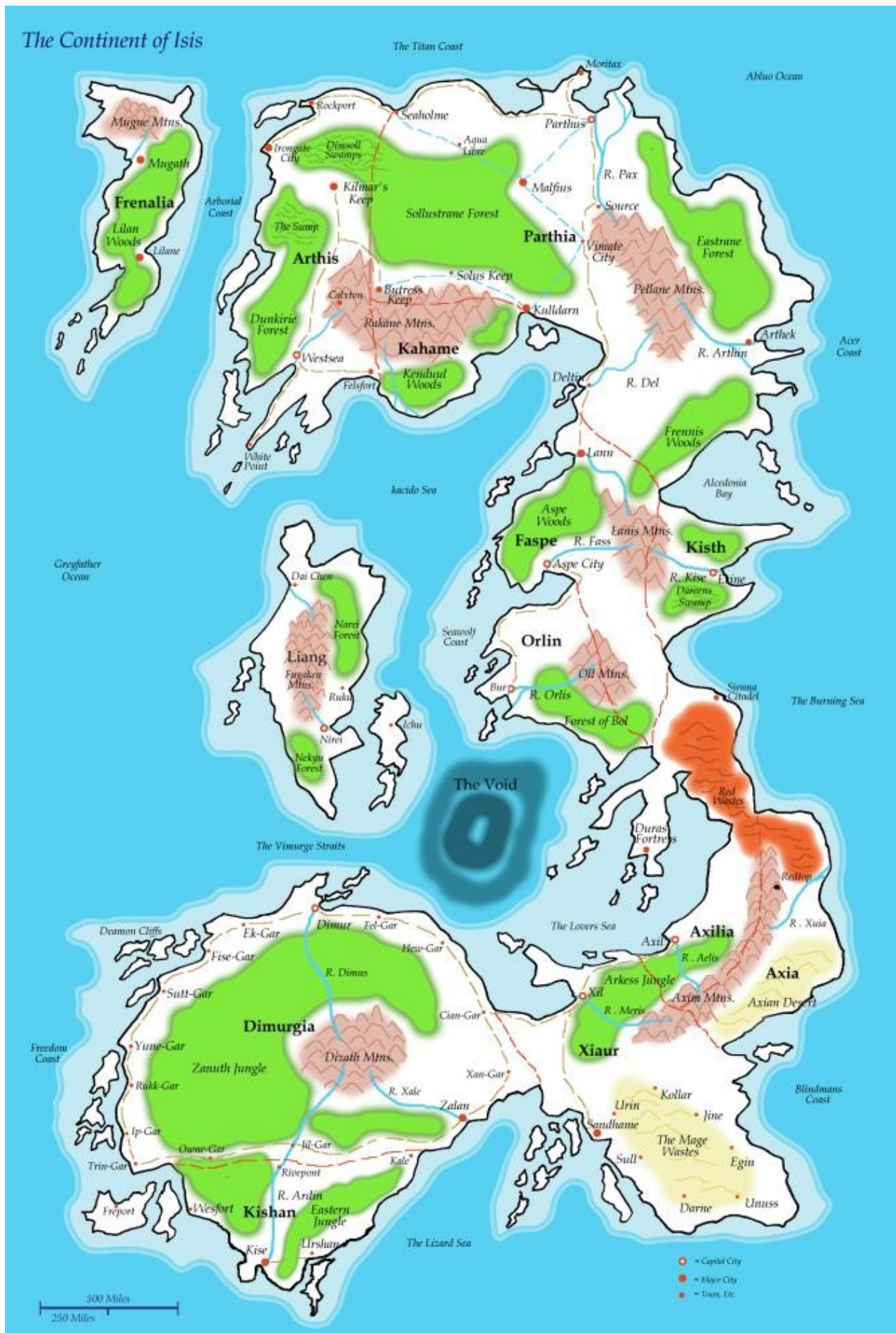


Isis R.P.G World

Written by Dale Cunningham aikighost@gmail.com (2008), based on west end games d6 system™ suggestions or enhancements welcome. Have fun.



The Nations of ISIS

Arthis

Population: 2 million (60% Arthian, 20% Parthian, 10% Fregallu, 10% other)
Exports: Precious Gems, Metal, Poetry
Enemies: Westersean Nation, Kahame
Technology: Excellent Metalworking
Military: Small Elite Navy, Strong Cavalry, moderate standing militia of serfs.
Major Cities: Westsea, Irongate City
Major Religions: Khell the Excelsior, The Parthian pantheon is also strongly favoured here.
Government: Elected King (currently Aynor Killrosen, chosen by the most powerful Arthis families.)
Law: Varies by region, meted out by local sheriff as appointed by local lord, harshness depends on local lord. On certain matters trial by combat is afforded to those of noble birth if the local lord approves.
Notes: Most Arthians are serfs working as farmers, traders or craftsmen. Arthis is ruled over by a small and powerful elite of landowners. No pretence of democracy is seen amongst those of Arthian stock unlike their nearby neighbours the parthians. Those of noble Arthian stock have a proud and long history of military service either as Knights or Navy Captains. Many members of Arthian nobility have pretensions of being “Noble defenders of the common man” but can as often be seen meting out cruel punishments to common folk who fail to bring in a good harvest. Many of the Arthian noblemen who claim to be followers of the “Way of Khell” are seldom up to the job, the rare exception being the members of the elite religious Knights Excelsior who are seen by the common man as the true representatives of Khell. Unfortunately most of the more well to do Arthian nobles see them more as “An overly earnest pain in the posterior”.

Axia

Population: 100,000 (80% Axian Tribesmen, 10% Heltron, 10% other)
Exports: Jade and blood gems mined by the Heltron, and a lot of red acidic dust
Enemies: The Axilian nation, most non-Axians
Technology: Metal Weapons but only non-metal armours
Military: Roving Tribes, not National army or navy.
Major Cities: None, large numbers of clans settle at delta of river Xuia
Major Religions: Shamanic spirit and ancestor worship with Aixane “The Great Hunter” being a major figure amongst these.
Government: Tribal elders meet from time to time to discuss territorial and spiritual matters.
Law: Each tribe makes its own, generally decided by tribal elders and Shamen
Notes: The Axian nation is a harsh land, with desert to the south a barren scrubland at its heart and the red wastes to the north not many can live here. The Axians can rightly claim to be the toughest of the humanoid races and defend their territory with a similarly harsh hand. Any non axian travelling in this land is taking their life in their hands.

Axilia

Population: 300,000 (70% Axilian, 10% Heltron, 5% Axian Raiders, 15% other)
Exports: Top quality Wine and Food, jade and blood gems mined by the Heltron.
Enemies: The Axian nation
Technology: Dimurgian imported engineering expertise
Military: Small standing army and navy, backed up by several legions of Dimurgian crack troops.
Major Cities: Axil
Major Religions: Shamanic spirit and ancestor worship now being steadily tinged with influences from the Dimugian cults.
Government: Ruled by an elected council of elders.
Law: Some tribal elements of Axian law remain but in mostly overridden in favour of Dimurgian law.
Notes: The people of Axilia whilst proud of their warrior traditions and history see themselves as a more progressive nation than their Axian counterparts to the east. Most of the actual progress in Axilia can be traced to one source, Dimurgian expertise. Dimurgian culture and technology has been imported wholesale to Axilia over the last century or so. Many of the members of the council of elders attained their position due to a close association with Dimurgian noblemen and Merchants. Some would even go so far as to say that Axilia is ruled from Dimur, with the Dimurgian ambassador (Galin Xanis) being the most powerful man in the kingdom. This does not sit well with a large vocal minority of traditionalists and Axilian nationalists.

