

Zyathé Master Glossary

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Terminology Matters

In bringing a world to life, some level of unique language can really add to the feeling. While you don't want to overdo it, using some interesting terminology can add to the immersiveness of the experience. What follows is a general glossary of terms that should cover many of the "intriguing words and concepts" from The Wy'rded World.

Guide to Pronunciations:	<i>i</i> = short "i" sound. Example: pig
	<i>ī</i> = long "I" sound. Example: pie
<i>a</i> = short "a" sound. Example: tack	<i>o</i> = short "o" sound. Example: fog
<i>ā</i> = long "A" sound. Example: stake	<i>ō</i> = long "O" sound. Example: phone
<i>e</i> = short "e" sound. Example: egg	<i>u</i> = short "u" sound. Example: fun
<i>ē</i> = long "E" sound. Example: fee	<i>ū</i> = long "U" sound. Example: fume

You may notice that some words are broken into distinct blocks by an apostrophe. As you pronounce the word, this break signifies a very brief pause, or "hitch" in the pronunciation's flow. An example would be **Mu'uz Derron** which would be said as: *mu-ooz dāron*. There is a short and distinct break to represent the apostrophe. Another example would be **Wy'rded** which would be pronounced like: *we-ērded*. There is a short e sound before the break and a long E after.

Abyssal Realms (*u•bis•sul*): The planar dominion of the gods of Evil alignment.

Aethyr (*ā•thēr*): A nomadic race with power over the winds. They are roughly as tall as Humans with pale, greyish-purple skin and carry themselves with unparalleled grace and fluidity that can even make some Elves envious.

Af'morn: Between nine bells and twelve bells. The time between morn and highsul.

Af'noons: The time after highsul before dusk.

Algidian (*al•ji•dē•en*): A collective term describing the reptilian races like Gamithians and Lizardfolk.

Ablume (*u•bloom*): The northern polar continent on Zyathé.

Amysthal (*am•iss•thol*): A great, floating metropolis above what is now Verdestia. It was nearly destroyed during the Woe of Ruin, and now hangs lifeless in the sky with horrific abominations prowling its once grandiose halls.

Anarchria (*an•or•crē•u*): The Havoc Dealer, lord of chaos and the leader of the four lords of corruption.

Andvalla (*and•vo•lu*): The particularly old and wealthy sovereignty located to the south of the Republic of Zyrantha.

Annum (*an•um*): Another name for a year on Zyathé.

Aquernic Ocean (*a•kwur•mik*): The Aquernic connects the eastern coasts of Verdestia, Nordrukka, and Sundestia with the western coasts of Estrenia and Zustrenia, as well as encompassing the forbidden continent of Cruxxe and the great, mysterious island of Zinn.

Aruna'sundra (*u•roon•u•soon•dru*): The proper name of the Myruunic folk.

Avourda'maleu (*av•or•du•mal•oo*): The enormous, wild forest covering most of eastern Verdestia. It is also one of the last strongholds of the High Elven people.

AvovA (*a•vō•vo*): The maker of all creation. Dreamer of the first dream and father of all life in the Eterniverse.

A'zyfreena (*a•zi•fren•ēu*): The proper name of the Aethyrian folk.

Baneswood: The resin of this tree is incredibly caustic and is known to cause severe irritation and discomfort if it gets on an area of exposed skin. It is identified by its thick, gnarled branches and pale grey bark.

Beebeshire Red Horse: Stout draft horses that are sired in Beebeshire. They are customarily used to pull carriages because of their beautifully striking, red roan coloration.

Bertruda's Boots (*bur•troo•du*): A Goruund cobbler of reasonable repute in Dragon's Cross, Bertruda is known for supplying boots to the majority of noble houses in the areas surrounding the Feywyrd Forest.

Blackrot Bog: Huge, swampy expanse that the King's Causeway cuts through from Nevermore to Prondadol.

Blood-Touch: A condition whereby the one who is Blood-Touched carries some characteristics of Havenal, Equissal, Abyssal, Fey, Elemental, or Draconic beings. The Blood-Touch may also manifest with "unnatural" cross-breeds such as Human-Troll, Lizard-Elf, or any number of other strange influences. It is, for the most part, a very negative thing for the one afflicted with it. Only a very small percentage of the population of Zyathé carries the Blood-Touch, and its appearance seems to be wholly at random.

