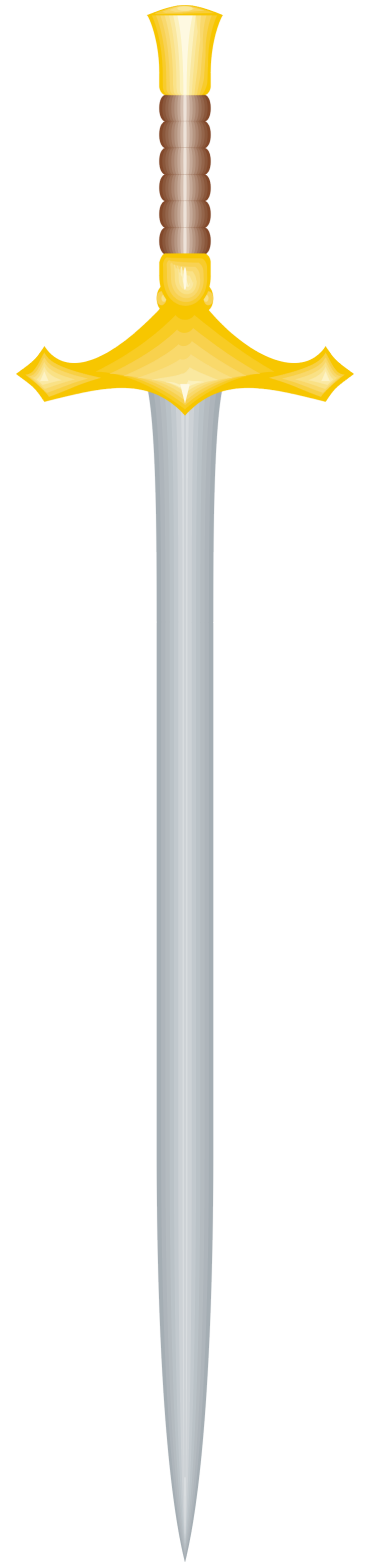


The
Iskitaani
Primer



by Chris Heismann

The Iskitaani Primer



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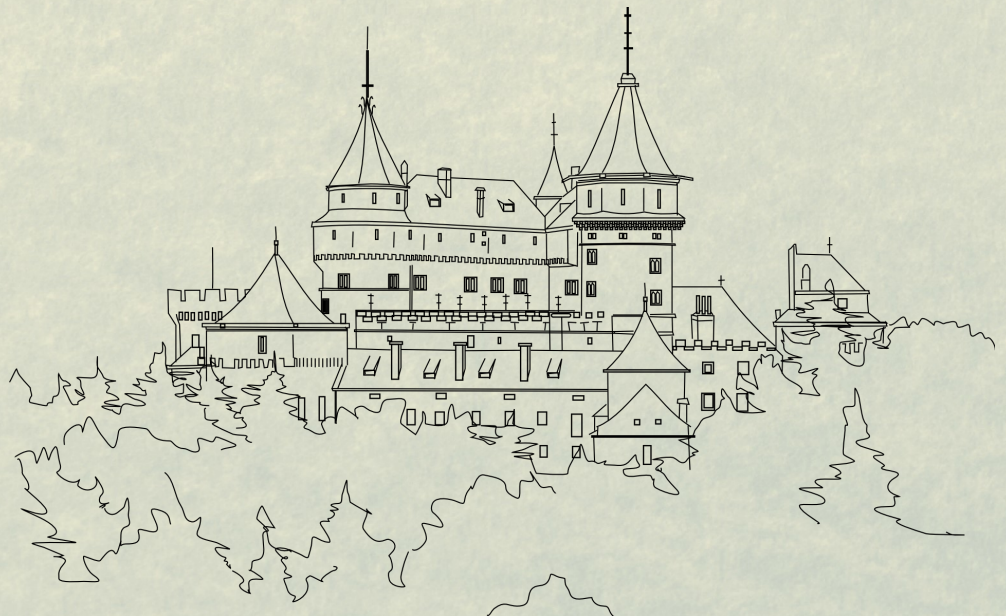
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Third Edition

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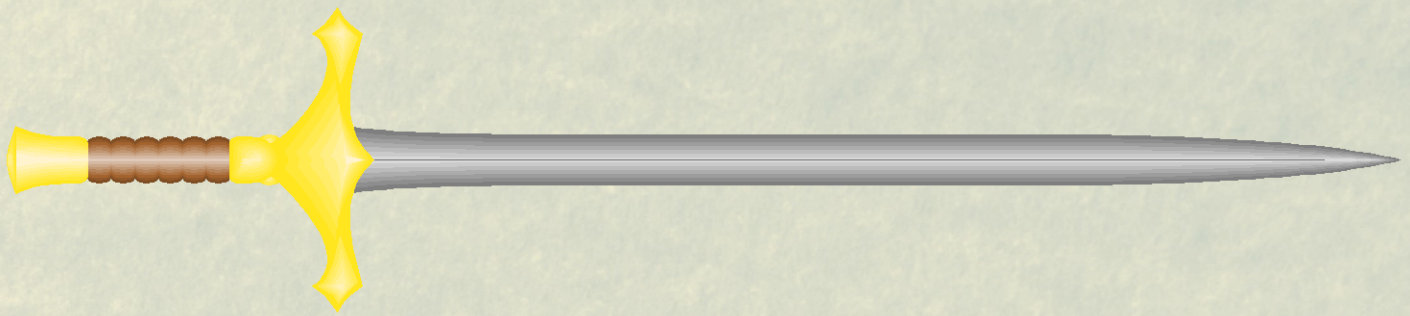


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Forward

Welcome to Iskitaan, my primary RPG campaign world. It has been around in various incarnations and with different groups of players and game systems since 1980. The purpose of the Iskitaani Primer is to familiarize new players to some of the personalities, places and concepts of my world, not to be an overall source book.

The information in the Primer is drawn from my work in progress, the Encyclopedia Iskitaani, and represents knowledge that just about every inhabitant of Iskitaan knows, or has easy access to. It isn't required reading, but intended as a helpful reference to the rich history of Iskitaan during character creation and play.

Who am I?

My name is Chris Heismann, and I've been playing and game mastering various role playing games for twenty one plus years. I'm originally from Colorado, but I've lived in Chicago, Australia and near San Francisco, giving me a wide variety of experiences to draw off as a GM.

I love role-playing, but I don't live for it. I have a life outside my games, and I hope my players have one, too.

My GM style

As a GameMaster I emphasize Role playing, not Roll-playing. Yeah, it's a cliché, but it's important to note because puzzle solving and creative problem solving are big part of my campaigns. PC's with an attitude of "attack first, ask questions later" don't last long in my campaigns, and worse, tend to get their fellow party members in trouble.

Iskitaan as it is now is not only the result of the years of work I have put into it, but the results of my players efforts over the years. That's why I put a really big emphasis on Player Character backgrounds. Many of my best villains and memorable NPC's are ideas born from seeds planted by my players background notes for their characters. I am also noted for numerous

subplots that often take PC's way off course.

The bottom line is this - The way I approach game-mastering is that I'm responsible for people, environment and the basic story line, but the players are responsible for the action and adventure.

Character Creation

I encourage characters from a wide range of backgrounds and social levels. For players creating their first characters in my campaign, I recommend human or half-elf characters. Elf and dwarf characters are also allowed with a really good background writeup—but be sure you've done your research. No other PC races are allowed for setting reasons.

I do not ban wizard or magic using characters, however, I strongly encourage players not to play spell casting characters. Why, you ask?

Magic users in Iskitaan are very distrusting of outsiders, and finding training or supplies for a beginning spell caster who is not attending university is very difficult, while university trained magic users don't usually become adventurers.

As for Clerics, their spells are dependent on the whim of their gods, and only the most pious will be able to cast spells. This is the way Iskitaan has developed over the years partly by design, and partly as a result of my players actions. More than one of my players has found playing a spell caster very frustrating at first. My recommendation is to play a non-spell caster first, and decide later if you want to attempt the challenges inherent to Iskitaani spell casters. If you choose to play a spell caster, do not say I didn't warn you.

Since I have run campaigns in Iskitaan using a variety of different RPG rule sets over the years, I don't cover rule specific restrictions here. Ask me for my supplemental sheets for the game system we're going to use.

Introduction

Iskitaan is a group of kingdoms centered around a central sea, known as the Vileshall Sea, and surrounded by nearly impassable mountains. It is a land where humans, dwarves and elves live mostly in harmony, under the rule of the divinely ordained High King of Iskitaan.

It is a land of high fantasy, and dangerous magics, where civilized life often relies on the heroics of bold adventurers to protect them from the dangers of the world, whether they be the near mythical dragons, the dangerous beasts of chaotic magic, or the hordes of goblins and orcs that infest the surrounding mountains.

The common folk of Iskitaan look upon adventurers with a mixture of fear, envy and pride. They are fearful of the dangers that adventurers bring in their wake, or arrive to fight. They are envious of the wealth and prestige that an adventurer can earn. And they are proud of those who have given everything to keep Iskitaan safe.

Concepts of Iskitaan

There are several concepts, ideas and philosophies that are core to the way of life of Iskitaan. These concepts and ideas aren't necessarily part of any of the Mythos, but are either widely held beliefs, or things accepted as fact.

Blood of Legends - The original nation of Enshalla was founded three thousand years ago by thirteen heroes whose names are lost in time and legend. It is said that those who carry the blood of one of the Founders have it within them to be heroes themselves. Those who carry the blood of more than one of these heroes are even more likely to become heroes. Most of the Companions of Light or Disciples of the Ascension are believed to carry the blood of three or more of the founders.

Magic is Dangerous - Magic, as beneficial and powerful it can be, tends to also have a lot of dangerous and/or unintended consequences. Overuse

or careless use of magic can result in deadly catastrophes to the caster and/or those around the caster.

