

A Kyron's Worlde publication

Kyron's Worlde Glossary©ESTilton

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The people of Kyron's world

Airintia *air-e-awn-sha* – H'euman prophetess, seer, one of the Seven.

A'kai *uh-ky* – Prejudice man in Tahrek's village that wants to rule the council.

Akandal *uh-con-doll* – Tahrek's friend in Mystmirr.

Blarn *blarn* – Kyra's artist friend.

Briane *bree-awn-uh* – mystic midwife.

Cromant *cro-mant* – head guardian for the sharpra wolf clan.

Cynth *sinth* – Barrenthess.

Danle *don-lay* – animal rescue expert – Untrained herbalist- sharpra female helped with bonding ceremony.

Doneil *don-e-el* – Barrenth.

Fulter *ful-ter* – Kyra's guard friend- lieutenant.

Gazif *Gaw-zif* – Tahrek's friend in Mystmirr.

Ian *eye-awn* – child being raised and trained by Ishk.

Ishk *ishk* – evil, the corrupter.

Jak *jake* – sadist.

Jyar *jair* – Kyra's best friend.

K'talnish *k-tal-nish* – story teller in Mystmirr.

Kirtrion *ker-try-awn* – commander for the sharpra.

Kizrantia *kiz-rawn-she-uh* – Tahrek's mothers name.

Kripta *krip-tuh* – Barrenth.

Kyra Atar *ky-ruh* – Kyra's name, heir to the house of Atar-Kanesh.

Kyron *ky-rawn* – God – creator of the world; Llayentia.

Lanion *lan-yun* – Prophet, seer, one of the Seven.

Lissom *lis-sum* – pretty sharpra female about Tahrek's age.

Lory *lor-ee* – elderly sharpra scholar.

Meeanna *me-awn-nah* – Trianna's daughter.

Mi'emil *me-ah-mil* – herbalist teacher for Kyra.

Ml'an *mul-awn* – Sissan's wife.

Montrez *mon-trez* – Lord from Falksfall.

Myra Lamesh *my-ruh luh-mesh* – Kyra's fake identity in H'euman city.

Paerlon *pare-lon* – elderly cheese maker.

Panet *puh-net* – Spokeswoman for the Sharpra council.

Parian *par-e-awn* – prophet, seer.

Querillia Mianet-Premis *kwair-il-e-uh my-net pri-mis* – Jyar's and Zark's mother.

Rachella *ruh-shel-uh* – sharpra female who helped with the bonding ceremony.

Rossarth *ross-arth* – H'euman helper to Kyra and Tahrek.

Sancha *sawn-sha* – Tahrek's code name when playing a husband in Falksfall.

Sissan *sis-sawn* – Tahrek's best friend from childhood.

Taahrek Mitan *taaw-rek* – Tahrek's full name in Sharpraen dialect.

Tahrek *tahr-ik* – central dialect, name used by everyone but the Sharpra people.

Thunder *thun-der* – a zent cat belonging to Mi'emil.

Trianna *tree-awn-uh* – Kyra's nanny from childhood.

Trina Peirs *tree-nuh peers* – Kyra's alias.

Ueshirono *yew-she-ro-no* – oriental seeming man from overseas.

X'reany *ects-ree-uny* – Kyra's mother.

Yarishaina *yar-ish-in-nuh* – oriental seeming elderly female.

Zark *zark* – Jyar's brother.

Zeffrl Tansk *z-frel tonsk* – Tahrek's sharpra traveler disguise from southern drift.

Places of Kyron's world

Anest *on-est* – Small remote city.

Barren lands *bair-un lands* – North of Falksfall, unknown origin of name for a stretch of wilderness, though farmers don't usually farm the country it grows prolifically and is anything but barren.

Burmtin *berm-tin* – Southern city.

Crenach *cru-nosh* or *crin-osh* – Name of a province to the north.

Darkiorn *dark-ee-orn* – H'euman run city, near the Darkiorn mountain range.

Falksfall *falks-fall* – Tradesroad central city.

Golden D'yroap Inn – Merchant's inn, common class, located in Falksfall.

Istoarm Sea – located southwest of the arch.

Lazanet River *la-zuh-net* – Named after its discoverer.

Parmmet *pahr-met* – Place overseas – known for fine pottery.

Saroch Volcano *tsar-ahk* – Volcano located in the Darkiorn mountain range.