Dimurgia

Population: 4.5 million (70% dimurgian, 10% Mungar, 10% Borth, 10% Other)
Exports: Rare Oils, Silks and Fine Materials, Spices.
Enemies: The Westersean Nation, Strong cultural rivalry with Parthia
Technology: Strong Alchemical bent, many advanced medical procedures, and some Liang black powder technology.
Military: Strong standing army with many veteran divisions stationed in the fortress towns on the great Dimugian trade route around the Zanuth jungle, small but veteran and elite naval units defend coast from Westersean brigands and Murdath raiding parties.
Major Cities: Dimur, Zalan
Major Religions: Dimu “The Jungle Lord”, various small cults both legal and illegal.
Government: Elected High Plutarch, usually either a leader of one of the merchants guilds or a puppet of the guilds
Law: The Dimugian legal system is harsh and generally seen by outsiders to be unfair. Good legal representation is expensive in Dimurgia and completely necessary to understand the arcane nature of the statute books. Penalties can be anything from loss of a limb or other body part, Slavery, or even enrolment in a gladiatorial school for the masses entertainment.
Notes: The two most often used phrases attached to the nation of Dimurgia by foreigners are “Money Talks, bullshit walks” and “It's not what you know but who you know”. Dimurgia is a nation of extremes, from the glittering palaces of the Plutarch and the excessive lifestyles of high ranking merchants guild members to the filth strewn streets of Dimur's old quarter, social inequality and the rule of a harsh regime are felt everywhere in Dimurgia but most especially in the capital city of Dimur. Slavery and Indentured servitude are not just accepted they are often socially expected. This three-tiered nation can be summed up as “The Rich, The Powerful, and the rest of the scum”.

Faspe

Population: 1.5 million (20% Parthian, 15% Arthian, 15% Borth, 15% Axilian, 15% Heltron, 20% Other)

Exports: Precious Metals, Gemstones, Timber

Enemies: None

Technology: Parthian Imported Engineering

Military: A small standing army, backed up by a strong city based militia and a legion of Parthian soldiers based in the city of Lann.

Major Cities: Aspe City, Lann

Major Religions: Faspe has a history of welcoming all religious beliefs from around ISIS.

Law: Faspe law is a modern constantly revised and fair system of codes based on the beliefs of all its constituent peoples.

Notes: Known as “The gateway to the south” Faspe is depending on your point of view either “The most open understanding and fair society in the known world” or “A boring one horse nation that couldn’t throw a good party if you forced it at sword point”. Faspe is a democratic, fair, free nation that attracts social outcasts, freedom fighters, merchants and escaped slaves from the length and breadth of Isis. While Faspe tries to stay neutral in all its dealings with foreign nations in recent years the Faspain high council have much to their chagrin had to accept the presence of a legion of Parthian crack troops in Lann for “protection against their enemies”, although the people of Faspe are said to be of almost infinite patience this matter may well come to a head over the next few years.

Frenelia

Population: 350,000 (95% Fregallu, 4% Demon/Outsider, 1% Other)

Exports: None

Enemies: The Westersea Nation, although no nation has ever had an embassy on Frenelian soil it keeps cordial but guarded communications open with all other nations on ISIS, especially with Liang.

Technology: Some advanced engineering but mostly demonic oddities and constructs

Military: Unknown but presumed to be some kind of elite magically enhanced force.

Major Cities: Lialane, Mugath

Major Religions: None as such but many pacts have been made with powerful netherworld entities.

Law: Nothing is known of Frenelian law.

Notes: Frenelia is seen along with Liang as one of the two most impenetrable nations on Isis, both in terms of its culture and its intentions towards the world at large. Although Frenelia has not engaged in any kind of conquest in recorded history its is known by scholars that in the past at some point a race of demonic half breeds swept the continent like a plague and where only beaten back by great struggle and sacrifice. Many equate the beings in this fable to the nation of Frenelia. Their refusal to enter into trade with the other nations of Isis does not help matters, and the frenelians are often seen as the “bogeyman” by the common folk of most nations.

Kahame

Population: 300,000 (45%Gunrag, 20% Nareel, 10% Heltron, 10% Parthian, 10% Arthian, 5% Other)

Exports: Precious Gems and Minerals, Timber

Enemies: None

Technology: Nothing exceptional

Military: Gunrag raiding Parties, and various small forts manned by local warriors.

Major Cities: None

Major Religions: Dependent on racial makeup of a fortress

Law: By fort or tribe.

Notes: Kahame is the wild north in all its glory, only the tough or the foolhardy venture here, the Gunrag raiders and harsh mountainous conditions make Kahame a place to avoid unless one is in the business of mining for precious materials like the Heltron are, or one enjoys the isolation in the peaks of the Rakane mountains as the Nareel do.

Kishan

Population: 700,000 (50% Dimurgian, 20% Mungar, 15% Borth, 5% Liang, 10% Other)

Exports: Rare Herbs & Spices, Fine Wine.

Enemies: Kishan has no official enemies but Dimurgia does not like the fact that Kishan trades with the Westersea Nation

Technology: Well fortified Castles and Strong hulled Ships

Military: Small standing army and Navy, Major patrols of roads, and strongly defended cities.

Major Cities: Kise, Wesfort

Major Religions: Varies dependant on racial profile of area.

Law: The law in Kishan is based on Dimugian law but with a stronger belief in equality, many Dimugian merchants have learned that merely being wealthy will not save you from a prison sentence in Kishan.

Notes: Whilst heavily culturally influenced by Dimurgia and the Westersea Nation, Kishan has a flavour and feel of its own, heavily mercantile and seagoing in nature Kishan is both wealthy and wild enough for its citizens to have a strong interest in democracy and freedom. The Council of 5 is elected every 3 years thus leading to a situation where no one group ever has the ability to push through unreasonable laws or change the structure of large portions of Kishan law. This seems to make Kishan both free and politically stable much to the annoyance of those who would try to maintain a stronger grip on Kishans resources.

Kisth

Population: 600,000 (25% Axilian, 25% Heltron, 20% Borth, 10% Filu, 20% Other)

Exports: None

Enemies: None, but fiercely independent

Technology: Specially treated navy ships to withstand the burning seas ravages

Military: Small standing army, small but well equipped navy strongly enhanced by having good knowledge of the burning sea

Major Cities: Erine

Major Religions: A mishmash of cults from the Axilian, Heltron and Borth traditions.

Law: Strong no nonsense and quite harsh with no death penalty, except for treason and crimes committed by foreigners

Notes: Although not a powerful nation by any stretch of the imagination Kisth manages to be fiercely independent due in some part to the practicality of its people but perhaps more because of its protected and isolated borders, The lanis mountains and Dareens swamp stop approach to the city of Erine form two directions and the burning sea and a well equipped navy make a sea assault nigh on impossible. Even if an attacker where to approach Erine they would need extremely strong engines of war and sorcery to enter the city. Erine is not only incredibly heavily protected but it is also positioned atop a huge knoll of stone thrusting over 300 foot into the air. Kisth tends to verge on the xenophobic in their relations with other nations except with Faspe who the have built an uneasy trust with over several hundred years although the new political machinations of Parthia in Faspian affairs have not helped this.

Liang

Population: 3 Million (99% Liang, 1% Other)

Exports: Oddly Designed Art, Some magical artefacts

Enemies: None presently but Liang has an uneasy relationship with most nations on Isis.

Technology: Advanced Engineering, Skyships, Black Powder Weaponry, and Canonry.

Military: Army numbers are unknown but assumed to be large and well trained, Navy consists of a huge fleet of sea and air going ships most of which are equipped with black powder weaponry.

Major Cities: Nirei, Dai Chen, Ichu, Ruku

Major Religions: The path of Lai – “The Great Spirit”

Law: Brutal, and based on a strict honour based caste code.