Rule of Twins - There are two sides to this concept. The first of them corresponds to magical items, and the belief that an item can be made stronger by creating an item of equal, yet opposite power at the same time, both items will be even more powerful. As a result, many magic items have opposites, yet in many cases the original creator destroys items with extreme negative or evil effects.

The other side of this concept is the thought that many, if not all the people of Iskitaan have "twins." Some people carry this concept a step further and believe if one twin is good, the other must be as equally evil.

The Triad - The triangle, or any grouping of three is inherently more powerful than any other number or shape. Elven wizards are known to work in threes to cast their most powerful spells.



The Iskitaani Calendar

The Iskitaani year is 365 days long. Each day is 24 hours long. The calendar is 364 days grouped into 13 months of 28 days (4 weeks of 7 days each) plus one extra day known as Festival happens on the Winter Solstice of every year. Years are measured from the Enshallen Exodus and marked as AE (After Exodus). The current year is 1919 AE.

Month	Name	Season
1.	Janan	Winter
2.	Februar	Winter
3.	March	Winter
4.	April	Spring
5.	Mae	Spring
6.	Juun	Spring
7.	Julae	Summer
8.	Augyn	Summer
9.	Gorin	Summer
10.	Septem	Summer
11.	Octyn	Autumn
12.	Novem	Autumn
13.	Decelyn	Autumn
	Festival	Winter Solstice

The High Kings

The Kingdoms of Iskitaan all pay fealty to the divinely ordained High King of Iskitaan, the direct heir to the Enshallen throne. The first born of the High King is always male, and there is ever only one male child at the time. By tradition, the heir's surname is that of their father, plus son. This tradition dates back to the fall of Enshalla after the Exodus, when it became a means of hiding the true heir, but preserving their legacy.

The High Kings

Name	Period Ruled
Andrell Morgonson	1017-1087
Gareth Andrellson	1087-1101
Dougall Jordanson	1101-1176
Carl Dougallson	1176-1203
Griswald Carlson	1203-1211
Jerome Griswaldson	1211-1232
Pieter Daneson	1232-1280
Jonathan Nathanson	1280-1293
Mikal Jonathanson	1293-1308
Ceres Mikalson	1308-1388
Kristian Ceresson	1388-1405
Douglas Kristianson	1405-1427
Morgan Drellson	1427-1469
Kelnal Morganson	1469-1498
Jordan Josamson	1498-1512
Norag Jordanson	1512-1516
Gerard Noragson	1516-1553
Rapheal Gerardson	1553-1567
Wolf Raphealson	1567-1643
Harris Justinson	1643-1655
Beren Harrisson	1655-1700
Banon Duncanson	1700-1741
Colin Banonson	1741-1744
Shane Colinson	1744-1803
Cyrus Shaneson	1803-1811
Norris Cyrusson	1811-1838
Ronan Norrisson	1838-1863
Hayes Ronanson	1863-1889
Melvin Hayesson	1889-1912
Jorgan Mortenson	1912-1919
Darnett Jorganson	1919-



A Brief History of Iskitaan

When the creatures of Chaos overran the Nation of Enshalla, the people of Enshalla fled through high mountain passes to a new paradise the god Rama scooped from the earth for them a millennia before. This land was christened Iskitaan, and became the refugees new home. The lands of Enshalla became known as the Chaos Lands.

After the Exodus

Much has been lost of the events of the first few hundred years after the Exodus, but it is known that the new nation the Enshallens founded was betrayed by a traitor who stole the son of the Enshallen King and had the King assassinated. The traitor left behind a prophecy that the Kings Heir would return to claim his throne in a thousand years. He would be known by his golden eyes.

The great nation became hundreds of city-states and small territories ruled by warlords and bandits. Kingdoms came and went, wizards were bought and sold, armies raised and destroyed, yet no one was ever able to restore the former glories of Enshalla. Iskitaan remained divided into these little realms for almost nine hundred years and the prophecy was forgotten.

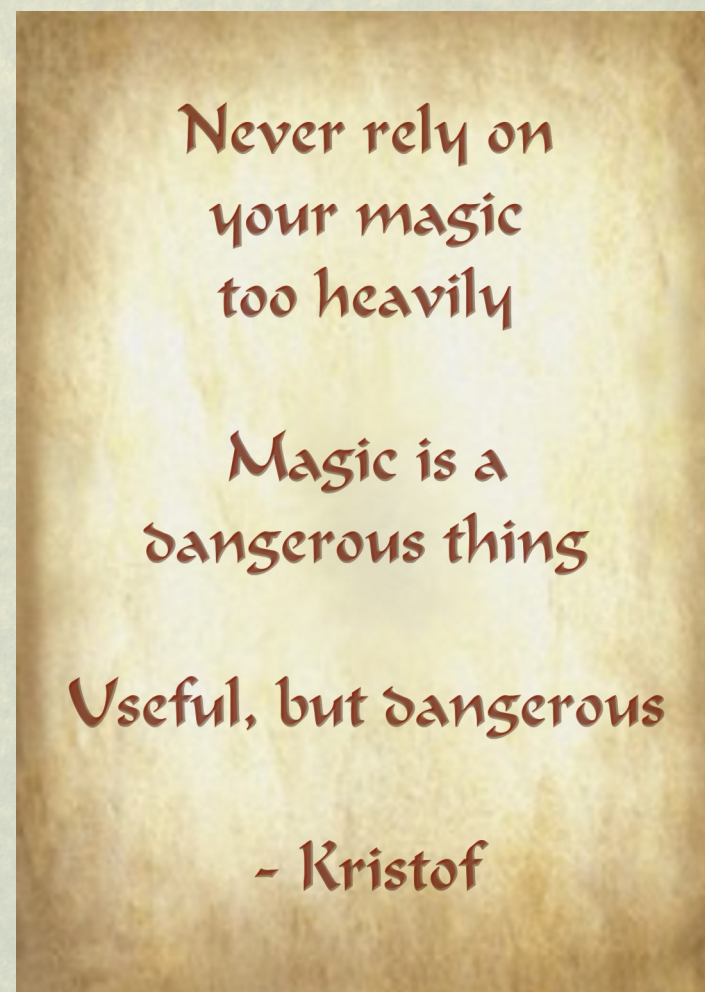
The First Dark Emperor

In 934 AE a little known wizard named Amadis became the chief advisor for the ruling lord of the City-State Claren, in what is now the kingdom of Amador. Through his innate organizational skills and natural charm, he convinced the Lord of Claren that Enshalla could be reborn, with Claren as the capital. As Claren grew in size, so did Amadis in power, until he eventually deposed the Lord and assumed the title of Emperor.

Amadis came to be called the Dark Emperor, for his rule was one of an iron fist. He became fearful of other wizards, afraid they would try to seize power from him once he united Iskitaan. So he outlawed magic, and put a bounty on wizards, sorceresses and the like. Many wizards were executed as a result, and magic became something to be practiced in hiding.

Before Amadis had completely conquered Iskitaan, a mercenary company from the small realm of Perovia began striking some serious blows to Amadis' forces. Led by Meagnar the Black and the Raman priest Kurt Punyer, the company was composed of many heroes and warriors who had sworn to die before they would let Amadis conquer their homeland of Perovia.

Their dedication and the assistance of a mysterious outlander wizard named Kristof allowed them to crush Madiston, the Emperor's capital. They failed to capture the Dark Emperor there, but they pursued him back to a Black Elf fortress in the Vileshall known as the Dark Rock. In 954 AE, in a climactic final battle at the Emperor's new stronghold, Amadis was killed and his twenty year reign of terror ended. Without Amadis' superior organizational skills, his empire crumbled and Iskitaan returned to the small warring kingdoms it had been for most of the millennium.



The Second Dark Emperor

On the thousand year anniversary of the Exodus, a force of Black Elves, Orcs and Skitterlings led by a previously unknown wizard named Maddas invaded the city of Mersone. That was the humble beginning of the reign of the second Dark Emperor. Over a ten year period, Maddas did what the first Dark Emperor wasn't able to do, unite Iskitaan under one rule. His rule was no less forgiving than Amadis' rule was, leaving many to speculate Maddas was Amadis' son. Like Amadis, Maddas outlawed magic, offering a bounty for wizard's heads. He went one step further and outlawed the worship of Rama, executing every Raman priest and Sister of Life his forces captured.

Not complacent with his accomplishments, Maddas decided that he could conquer the Dwarven and Elven realms as well. This folly tied his troops up and allowed Maddas to be caught unprepared when a group that called themselves the Companions of Light, directed by the wizard Kristof, declared they had found the prophesied King with the Golden Eyes.

Skirmishes with the Companions developed into full blown battles until finally, when Andrell Morgonson took the rediscovered throne in Nueshalla and declared himself the King of Enshalla reborn, a full blown revolution began. Maddas' first of many defeats at the hands of the Companions was the Siege of Black Demon Gorge in 1017 AE, where his most trusted general, Lord Dexter Hushar, the Black Knight, was defeated in single combat by Genevieve Saker, later known as the Daughter of Love.

General Arian took up the fight for Maddas, leading his army to a few decisive victories. While Andrell rallied more men under the triple crown banner of the new High King, Arian began pressing the his forces to stop them. In a concerted effort to stop the Companions and the new High King, Arian laid siege to Taran in late 1017 AE with most of Maddas' forces, and then promptly disappeared. Confusion and lack of leadership allowed the Companions to prevail and break the Siege.

For the next six years, Maddas suffered loss after loss

to Andrell's forces, until Mersone finally fell when General Nishella betrayed him by having her forces open the city's gates and let the Companions and their forces ride in unopposed. Though his empire had died, Maddas wasn't defeated yet. Still operating from his stronghold at the Dark Rock, his remaining forces harried and harassed the new King's forces. Finally, in 1024 AE, a group of the Companions leading some of Andrell's best men stormed the Dark Rock, and slew Maddas, though at great cost to themselves.