Southern Maze – Southern desert area, known for its pockets of lush land.

Sweet Kaleenia *kal-leen-e-uh* – Well known eating establishment in Falksfall.

Trinkets – Scent shop in Kyra's home town.

Turnkey – city.

Upper Steeps – Relatively flat elevated area near the mountains.

Stuff in Kyron's World

airnelk *air-nelk* – purple metal, more valuable than risen, less valuable than nighshk

Alumoon tree *all-uh-moon* – A tree which is covered with blossoms in the spring which start out light peach, turns pale pink, eventually deepening to a deep pink. In some areas the tree has spread to the point of becoming a nuisance tree, though none can deny the beauty of the areas when the blossoms cover the trees and ground with pink clouds of flowers. The tree produces a tiny edible fruit which is not considered worth gathering by anyone but birds. Named after the second moon of Llayentia, Alum, which looks pink when in the sky alone.

Barrenth – Traveling tinkers\merchants\craftspeople who are thought to have originated from the barrens.

Begone bush – Bush completely and entirely covered with 2-3 inch thorns.

Belfu *bell-foo* Spindle legged herd animal raised in southern areas, much like a cow is raised upon earth.

Berry – Sixth month of the year.

Bost – Type of wild boar, larger than standard and extremely aggressive, meat eater.

Branach bush *braw-nock* – Bush from central lands; often grown and harvested for making scrub brushes. The wild version is more difficult to work with because it takes more effort to pound and the bristles tend to snap but will do in a pinch.

Breal flower *bray-el* – Tall expensive flower spires which come in shades of pale pink and purple. Highly scented from Eastern and Western Frevell gardens.

Breyt *breyet* – blue metal, more valuable than gold, less valuable than risen.

Carin *cahr-in* – Squirrel-like creatures that were known for sneaking into people's homes and

stealing food.

Carlt grapes – Striped grape named after the person who discovered them.

M'hakru mu-hawk-rew – Barbaric race of men with evil death rituals.

Crenach apples *cru-nosh* or *crin-osh* – Sweet rare apple with a short picking season.

Crenth nectar – A light fermented beverage made from the crenth fruit.

Dewberry dye – Deep purple dye obtained from the dewberry.

Drell storm – Frigid sever winter storm.

D'yroap – coin of Llayentia. The frevell working with the glidarth developed a monetary system based on a series of metal ovals called d'yroaps, nicknamed rings, loops, and o-links.

The metals, in order of increasing value were copper, silver, gold, breyt, risen, airnelk, nighshk.

The oval shaped rings of metal were further engraved with a symbol representing each race.

Each loop had embossed upon its inner edge a series of animals. The choice of animal value was done by the luck of the draw by the seven rulers.

In the end the oval shaped rings of metal were, in increasing value: Copper star (freni-kyn), silver wave(watrek), gold arrow (sharpra), risen tree (m'hakru), breyt gavel (frevell), airnelk wing (glidarth), nighshk map (human).

Because of the weight of carrying massive amounts of d'yroaps for large purchases, gems were added to the ovals to create higher value. So a silver oval with a wave design might be worth a hundred copper stars, unless it was set with a ruby, in which case it might be worth more than a gold. Though the system was complicated it served the people's well.

D'yroapbird – Bird named for its tendencies to sweep down and pluck d'yroaps from the hands of merchants, the white feathers began to be sold when the merchants vowed revenge and caused the birds to become rare.

Elplest *el-plest* – Unusual cheese made from the swamp cow and the elp herb. Made by sharpra in the Mystmirr.

Elt – Tiny shrimplike fresh water creature.

Foreveron Drug – A by-product of t'son barnacles accidentally discovered by pirates off the coast of the Istoarm Sea. Named after their ship Forever, meant to signify that that particular pirate band would rule the seas forever. Popularly used by slavers because it caused the person who took it to become uninhibited and sex-crazed to the point of bodily harm while at the same time keeping the person from experiencing any form of sexual tension release.

Freni-Kyn *fri-ni-kin* – Full formal name for the Freni-Kyn race.

Fressin *fres-sin* – Pale green mountain flower with a light sweet fragrance.

Frost – Tenth month of the eleven month year.

Gatral *guh-trawl* – Highly intelligent creature that corrals its prey then takes it out in traps, needlelike fur that drips green poison, eats prey alive over several days time.