Bloodygill: This laterally compressed fish swims slowly amongst reeds and fallen tree branches. It has many rows of sharp teeth and a brilliant turquoise coloration broken by dark, vertically aligned patterns. It is very good eating but relatively rare.

Bluepine: Although many don't find anything of note with this common tree, the Hantaz have long roasted its cones to harvest what they call Humbernuts. This treat has quickly garnered a cult following among the locals in western Verdestia as a delectable snack at Carnivals.

Bog Buzzard: Large, ugly raptors with broad, serrated beaks and short, curved horns protruding above their eyes. Like other carrion eating avians, their heads are devoid of feathers and their meat has a distinctly "rotten" odor and taste due to their unsavory diets.

Bonduran (*bon•doo•ran*): The collective name of the leaders of a Hanataz Troupe. It can be used both in the singular sense to refer to a single leader or in the plural sense to refer to a group of leaders.

Bravda (*brov•du*): The overall male leader of a Hanataz troupe. The term is translated roughly into "All-Father."

Broadgrass: A commonly used herb found in many an alchemical brew. It has a very distinct, citrusy aroma and flavor when steeped. It can be found in nearly any apothecary's shop, or growing wild in many areas.

Bundlebottom's Blend: One of the cheaper pipe weeds on the market, the leaves produce an extremely bitter vapor when smoked, so they are soaked in copious amounts of thinned Golden Maple sap to try to mask the off-putting flavor.

Canius (*can•ē•us*): A term referring to the Canid races like Gnolls.

Carnivale (*cor•ni•vol*): A Hanataz fair.

Cave Snapper: One of the staple food species of Underdelve dwelling folk. Its bright, silvery scales make for beautiful jewelry and its meat is firm and flaky.

Coglindinger's Clocks (*cog•lin•ding•ur*): Although they make clocks of all sizes, the Gnomish clockmakers of Coglindinger's in Darkenhaven are particularly invested in their line of ornate, pocket watches.

Comity of the Unseen Star: A secret society that claims to date back prior to the Woe of Ruin.

Courier's Guild: The organization responsible for delivering messages, decrees, small packages, and other items of importance on behalf of citizens of the civilized lands. The symbol of the guild is a spoked wheel with crossed scrolls over it upon a yellow field.

Crawderfish: Interlocking, chitinous plates cover this aquatic creature from head to tail. Three sets of armored legs along its ventral surface fold tight against its body for swimming, but unfurl to let the small, red creature forage along the bottom of the fast flowing Wyrwater.

Cruxxe (*krux*): Completely uninhabited by civilized races, this was believed to be the seat of the entire Ethernic Civilization and later became the epicenter of the devastation wrought during the Woe of Ruin.

Crystal Hummingbird: A glasswork shop in Dragon's Cross known for being the finest crystal stemware makers west of the Wyrrest mountains.

Darkenhaven: The sprawling city of Darkenhaven stands perched above the sea with the Mystrune river at its back. Below, in the mouth of the ocean cave surrounded by the Mystrune falls, lies the huge, underground harbor that is called the Dunport.

Dark Iron: Although brittle and relatively unimpressive on its own, this ebon metal readily accepts enchantments and soaks up magic like a thirsty sponge. It is a highly prized material amongst spellcasters for its ease of use and near limitless, magical potential.

Darksilver: Though it lacks the Zyanthuic properties of its more utilitarian counterpart, Dark Iron, Darksilver still boasts a small amount of magic storing potential which is more frequently levied to produce "flowcharged" jewelry or other finery. Keys are also made of this material as it can be enchanted with minor spells for use with magically sealed locks.

Darktide: A time of evil portents that begins on the evening of Dez'un 12 and lasts through to first light on Dez'un 14.

Dimmingdark: The particularly pervasive darkness of the Underdelve.

Dragonscale Spruce: While the wood burns like any other, the true value of this hearty species is actually in its bark. Farmers routinely use large slabs of the thick, tightly packed bark as shingles for their roofs.