**I never wanted
to be a king,
but destiny
said otherwise.**

**My only choice in
the matter was
whether or not
I would be a good king.**

- Andrell Morgonson

The Return of the High King

Unlike the Dark Emperors before him, Andrell did not seek to dominate the other kingdoms, but worked with them to promote peace and harmony amongst the nations. With that in mind, he began calling himself High King, and did very little to disrupt the noble hierarchies that established themselves under his rule. Though he was more of a mediator than a ruler, always wanting disputes to be settled at the lowest levels possible, the establishment of Iskitaan under a single High King was not without its own troubles. After

Maddas' defeat, several of the regions, most notably Debara, wanted to go their own way, rather than unite under Andrell. This was fine with Andrell, as he wasn't about to force any nation under his thumb. However, as time went on, more and more petty fighting over borders and boundaries broke out into outright war. Finally fed up with it, Andrell, with the help of the Companions, began sending forces of his own in to disputed regions to settle these disputes. Eventually, the little wars turned into a series of battles involving R'rabian mercenaries, who had been influencing Debara to establish a foothold in Iskitaan. Andrell's eventual victory drove the R'rabians back through the Maelstrom, and that wound up reinforcing his position as High King, reunifying Iskitaan under a single flag.

His kind and benevolent nature, along with the generosity of a seemingly endless treasury, won Andrell the hearts of most of the people. His seventy five year reign was prosperous for almost everyone, from the lowliest serf to the wealthiest noble.

During Andrell's reign, the legends and legacies of the Companions continued to grow. Griswald and Luna Gem built Westport in a major trading center with R'rabi. Lebanon Drake established the first line of defense against the R'rabians with the Maelstrom Isles. Courtney Blackmyn and Jotham established the Order of the Dragon's Flame, dedicated to protecting the priests and priestesses of Rama and Chala. Gelyon returned to the Dwarven Kingdom of Kar, where he eventually inherited the throne from his elder brother. Kelkinal settled in Nueshalla and took lead in reestablishing the University of Magic to train a new generation of wizards. Genevieve and Tyler Soards took up leadership of the kingdom of Ulder. Renali and Rinya became trusted advisors to kings, while Cerelia and Norag became the generals of Andrell's armies. And Dexter Corvus became the consort of the sorceress Jasmine, Kristof's only daughter. With Iskitaan's future seemingly restored, the immortal Kristof retired to his citadel in Ironhaven, rarely to be seen again.



The First Ascension

Cerelia's legend grew even faster, because of the curse the god of the underworld, Knorr, had placed upon her. During the wars to depose the second Dark Emperor, her victory at the Siege of Daleath earned her the name Angel of Death. In the years afterward, especially during the Reunification Wars with Debara, her many, many decisions to step in and protect innocents and dispense justice with her sword earned the name of Angel of Justice. By 1100, many Iskitaani's had begun to worship her as a minor goddess, worthy of taking her place among Rama, Chala and Knorr.

At a time when the health of the High King, Gareth Andrellson, was failing, the Disciples of the Ascension rose. Led by a duo calling themselves the Sword and Shield of Cerelia, Reginald Wallace and Ellie Pavask, the Disciples of the Ascension worked tirelessly to unify Cerelia's faithful, and were instrumental in her ascension to godhood, despite Cerelia's own resistance to the idea. And so Cerelia became the goddess of Justice, protector of the innocent, while her disciples each left their own legacy. Reginald and Ellie officially founded the Cerelian Church, Chantel and her Ricsily

History

partner Kira were instrumental in bringing about the Treaty of Aradhai, the first trade agreement between Iskitaan and the Cersilv, the elves of the highest mountain kingdoms. Valanthe and her husband Arvin founded the University of Caspary, which is now one of the most prestigious institutions of higher education in Iskitaan.

The Vampire Wars

In the early 1200s, the Vampire Wars began, when the vampire Mergualdo began marshalling his kind to seize power in several kingdoms as a reaction to Cerelian persecution. While they did succeed in conquering a few kingdoms, they overextended themselves, and failed to solidify their footholds. In 1254, the High King Pieter Daneson's forces, led by the Hunters of Cerelia, cornered Mergualdo and the remainder of his kind in Icevale, and forever destroyed their kind.

Sundering of Kar

In the 1400s, the dwarven realm of Kar underwent a civil war as a result of the death of King Gelyon, who died in a surprise orc raid. Two of Gelyon's grandsons each laid an equal claim to the throne after the particularly large and bold Orcish raid upon Smokeview. The war got ugly, but it was a dwarven affair. When it threatened to bring the whole of Iskitaan into the dispute, the immortal sorceress Jasmine stepped in to help out.

Shortly after helping to settle the dispute by splitting the dwarven realm of Kar into two separate kingdoms, she disappeared, just as her father before her had. With her disappearance, the Dexterian cult she suppressed finally began to grow in power. But as the cult's influence grew, it split into two factions – the Dexterians, who worshipped Dexter as a god of lies and deceit versus the Corvusians, who worshipped him as the god of ambition and success. And while the split did attract more worshippers to Dexter, it would still be centuries before he would ascend.

The Silv Wars

In 1539 AE, the Treaty of Aradhai unraveled, as the Cersilv declared war on their lowland cousins, the Larsilv, the wood elves of Iskitaan. The High King Gerard Noragson attempted to defend his elven citizens, but was largely unsuccessful at the raids coming down from the high mountains. He would have taken the war to the high elves, but his mostly human troops couldn't breathe at the altitudes of the Cersilv kingdom. The wars dragged on as a series of skirmishes, including the Kilworth Massacre, until the city Nueshalla was destroyed by unknown means in 1567, and the Isle of the Winds, and everything upon it, including the University of Magic and High King Raphael Gerardson, sank beneath the waves. Koren, the leader of the Cersilv, took advantage of the chaos, and stepped up the war. The war didn't even end when the traditional guardians of the Cersilv, the



Ricsily, ended their neutrality, and sided with their Larsilyv cousins. It continued on for another ten years, until the elf who started the war, Koren, was finally removed from the Cersilyv Triad in 1579 AE.

The throne of the High King was re-established at the newly built city of Andrellsport in 1580 AE, in the new realm of Morgonston. Morgonston was established from lands that Roscorin and Ulder bequeathed to young High King Wolf Raphaelson, whom fortunately was in the Gatelands at the time of Nueshalla's destruction and his father's death.

The Second Ascension

In 1714 AE, tensions between the Cerelian churches and the kings of several kingdoms, including Taran and Debara, came to a head. Cerelian leadership and worshippers were demanding more fair and impartial justice in these realms, but their kings refused. In not so silent protest, the Ceralian church was joined by the Raman and Chalan churches as well, and all three began withholding their taxes from the kingdoms, and instead sent them on to Andrellsport and the High King to hold in escrow until the dispute was resolved. While this action did not lead to outright skirmishes between the various entities, tempers ran high, and several different factions emerged.

During the initial chaos of this tax rebellion, accusations were made against the goddess Cerelia and her church, that her former Companion of Light, Dexter Corvus and his illegitimate churches were unduly influencing her. The unintended end result of these accusations were that more and more people came to see Dexter as the god he had long hoped to be come, and as belief in him soared, he finally ascended to godhood in 1722 AE, and the Dexterian and Corvusian churches finally reached a legitimate, if unwelcome, status. Many of the Dexterian and Corvusian churches actually began paying taxes to the High King in celebration of Dexter's ascension, an action they would later regret.

The tax rebellion by the churches against various kings, queens and kingdoms was a convoluted affair

that involved shifting factions, changing stories and deep rooted prejudices that went on for decades, but at its core was always a dispute between the Cerelian church and king of Taran. The issue came to a head in 1801 AE with the Briscone Affair, when King Radford II of Taran seized control of the churches of Rama, Cerelia and Chala in his kingdom and appointed members of a family loyal to him, the Briscones, to lead them. Petitions from higher church authorities were ignored, and when a Raman priest from Ulder was jailed by King Radford, High King Shane Colinson finally authorized the churches to take action on their own.

And so began the Regency of the Order, when the Order of the Dragon's Flame and several platoons of Cerelian Swords removed the Briscones and King Radford from power in Taran. The Order assumed control of the kingdom as regents for Radford's young son Braxton. While this was the effective end of the tax rebellion by the churches, the official end didn't happen until 1813 AE when the Red Rock Accord was signed. Since it had lasted nearly a hundred years, most people consider the end a year later, when the Regency of the Order ended, and Braxton officially assumed the throne of Taran as King Braxton III and the tax rebellion became known as the Hundred Year Rebellion.

War is coming

In 1912 AE, the destroyed Nueshalla rose back above the waves of the Vileshall, leading to numerous portents of doom. Tensions and apprehensions rose as over the next seven years, Iskitaan lost to accidents, the First Shield and the First Sword of Cerelia, followed by the First Monk and First Knight of the Order of the Dragon's Flame, and finally, High King Jorgan Mortenson himself, leaving the High King's throne in regency to his infant son Darnett. Darnett's aunt Francesca Mortenson-Pike has assumed the title of Regent, and not every kingdom is happy with that.

The year is now 1919 AE, and a new generation of heroes are awakening. Do you have the blood of legends?

The Geography of Iskitaan

Scooped from the rocks of the universe, Iskitaan is the sacred place where the god Rama hid his people to keep them from harm by the evil god Kram when his creations swarmed Enshalla.

Surrounded by impassable mountains on all sides, and the Vileshall Sea in center, Iskitaan is a series of valleys and broad plains of fertile soil.