Notes: Liang is a land of honour, advanced technology and mystery. Very few beings of non-Liang origin have ever been allowed to enter the domain of Liang, and even then usually only when the Emperor or Dai-Lai as Liang call him decides it is important. The Liang race are believed to be a crossbreed between the Fregallu and Dimugian races and maintain the aptitudes of both their progenitor races, they are good conversationalists, researchers and diplomats but also have access to ancient summoning Magics and elsewhere lost fields of advanced engineering. Liang culture has five levels of society, listed in order of the respect accorded them they are, Lai (The Emperor), Likuni (Monk like seekers of truth), Kakuni (The Nobles), Airenni (Craftsmen and Tradesmen) and finally the Urkuni (The untouchables, The poorest of the poor and foreigners)

Orlin

Population: 700,000 (35% Filu, 35% Borth, 20% Heltron, 10% Other)

Exports: Intricate Clockwork and other devices, Metal ore and gems, Fine food and ales

Enemies: None but are occasionally raided by Seawolf pirates and Gunrag raiding parties from the forest of Bol

Technology: Highly advance in the crafting, engineering and mining

Military: Small army of Heltron Warriors and Axilian Mercenaries, Murgallu mercenary navy. Orlin tries to maintain its neutrality in all things.

Major Cities: Bur

Major Religions: Noaraon “The watchmaker”, Bune (Borth), Core (Heltron)

Law: Orlin law is fair just and usually tailored to the individual, its justice system is not retributive but is aimed at conflict resolution.

Notes: Orlin is a very peaceful nation that concerns itself with personal advancement, trade and technology far more than conquest or international politics. The interesting mixture of Orlins main cultures gives this land a unique flavour, which is sometimes hard to understand for outsiders. Orlin maintains its neutrality in all political matters as best it can and tries to be on the best possible terms with its neighbours. The city of Bur is a very advance place with all manner of advanced technological gizmos and social ideas. Up to and including running water to most homes, street lighting in all areas, a steam powered communications system of tubes and canisters and a very enlightened social welfare policy.

Parthia

Population: 7,000,000 (80% Parthian, 10% Arthian, 10% Other)

Exports: Fine Wine, Technology, Art and Culture, Legions of Soldiers

Enemies: Currently no open opposition, but many nations are not enamoured of Parthian foreign policy.

Technology: Advanced engineering, Major Canal routes and Aqueducts, Metal armour & Siege engines

Military: Large extremely well trained and equipped army and a strong if not as advanced navy.

Major Cities: Parthus, Malfius, Kulldarn, Arthek

Major Religions: Parthus “The World Singer” and his surrounding pantheon, Plus various cults and foreign religions.

Law: Parthian law believes itself to be fair and impartial but actually has a strong in built bias against non-landed Parthian citizens and foreigners.

Notes: Parthia is the most militarily powerful nation on Isis, it sees itself as a beacon of fashion, technology, culture and freedom. Other notions are not as sure, parthians tend to be so self assured and ignorant of others beliefs as to be patronising to non parthians. This has lead to an uneasy trade and diplomatic situation with parthias neighbours and trade partners. Parthian foreign policy is currently of a definite expansionist bent, the Parthian high council believes in “Civilizing” northern Isis and eventually the rest of the continent. While previous efforts in this direction were more overt and military in nature the current council is trying to export parthian rule and beliefs in more subtle ways, through trade, negotiation and “buying” lawmakers and political clout in other nations. This has lead to a underground of resistance primarily in other nations but also within Parthia itself.

Seawolf Pirates

Population: Unknown but perhaps up to 50,000 (40% Murgallu, 60% Other)

Exports: Booty, Terror and Manpower

Enemies: Most seagoing nations.

Technology: Ramshackle ships of varying quality, long-range grapples and anti ship weaponry.

Military: The seawolves are a military nation if a little undisciplined

Major Cities: None, travel up and down the inner coast taking harbour where they find it.

Major Religions: Murr “The great sea spirit”, various smaller cults.

Law: Might makes right is the law of the Seawolf Pirates; they have a strong tradition of judicial combat.

Notes: The Seawolves are a loose amalgamation of pirate fleets of varying honour, ferocity and size. From small groups of sloops who can do no more than attack single traders up to the feared fleet of “Kaduh” self styled king of the Seawolves whose fleet has attacked and successfully sacked both Kuldarn and Fel-Gar. The Seawolves have no home territory to speak of but make land fall when necessary and convenient sometimes under the guise of ships from the Westersea nation. This of course has caused a great deal of animosity between the two groups over the years leading to some of the biggest naval battles ever witnessed taking place during the Westersea bi-annual moots at Freport

Westersea Nation

Population: Unknown but perhaps up to 100,000 (60% Murgallu, 40% Other) in varying sized fleets.

Exports: Whatever they can get their hands on, Manpower.

Enemies: Sea wolf Pirates, Some Dimugian trading families.

Technology: Good quality and fast ships.

Military: The Westersea nation has an inbuilt marine militia among its ranks.

Major Cities: Freport (More a base of operations, as it is an independent city state ruled by an elected council)

Major Religions: Murr “The great sea spirit”, various smaller cults.

Law: A quite harsh set of maritime laws, which set the safety of fleet, ship and crew above the rights of the individual.

Notes: The Westersea nation are an almost completely maritime nation. Their main interests and incomes come from trade, naval mercenary activities and general transportation duties. They have a quite honourable tradition of service and at times will find themselves in situations where either honour or contract forces them to fight their own brethren whose fleets happen to be working for an enemy. This over time has caused some inter fleet rivalry most of which is sorted out at the yearly mid-autumn moot in the bay of Freport.

Xiaur

Population: 2,000,000 (30% Dimugian, 30% Axilian, 10% Heltron, 10% Axian, 20% Other)

Exports: Magical Trinkets, Finely crafted items

Enemies: None but what is called variously “Darkson, The Devourer, The Enemy”

Technology: An odd mishmash of well made craft items and various magics.

Military: Small standing army and the colleges of masonry

Major Cities: Xil, Sandhame

Major Religions: All manner of cults, demon worshippers and unbelievers.

Law: Xiaurs laws are fickle mutable and apply differently from person to person and day to day. Only one law remains true for all is “The taint of the Darkson is death and shall be treated so”

Notes: Xiaur was once a plush tropical paradise kingdom until 100 years ago. The opening of the void and the arrival of the Darkson caused the southern nations to be thrown into chaos, warfare and pestilence. Only the treaty of magi and the work of the priests of Dimur help suppress and restrain the enemy to the area of Xiaur now known as the mage wastes. Xiaur is a nation, which at its core understands that its place and responsibility to the whole of Isis is in the maintenance of the vigil that keeps the Darkson at bay within his buried maze city. Seven of the signatory Magus Circles keep vigil over the mage wastes from their various citadels, towers and encampments. The city of Xil is without doubt the most magically active city in the known world, a high proportion of the population either working for or apprenticed to one of the 13 major schools of magic, Xil is a wondrous place of extremes. Beautiful glass towers sit next to the slums and squalor of the lepers quarter overseen by the priests of Ilarin, throughout Xil odd creatures, magical constructions and cultural confusion are never far away. Sandhame while not the capital of Xiaur serves an equally important function as a neutral meeting point for the magus circles to relax, re supply and settle their differences. Sandhame is home to the “Collegium Arcanis” which is not only the most well stocked library and magical laboratory in the whole of Isis, it also contains the “arena veritas” a coliseum of sorts where individuals can state their beliefs and grievances with other mages, if problems cannot be resolved in such a manner the arena can be used to solve the problem through magical conflict. In fact the collegium is the home base and training camp for some of Isis most feared combat mages.

ISIS Places of Interest

Odd Places

- Collegium Arcanis
- Freport
- Lost City of Zanu
- Sollustrane Forest
- The Arboreal Coast
- The Mage Wastes & The Maze City of Kargan
- The Red Wastes & Redtop
- The Sienna Citadel
- The Void
- The Lizard Sea
- Xil

The Legions

- Ash Marche
- Dimurge Jungle Rangers
- The Gar fort Legions
- Kireisa Cannoneers
- Knights Excelsior, here listed are the tenets of Khell
 1. Bravery
 2. Justice
 3. Compassion
 4. Truthfulness
 5. Faith
 6. Humility
 7. Generosity
 8. Sacrifice
- Liang Sea Dragons
- Libremus Rex
- Parthian Imperial Guard

The Gods of ISIS

Aixane - The Great Hunter, worshiped mostly by Axis and Axil nations.