Glow plant – Plant with phosphorescent tendencies but which is used in swampy areas to mark pathways but has no other practical use since whatever caused the glowing immediately stopped once it was separated from the plant and transplanting out of the swamp has proven impossible.

Grassculp *gras-culp* – Small rodent with peach colored fur that collects and eats grasses.

green tatron fruit *ta-tron* – Tangy fruit native to Freni-Kyn homelands.

Grinach *grin-osh* – Rodent raised for its fur. Tend to bite each other and the people who raise them especially when food was involved.

gron-flute – Used during Freni-Kyn funerals, forlorn low sounding flute.

Hanirs *hawn-eers* – Large muscular cat mounts bred from wild cats, used by hunters, warriors and explorers.

Horsemane plant – Herbs whose roots were used to flavor meat. Also said to have healing properties.

Juiceberry – Tart berry that produced a phenomenal amount of juice for its small size. When cooked it's flavor moved from tart to sweet. Used to sweeten medicines and all kinds of foods.

Kaleenia *kal-leen-e-uh* – Highly scented, gardenia-like flower grown on the distant shores of Istoarm Sea known for its intense sweet smell. Sometimes used to mask the scent of death.

Kebatch ear *kuh-botch* – Large furry animal ear, also the name of a baked sweetbread delicacy.

Kyn – slang for Freni-Kyn, one of the races of Llayentia.

Klysmen fish *kleyez-mon* – Small pinkish fish native to northern Freni-Kyn territory.

Kor nuts – Tasty nut widely collected throughout the lands, commonly used as a staple.

Kyron *ky-ron* – A slang expression used as an exclamation. God. The creator.

Lamplets – Mind luring lights from the Mystmirr swamp.

Lark plant – A plant whose spicy leaves were known for giving people energy. Popular morning beverage among the Freni-Kyn, who have hybridized dozens of varieties.

lenan spice *leh-nun* – Famous spice from the plants that grow around Lenan lake. Slightly bitter with a strong sweet after taste. Often used to clean teeth among aristocrats.

Life law – Sharpra term for someone who has taken a life bonding with someone from another adversarial tribe. The law prevents the mate from being killed.

Llayentia – Kyron's world.

Loop or Loops – slang for d'yroap, used by freni-kyn.

Memoryban – Equivalent of moonshine or everclear.

Midnight watch – Nickname given to the ones who were called to watch during a bonding ceremony.

Nighshk *neyeshk* – black metal, most valuable unamalgamated metal of Llayentia.

Oce-fel *os-uh-fel* – Large cats, usually topping six feet, used as mounts. Originally named from a breed of cat called ocelot. This was a fanciful name since the ocelot cat proved to be too wild to be tamed for a mount. Because of a need to keep the creatures smart, friendly and tame-able most oce-fels look like huge common alley cats; their genetics haven been taken from

nearly every breed of cat. These are not to be confused with Hanirs, the large hunter cat's used by warriors, hunters and explorers.

O-link – slang for d'yroap, used primarily by sharpra, m'hakru and watrek.

Papaver flower pa-puh-vear – Poppy flower.

Parna *par-nuh* – A council seat in Tahrek's village, second highest.

Pitfalls – Local vines and native plants often grew over the top of them creating a natural trap of sorts. Some predators were even known to take up residence in them eating everything that fell in.

Por-steak – A tender cut of belfu, normally reserved for the wealthy.

Preral cycle pre-rawl – **or preral time** – Refers to the cyclic time of a Freni-Kyn woman's life where her hormones drive her into a feral need to mate and with as many as possible or whoever is available.

Priska *pris-kuh* – Strong brewed alcoholic beverage with a minty aftertaste.

purpleberry tea – Oddly enough not made from purple berries but from the root of a plant called mush. Mush root tea just didn't have the same appeal and hence the tea was renamed.

Quinch juice *quince* – Used to make a sleep potion.

Rings – slang for d'yroap, used by glidarths and barrenths.

Rinol-hide *righ-nol* – a herd animal raised in the Northeastern Lands primarily for its hide because it's flesh is tough and difficult to chew. The hide is also tough, making it a popular choice for leather armor.

Riseen reye-seen – green metal, more valuable than breyt, less valuable than airnelk.

Saroch fire-stick *tsar-och* – One of the more evil uses of the Saroch fire stones: wooden sticks hollowed out, covered with a metal cap on one end and filled with fire stones from the Saroch volcano. The stones react when the metal is placed against flesh, causing electrical burn damage.