There are only three known passes through the mountains from Iskitaan. Two of those lead to the Chaos Lands, once a great nation known as Enshalla. The third pass lies near Westport and is the only known route to a mysterious land of riches known as R'rabi.

There may be a few other passes that lead to even more exotic places, but these would be known only to the Elves and Dwarves.

The Kingdoms of Iskitaan

Iskitaan is divided into 89 kingdoms, most of which border the Vileshall Sea. Each of these 89 kingdoms has their own king, queen or other government, but all of them pay fealty to the High King, the heir to the line of Enshallan Kings.

The most well known and influential of the kingdoms are:

Andega - home of the Andega Vale, one of the most fertile areas of Iskitaan.

Aratec - home of the finest warhorses in all of Iskitaan.

Balutor - one of the three island nations of Iskitaan, located in the eastern Vileshall.

Barca - one of the few kingdoms that is not led by a monarchy, but instead a Representative council.

Cagan - a kingdom of farmland in southwestern Iskitaan, an important kingdom in its own right, also one of the few to be ruled by a representative council. But most well known as the birth place of Reginald Wallace, First Sword of Cerelia, and Valanthe Laidon,

Scholar of Cerelia.

Caspary - the easternmost kingdom of Iskitaan, best known as the home of Valanthe's University of Caspary.

Danateos - one of the two valley nations along the Thames river, carved out of orc territory in search of gold. Home to the largest gold mine in Iskitaan, and an ancient blue dragon named Kothilpangarefendilag.

Debara - a non-descript southern coastal nation, best known for a being a region of contrariness and rebellion.

Gatelands - the westernmost kingdom of Iskitaan, gateway to the Maelsrom and R'rabi. Ruled for nearly a millennia now by the legendary Gem family.

Icevale - one of the northernmost nations of Iskitaan, most of the trade with the Dwarven Kingdom of Karaz flows through Icevale.

Maelstrom Isles - one of the three island kingdoms of Iskitaan, a small group of islands at the Iskitaan end of the Maelstrom. They, and the soldiers stationed there are the first line of defense against any potential R'rabian threat. Ruled by the legendary Drake family.

Morgonston - the realm of the High King, a small kingdom established by lands donated to the High Crown after the destruction of Nueshalla by the





kingdoms of Roscorin and Ulder.

Mount Thunder - Home to the cliff hanging castle of the Sorceress Jasmine. Location of one of the two passes from Enshalla.

Perovia - a realm originally carved from hostile orc territory by the heroic Lord Wolfane Wooddeck along the Thames river. Since it's founding, Perovia has had more than it's share of legendary heroes.

Redcliff - one of the three island kingdoms of Iskitaan, and the largest. Home to the Sea College and Spirit Victorian Shipping.

Taran - the largest single kingdom in Iskitaan, one of the first areas settled after the Exodus from Enshalla.

Sapasias - one of the oldest settled areas of Iskitaan, notable for it's unbroken line of monarchy succession since the days of the Exodus.

Ulder - known primarily for it's connection to the Saker-Soards family, and its Lograh preserve.

The Surrounding Areas:

Chaos Lands - once known as Enshalla, these lands to

the south east of Iskitaan were overrun by monsters of all kind. The Enshallens were forced to flee through the high mountain passes into what is now Iskitaan.

Karak - the eastern Dwarven kingdom, to the north of Iskitaan.

Karaz - The western Dwarven kingdom, to the north of Iskitaan.

R'rabi - a foreign land of dark skinned men beyond the channel known as the Maelstrom to the west.

Silv Realms - The high mountain lands of the High Elves and their guardians, the Ice Elves, to the west of Iskitaan.

Other Notable Places of Iskitaan

Andrellsport - The High King's capital city in Morgonston. Both the city and kingdom are named for the first High King, Andrell Morgonson.

Aradhaj - High in the Greythern Mountains in the west of Arad, this Elven community is a major trading post between Iskitaan and the Cercsily.

Geography

Barren Coast - a desolate coastal area and glass beach on the coast of Debara. Legend has it that the area was destroyed during the Reunification Wars when Jotham of Aradhai brought forth a legion of dragons to destroy an R'rabian army that had landed there.

Black Demon Gorge - A fortress blocking the Vile River at its narrowest point near where it enters the Vileshall Sea between Weinland and Greythern.

Cagant - a southern trading city, specializing in crops. Capital of the kingdom of Cagan.

Chess - the ancient capitol of Enshalla, now lost deep inside the Chaos Lands.

Daskay - capital city of Ashlan, and an important trading city for the dwarven Kingdom of Karak..

Dalaeth - a mountain fortress located on the pass between Artmont and Ulder, and capital city of the Kingdom of Dalend. Location of the legendary Siege of Daleath, singlehandedly broken by Cerelia during the war to depose the Second Dark Emperor.

Deercrest - capital city of Caspary, home of the University of Caspary.

Dim Mountains - the mountains forming the border between the eastern kingdoms of Iskitaan and the Chaos Lands/Orcish lands. From Troition to the

north all the way to Aratec in the south.

Enshalla - an ancient nation of might and magic that once existed in what is now known as the Chaos Lands.

Greythern Mountains - the mountains forming the border between the western kingdoms of Iskitaan and the Silv Realms/Orcish lands. From Yarindal in the north all the way to the Gatelands in the south.

Isle of the Winds - a once hidden island in the Vileshall Sea, the island was obscured by a powerful spell for a thousand years by a powerful sorcerer. Finally discovered by King Andrell and the Companions, the spell was removed and it became home to Nueshalla, Andrell's capitol city. The city was destroyed by an unknown means in 1567 AE, and the island sank beneath the waves. Just recently, the island and the destroyed city rose back above the waves, and is known as Risen Nueshalla.

Kamerlean Barrows - In the small kingdom of Kamerlea, there lies a valley filled with hundreds of burial mounds, from the time of the Exodus.

Madiston - the first city taken over by the first Dark Emperor and his capital city for a time. The city is now in ruins and uninhabited in the kingdom of Amador.



Maelstrom, the - a narrow channel of whirlpools and dangerous rock formations near Westport that leads to R'rabi.

Mersone - Second largest city in Iskitaan, capital of the kingdom of the same name, found on the southern shores of the Vileshall Sea, Mersone was once home to the College of Magic. It was the last city to be freed from the second Dark Emperor's rule.

Roscorin - The largest city in Iskitaan, capital of the kingdom of the same name, found on the northern shores of the Vileshall Sea.

Sakersport - capital city of Ulder.

Smokeview - Ancient capitol of the Dwarves and the legendary dwarven King Gelyon, now capital of the dwarven kingdom of Karaz.

Tallinfax - capital city of Andega.

Taran - Third largest and oldest city in Iskitaan, capital of the kingdom of the same name, found on the eastern shores of the Vileshall Sea.

Thames - Capital city of Perovia. Sits at the mouth of the river Thames.

Tenandryl - a city of legend, said to be the home of giants. Whereabouts unknown, but somewhere near the Maelstrom.

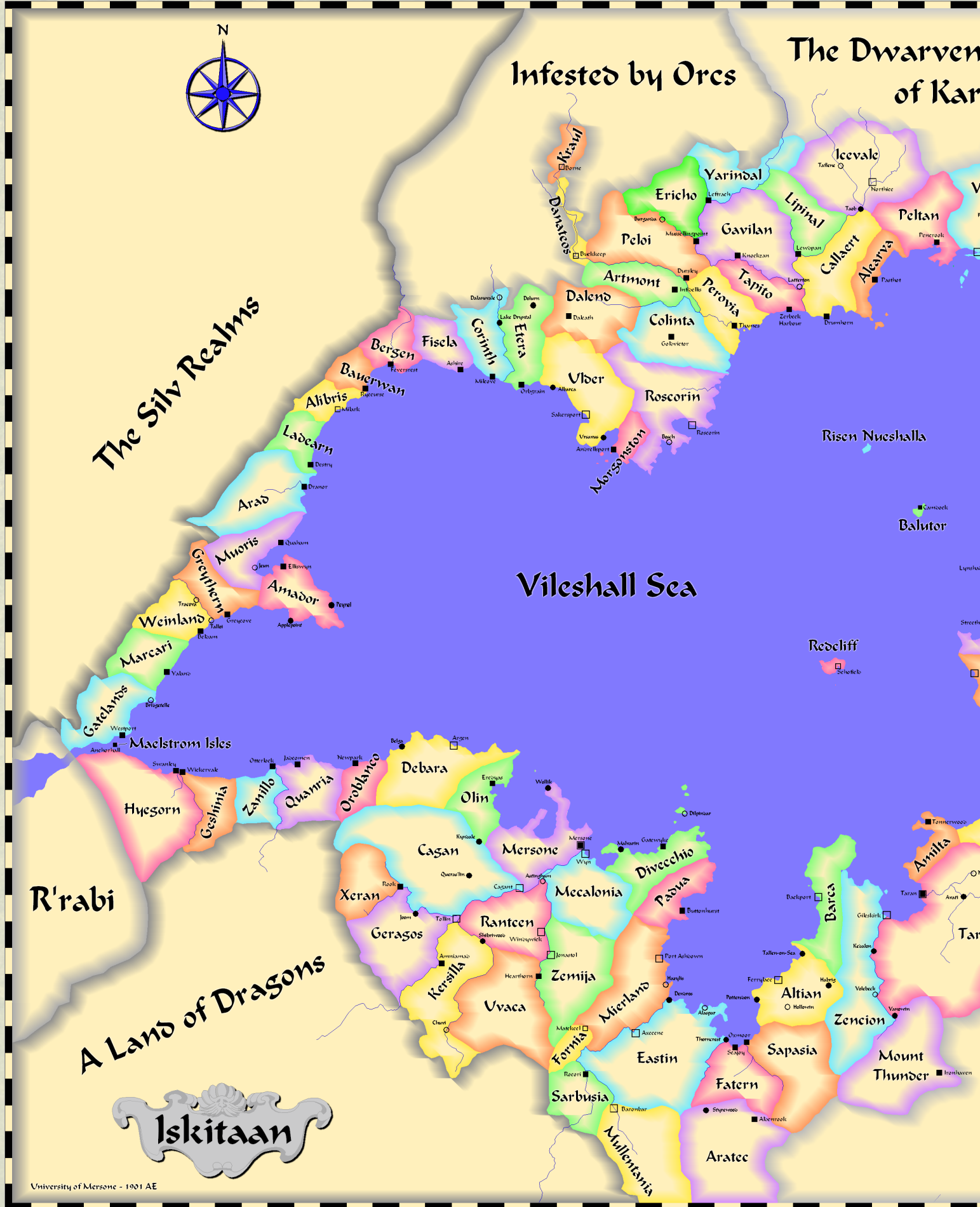
Trematon - an island and trading post off the coast of Divecchio.