Core - The originator of the earth and the Heltron people in the Heltron mythos, Cores real name is unpronounceable to non-Heltron.

Darkson, The Devourer, The Enemy, King of Riddles - it is unknown if Darkson is a god a demon or merely an entity from an unknown dimension. None who have confronted it have survived the encounter with their minds intact and very few have survived at all. It is believed by many that the concordat of the seven schools of magic maintain a sufficient vigil in Xiaur to keep Darkson in its maze at the heart of the mage wastes, some scholars believe that Darkson is not a single entity but rather the essence of chaos which takes form as one of many physical entities, more of which could enter the world through the rift known as the Void. One thing all the peoples of Isis do know is that what did come through the void must remain bound or all who live and breathe will suffer unknown terrors.

Dimu - The Jungle Lord. Worshiped mostly in Dimurgia Dimu is tribal god of the natural order, Dimus followers believe that the axiom "Nature is red in tooth and claw" is a universal truth and the religion is structured as such, many more civilized peoples find the Dimu religious practices rather unsavoury and brutal.

Khell - Khell (the Excelsior), Arthian god of all that is noble in the spirit of man. Khell represents Bravery, Justice, Compassion, Truthfulness, Faith, Humility, Generosity, and Sacrifice. Unfortunately many of the Arthian noblemen who claim to be followers of the "Way of Khell" are seldom up to the job.

Lai / Bune - The Liang "Great Spirit" not so much an entity as a single "unified spirit of the nation", the Liang worship of Lai is more an expression of individual self discipline and duty to ones nation and the emperor who is said to be the physical representation of Lai. Bune is the Borth religion of service and self-sacrifice and as such is a very similar concept. Some scholars have even gone so far as to say that they are in fact the same region.

Murr - The great sea spirit, worshiped under different names by many different seagoing peoples.

Noaraon - The watchmaker, spirit father of time and creator of all the cycles in heaven and earth. Especially worshipped by the Filu peoples of Orlin who believe in the clockwork nature of the universe.

Ovo - The universal egg from which all life comes forth, worshipped primarily by the Nareel and some Air Elementalists.

Parthus - The World Singer. Parthus it is said created the world by singing the great song for a year and a day. He is the father of all the Parthian gods. Other members of the pantheon include Relane daughter of the earth, Paxis - The Sea Lord, Malius the trickster and Dareeene the duplicitous.

ISIS Races

Arthians

The Arthian race are a hardy commonsense group of humans usually wide of shoulder and dark haired, they are less inclined towards artistic and cultural endeavours than the Parthians to the east but by the same token are much enamoured of the creative crafts (Woodworking, Blacksmithing, etc). Most Arthians are serfs working as farmers, traders or craftsmen, Arthis itself being ruled over by a small and powerful elite of landowners. No pretence of democracy is seen amongst those of Arthian stock unlike there nearby neighbours the parthians. Those of noble Arthian stock have a proud and long history of military service either as Knights or Navy Officers.

Dexterity	2d6+1 pips
Knowledge	2d6+1 pips
Body	2d6+2 pips
Perception	2d6+1 pips
Charisma	2d6 pips
Willpower	2d6+1 pips

Suggested Skills: (12D)

Melee Weapon (Broad Sword), Ranged Weapon (Crossbow), Climbing, Culture (Own), Stealth, Dodge, Natural World, Swim, Ride (Specific Animal), First Aid, Speak (Own Language), Read / Write (Own Language), Politics, Heraldry, Craft (Specific), Farming.

Suggested Archetypes: Nobleman, Trader, Engineer, Naval Officer, Farmer, and Craftsman

Axians

The Axians are a tribal nation who rely on the toughness of their warriors and the spirits of their shamen for survival. An axian is judged by their fighting and hunting prowess, the axian nation treats its women well but not as equals to men, a woman who does not bear children is worthless to the nation of axil but will be tolerated if she works well in tending to the flocks. An axians status can be seen from their tribal scars, a highly ranked axians face is a ripped and pockmarked affair with many folds of skin pierced with gold and silver trinkets. The axian nation has no cities, axia will not support such large groupings it is a harsh land and so axian settlements travel seasonally to wherever the food or war booty is best. Some tribes are primarily hunters; some work from time to time as mercenaries. The axil nation is officially at “war” with the Axilian nation and has been for as long as either side can remember; this “war” currently consists of the occasional raid and general banditry. Axian culture is based around an oral history tradition axia has no written language, religion is a shamanic spirit and ancestor worship based religion with the figure of Aixane - The Great Hunter figuring greatly amongst these.

Dexterity	2d6+1 pips
Knowledge	2d6+1 pips
Body	2d6+3 pips
Perception	2d6 pips
Charisma	2d6 pips
Willpower	2d6+1 pips

Suggested Skills: (12D)

Melee Weapon (Broad Sword), Ranged Weapon (Short Bow), Climbing, Culture (Own), Stealth, Dodge, Natural World, Swim, Ride (Specific Animal), First Aid, Speak (Own Language), Tracking, Survival, Spirit and Earth Magic.

Suggested Archetypes: Warrior, Hunter, Shepard, Shaman, Bandit, Mercenary, Tribal Elder or Tribal Matriarch

Axilians

The axilian nation and the axian nation where once the same but the axilian nation eventually managed to build year round settlements and “Civilize” themselves, developing a written tongue and basic engineering in the process. Most major Axilian engineering still involves trade with and use of Dimurgian resources. This further antagonises the Axian nations, who see Axilians as the “Weakling Lap Dogs” of Dimurgia. While axil still has a proud warrior tradition (and some of the scarring of axian warriors can be seen amongst the elite army units of axilia) Axilia now makes a lot of its living from trade of goods and farming. For some reason Axilia seems to escape the worst of the red wastes unlike the hardened tribesmen of axia. Axil religion is a mishmash of old axian shamanism and Dimurgian cults.

Dexterity	2d6+1 pips
Knowledge	2d6+1 pips
Body	2d6+3 pips
Perception	2d6 pips
Charisma	2d6 pips
Willpower	2d6+1 pips

Suggested Skills: (12D)

Melee Weapon (Broad Sword), Ranged Weapon (Short Bow), Climbing, Culture (Own), Stealth, Dodge, Natural World, Swim, Ride (Specific Animal), First Aid, Speak (Own Language).

Suggested Archetypes: Solider, Bodyguard, Caravan Mercenary, Trader, Shaman, Priest, Elder or Matriarch.

Borth

The Borth are a large (7ft and up) muscular humanoid race of friendly pacifists, they tend to have dark grey almost elephantine skin colouration and texture, light coloured eyes and flat faces upon which there are two slit like holes in position where most races have a nose. The Borth are a race that take simple pride in a days work for a days pay and seldom get upset about anything. Many borth can be seen in human society making their way doing heavy labour jobs in farming, construction and as Dockers. Although physically imposing a Borth will seldom involve himself in any type of physical conflict, many historians believe that the more aggressive elements of borth culture have been bred out after centuries of enslavement by both Parthian and Dimugian cultures and also because of the Borth religion “Bune” which is very similar to the Liang concept of “Lai” but with more emphasis on service to ones lord than on self discipline. It is said that certain factions of borth Bune monks study the martial aspects of self-discipline and warrior hood with a focus on defeating the self-ego to better serve the objects of the Bune religion. Magic is incredibly rare amongst borth but has been scene in some sects of the Bune religion. Also certain borth have been taken into larger schools of non-aggressive magics for training.

Dexterity	2d6 pips
Knowledge	2d6 pips
Body	3d6+1 pips
Perception	2d6 pips
Charisma	2d6 pips
Willpower	2d6+2 pips

Racial Traits: Large and Tough (as seen in borth Body stat) (Cost 3d) , Pacifism (A Borth must make a willpower roll vs. a base of 15 to engage in any kind of aggressive action) (Cost -2d)

Suggested Skills: (11d)
Farming, Craft, Lifting, Climbing, Culture (Own), Natural World, Swim, First Aid, Speak (Own Language), Speak (Local Human Tongue), Theology (Bune).