Seek'ranor *seek-ruh-nor* – Freni-Kyn term for undercover agent, making reference to being an uncoverer of truth. Sometimes called Uncoverers.

Shellmate – Strategy game traditionally played with shells as the pieces on a simple grid board.

Sola leaf – Common green leaf tea.

Stekna – Small but prolific bird which lives in moist areas. Though its eggs were small it was known for laying as many as 12 at a time and a single tree might have dozens of nests within it. Because harvesting the eggs is so easy, it is a popular meal ingredient. The dung under the tree was also useful for fertilizing gardens.

Sudsalve *sud-sav* – Plant which had some medicinal and cleansing properties. Not use often in town because it was impossible to get rid of the stench should it rot.

Sunight – Day of the year when the moon and sun were in the sky at the same time. Freni-Kyn use it as an excuse for wild partying and mating partially because the odd fluctuations in magnetic energies caused hormonal swings in their bodies. Originally a combination of the words sun to night, the words had combined over time into one word.

Swamp cow – large sluglike mammalian creature that dwells in the Mystmirr; used by Sharpras to produce milk, cheese and meat.

Swampgas tree – Mystmirr tree that produces prodigious amounts of sulfur, which although smelly on its own, poisoned nearby small creatures whose rotting bodies added to the general stench of the area and fertilized the tree. Due to this the trees were usually very large.

Tana bean tree *taw-nuh* – Tree with oversized leaves known for their ability to keep things in them fresh, often used to wrap herbs by herbalists.

Tant tree *tawnt* – Large thorned tree with wood so dense that it dulled the axes used to cut it within a few strokes. The roots were nearly impossible to dig out and took years to break down.

Trade table – A traditional term the barrenths used to signal that negotiations had begun

Traveler – Respected name given to those Sharpra's who choose to go out and gain information for the tribe, a spy of sorts.

T'son barnacles – barnacles that grow in the Istoarm Sea, source of the Foreveron drug.

Uncoverer – **Seek'ranor**.

Upper steeps – Area near the Darkiorn mountain range. High elevation flatland or plain.

Upway University – Originally named Upper Way University but the name was shortened over time. University known for its excellent training facilities in the scientific field.

Vapoor *vuh-poor* – Venomous lizard whose dung was caustic.

vespra-lanir *ves-pruh luh-neer* – Small creature with razor sharp teeth which hunted in packs. Their saliva held bacteria which caused wounds to become infected so that even if the prey escaped they would follow and take it out later after it had weakened.

Wan cat *wahn* – Large cat know for its grace when on the hunt. Often bred as a companion to hunters.

Water Corn – Corn grown in swampy areas, more flavorful than regular corn but also spoils more rapidly due to high water content.

Watrek *wah-trek* – one of the seven races of Llayentia, natural affinity for water.

Xaeron *tsay-ron* – Name of the second penis of a male Sharpra. Unlike the primary penis this one remains soft till stimulated by moisture, once it's activated it seeks out the female sharpra's clitoral opening, elongating and thickening till the approximate size of a h'euman penis. It vibrates and rubs on its own within the opening, sending the female into orgasm and triggering the release of their eggs.

Yenin leaf *yin-in* – Used as a sort of hair dye, dark brown, oily and poisonous if eaten but with a bitter enough taste that it wasn't likely to be consumed in the quantity it would take to kill someone.

Zaernut tree *zair-nut* – Tree which grows in the Mystmirr swamp; from which an odorous,

but healthy, nut is harvested. Tree with a fruit so bitter even animals don't eat it, valued for its scented fruit and bark.

zent cat – Large cat known for its antenna resemblance to the zent moth which had large antenna that curled up when not in use but opened out to flat 'feelers'. In the cat the feelers resembled flat feathers the size of the ball of the thumb of the average size hand. Some believe the zent cat have special abilities to read minds because of their seeming compassion for people in pain. Popular among healers.

Phrases and Curses

By Kyron's blood

In a heartbeat. (in a second)

Kyron!

Kyron's bells

Kyron's eye

Kyron's hellfire

Kyron's moon

Kyron's nineteenth hell

Kyron's thirteen hells.

Life-friend

Staff-mate

Turns of an egg glass- three minute timer

Vapoor dung

What in Kyron's hells

What in Kyron's name

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