Vileshall Sea - the largest body of water in Iskitaan.

Westport - Westernmost city in Iskitaan located on the channel to the R'rabian Sea, and capital of the Gatelands. The only trading port to the mysterious land known as R'rabi.

Well of Swords - mythical spring said to enchant any sword dipped into it's waters at sunrise. It is where the Swords of Fate were created. Many have searched for it, apparently, no one has ever found it.







Morgonston

Capitol: Andrellsport, population 11,729

Leader: Regent Francesca Mortenson



Roscorin

Capitol: Roscorin, population 48,292

Leader: Lucinda Malloc



Ulber

Capitol: Sakersport, population 45,787

Leader: Haddon Soards



Perovia

Capitol: Thames, population 19,121

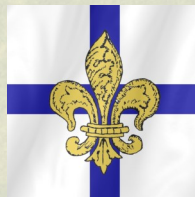
Leader: Beno Finer



Taran

Capitol: Taran, population 100,530

Leader: Chard Telfer



Mersone

Capitol: Mersone, population 69,357

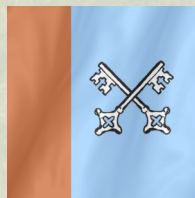
Leader: Topham Puleter



Maelstrom Isles

Capitol: Anchorhall, population 394

Leader: Lidya Drake



Gatelands

Capitol: Westport, population 18,530

Leader: Shamira Gem



Casparu

Capitol: Deercrest, population 29,331

Leader: Fergus Dragon

The People of Iskitaan

The people who inhabit Iskitaan are primarily human, but Dwarves, Elves and a scattering of Halflings exist, too. Despite the racial differences, they tend to worship the same gods, and their destinies are tied together by fate.



The Humans

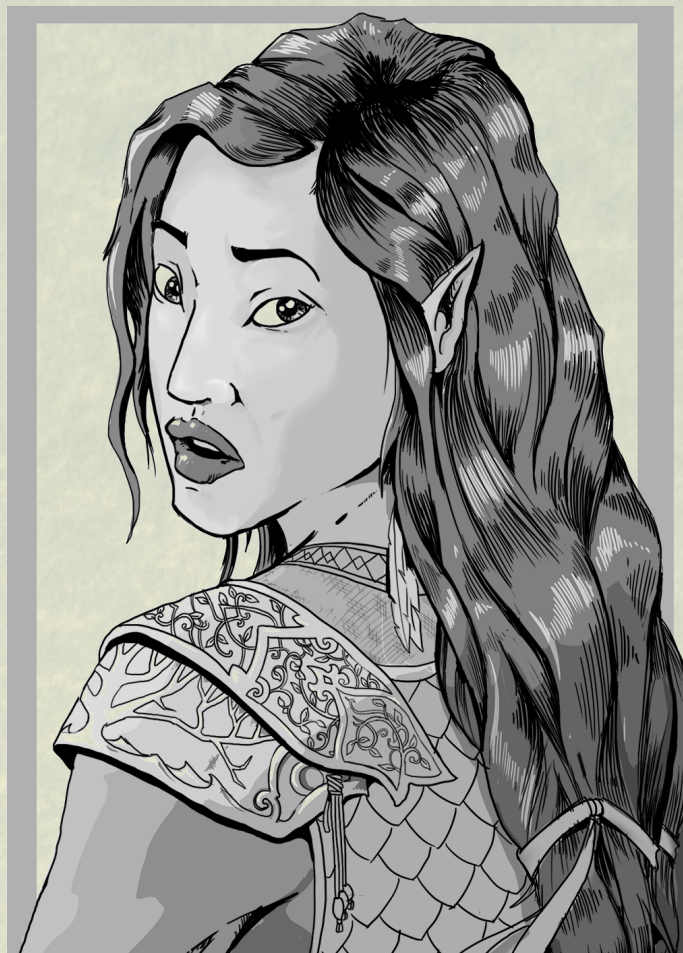
The most numerous race in Iskitaan, everything is pretty much oriented towards them. They have life spans of 60 to 80 years.

The Elves (The Silv)

While all of the Silv (commonly called Elves) are pretty much of the same blood and build, it is in their attitudes, personalities and cultures that they differ. They are tall, slender and agile, with life spans of between 150 and 200 years.

Cersilv

The Cersilv (High Elves) are the only ones adjusted to living at the high altitudes and nearly unbreathable air of the mountains to the west of Iskitaan. They look down upon those they call Lowlanders, especially those of their brethren who choose to live among the lowlanders.



Ricsilv

The Ricsilv (Ice Elves) are the guardians of the Cersilv lands.

Larsilv

The Larsilv (Tree Elves or Wood Elves) chose to live among or close to the lowlander Humans and Dwarves. They are the ones with most humans associate the word elf. Many Larsilv families have lived in the lowlands for so long, that they can no longer walk among the high mountains of the Cersilv with ease.

Darsilv

The Darsilv (Black Elves) are those elves who have been drawn in by the voices of the Nages (Shadows) in their heads. Almost all elves will hear the voices in their heads at one time or another and resist, but those who listen to the evil shadows become Darsilv, and are warped towards evil. Some are redeemable, but most are not. Once they have succumbed, it is even harder to resist the nages.



The Personalities of Iskitaan

Adul, Anthony - founder of the original University of Magic in Enshalla, his institution has survived in various places throughout the centuries.

Amadis - The first Dark Emperor. Overthrown by Meagnar's Company, with the aid of the wizard Kristof.

Andrellson, Gareth - Andrell Morgonson's son, and the second ruler of Iskitaan.

Arian - Lord Arian, a Black Elf, one of Maddas' greatest generals, eventually defected to Andrell's side.

Ashlyn - a sorceress of some renown, killed during the reign of the first Dark Emperor.

Bellecia, Tia - the Traitor of Roscorin. An illusionist of little power, she saved herself by betraying Meagnar's Company to the first Dark Emperor.

Blackmyn, Courtney - one of the legendary Companions and co-founder of the Order of the Dragon's Flame.

Corvus, Dexter - one of the legendary Companions and later Guardian, then Husband to the sorceress Jasmine, and later ascended to godhood.

Drake, Lebanon - a Half Elf, one of the legendary Companions, known as the Orphan, she was once thought to be a traitor to Andrell's cause.

Eithne - the Lady of Mersone, one of Maddas' most ruthless and evil governors, she was assassinated by The Raven a mere week before Mersone fell to Andrell's forces.

Faleen, Sharyl - A dancer of extraordinary grace and beauty, she charmed the courts of the High King from sometime in the early 1050's and disappeared a few years later, never to be seen again. There are various stories about who she really was, and where she went after she left the royal court, though no one knows which is really true. Commonly heard in the court gossip phrase "She's no Sharyl Faleen" when people are discussing a woman's appearance.

The Dwarves

Short, squat and powerfully muscled, the Dwarves inhabit great Halls and Caverns carved into the tall mountains to the north of Iskitaan. Males all have beards, females do not. They have a life span of between 125 and 500 years.

The Halflings

The least numerous of all the races in Iskitaan, a few dozen live scattered amongst the other races, with no towns of their own. No one knows where they come from and no halfling will tell you where their mythical Shire is. It is unknown how long their life spans are, as they tend to leave before aging too much. It is suspected that they are a long lived, but dying race.

People

Galleragos - a powerful wizard who took his own life because he accidentally killed his own daughter in a jealous rage.

Gelyon - A Dwarven King, and one of the legendary Companions.

Gem, Aleana - half elven daughter of Luna and Griswald, she was a swordswoman of great renown.

Gem, Brent - half elven son of Luna and Griswald, he and his twin sister were wizards of significant power.

Gem, Ebony - Griswald's half-elven half sister, one of the legendary Companions.

Gem, Griswald - one of the legendary Companions, he was later known for his charity work with beggars and as a benevolent lord of Westport. Rode a Great Wolf named Zeggr.

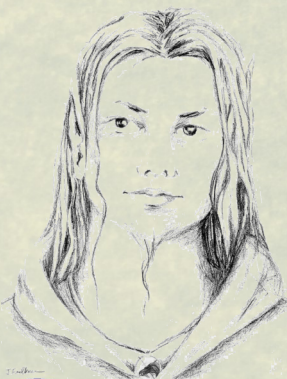
Gem, Heather - half elven daughter of Luna and Griswald, she and her twin brother were wizards of significant power.

Gem, Luna Angelica - Elf, one of the legendary Companions and later co-ruler of the Gatelands with her husband Griswald

Grice, Kentin - Heroine of Westport, a swordswoman of renown.

Hushar, Lord Dexter - a Black Elf, Lord Dexter was one of Maddas' greatest generals. He, too defected to Andrell's side in the final days of the second Dark Emperor's reign, and later began a rebellion against the High King that was put down by a few of the Companions.