Suggested Archetypes: Labourer, Borth of Burden, Nobleman’s Sedan Carrier, Farmer, Slave, Monk.

Dimurgians

The Dimugian race are born traders and travellers, quick of tongue and sharp of whit the Dimugian respects a snappy comeback almost as much as a sharp dagger or a full purse. Dimurgia is a temperate nation mostly composed of jungle wilds (in which the Mungar rule) with the civilized portions in the costal areas. Dimurgians tend to have light to dark brown skin and be quite slight in stature, but make no mistake they are strong of whit and militarily second to only the Parthians. Many Dimurgians are followers of the ancient god Dimu who expects (and receives) human sacrifice to himself and the other Jungle Lords.

Dexterity	2d6+1 pips
Knowledge	2d6+2 pips
Body	2d6 pips
Perception	2d6+1 pips
Charisma	2d6+2 pips
Willpower	2d6+1 pips

Suggested Skills: (12D)
Melee Weapon (Broad Sword), Ranged Weapon (Short Bow), Climbing, Culture (Own), Stealth, Dodge, Natural World, Swim, Ride (Specific Animal), First Aid, Speak (Own Language), Bargain, Persuade / Lie, Theology (Gods of Dimur)

Suggested Archetypes: Bodyguard, Caravan Mercenary, Sailor, Marine, Freedom Coast Pirate, Trader, Priest of Dimur, Storyteller, Womaniser, Shopkeeper and Criminal

Farnine

The Farnine are a minute (6 inches or so) race of bluish tinged winged men, they are vegetarian in nature and enjoy nothing more than the midsummer and mid winter feasts of nuts berries and sweet ales consumed along to the mesmerising Farnine pipes and lyre. The Farnine tend to live in and around the afforested areas of Frenalia, Arthis and Parthia, they sometimes trade and work with other races when it is to their advantage, they seem especially to get along with Filu and Borth communities. The Farnine very rarely live in other races communities but they sometimes employ or “Adopt” members of other races to help with the heavy work in their communities. Not being very strong or tough the Farnine have developed into excellent users of both subterfuge and more importantly magic to defend their territories. Manys the raiding party that has entered a Farnine glade to rob their food and gold to return with no knowledge of who they are or where they come from, some never return at all. The Farnine at their core are easygoing nature worshipers and a good proportion of Uvan (The Earthfathers) can be seen amongst their number.

Dexterity	3d6+1 pips
Knowledge	2d6+2 pips
Body	3 pips
Perception	2d6+2 pips
Charisma	2d6+1 pips
Willpower	2d6+2 pips

Racial Traits: Flight (Can Fly at normal human pace, ½ if flying upwards 1½ if flying downwards). (Cost 2d)

Suggested Skills: (10d)

Melee Weapon (Tiny Bone Spear: Damage = Body +2pips), Flying, Culture (Own), Stealth, Dodge, Natural World, First Aid, Speak (Own Language), Speak (Local Human Tongue).

Suggested Archetypes: Gatherer, Minstrel, Brewer, Guardsman, Diplomat / Trader, Earthfather of Uvan, Trickster/Thief.

Filu

The Filu are a race of small (1.5 to 2.5 ft) humanoids with overly long arms and fingers (of which they have 6 and a thumb on each hand). They are renowned for their friendliness, sweet food and ale but mostly for their craftsmanship. The Filu ability with clockwork and mechanised devices is almost legendary. In their natural communities they tend to live in hollowed out natural structures such as large tree trunks and caves rather than build houses, which they see as unsightly. A Filu craftsman will always pay as much attention to the beauty and aesthetic charm of an object as to its functionality. Some Filu who live outside the filu homeland of Orlin have become quite accomplished engineers, traders and even thieves. These happy-go-lucky elements of the Filu community can always be found in oddly shaped abodes surrounded with various precious and natural “Objet D’art”. The Filu religion is the worship of Noaraon the watchmaker, spirit father of time and creator of all the cycles in heaven and earth.

Dexterity	2d6+3 pips
Knowledge	2d6+2 pips
Body	1d3+1 pips
Perception	2d6+2 pips
Charisma	2d6+2 pips
Willpower	2d6 pips

Racial Traits: Amazing Small scale dexterity (+1d on all tasks involving artistic and dexterous tasks, e.g. silver smiting, watch making, etc.) (Cost 1d)

Suggested Skills: (11d)

Art, Craft, Engineering, Watchmaker, Locksmith, Climbing, Culture (Own), Stealth, Natural World, Swim, Ride (Specific Animal), First Aid, Speak (Own Language).

Suggested Archetypes: Artist, Craftsman, Watchmaker, Engineer, Locksmith, Brewer, Farmer, Priest of Noaraon, Thief.

Fregallu

The Fregallu are a mostly isolationist race of dark skinned slender humanoids with a penchant for ancestor worship and demonology. Their culture is a stable unchanging one ruled by tradition and manners. A council of elders who are chosen for their charisma, wisdom and knowledge of the arcane rule the Fregallu nation. To foreigners the Fregallu seem to be overly obsessed with the dead and demons from the higher planes, but this is untrue Fregallu merely do not want a repeat of the previous dark times and demon wars which almost destroyed them in the past, they seek to master the forces of these netherworld entities for self preservation as well as national power. The Fregallu nation is generally isolationist in outlook and quite stoic in worldview, their spirituality tends to be based around Summoning and enchanting magics as well as magical enhancement of the body and mind.

Dexterity	2d6+1 pips
Knowledge	2d6+2 pips
Body	2d6 pips
Perception	2d6+2 pips
Charisma	2d6+1 pips
Willpower	2d6+1 pips

Racial Advantages: Enhanced Senses (See in almost total darkness) (Cost 1d), Enhanced Senses (Amazing Hearing) (Cost 1d)

Suggested Skills: (10d)

Melee Weapon (Broad Sword), Ranged Weapon (Short Bow), Climbing, Culture (Own), Stealth, Dodge, Natural World, Swim, Ride (Specific Animal), First Aid, Speak (Own Language), Speak (Demontongue), Magic (Summoning, Revelation, Warding).

Suggested Archetypes: Solider, Enchanter, Necromancer, Stoic Monk, Diplomat, Demonologist, and Statesman.

Gunrag

The Gunrag are a giant race of aggressive humanoids that tend to dwell in the more desolate of mountainous and desert areas (Rakane Mtns, Axim Mtns and red wastes especially). The Gunrag make their living as warriors raiders and mercenaries, they would be a serious threat to the civilised world but for their inter tribal squabbles and lack of charismatic leadership. The Gunrag have apparently been growing in numbers over the last several hundred years and many of their prophesy tell of the “one” who will lead them to great victory over all the other peoples of ISIS. Gunrag religion is based around earth and fire worship, the two greatest attributes as Gunrag warrior can have are Fierceness (Fire) and Hardiness (Earth), Gunrag shamen tend to follow this belief and try to unravel the mysteries of earth and fire elemntalism to varying degrees of success.

Dexterity	2d6 pips
Knowledge	2d6-2 pips
Body	3d6+1 pips
Perception	2d6 pips
Charisma	2d6-1 pips
Willpower	2d6+1 pips

Racial Traits: Extremely Tough (as noted in the Gunrag Body Statistic) (Cost 2d), Easily Enraged (A Gunrag must make a willpower roll vs. 15 if insulted or challenged to avoid rushing headlong into conflict) (Cost -2d).

Suggested Skills: (12d)

Melee Weapon (Broad Sword), Ranged Weapon (Short Bow), Climbing, Culture (Own), Stealth, Dodge, Natural World, Swim, Ride (Specific Animal), First Aid, Speak (Own Language).

Suggested Archetypes: Warrior, Mercenary, Tribal Elder, Shaman (Earth and Fire Magics).