Dunequá (*doo•ne•qwa•u*): The eighth deific plane which is governed by neutral evil.

Dun'night (*doo•nīt*): The darkest part of night; also called "night's heart" or "fool's dark."

Egalitan: A devoted and pledged Knight servant of a neutral god. They are sworn to uphold the ideals and precepts of the god they serve and to protect and obey the laws and leaders of the church.

Elatia (*ē•lā•tē•u*): The second deific plane which is governed by Neutral Good.

Elefic Planes (*el•ef•ic*): The four planar domains created for each of the four elements.

Entropéa (*en•trō•pā•u*): The ninth deific plane which is governed by chaotic evil.

Equivilium (*ē•qwi•vil•ē•um*): The fourth deific plane which is governed by True Neutral.

Equissal Realms (*ē•qui•sul*): The planar dominion of the gods of Neutrality.

Estrenia (*es•tren•ē•u*): Known for its expansive, subtropical plains flanked by towering mountain ranges, the most auspicious mode of travel on this beautiful northeastern continent has to be the skyships of the Aethyrian people.

Eterniverse (*ē•tur•ni•vurs*): All of creation that was brought about by the maker, AvovA.

Eternivius (*ē•turn•iv•ē•us*): What was once the capital of the Ethernic Civilization, now assumed to be completely destroyed following the Woe of Ruin.

Ethernic Civilization (*ē•thur•nic*): The civilization of mortals at the height of their power. Nearly everyone during this time had access to potent magicks which, in some cases, were believed to almost rival the power of the gods themselves.

Eventine (*ē•ven•tīn*): The time after Sunset to midden-night.

Everfire Torch: A somewhat common magical device that burns for many years while giving off minimal amounts of smoke and CO₂. However, they are very fragile and will extinguish after a limited amount of handling.

Fay'aree (*fā•o•rē*): Woodland Humanoids that stand equal to most Halflings. They are known for their prankish antics and the conflict that rages between the Light and Dark, Seelie and Unseelie Courts respectively.

Feséan'hadrine (*fē•sā•on•hud•rēn*): The proper name of the Light Fay'aree of the Seelie Courts.

Feyuna'hadrine (*fā•yoo•nu•hud•rēn*): The proper name of the Dark Fay'aree of the Unseelie Courts.

Feywyr Forest (*fā•wērd*): A great expanse of forest bordered to the east by the Wyrrest Mountains and on the north by the Mithril River while the Wyrwater River bisects it on its way toward Prondadol. The Seelie and Unseelie Courts of the Fay'aree wage a constant war beneath its shadowy bows.

Filth Fleas: Tiny, biting critters that are attracted to squalor and detritus. After becoming afflicted by these abhorrent little creatures, hosts are plagued by hives and unbearable itchiness.

Foendeuz (*fō•en•dā•ooz*): The Annihilation, lord of ruin and one of the four lords of corruption.

Foléantho (*fō•lā•an•thō*): The Place of The Sight. This is where a Hanataz Seeress receives her visions. It can be reached only through the use of a Sente'ara; and even then only by those with the gift of The Sight.

Fool's Day: The 22nd day of Dezu'un is known as Fool's Day. The worshipers of Jinxx and Kizmya (and many others) celebrate this day with much dancing, frolicking, and feasting.

Frenta (*fren•tu*): A term referring to a Hanataz youth to young adult.

Frizzenfeets Stout: A thick and hoppy stout brewed in the city of Prondadol. This particular beverage is a favorite amongst Dark Dwarves.

Fugbeetle: A shiny yellow and brown striped beetle that is known for giving off a particularly pungent odor when threatened. The smell has been likened to the gutters of Darkenhaven.

Galceanthras (*gal•sē•an•thros*): The power-hungry, Ethernic Wizard responsible for bringing about the Woe of Ruin.

Gamish (*gam•ish*): A term referring to a lead gambler in a Hanataz troupe.

Gobberstones: The favored game of chance with Orokinoids the world over. Few sentient species are immune from the thrill of "rolling the bones."

Golden Maple: The sap produced by these trees is primarily used as a sweetener in confectionary endeavors. However, it is relatively difficult to process the resin down into a usable state and so this particular treat is normally only found in larger cities.