Jasmine - an immortal sorceress who resides at Iron Haven in Mount Thunder. She is Kristof's daughter.



Jorganson, Darnett - the infant High King of Iskitaan, who's throne is currently held in Regency.

Jotham of Aradhai - an elf, one of the legendary Companions, co-founder of the Order of the Dragon's Flame.

Kelkinal - an elf, one of the legendary Companions and a wizard of some renown. He re-founded the University of Magic in Nueshalla at Andrell's request, and served as its headmaster for nearly a century before disappearing.

Kristof - the wizard who built the cliffside fortress at Ironhaven, was thought to be an immortal, like his daughter. Disappeared for good sometime in the late 1200s.

Laidon, Valanthe - founder of the University of Caspary, and one of the legendary Disciples of the Ascension.

Larkson, Lindara - a popular elven bard.

Lorelei - Princess Lorelei was the ruler of Roscorin when the wars against the second Dark Emperor began.

Maddas - the Second Dark Emperor. His rule was overthrown and his forces driven from Iskitaan by King Andrell, the Companions and the wizard Kristof. He was killed in the final battle.

Meagnar - Meagnar the Black. A legendary swordsman with a violent nature, he led his company against the first Dark Emperor. Without his help, Lord Wooddeck and the others would not have succeeded in overthrowing the Dark Emperor.

Michaels, Arvin - a sorcerer and one of the legendary Disciples of the Ascension. Co-founder of the University of Caspary.



Morgonson, Andrell - the first High King of Iskitaan. He gained the throne by fulfilling an ancient prophecy and driving back the second Dark Emperor with the help of the legendary Companions. He united Iskitaan through sheer charisma and simply mediating disputes between nobles. He

was greatly beloved by the people.



Morgonson, Melina - Queen Melina was the love of Andrell's life and mother to his children. She was a feisty woman who was much loved by the people of Iskitaan.

Mortenson, Jorgan - the previous High King, recently deceased when the HMS High King Wolf was destroyed and

sunk at sea.

Mortenson-Pike, Francesca - the Regent of the High King's throne, aunt to Darnett Jorganson.

Nakye, Renali - one of the legendary Companions and later an advisor to Princess Lorelei of Roscorin. Known as a master of disguise, it is known she had many alter egos, though who exactly they all were is relatively unknown.

Nightshade, Talon - An infamous burglar and outlaw in and around Roscorin in the years after the second Dark Emperor was defeated. He generally only stole from those who could afford it, and spread what he did take to those in need. His true identity was never discovered, although he is believed to have been of noble blood.

Nishella - an elf, and once captain to Lord Arian in Maddas' army, she later gained renown as one of his generals. She too betrayed the second Dark Emperor in his final days, but unlike Lord Dexter, she remained loyal to the High King until her death in 1062.

Noragsopor, General - The hero of Taran, one of the legendary Companions. Known to be one of the fiercest warriors whom ever lived.

Pavask, Ellie - the first Shield of Cerelia, one of the Disciples of the Ascension, and rumored partner of Reginald Wallace.

Pitinori - an illusionist of great renown in the time of the Companions.

Punyer, Kurt - a Raman priest famous for taking up

arms against the first Dark Emperor, despite the tenets of his religion.

Rafnielen of Destry - a legendary elven Bard, he wrote the saga of Meagnar's company and hundreds of other ballads. Thought to have died during the war to depose the first Dark Emperor.

Raven, The - a legendary assassin who has reappeared many times over the centuries. Many think the original Raven was an alter ego of Lebanon Drake and the ones since then have been pretenders, while others think that the Raven may be another immortal.

Redleaf, Tiplar - legendary elven archer who was once a member of Meagnar's Company. Known as the greatest archer who ever lived, he disappeared into the realms of the Cersily, and is rumored to have become one of the Ricsily.

Rinya - one of the renowned Companions. Legendary with her sling.

Saker-Soards, Genevieve - one of the legendary Companions, she was also known as the Daughter of Love. It is said she was so beautiful that she can make men love her with just a smile. She rode a huge black Lograh named Revi while she was with the Companions.

Shades, Kira - one of the Disciples of the Ascension, companion to Chantel Victoria.

Shieldmaker-Mortenson, Alvina - mother to the current infant High King, Darnett Mortenson.

Smythe, Tyler - said to be the second greatest archer ever, also known as the Masked Archer for the bronze mask he always wore. None know what became of him after he met the Companions.

Soards, Cerelia - one of the legendary Companions, she was known as the Angel of Death, for the violence she can cause on the battle field and the sheer number of enemy soldiers she killed. Seemingly immortal, she ascended to the status of goddess of justice with the help of Reginald Wallace and the Disciples of the Ascension.

People

Soards, Payton - son of Genevieve and Tyler was said to be gifted with mysterious powers, he is most commonly known now as “The Prophet Payton.”

Soards, Tyler - a well respected Raman priest who was one of the one of the legendary Companions. Married to Genevieve.

Talren - one of the legendary Companions

Telchu, Garret - at one time a captain to Lord Arian, he eventually became the overall leader of Maddas’ forces when the others defected. Died at the fall of Mersone.

Victoria, Chantel - one of the legendary Disciples of the Ascension and one of the early shareholders of Victorian Shipping before their merger with Spirit Shipping.

Wallace, Reginald - the first Sword of Cerelia, and the leader of the Disciples of the Ascension. He and Ellie Pavask were responsible for founding Cerelia’s church.

Wetzel, Jordan - a Perovian fighter of reknown, one of the legendary Disciples of the Ascension.

Wooddeck, Katti - daughter to Wolfthane and Tylia, she was the ancient matriarch of the family that still rules Thames and Perovia.

Wooddeck, Terone - known as the Beastbutcher, one of Meagnar’s Company.

Wooddeck, Tylia - Lady Tylia of Perovia, a powerful sorceress in her own right and wife of Wolfthane.

Wooddeck, Wolfthane - the First Lord of Perovia. Saved Roscorin from an orc invasion by carving out the kingdom now known as Perovia as a buffer state.

Zoltan, Pieter - Genevieve’s brother and husband to Rinya, he was a privateer of some fame along the Ulder coast. He died only months after marrying Rinya trying to help the Companions stop an R’rabian invasion at the Maelstrom Isles.



Organizations and Groups of Iskitaan

Bard’s Guild - Officially the Guild of Bardic Knowledge, the Bard’s Guild is an informal organization that tasks itself with keeping the stories bards tell straight and truthful as they are passed from generation to generation.

Brotherhood of Sailors - Headquartered in Taran, the brotherhood has guild houses in most port cities. Their purpose is to assist sailors with employment and skills. Not every sailor is a member of the brotherhood, but most are. The brotherhood does not accept women in its ranks.

The Clan - A mysterious organizations of wizards whose purpose and true goals are unknown. Rumored to have assisted the Companions, opposed the Disciples and generally played about in human affairs off and on for centuries.

The Immortals - there are few among the men and woman of Iskitaan who appear to be undying and destined to live forever. Though many are suspected of being immortals, the only two who freely admit to being immortal are Kristof and his daughter Jasmine. It is said that the only way an immortal can die is to be slain by a Sword of Fate. According to legend, Maddas was an immortal, too, and he was only slain when Griswald ran him through with SpellCutter.

Order of the Dragon’s Flame - founded by Jotham of Aradhai and Courtney Blackmyn after the second

Dark Emperor was defeated to provide the priests of Rama and the Sisters of Life a formal means of protection. Within the order itself are two philosophies, or Ways. The Way of the Dragon are armed and armored knights responsible for the security of Raman temples and monasteries. The Way of the Flame are unarmed monks, responsible for the security of Chalan Temples and the Sisters of Life

Order of the Ivory Tower - an order dedicated to rescuing and providing for orphaned children.

Sisterhood of Sailors - Headquartered in Redcliff, the sisterhood was formed to serve the growing number of women sailors that the Brotherhood refused to serve.



Schools of Iskitaan

There are many fine and prestigious institutions of higher learning in the kingdoms of Iskitaan, these are some of the most renowned.

Farmer's College of Andega - a small college near Tallinfax dedicated to teaching the best and latest agricultural practices. Every farming family in Andega tries to send someone to the college every generation or two, while large landholders and nobility from the around Iskitaan will send promising candidates there. It is said that most of the staff of master gardeners who maintain the High King's grounds in Andrellsport have attended classes at the Farmer's College.

Maelstrom College of Battle - located in Westport, Gatelands, the Maelstrom College specializes in

combat techniques and battle strategies. Founded by Lebanon Drake after the Reunification Wars, classes at the college have been taught by other famous warriors as well, such as Jordan Wetzel, Kenin Grice, Thomas Fairchild and Gabrielle Gem.

Sea College at Redcliff - dedicated to everything nautical, many of the most successful and famous ship captains in history attended school in Redcliff, such as Chantel Victoria.

University of Caspar - founded by Valanthe and Arvin Michaels, former Disciples of the Ascension, the university has one of the largest educational programs in Iskitaan.

University of Magic - the University of Magic was once a great and noble college in and of itself, at first in Mersone, then later in Nueshalla. But after the destruction of Nueshalla and the sinking of the Isle of the Winds, the college was decentralized, and its programs and classes spread among the other large universities and prestigious colleges throughout Iskitaan. To be accepted into the University of Magic officially, one must attend classes at its headquarters in Andrellsport, but after that, a sorcerer could find them selves doing further study in Mersone, Mount Thunder, Taran, Caspar and even Redcliff.

University of Mersone - created from the academic remnants of the famed University of Magic, it is the finest institution of higher learning in Iskitaan.

University of Taran - the oldest continuous institution of higher learning in Iskitaan.