Heltron

The Heltron are somewhat of a mystery, history shows no record of their interaction with the other peoples of ISIS until roughly 800 years ago, the Heltron lore speakers claim that the Heltron race were forced to leave their underground mazes and palaces by what they only call “The Enemy”. The Heltron are short and stocky with large black eyes and four arms. This makes for excellent warriors and craftsmen. The Heltron nation is made up primarily of warriors, artificers and tradesmen, with their farmers specialising in an odd form of underground plant husbandry. The Heltron religion is a cross between ancestor and earth worship, Heltron believe they are created as the will of the earth and to the earth they shall return, becoming one with the “primal core” at the end of time. The arrival of “The Enemy” and the subsequent need to leave the lower cities and palaces to get nearer the surface is seen as retribution for something Heltron unbelievers have done against the will of the core.

Dexterity	2d6+1 pips
Knowledge	2d6+1 pips
Body	2d6+2 pips
Perception	2d6+1 pips
Charisma	2d6+1 pips
Willpower	2d6+2 pips

Racial Traits: Enhanced Senses (See in absolute darkness) (Cost 2d), 4 Arms (1 free extra action per round) (Cost 2d), Find sunlight painful (Must always wear a heavy veil during the daytime or operate at -2d) (Cost -2d)

Suggested Skills: (10d)

Melee Weapon (Double Short Swords), Ranged Weapon (Thrown Short Sword), Engineering, Culture (Own), Stealth, Dodge, Natural World, First Aid, Speak (Own Language), Earth Magic, Enchanting Magic, Crafts.

Suggested Archetypes: Warrior, Craftsman, Engineer, Earth Mage, Enchanter (Lilure Magic), Farmer.

Liangs

The Liang nations history is a dark one. It consists of torture mass slaughter and forced crossbreeding between the Fregallu and Dimugian races, this has produced a short and lithe race with pointed ears and bright green/blue eyes with a slight upward slope to them. The Liang race portrays the best aptitudes of both their progenitor races, they are good conversationalists, researchers and diplomats but also have access to ancient summoning Magics and lost fields of advanced engineering (including black powder weapons and arcane powered Skyships). The Liangs tend to be quite isolationist as a nation but do occasionally trade with nearby nations for talented individuals skills or rare items. Liangs tend to try to find a technological or political solution to a problem first before turning to magic, whereas the Fregallu will tend to use the arcane shortcut through a major problem. Liang spirituality is based around self-control and discipline, this can be seen in the types magic and general level of etiquette expressed by the ruling classes.

Dexterity	2d6+1 pips
Knowledge	2d6+3 pips
Body	2d6+1 pips
Perception	2d6+1 pips
Charisma	2d6+1 pips
Willpower	2d6+2 pips

Racial Advantages: Enhanced Senses (See in almost total darkness) (Cost 1d)

Suggested Skills: (11d) Melee Weapon (Broad Sword), Ranged Weapon (Short Bow), Climbing, Culture (Own), Stealth, Dodge, Natural World, Swim, Ride (Specific Animal), First Aid, Speak (Own Language), Pilot (Skyship), Engineering (Advanced), Gunnery, Alchemy/Potions, Magic (Summoning, Attack, Defence, Travel), Speak (Demontongue),

Suggested Archetypes: Solider, Black Powder Gunner, Skyship Pilot, Diplomat, Likuni Monk, Poet, Wizard, Demonologist, and Statesman.

Mungar

The Mungar are a Lizard like race found mostly in and around the dimurgain jungles, they are swift and dexterous and have a proud warrior tradition, the mungars natural colouration and upbringing give them a distinct advantage in jungle environments. They also have claws, which allow them to always have a weapon to hand so to speak. The main disadvantage the Mungar have is their need for hot climes; they are at a disadvantage in northern or cold regions to the extent that they are rarely seen north of Orlin. Mungar culture is divided into two areas firstly the feral mungar who live deep within the Dimugian jungles and tend to be hunter-gatherers and worshipers of Dimu. Secondly the “Civilized” mungar who travel outside of the Jungles and are much more likely to interact with the other races on a friendly basis often working as hired hands, mercenaries and translators for Dimugian trade caravans travelling around the Dimugian jungles. Some of the “Civilized” mungar still engage in the worship of Dimu but many have taken on more human belief systems.

Dexterity	2d6+3 pips
Knowledge	2d6-1 pips
Body	2d6+2 pips
Perception	2d6+2 pips
Charisma	2d6 pips
Willpower	2d6+1 pips

Racial Traits: Natural advantage in Jungle (+1d stealth in Jungle or Forest) (Cost 1d), Claws (Str +1d damage) (Cost 2d), Susceptible to Cold (-1d on all actions in a cold environment, Mungar also take +1d extra damage from any cold based attack) (Cost -1d)

Suggested Skills: (10d)

Melee Weapon (Claws), Ranged Weapon (Blowpipe), Climbing, Culture (Own), Stealth, Dodge, Natural World, Swim, Survival (Jungle), First Aid, Speak (Own Language), Herbs and Poisons.

Suggested Archetypes: Warrior, Hunter, Mercenary, Local Guide, Translator, Shaman of Dimu).

Murdath

The Murdath are a race of giant amphibious warriors, their skin varies in colour from the deep brown to light green, with piercing yellow eyes. They are generally very muscular and tend to stand somewhere between 6’2” to 8’ in height. Murdath spend most of their time at sea or on isolated islands in their own communities but occasionally they can be found in small sea going or costal raiding parties. It is not unknown for the Murdath to ally themselves with certain of the more aggressive Murgallu seaclans if both groups’ goals suit this situation. The Murdath worship the “sea spirits” and their tribal shamen can sometimes reveal themselves to have powers similar to the Seasingers of darne, but generally the extent of their knowledge is the normal tribal blessings and sacrifice ceremonies for appeasing “Murr” the great sea spirit.

Dexterity	2d6+1 pips
Knowledge	2d6-1 pips
Body	2d6+3 pips
Perception	2d6 pips
Charisma	2d6 pips
Willpower	2d6 pips

Racial Advantages: Amphibious (Can swim at up to a 200 yd depth indefinitely) (Cost 2d), Natural Hide Armour (+2pips armour) (Cost 1d)

Suggested Skills: (9d)

Melee Weapon (2 handed spear), Ranged Weapon (Thrown spear), Climbing, Culture (Own), Stealth, Dodge, Natural World, Swim, First Aid, Speak (Own Language).

Suggested Archetypes: Warrior, Pirate, Tribal Shaman (Darne like magic), Mercenary.

Murgallu

The Murgallu are the seagoing brethren of the Fregallu, much less isolationist than their brethren, they are primarily a seagoing and trading race. They have chosen the life of the sea goer over the Fregallu obsession with death and demonology. Each seaclan is ruled over by a small council of “Admirals”, An “Admiral” is generally put in position by their own raw determination will and ability to strike a good deal, although some have inherited their titles. Some clans specialise in trading, some in warfare, some are even pirates who ally themselves with the seawolves rather than the Westersea nation.

Dexterity	2d6+1 pips
Knowledge	2d6+2 pips
Body	2d6 pips
Perception	2d6+2 pips
Charisma	2d6+1 pips
Willpower	2d6+1 pips

Racial Advantages: Enhanced Senses (See in almost total darkness) (Cost 1d), Enhanced Senses (Amazing Hearing) (Cost 1d)

Suggested Skills: (10d)

Melee Weapon (Broad Sword), Ranged Weapon (Short Bow), Climbing, Culture (Own), Stealth, Dodge, Natural World, Swim, Seamanship, First Aid, Speak (Own Language), Bargain, Sea Magic (Darne).

Suggested Archetypes: Able Seaman, Marine, Navigator, Pirate, Enchanter, Seasinger (Darne Mage), Diplomat, Trader, Mercenary Captain.