Goruund (*gōr•oonā*): A huge people with cobalt skin that primarily call the frigid heights of Zyathé's mountain ranges home. They are known for their wise counsel and deep, enrapturing voices.

Grumblespire Pipeworks (*grum•bull•spī•ur*): A perpetual, smoky pillar rises up from this pipe weed repository as the Sofling Sisters of Grumblespire constantly experiment with new blends and encourage their patrons to pay homage to Davodandalus and Fuffahn.

Hanataz (*ho•nu•toz*): The Traveling Folk of the world of Zyathé.

Havenal Realms (*hāv•en•ol*): The planar dominion of the gods of Good alignment.

Highrose: A purplish rose that blooms in spring. The bulbs are very useful in healing balms and in other apothecaries.

Hucorda Durok (*hu•cor•du doo•rok*): The proper name for the Goruundish folk.

Humbernuts: These are actually seeds that have been extracted from Blue-Pine cones after roasting over an open fire for several hours. They are customarily coated with a thin veneer of salted honey before being dried in the sun and consumed as a tasty snack at Carnivalles.

Icingraez (*ī•sin•groz*): The name of the great northern sea that lies between Verdestia and Ablume.

Illuustrus (*ī•loos•troos*): The first deific plane which is governed by Lawful Good.

Instrineum (*in•strin•ē•um*): The seventh deific plane which is governed by Lawful Evil.

Jubilea (*joo•bi•lē•u*): The third deific plane which is governed by Chaotic Good.

King's Crossing: A 20-mile long, wood-and-stone causeway that crosses Blackrot Bog.

King's Highway: The major roadway in the southern area of the Zyrant-hean Republic.

Klaugh (*klow*): A hideous amalgamation of different mosses, lichens, molds, and fungi that have been stewed and fermented to make a rudimentary alcoholic beverage. Particularly favored by Forest Goblins.

Koruptéon (*kōr•up•tē•on*): The Spectre Moon. About the same size as Vixen but virtually invisible for most of the year. On certain days, it appears with a variety of fearful exhibitions.

Lavré (*lo•vrā*): An incense burner used by a Hanataz Seeress.

Luneós (*loo•nā•ōs*): Silver-white moon that is orbited by the Three Dancers comets.

Magdronog (*mag•drō•nog*): Loosely bound coalition of Orokinoids and Gargants that have settled in the northern reaches of West Verdestia. West Verdestia after having conquered the sovereignty of Calanta.

Malthus Wolf Tavern: A well-regarded tavern in the town of Nevermore.

Miners Guild: A loose coalition of artisans and miners, mostly Crown Dwarven, who reside in Trundavelve and Sundervulden. The Guild was formed to keep the delving traditions alive and maintain relations across the length of the Wymrest mountain range.

Mistwood Hollows: Savage forestlands that border the King's Crossing and play home to the Unseelie Court of Vennomis.

Murkflow River: A magically blighted flow that runs from the desolation that is Mu'uz Derron and combines with the Wyrwater River in Blackrot Bog.

Mu'uz Derron (*mu•ooz dār•on*): A fearful monument to ages past. A permeating miasma of potent magics surround the tattered mound which seems completely out of place with the surrounding countryside. Only the bravest dare to tread there.

Myruun (*mī•roon*): Ocean-going people with aqua-colored skin that stand about as tall as a Dwarf. Though there is no relation between the two, they have been erroneously labeled as Sea Dwarves by the less informed of society.

Mystranic Ocean (*mis•tran•ik*): This enormous expanse of water connects the western coasts of Nordrukka, Verdestia, and Sundestia with the eastern coasts of Estrenia and Zustrenia.

Mystrune River (*mis•troon*): A large river that flows southwest out of the Wymrest Mountains, diagonally bisecting the Republic of Zyranthea before flowing around the grand city of Darkenhaven to pour into the Mystranic Ocean from the city's cliffside perch.

Narchemies (*nor•kem•ēz*): Mind altering potions and substances that are produced by dark alchemists (Narchemists). They are often highly addictive and may have serious side-effects. Also called Narchems.

