "home." (Souls are said to have but 3 days to be so delivered, before they are doomed ghosts.)

Voya is also the God of persistence, determination, and patience, since it often takes years to complete an important journey of the body and of the soul. Voyans believe that such treks are intimately tied.

The followers of Voya can be found at nearly any port, and they are made up of all races, from Drann navigators to Nae wanderers. The capitol of the religion is centered in Mysia, the holy city of Voya. Here the Lord of Travel is the primary diety, with every facet of daily life reflecting Voya's teachings. Mysia is actually a protected bay with many small islands, each topped with a small tower-hall. Here Wayfarers and Stormwardens make their hearth, with their crewfamilies and friends. Instead of roads, folks in Mysia sail from island to island, from business to business, and home to home. Only followers of Voya are brought to Mysia at all, and no enemy of the religion could make it to the city anyway; the seas surrounding the port are riddled with extensive reefs and barely submerged spires, along with the hulls of vessels that never made it to port.

Since Voyan priests spend almost all of their lives sailing, each ship is a mobile temple, engulfed with the trappings that one would find in such a holy shrine. Chimes, incense burners, stained glass windows, and holy rope call all be found upon a Templeship.

With black and white striped sails and such religious trappings, these holy vessels are unmistakable, though it is by no accident. They constantly help those in need, and should be easy to identify and find. One only need make an "offering" of a few gold tokens, and a Voyan is likely to take the traveller nearly anywhere. The only "catches" are the constant preaching and chanting of the Sailor-Acolytes, the required evening and morning masses, and the fact that there may be many other destinations before one's own. Since the traveller is often away from the distractions of friends, alcohol, and home, many folk have been converted on such journeys.

It should be noted that clearly evil beings will rarely be given the priviledge of Mysian assistance, or passage upon a holy ship, since there are clearly those that are more in need of such aid. Antharr are especially viewed with suspicion, because of atrocities committed against Voyan fleets late in the Third Age.

The symbol of Voya is the boot, because in past ages, foot travel was the most common form of transportation. In Ages past, it is said that one could have walked from one edge of Gyr to the other, without veering from a straight line. Boots, wheels, and other methods and tools of travel are commonly stamped out of cork, blessed, and strewn into the waters of "questionable" ports, to aid against evil. The only exception is Irva, which is called the "Forbidden Port," due to the unshakeable corruption found there. No Templeship will willingly found there.

**GM Description**

Voya is the Lord of travel. He protects travellers, and transports the deceased to the land of sleep. He is worshipped by sailors, explorers, and those seeking excitement in travel.

## Worl

<b>Nicknames</b>	Sea Spinner, Devouris,
<b>Influence</b>	All of the caustic Seas of the Discovered Lands, and the foul creatures that dwell there.
<b>Power</b>	Good
<b>Followers</b>	Very few Cults follow Worl directly, though many sailors and travellers pay homage to her before leaving on ship bound voyages.

### Champion

**Opposition** Voya

**Temple Location** Oceans and Seas of Gyr

### Public Description

"The sea claims all."

- Sailor's proverb

"Even though I pray to Voya when I walk, I pray to to Worl when I sail. I sacrifice a few small creatures of the land, so that she will not be angered by my trespass into here realm."

- Anon

Worl is the Goddess of the Sea, and she is known for being cruel and inattentive to the needs and desires of Mortalkin. Every Age the sea grows more caustic, and it is believed that Worl becomes more angry with the land and those that live upon it.

### GM Description

Worl is the enemy of mortalkind, devouring the world and creating entropy. She maintains the swirling waters of the Maelstrom, which is sometimes said to be the dying place of Aggran. (Which is not true.)

Worl has few Mortalkin worshippers, though there are a few sea cults which revere her.

Mordain uses Worl to control the seas, just as he uses Thebnis to control the skies.

## Yrisis

<b>Nicknames</b>	The Preserver, The Mother
<b>Influence</b>	Yris joined with the Land to help preserve it.
<b>Power</b>	Terrible
<b>Followers</b>	Yris Druids
<b>Champion</b>	
<b>Opposition</b>	Mordain the Reaper
<b>Temple Location</b>	Discovered Lands
<b>Public Description</b>	

"And Yrisis did call out to the rocks and sands in a splendid voice, and it did echo back to her in the form of small animals and green plants. She called again and again, and each time more and more life did return to her, until the hills were thick with vegetation, and the good creatures filled the valleys. She walked the land for three days, calling forth the life that she knew was hidden there. After the three days she rested for seven more, and Aggran smiled upon the land reborn..."  
- From the Tablets of Creation

Yrisis the Preserver, wife of Aggran the Wanderer, is the mother of Jarrik and Mordain, and all of the Elder Lords. She is called the "mother of life" and birthed not only the first creatures of the land, but also many of the Gods themselves. She and Aggran were the first to walk upon the land that became Agyris.

She has been worshipped by few other than Yris Druids, for centuries.

### GM Description

When her husband Aggran was murdered by their son Mordain, Yrisis was so heartbroken that she wandered off and became one with the land. Her aim was to fortify the Land with her spirit, lending it strength and stability for the dark times that she saw ahead. This sacrifice is what now holds the land together.

Yrisis is Mithmirn stock, an ancient race of Gods on the verge of extinction.

AGgran + YRISis = Agyris