Nareel

The Nareel are also known as the “Winged men from the North”, slightly smaller and seemingly less well muscled than a man they appear to be biped birds with hand like appendages on their wingtips. Although slighter than a man the Nareel more than make up for their size with the gift of flight. Nareel communities are based primarily in difficult to access tree and mountain top eyries. The Nareel are make their living hunting and gathering but will occasionally trade with other nearby communities, sometimes working as lookouts and air borne spies for the armies of Parthia and Arthis. The Nareel religion is based around the worship of “Ovo” the universal egg from which all life comes forth, scholars have seen parallels between “Ovo” and the Heltron “Core”, worshippers of Ovo concentrate primarily on air elemntalism and communication with nature (birds especially)

Dexterity	2d6+1 pips
Knowledge	2d6+1 pips
Body	2d6-1 pips
Perception	2d6+3 pips
Charisma	2d6+1 pips
Willpower	2d6+1 pips

Racial Traits: Flight (Can Fly at normal human pace, ½ if flying upwards 1½ if flying downwards). (Cost 2d), Natural affinity with Birds (+1d on any interaction roll with birds) (Cost 1d)

Suggested Skills: (9d)

Melee Weapon (Long Spear), Ranged Weapon (Spear), Culture (Own), Fly, Stealth, Dodge, Natural World, Swim, First Aid, Speak (Own Language), Air and Bird Magic.

Suggested Archetypes: Warrior, Hunter/Gatherer, Ariel Spy, Tribal Elder, Priest of Ovo (Air and Bird Magics).

Parthians

Parthians are the basic template of civilized humanity on Isis, The Parthian empire is large enough to have a wide breadth of appearance, most northerners appear pale and some times pasty while those who live in warmer southern climes tend to have more tanned skin and dark hair. The Parthian empire is currently the major civilisation on Isis that is actively engaged in conquest, trade and creative endeavours. The Parthian nation while strong militarily and in trade are at their root a poetic people who see as much value in debate and philosophy as in wealth and warfare. The parthians like to be seen as tough but fair, but many of their nay sayers argue that the fair part of this equation is only applied to parthian citizens and even then only the wealthy or noble elite. Parthia is ruled over by a council of 12 nobles, churchmen and leaders of the trade guild. Parthian religion is a mishmash of the traditional worship of Parthus the world singer plus his pantheon of demi-gods and other odder smaller cults ranging in size from a few members to a few hundred all of whom are looked down on by the church of Parthus and in some cases illegal.

Dexterity	2d6+1 pips
Knowledge	2d6+1 pips
Body	2d6+1 pips
Perception	2d6+1 pips
Charisma	2d6+1 pips
Willpower	2d6+1 pips

Suggested Skills: (12D)

Melee Weapon (Broad Sword), Ranged Weapon (Short Bow), Climbing, Culture (Own), Stealth, Dodge, Natural World, Swim, Ride (Specific Animal), First Aid, Speak (Own Language), Read / Write (Own Language), Oration, Philosophy, Poetry.

Suggested Archetypes: Centurion, Trader, Statesman, Poet, Artist, Engineer, Diplomat, and Criminal

Wassenki

The Wassenki are a race which have the appearance of a cross between a horse and a lizard, some say they are the chaotic offspring of a horse and a feral mungar, the mungar like top half sticking up from where the horses head would normally be. Dark green to mottled yellow in skin tone the Wassenki are tough, fast and quite capable warriors they tend to travel in small “Prides” of 6 to 20 members and occasionally meet up into larger groups for tribal councils. Wassenki are seldom seen outside of the southern regions of ISIS up perhaps as far as the axian desert. Wassenki can travel at horse like speeds for long distances (50miles per d in body) before needing to rest. They also have hooves as natural weapons. The Wassenki have no organised religion as such but many prides have an internal belief system of or members of one of the smaller religious cults of ISIS. Although an uncommon occurrence several individualistic Wassenki are known to have left their prides and gone to study with one of the colleges of magi in the mage wastes, also some Wassenki follow the Mungar religion of Dimu.

Dexterity	2d6 pips
Knowledge	2d6 pips
Body	3d6+2 pips
Perception	2d6+1 pips
Charisma	2d6 pips
Willpower	2d6+2 pips

Racial Traits: Horse like body (Can run at double human running speed for distances of up to 50 miles per dice in body ststistic) (Cost 2d), Natural Weapon (Hoof Attack: Damage Body +1d) (Cost 1d)

Suggested Skills: (9d)

Melee Weapon (Broad Sword), Ranged Weapon (Short Bow), Running, Culture (Own), Stealth, Dodge, Natural World, Swim, First Aid, Speak (Own Language), Speak (Other Language), Cult Magic.

Suggested Archetypes: Warrior, Pride Elder, Army Outrider or Messenger, Cult Priest.

The Magical Traditions of ISIS

There are 13 major Schools of Magic used on the continent of ISIS as well as several lesser-known traditions, every character that makes use of any magical spells must study one of these traditions and adhere to its strictures.

The 13 Magus Circles are:

Darne (The Seasingers of Darne)
Dimiz (Wildlings of Dimur)
Egin (The Burning Men)
Galia (The dire shamen)
Jine (Love-seers)
Kalenis (Old Ones)
Kollar (Battle Mages of Kollar)
Lilure (The Makers)
Ilarin (The Priests of Ilarin)
Rukuki (Liang Waymakers, The Skymages)
Sull (Deathwalkers)
Unuss (Unseen Ones)
Uvan (Earthfathers)

The Magus Circles

The Seasingers of Darne

Theme/Motifs: Seafaring elementalists, singers and dancers to the air and water, blessed of the winds and sailing.

Appearance: Dark green robes, the Symbol of Darne (Green Leather Gloves embossed with the elemental symbols of air and water).

Strong Spheres: Summon (Air & Water elementals), Defend, and Transport.

Weak Spheres: Earth and Fire magics and the defences against them.

Forbidden Magics: Any use of magic that pollutes the air or water

Strictures and Duties: Bless and defend travellers on the sea, never allow a man who has died in the sea to be taken from it. Perform the appropriate ceremonies on travelling ships as they depart and arrive in port. Perform the appropriate ceremonies on the holy days of air and water.

Dimiz (Wildlings of Dimu)

Theme/Motifs: Shaman of the jungles, Wild blood priests to the god Dimu, Priesthood of Man Mungar and Wassenki

Appearance: Jungle Travellers, Survival experts, light travellers. Often mixed groups of Dimugian, Mungar and Wassenki.

Strong Spheres: Alter, Reveal, Defend, Ward

Weak Spheres: Conjure, Illusion, Transform

Forbidden Magics: None

Strictures and Duties: The wildlings have a duty to minister to the tribal peoples of Dimurgia; they are channels for the will for the Jungle and its lord the great spirit Dimu. Much of Dimiz magic is powered through blood and other sacrifice to Dimu, up to and including the killing of sentient beings on Dimus High Holy day. A Dimiz shaman should never go against the natural will of the jungle and generally sees all of life as “Red in tooth and claw”, the weak are not to be pitied but to be preyed upon. All Dimiz shamen are very able survival experts and many have an in-depth knowledge of herbs and poisons.

Egin (The Burning Men)

Theme/Motifs: Raging Ranting Screaming fire elementalists, Red tattoos, berserker rage.

Appearance: Heavily Red and Brown tattooed torsos, Insane glint in the eye, smell of sulphurs and oils.

Strong Spheres: Attack, Summon (Fire Elementals), Alter Physical statistics

Weak Spheres: Air and Water and the defences against them, calming and healing magics.

Forbidden Magics: Calming Magics, any non-fire elemental magics.

Strictures and Duties: A follower of the path of Egin must emulate the rage and unpredictability of fire as best he can. Although a burning man is not necessarily a pyromaniac he is not allowed to put out a fire that has started on its own. Burning Men take pride in their intensity and unpredictability and will generally prefer to see things destroyed rather than fall into enemy hands.

Gallia (The dire shamen)

Theme/Motifs: Scarred axis/axilian warrior shamen, brutal and harsh bringers of death.

Appearance: Axis/Axilian ritually scarred shamen, wearing armour and tribal weapons.