Natruslus (*na•troo•loos*): The fifth deific plane which is governed by Lawful Neutral.

Netherflow: Corruption Magic. Also called the Deviaus (*dē•vē•o•oos*).

Nethershade Valley: A ruined and deadly canyon that was formed when the Woe of Ruin blasted apart the magicks contained within the now destroyed Ethernic city of Salium and the derelict, floating city of Amysthal. Amysthal now hangs precariously above the planet, canted sharply and is rumored to be inhabited by unknown abominations.

Nevermore: A larger town in the more southerly reaches of the Republic of Zyranthea.

Nordrukka (*nōr•doo•ku*): Frigid and wild, this small northwestern continent is where savage Orokonoid and Gargantuan tribes originate, and serves as the launching point for their many raids. It is a dangerous place where the frigid tundra is as likely to kill travelers as a band of raiders.

Nuul (*nool*): The Nothinglord, ruler of the void and one of the four lords of corruption.

Nuvea'dunadra (*noo•vā•u•doo•no•dru*): Dark Elf city in the Underdelve beneath Verdestia.

Ordrin: The offspring of a coupling between an Elf and an Orc. Though something of a pariah amongst civilized society, they are nonetheless surprisingly pleasing to the eye in most cases and undeniably strong.

Orokonoid (*or•ok•ōn•oid*): A collective term describing these closely related species: Orcs, Goblins, Hobgoblins, and Bugbears.

Prema Bonduran (*prē•mu, bon•doo•ran*): The heads of the Bonduran and leaders of the Bonduran Council. They are typically made up of the Bravda, the Vrenda, and the Mother Seeress of a Hanataz troupe.

Prysmaflow: Raw Magic. Also called the Ferauus (*fār•o•oos*).

Prondadol (*pron•du•dōl*): A relatively populace township near the Wyrmerest Mountains.

Qualinbird (*qwol•in•burd*): Tiny, pudgy birds with a patch of brilliant, orange feathers on their throat. Their cry is a grating screech that seems completely out of place coming from such a handsome little creature.

Redstone: Although magically inert, unblemished Redstone is highly sought after for it's rich, crimson to deep sangria color.

Republic of Zyranthea (*zī•ran•thē•u*): The central, westernmost populated territory on Verdestia. It is a loose confederation of sovereignties with some measure of democratic principles. Zyranthea means "Children of Zyathé."

Resplensia (*re•splen•sē•u*): The Ethernic continent that was the epicenter of destruction during the Woe of Ruin. It is now known as Cruuxe.

Risideum (*ri•si•dē•um*): The sixth deific plane which is governed by Chaotic Neutral.

Riven Jackbirds: Small woodland birds with a grating, cackling caw and a propensity for stealing anything they can fly away with. They have a white breast surrounded by blackish feathers that have a deep blue sheen in bright light.

Rovensnoffer's Perfumery (*rō•ven•snoff•ur*): Known for their diverse assortment of scents for catering to the olfactory whims of their numerous customers. Whether a noble born Aethyr courtesan, or a lowly Vermian, there is something for everyone at Rovensnoffer's.

Ruins of Estranoch (*es•tru•nok*): Destroyed castle near the king's highway between Prondadol and Nevermore.

Safaal'anea (*saf•ol•an•āyu*): Forest Spirit that serves Verdaus and takes the form of a majestic stag with an impressive rack of glowing antlers.

Salium (*sal•ē•um*): A great city of the Ethernic civilization located on what is now the continent of Verdestia. It's sister city, Amysthal, drifted on a floating island above it.

Sarth (*sorth*): A savage, yet noble people of considerable height and skin the color of an ochre desert. They are the only race known to be immune to the effects of uncut Flowstones, but are also unable to use arcane magic.

Seandraithé (*sē•on•dro•thā*): The proper name of the Sarthic folk.

Shade-Being: The form taken by any gifted creature when it visits the Foléantho. It is a mental projection of sorts.

Shade-Veil: The "doorway" to the Foléantho.

Shadow Falcon: An eagle-sized bird of prey with deep, gray plumage. They are known for their immutable air of nobility. It is the rare falconer who carries one of these impressive birds on their arm.