The Mythos of Iskitaan

Iskitaan was created when the god Rama scooped a huge hole in the substance of the universe to protect his mortal creations (Dragons, Elves, Humans, Dwarves and Halflings) from his evil brother Kram. Kram was jealous of the attentions the mortals gave Rama, and when the mortals would not worship him too, he began to destroy them. Kram even created mortal creatures of his own (Orcs, Goblins, Wyverns, Trolls and Ogres) to assist him.

Rama finally won the war between he and his brother, and managed to lock his brother away, where he couldn't harm mortals. Rama spent much of his power securing his brother's prison, but with what remained he divided himself into the rest of the gods to help protect and guide his mortal creatures. Other, less benevolent Gods and demons are vestiges of Kram's power that didn't get locked away with him.

The power of any individual god can vary depending upon the faith of his/her followers. For many years under the second Dark Emperor's reign, while the worship of Rama was outlawed, his power was very weak (though still mightier than that of any mortal or immortal). And through pure faith and worship, the followers of Cerelia and later those of Dexter caused their ascension to godhood.

The Gods of Iskitaan

Cerelia - Goddess of Justice, Protector of Innocence

Chala - Goddess of Life and Healing

Dexter - God of Lies, Deceit, Rogues and Ambition. The two-faced god.

Knorr - God of Death and the Afterlife

Kram - He whose name is not spoken. God of Orcs, Trolls, Goblins, Ogres and other creatures of chaos. The evil one Rama trapped to protect the mortal creatures of the universe.

Rama - Grandfather of the gods, creator of the universe. Rama's basic tenet is "To everything there must be balance."

Cercelebsal - God of Elves

Gromm - God of Dwarves

The Old Gods

Those gods whose worshipers and power has waned.

Larrid - God of Lies and Deceit

Cynther - Goddess of Halflings

The Demi-Gods

Former mortals whose souls are gaining in power because they have a following of faithful worshippers.

Genevieve - Goddess of Love

Luna - Goddess of Fertility.

The Lords of War - some time around the First Fixter-Lear war in 1245, Iskittanni leaders began to pay homage, and later even pray to legendary warriors such as Arian, Griswald, Meagnar, Noragsapor, Jotham, Jordan, Kenin and more for a variety of reasons, relating to victory in battle. Each of the various legendary warriors was revered for a different reason in different areas and at a slightly different mix, but the end result has been the rising power of the Lords of War. The exact makeup of the Lords of War is still in flux, and often dependent upon the individual warrior or leader, and the kingdom they reside in. But the primary Lords of War are:

- **Griswald** - the Lord of Leadership, Honor and Chivalry, often regarded as a reluctant Lord who would avoid war whenever possible. Paid tribute to by those seeking to make wise leadership decisions and maintaining honor.
- **Arian** - the Lord of Vengeance. Paid tribute to by those seeking vengeance in battle.
- **Noragsapor** - the Lord of Strategy and Tactics. Paid tribute to by those seeking the best strategy and tactics with which to outwit their opponents.
- **Jordan** and **Kenin** - the Lord and Lady of Warriors. Paid tribute to by those seeking to do their individual best in battle.
- **Tiplar** - the Lord of Archers, paid tribute to by

those seeking to have true aim in battle.

Lebanon, Reginald, Chantel, Wolftane, Courtney, Meagnar, Jotham, Terone and Aleana are a few of the other legendary warriors who are often revered as one of the lords of war.



The Religious Institutions of Iskitaan

In addition to temples and shrines to each of the gods of Iskitaan, there are several organizations that either encompass more than one religion, have additional purposes, or are not recognized as official religions.

The Sisters of Life - an order of women who dedicate themselves to both Rama and Chala. They are teachers and healers, sworn never to take a life.

The Order of the Dragon's Flame - A Templar Order of Knights dedicated to protecting the priests and priestesses of Rama and Chala. Founded in 1018 AE by Jotham of Aradhai and Courtney Blackmyn, at the request of King Andrell. Knights and Monks of the Order represent the virtues of honor, chivalry and order.

The Cerelians - the church that worships the goddess of justice and retribution. They also see her as a protector of innocence, and an alternate god of the

afterlife. The church has a militant arm known as the Swords and Shields which assist secular authorities in dispensing justice and protecting the innocent.

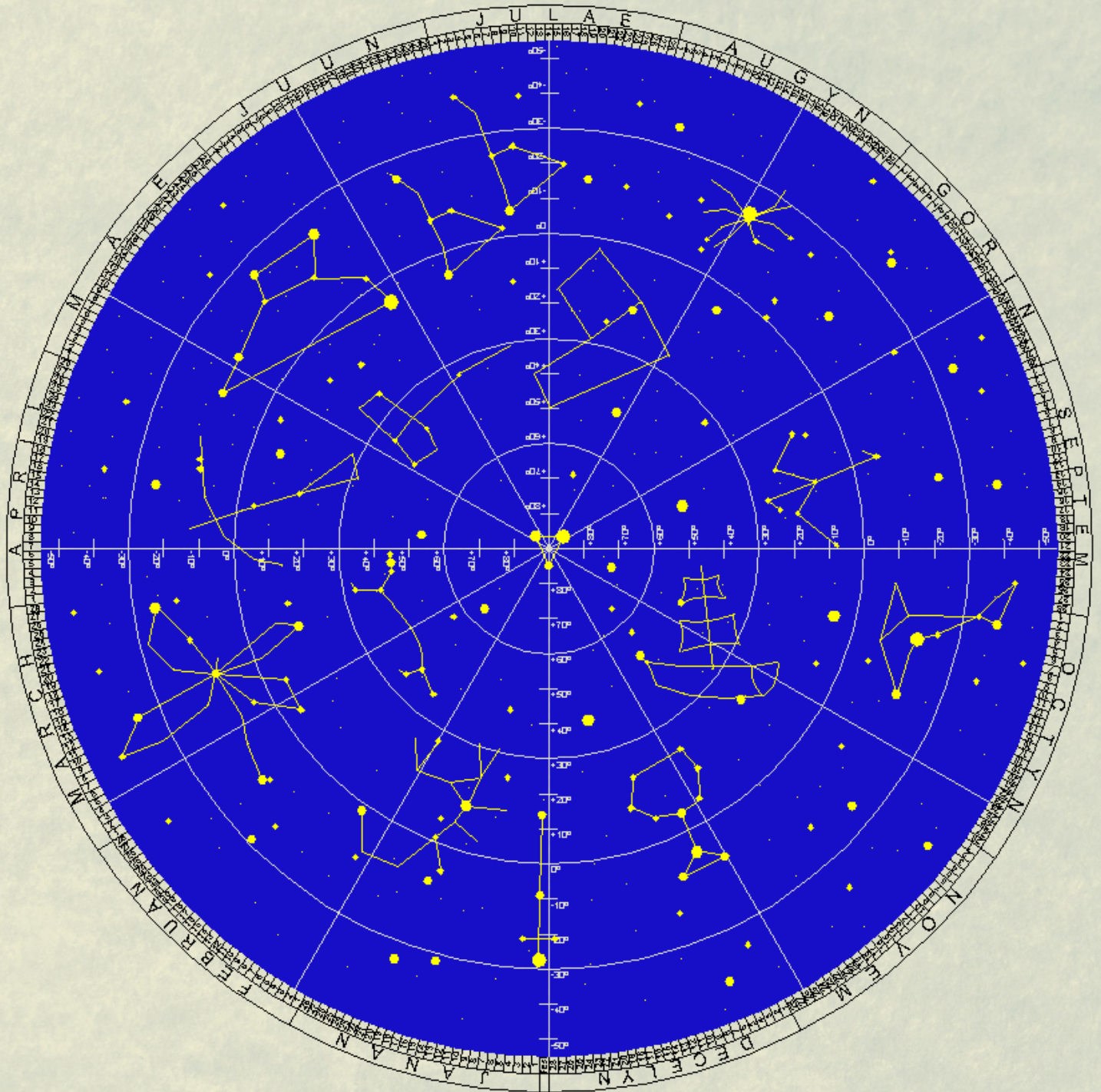
The Dexterians - the church that worships Dexter Corvus in his aspect as the god of Thieves and Rogues. Dexterian temples are often frowned upon and hidden out of plain sight.

The Corvusians - the church that worships Dexter Corvus in his aspect as the god of Ambition and Success. Corvusian temples and shrines are the more public side of the worship of Dexter, and it's not unusual for any successful businessman to have a personal Corvusian shrine.

The Children of Genevieve - a group that worships Genevieve Soards as the goddess of love. Most people regard the Children of Genevieve as lovesick fools.

The Valanthians - a group that worships Valanthe Laidon as the goddess of knowledge.





The Constellations of Iskitaan

Originally from Enshallen lore, the true origins behind many of the known constellations have been lost to all but the most knowledgeable scholars. But the following stories have become popular because of the sailors who use the stars to navigate by.

Janan - The Citadel

Also known as The Fortress, it is either Rama's home,

or the prison in which He Who Must Not Be Named is locked away in. Most believe it is a prison, because Rama lives within the Triad.

Februan - The Spider

A minion of He Who Must Not Be Named, the spider awaits his master's return.

March - The Dragon

An avatar of Rama himself, the Dragon watches over

all of Iskitaan.

April - The Dolphin

The Dolphin chases the Ship of Fools across the sky, trying in vain to get them to turn back to Iskitaan.

Mae - The Ship of Fools

Long ago, a ship of foolish men set sail in an attempt to reach the Triad. They have sailed for eons, and though they've finally reached the sky, they are no closer to the Triad.

Juun - The Chalice of Chala

Also known as the Cup of Life, it is within the Chalice that Chala holds the gift of life.



Julae - The Sword of Destiny

Rama placed the Sword in the night sky eons ago, promising that one day a great hero would ascend to the sky and take it down to help mankind.