Strong Spheres: Alter, Attack, Defend, Summon (Spirits), Ward

Weak Spheres: Heal, Illusion, Transform

Forbidden Magics: Any use of magic that goes against the warrior traditions of Axis / Axilia

Strictures and Duties: The dire shaman is a feared warrior and is also in charge of the spiritual defence of his tribe, a dire shaman will also summon the spirits of ancient warrior kings and wild animals to inhabit the flesh of his clans warriors, thus enhancing their bodes and souls. A member of the Gallia must adhere to the warrior traditions of the Axis/Axilian more strongly than even the normal tribesman must. Gallia must also strive to be clan leaders as well as shamen.

Jine (The Loveseers)

Theme/Motifs: Seers of Emotion, and connections between souls. Manipulators of fate.

Appearance: White Gauze garments and mithril jewellery, sweet scents and softly spoken words.

Strong Spheres: Alter, Influence, Reveal, Ward

Weak Spheres: Conjure, Attack and Defend

Forbidden Magics: None

Strictures and Duties: The Loveseers are the masters of emotions, manipulation and love. They can often be found in the palaces and courts of the world scheming and manipulating using both their magical skills and their more mundane charms. The Loveseers are also master consorts, concubines and some would even say harlots. A loveseer will be versed not only in magic but also in the arts of poetry, conversation and seduction. The only strictures of the order are firstly to report all knowledge without subterfuge to ones superiors in the order, and more importantly to never fall in love.

Kalenis (The Old Ones)

Theme/Motifs: Immortal seers, doomed to see the future of others but be unable to change it.

Appearance: Ancient silver-grey robed old men wearing a multicoloured thread around their necks.

Strong Spheres: Reveal, Influence, Ward

Weak Spheres: Alter, Attack and Defend

Forbidden Magics: Any magic that changes the past the activities or fate of another, or see ones own fate.

Strictures and Duties: The Old ones seek knowledge of the past and future to be written in the great book kept in the tower of Kalenis. Old ones observe the world and see the links of fate between beings and places, although allowed to tell others what they see they are not allowed to explain how another's fate can be changed. Also the mere act of trying to see ones own fate can have severe consequences for the Kalenis mage who attempts it including the loss of all magic or even death.

Kollar (Battle Mages of Kollar)

Theme/Motifs: Warrior mages, Warfare, Honour, Sacrifice and Healing.

Appearance: Armour & Melee Weapons, The Symbol of Kollar (Shield & Broken Sword), the Book of Kollar.

Strong Spheres: Attack, Defend, and Heal

Weak Spheres: Summon, Move/Transport, Conjure, and Transform

Forbidden Magics: Illusion, a Battle mage of Kollar has no truck with lies or dishonourable behaviour of any kind.

Strictures and Duties: The Battle mages of Kollar are warrior priests as well as mages; they must hone their combat and leadership skills as much as they hone their magic and knowledge of the scriptures. A battle mage is trained to never retreat from a challenge or combat they have been hired or duty requires they enter, a battle mage will always choose to die in battle rather than retreat or surrender. If a battle mage is captured he will attempt to commit ritual suicide as soon as possible. To lie or commit any act of subterfuge is dishonourable in the eyes of a follower of Kollar and will not be accepted even from associates. The mages of Kollar have a great and reciprocated respect for the Arthian Knights Excelsior seeing them as strong allies and occasionally as feared adversaries.

Lilure (The Makers)

Theme/Motifs: Enchanters, seekers after pure magical essence, Ritualistic magical casters.

Appearance: Rough featured burly craftsmen, crystal tipped staff.

Strong Spheres: Conjure, Enchant, Transform, Heal (Objects only)

Weak Spheres: Alter, Heal (Living Beings)

Forbidden Magics: None.

Strictures and Duties: The makers are a rough association of skilled mage artisans who seek knowledge of ancient ceremonies for the construction of sacred and magical items. All Makers are talented artisans or artists as well as magically gifted individuals. A makers main craft or art skill must be as high as their highest magic skill. Generally the makers will not construct items for individuals not felt to be morally worthy of such perfection. Items constructed by the makers include Weapons and Armour, Golems, Buildings and Portals, Statues and Decoration, Paintings and Sculptures.

Ilarin (The Priests of Ilarin)

Theme/Motifs: Poverty stricken healers and casters out of evil

Appearance: Tattoos and Leather & Steel Shackles, Ragged Clothing.

Strong Spheres: Healing, Reveal, Summoning (used to dispel demons etc), Warding

Weak Spheres: Illusion, Conjure, Transform

Forbidden Magics: Summoning of demons or otherworldly creatures and association with those who do.

Strictures and Duties: A priest of Ilarin must never use magic to hurt an opponent, he must heal the weak and sick if he is able to, he must also use his Ilarin given gifts to keep his community safe from evil spirits or netherworld entities. Failure to do so is a dereliction of duty. A priest of Ilarin also takes a vow of celibacy and poverty, but is seldom without domicile and food as the priests of Ilarin are trusted and loved throughout Isis.

Rukuki (Liang Waymakers, Sky Mages)

Theme/Motifs: Liang travel mages, Aeromancers and constructors of the Liang Skyships.

Appearance: White robes and a sky blue hakema (Pleated wide trousers), A silver headband with the elemental air symbol on it.

Strong Spheres: Summon (Air Elementals), Illusion, Move/Transport.

Weak Spheres: Alter, Transform

Forbidden Magics: Earth Magics and their defences.

Strictures and Duties: The Rukuki are the last surviving magical cult of Liang, during the great Liang purge that followed the discovery of black powder they were the only group of magi allowed to survive and pursue their travel and air magics. This is due mostly to their sworn blood bond to the emperor of Liang's lineage and also to their extreme usefulness in trade and the construction of the emperors' navy of Skyships. Any sign of disloyalty to the emperor or his lineage spells sure death for the Rukuki who is suspected by his brethren or any member of the cult itself.

Sull (The Deathwalkers)

Theme/Motifs: Necromancers, Speakers to and resurrectors of the Dead

Appearance: Gaunt, grey skinned, yellow-eyed men who speak little to the living and usually have amassed many scars.

Strong Spheres: Summon (Spirits), Reveal, Enchant (Destroy Undead), Ward (Undead)

Weak Spheres: Influence

Forbidden Magics: None

Strictures and Duties: The duties of the Order of Sull include ministering to the bereaved, taking care of the bodies of the dead and destroying the menace of the relentless dead. Deathwalker magic is performed by spilling ones own blood (1pt of damage per PP spent) and by using souls freely given (1d6 Power Points per pip of Spirit statistic drained) A deathwalker must vow never to resurrect the dead unless they died before their allotted time or another is willing to give up their soul in place of that to be resurrected.

Unuss (The Unseen Ones)

Theme/Motifs: Masters of Illusion and Mind Manipulation, a cult of unknown political power and goals.

Appearance: Anyone from an average Joe to a Kings confidant.

Strong Spheres: Illusion, Influence, Ward

Weak Spheres: Attack, Transform

Forbidden Magics: None

Strictures and Duties: The Unuss cult is a very loosely bound group most of whom have never met more than one or two others of their order. The cult leader has rarely been seen by anyone and yet his will reigns supreme among the Members of Unuss. Members can only tell one another by their invisible cult tattoos, the spell for seeing which is only taught to cult members. All members of the Unuss make a solemn vow to kill oneself and ones close cell members rather than reveal anything of ones mission or group.

Uvan (The Earthfathers)

Theme/Motifs: Druid like protectors of the earth and all that grows upon it.

Appearance: Darkly clothed old man carrying a staff of fallen saprins wood

Strong Spheres: Summon (Flora & fauna), Transform (Self into creature), Heal, Ward

Weak Spheres: Attack, Influence

Forbidden Magics: Any use of magic to cause damage to the natural world

Strictures and Duties: The Earthfathers are defenders and searchers for truth in the natural world. An earthfather is under solemn vow to never allow harm to come to the forests and the animals that dwell within. The earthfathers understand that all nature is in balance and to change one thing ultimately affects all others for this reason they can seem to others to take unnecessarily long times to come to decisions about a course of action. While the earthfathers see some value in the Dimiz religion they are often in conflict with its followers who they believe often go too far in their interpretation of the natural order.