Shimmerbugs: Crystalline structures form within the exoskeletons of these small, flying insects as they mature. Over time, zyanthuusic energies seep into the structures causing them to emit a shimmering glow that could cause one to believe the stars themselves have come to life on clear nights.

Shizzat (*shi•zot*): Slang term for the Hanataz people. It is generally considered a pejorative term when used by non-Hanataz folk. Hanataz also use it to refer to themselves.

Shuugenshire Black Draft Horse (*shoo•gen•shīre*): Sturdy and powerful beasts of burden from the township of Shuugenshire. Although valuable in their own right, they are not nearly as sought after as the silvery Shuugenshire Greys from the same village.

Shuugenshire Grey Horse (*shoo•gen•shīre*): Hearty animals with an exceptionally smooth gait and high stamina. Though they've been known to gallop for days, they are ill-suited as pack animals.

Silkensteel: Valuable fabric woven with seric-iron "threads" and impregnated by magic to make it incredibly strong but whisper quiet.

Silvermint: A silver-leafed herb that has a minty scent and flavor. It is useful in a number of different healing balms and other alchemical applications.

Silwasp: Usually found in colonies no more than a hundred strong, these tiny, red and white insects are only about the size of a pea. But, the inflammatory toxin in their sting causes a surprising amount of pain.

So'u Wiwuan Empire (*so•oo•wē•won*): The most powerful civilization to arise following the fall of the Ethernis. It has endured four centuries as it spread across nearly the full breadth of Estrenia.

Speata Tet (*spā•tu, tet*): The Hanataz name for the spiritual animal embodiment of their troupe's Seeres.

Speckeld Ash: A dense hardwood with a peculiar grain structure that creates a multitude of dark motes dispersed through the rest of the bright, white wood. Used by artisans for knick knacks and small pieces of furniture.

Strongarm McGillans: A famous tavern and inn in the Deeping Port in the city of Darkenhaven.

Subtraflow: The as yet unconfirmed (and enigmatic) fifth flow. Also called the Elementauuz (*el•men•tow•ooz*).

Sudrana'ak (*soo•dru•nu•ak*): A great city of the Drunenda Dem, which are the Dark Dwarvish folk, that lies beneath eastern Verdestia in the Underdelve.

Sul (*sool*): Also called the sun in the Suleónic system where Zyathé is located.

Suleónic System (*soo•lē•ō•nic*): The solar system where Zyathé is located.

Sundervulden (*soon•dur•vul•den*): A southern Dwarven city in the Wyrrest Mountains that is also a member of the Republic of Zyranthea.

Sundestia (*soon•des•tē•u*): This arid continent is the largest in Zyathé's southern hemisphere. It is known for the enormous, black desert called the Onyx Sea which stretches for many miles across the length of the continent.

Sundestian Darkleaf: A rich, potent, and strong pipe leaf from the tropical forest land of northwestern Sundestia. It has a rich, chocolate bouquet.

Szarr (*sor*): A high proof spirit distilled from a mash of sweet corn, barley, potatoes, and Humbernuts. It packs a mighty kick.

Thuul (*thool*): Living vessels of corruption.

The Red Wagons: A Hanataz troupe on the continent of Verdestia. They are well regarded amongst the Traveling Folk. Their leaders are Fer'daen Dera and Jen'ayea Dera.

The Bronze Bell: A Hanataz troupe on the continent of Verdestia.

The Fool's Dance: A Hanataz troupe on the continent of Verdestia.

The Night Song: A Hanataz troupe on the continent of Verdestia.

The Yellow Lanterns: A Hanataz troupe on the continent of Verdestia.

Torrid Sound: An area of the ocean off the coast of Tothenshire.

Troupe (*troop*): A large collection of Hanataz gathered into a traveling tribe under a single name, such as the Blue Veil or Red Wagons.

Trununda Dem (*tru•nun•du, dem*): The proper name for the Dwarven folk.

Umbrflow: Dark Magic. Also called the Dunauus (*doo•no•oos*).

Underdelve: The expansive network of tunnels, caverns, and deep places that spread beneath the skin of the world. Also known as the Zyanduun.

Unific Plane (*yoo•ni•fic*): The prime plane where all tangible creation exists.