Augyn - The Scorpion

Another minion of He Who Must Not Be Named, the Scorpion has sworn to chase down and kill the Ferret because of his taunting.

Gorin - The Dragonfly

When Larrid released his Ferret to distract Rama from his task of creating the Sword, Rama created the Dragonfly to distract the Ferret. The Ferret has chased the Dragonfly ever since, refusing to return home to Larrid.

Septem - Larrid's Ferret

Larrid loosed his ferret upon on the cosmos to hinder Rama's efforts to forge the Sword of Destiny. Unfortunately for Larrid, his ferret has refused to return, and romps the heavens in a merry game of chase with the Scorpion and the Dragonfly.

Octyn - The Crossbow

The favored weapon of He Who Must Not Be Named, it was dropped among the stars when Rama imprisoned him.

Novem - The Hammer and Anvil

The tools Rama used to forge the Sword of Destiny.

Decelyn - The Twins

The Twins are the appointed guards of the Citadel.

The Triad

The triad is the strongest and most prominent of the constellations of the night sky. Because it also happens to always mark the direction of north, it is extensively used by those navigating the seas and frontiers. The Triad isn't associated with any month of the year, because it's power does not change through out the year. There are those who say it marks the directions to Rama's realm.

The Creatures of Iskitaan

Iskitaan has many of the usual fantasy creatures and monsters. The occurrence of magical or fantastic creatures is fairly rare, encounters with mundane creatures like bears are far more common. Creatures unique to Iskitaan or ones with notable attributes unique to Iskitaan are noted below.



Centaur - merely creatures of legend, said to be the greatest of archers. There have been no reliable reported sightings/ meetings of centaurs in over 1500 years.

Dragons - immense creatures of grace, agility and power, Dragons do not act hastily in anything. They are a dying breed, as confusion with evil Wyverns has led to many of them being killed off. Despite their long life span, the killings and their low birth rates are leading to fewer and fewer Dragons. One of the few creatures who can exist in the realms of the Cercsilv. Dragons can be found in all sorts of temperaments and colors. Although some folklore attributes certain colors to certain behaviors and abilities, the wisest scholars recommend that you 'should never judge a dragon by its skin.'



Dragoynes - The most common of dragonkind, none can say where they come from. Usually no more than about three feet long, they are found in a wide variety of colors and attitudes. They are intelligent creatures, and favored as familiars by wizards.

Dryads - also known as nymphs, they are silv cousins who are magically attuned to and bonded to a specific geographical feature. Reclusive and shy, and most people will never know that a Dryad resides in their local forest, river, lake or stream.

Faeries - Most men dismiss the existence of Faeries, as they are invisible to all humanoids, except pregnant women, nursing mothers and young children. Thought to be a delusional state associated with other symptoms of pregnancy, often one of the first symptoms noted.

Giants - legends exist of a race of huge humanoids standing two to three times as tall as a man, and how they befriended the first settlers of the Exodus. The legendary city of Tenandryl was said to be a home of both giants and men. Numerous ruins around Iskitaan lend credence to the legends of gigantic people. But if they still exist, there has been no direct evidence of them for over a millennia, though the Cercsilv, R'rabians and even dragons say they do.



Goblins - small, wiry and conniving humanoids with green skin. Smaller cousins of the orcs, found in many of the same places.

Great Wolves - Thought to be mythical until Griswald of the Companions appeared riding a giant wolf named Zegr. Great Wolves roam the wilderness valleys of the kingdom of Hyegorn. Most who enter their territories do not return.

Lizardmen - Giant bipedal lizards of limited intelligence. Origin unknown. Somehow associated with The Clan



Lograh - Giant cats, standing about five foot high at the shoulder. Semi intelligent, they can be trained as excellent riding creatures, if tamed young enough. Life span is about fifty years. Originally found in the Dim Mountains bordering the Chaos Lands, the largest pride of Lograh are now found on a preserve in the kingdom of Ulder. The most legendary of the Lograh is the Companion Genevieve's mount, Revi.

Misydral - a semi-intelligent flying reptile with about a 1 meter wingspan. Used as messengers.



Orcs - tall, brutish humanoids with green skin, of low intelligence and prone to mayhem and violence. They infest the areas around and under the Dwarven kingdoms.

Skitterlings - terrifying creatures of chaos and evil. Frequently seen throughout the reign of the second Dark

Emperor. Bipedal, about seven feet tall, with four arms, each ending in a bonelike blade. Ink black in color, with glowing green eyes. They are named for the sound they make as they approach their prey.

Vampires - an ancient and evil curse that made humans crave blood and shun sunlight, the scourge of which was removed from Iskitaan forever during the Vampire Wars.

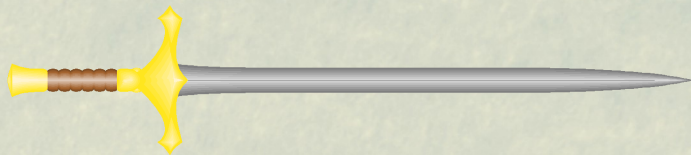
Venitors - an all white, fuzzy kangaroo like creature native to the cold, high regions of the Greythern Mountains. Prized by the Ricsilv for their leather.

Wyverns - smaller, shorter lived and have a higher birth rate than true dragons. Wyverns are inherently evil, and often mistaken for true dragons by the fearful and those who don't know better.





The Swords of Fate



Created at the Well of Swords during the fall of Enshalla to combat the chaos hordes. There is said to be somewhere between forty and eighty of the swords overall, though only a few are widely known. They are distinctive and easy to recognize. Each is about the size of a bastard sword, yet light enough to be wielded single handed with ease.

Each of the swords has a unique name and power, despite the fact they all look alike. Celebnar, The High King's sword, is the only one that differs in appearance - on the side of the blade, its name is emblazoned in Enshallen script.

The most well known swords of fate are:

Celebnar (lost when Nueshalla sank)

Magic in Iskitaan

Magic in Iskitaan is a very powerful, and chaotic thing. Practicing magic is a careful balancing act, as it is as dangerous as it is useful. Many wizards and sorcerers are actually fearful of using their magic, just for the risk it entails. For that reason, most magic is encountered as Magical Items, as it is easier to control magic energies locked to an artifact than it is to control those same energies in their raw form.

There are two forms of spell casters in Iskitaan. There are those who are born to it, to whom it is an innate ability, as much a part of them as their nose. These types are known as Sorcerers. Then there are those who spend years studying magic, learning to harness the power of magic through sheer force of will. These are known as Wizards.

They are the Swords of Fate

*Each has its own
destiny and purpose*

*Those who bear them are
held in awe and fear*

*Those who wield them are
bound to their fate*

*But the question remains
To whom are they more dangerous?*

Their bearer?

Or his Foe?

Dragonslayer (held by the Order of the Dragon's Flame)

Wallbreaker (held by the First Sword of Cerelia)

Pathfinder (held by the ruler of the Gatelands)

Spellcutter (damaged when the Second Dark Emperor was killed. Current whereabouts unknown)

Heartcrusher (rumoured destroyed)

Oathbreaker (lost in the Maelstrom)

Webweaver (held by the ruler of the Maelstrom Isles)

The Seven Swords of Salvation

Seven swords created by the wizards of Enshalla after the Well of Swords was lost. The swords are symbolic of the seven virtues, and all but one are held by the High King of Iskitaan. The Seven Swords are:

- **Faith**
- **Hope**
- **Charity**
- **Fortitude**
- **Justice**
- **Temperance**
- **Prudence.**

The Seven Swords of Sin

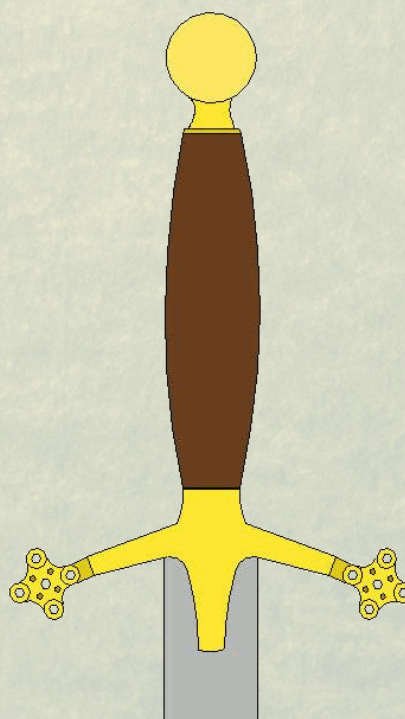
When the wizards of Enshalla created the Swords of Salvation, they chose to enhance the power of those swords by creating seven opposite swords, utilizing the rule of twins. They were supposedly destroyed by being sunk into the deepest part of the Vileshall Sea. It is rumoured the swords were never destroyed, and at least one was found on the Isle of the Winds when Andrell took the throne.

The Swords of the Realm

During his reign as High King, Andrell had his trusted friend Kelkinal craft between 100 and 200 magic swords. These swords were gifted to various noble families and individuals who performed great services for Iskitaan and/or the High King. Upon his coronation after his father's death, Andrell's son Gareth declared that no more of these swords would be crafted, that they were wholly his father's gifts.

The High King's Swords

Gareth Andrellson, the second High King of Iskitaan did not entirely abandon his father's tradition of awarding swords to worthy citizens of Iskitaan. He had his own, non-magical swords crafted, and distributed those. Every High King afterwards has done similar, and there are thousands of the High King's Swords spread across Iskitaan. Though there are thousands of these high quality swords, each High King had their own distinctive pattern, and so there are only 28 versions of them. While none of them were forged as magical weapons, and the vast majority of them are not, a few dozen or so have become magical by various means over the centuries, whether by absorbing the magic of a great deed, or an owner paying a wizard a great deal of money to enchant one.



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