Unseelie Court of Nytsenshadd (*nīt•sen•shod*): The house of Dark Fay'aree that make their home in the wild forest called the Mistwood Hollows that surrounds the King's Highway. They routinely terrorize travelers.

Ventenum Alunax (*ven•ten•ē•um, al•oo•nacks*): The recording of history since the very beginning of creation and time itself.

Venzaa'de Ruen (*ven•zo•dā, roo•wen*): Also known as "BlackBlood Death", this particularly virulent poison favored by especially sadistic assassins.

Verdea'hadrine (*vur•dā•u•had•rēn*): The proper name of the Wood Elven folk.

Verdestia (*vur•des•tē•u*): The temperate northwestern continent that has been split into two halves, eastern and western. It is bordered by Nordrukka to the north and Sundestia to the south.

Vethrizal Venom (*veth•ri•zol*): A potent poison that negates healing from all sources for a limited amount of time.

Viviflow: Light Magic. Also called The Luminuus (*loo•min•oos*).

Vixen: Small blue moon that erratically orbits Zyathé.

Vlaagafish (*vlag•u•fish*): While very eel-like in appearance, this elongated river denizen is actually a fish. It's deep blue skin is incredibly slippery and its flesh is incredibly oily.

Vrenda (*vren•du*): The overall female leader of a Hanataz troupe. The term is translated roughly into "All-Mother."

White-eyed Slimp: This bottom-hugging fish species is midnight black and tenaciously clings to rocks and other cave structure while it waits for prey. It gets its name from its solid, snow-white eyes.

Witchwood Oak: This wood forms the staple of most furniture found in the Republic of Zyranthea. It's thickly striated grain structure and rich, amber color makes it a favorite material of craftsmen across the countryside.

Witchtail Wren: A small, agile little bird that got its name from a pair of bright, yellow eyespots on its tail that resemble the eyes of a cat. Huge flocks of these birds routinely migrate from the north to the south of Verdestia and back with the changing of the seasons.

Woe of Ruin: A cataclysmic event brought on at the height of the Ethernic civilization. The effects of this magical catastrophe are still felt by the denizens of Zyathé even a thousand years later.

Wyrwater River (*wērd•wo•tur*): A long, winding river that flows from the Wyrrest Mountains west where it joins with the Murkflow River to form the Blackrot Bog.

Wyrrest Mountain Range (*wurm•rest*): The towering mountain range that extends nearly the full length of west Verdestia running north to south.

Yunsta (*yun•stu*): A term referring to a Hanataz child.

Za (*zo*): The Twisted One, lord of the warp and one of the four lords of corruption.

Zaraghast (*zor•u•gast*): The name of the red star that will appear on Dark-tide's Night. It is a portent of evil times.

Zatis (*zo•tis*): A term used to describe the party. It loosely means "helpers" in the Hanataz dialect.

Zinn (*zin*): Little is known of this great island, except that it is likely inhabited, but the smallest continent does not seem to suffer outsiders of any kind.

Zobgobb Clan: A ragtag band of Forest Goblins under the leadership of Heezabiz, who fancies himself a veritable Goblin Warlord.

Zustrenia (*zoo•stren•ē•u*): This tumultuous southeastern continent is the homeland of the Sarth people, holds the richest deposits of Flowstones on Zyathé, and also hosts an enormous population of Algidian races in its southern swamplands.

Zyanduun (*zī•an•doon*): Also known as the Underdelve. It is the subterranean world within the skin of Zyathé.

Zyanthuus (*zī•an•thooz*): The permeation of all magic throughout creation. Also referred to as the Flow or the Everflow.

Zyathé (*zī•oth•ā*): The magical, life world of AvovA. Also known as the Wy'rded (*we•ē•ded*) World.

Zythe (*zīth*): Titanic, magical constructs created by the gods of good during their war with the gods of evil.

Zythene (*zī•thēn*): Grand constructs, with magic nullifying auras, made by the gods of neutrality during the war between the gods of good and evil.

Zythu'un (*zī•thoo•oon*): Terrible titans created by the gods of evil to fight against the Zythe and Zythene of their good and neutral brethren.