

## *The Exotic Fire Islands*

**Population:** 75,000, 54% Woad, 20% High Elves, 11% Dark Elves, 10% Fire Elves, 5% Other.

**Non-Native Population:** The non-native population of the Fire Islands is quite diverse. The largest portion is made up of Efreet, and Vulcan Dwarves. These alien beings of the Elemental Plane of Fire have found a home here due to the grace of their god Cyndar and his reputation among the Elves here. A small number of Wood Fae, mostly worshippers of Oalvanus, also call the Fire Islands home. These intrepid Wood Fae shelter a handful of runaway bestial slaves from the Caliphate of Savatoga. The rest of the non-native population is made up of human slaves, mostly those destined to be sacrificed to the Fire God. These poor souls are generally captured from raids against the coast line of Isle of Kalidor, or those foolish enough to come and explore the Fire Islands' shores.

**Capital and places of note:** Oraboye is the City of Flame. Here it is said that the mother Ky'leth of the Jhen'Corvus (Raven) rules over her children. This city is forbidden to all but the Fire Elves, servants of Cyndar and the Woad tribes from which the Council of Flame is drawn. The holy Tribe of the Phoenix exists in a small enclave just to the east of this holy city. Lomandie, Mariss and Teluvia are all port villages used by the mostly nomadic Woad when they wish to trade with their kin or other inhabitants of the Isles.

Insula Noctis is the home of the Dark Elves, and they follow the dominion of the Woad, though grudgingly, unwilling as yet to cut ties with their elven brothers and sisters as they did in the Great Schism. Ra-Mey is home to what's left of the Ancient Woad Tribes and the Wood Fae followers of Oalvanus. They live simple lives and still pay homage to Ky'Leth and the Council of Flame. Finally the High Elven city of Malinalco is almost as beautiful as the fabled Dawn Spire. Here stand sand stone palaces and ship yards so long that they seem to kiss the horizon. Amidst that splendor stands the crowning gem of High Elven architecture, a ziggurat gilded from top to bottom in solid gold.

**Current Rulers:** Among the Woad Elf Ky'Leth is known as the Mother of All, but the primary power of the fire Islands is the God Cyndar who speaks through his priests on the Council of Flame and their subordinates. They wield absolute power. Their will is law and they hold the power over life and death for every citizen.

Many people say different things about the Mother of All. She is generally regarded as having passed from the mortal realm, but her spirit is everywhere in the Fire Islands. Some say that she and one male were the soul survivors the day Noor Neld'Haran finally fell. Others say she came here from the fabled Ebon Wood, a descendant of the great Talorgan Nechtan who fought humanity during the Third Woad War. Yet others say that she coupled with Cyndar himself and gave birth to the Fire Elves which now serve her memory. The truth of these matters remains a mystery. Fire Elves sickened by the

brutality of their homeland fleeing to the Isle of Kalidor are becoming more and more common, but they do little to shed light on the origins of their species.

Three tribes form the current backbone of rulership in the Fire Islands. The Jhen'Corga (Snake), the Jhen'Urdo (Boar) and the Jhen'Ursa (Bear). The Jhen'Corga give from their number the Ember, the Elder of the Council of Flame, as currently their chief is the eldest of all the chiefs. The Jhen'Urdo put forward from amongst them the one who will serve in the position of the Hearth. They are the largest of the tribes and at present their chief is of middle age. Finally the Jhen'Ursa the smallest of the tribes hosts the youngest tribal leader and thus they give the Spark.

Those Woad who reject Cyndar and resist the Theocracy to follow Oalvanus are known as the Amanites, after the Island of Aman which they inhabit. This group is led by the Jhen'Inoki tribe. Here, by the grace of Oalvanus, their Giant Eagle rookeries were restored after the devastation of the Shadow War and the previous Woad Wars with the Humans of the Heroic Era.

Children born of mixed lineage are given over to the Tribe of the Phoenix. These few are considered holy and they want for nothing their entire lives, but when the priests call for a pure and holy sacrifice the Phoenix must answer, giving their own lives for Cyndar.

Sovereign Lothair II and his consort Adelaide nominally rule over the High Elves, but pay homage to the Council of Flame.

Likewise Sovereign Lucretia Magnus maintains a stronger claim over the Dark Elven people, ruling with greater authority, but still bends the knee to the Council of Flame.

**History:** What would become the Fire islands took root before the fall of Noor Neld'Haran, the Elven Homeland in the Heroic Era that fell to the followers of Ilyxtriak and became the Stormlands. During that time, some of the elves took to the seas looking for any secure port, but the shadow dome left them few choices. They drifted for ages living for two elven generations upon the waves until the Fire God Cyndar came and showed them the way to the Fire Islands where he prepared a harbor for them though it was far from safe.

They were met by the Nightsiders who yet called the islands their home. These pirates and cutthroats fought against the elven people until, it is said, Ky'leth guided by the light of Cyndar traveled inland and fully awoke the wrath of the Fire God. The sky was choked with ash and molten rock. When the smoke cleared, the Nightsiders ships had all burned and the Elven ships were entirely unscathed. This act ensured that Ky'leth would become the leader of these people, for better or worse, uniting the Woad, High Elves and Dark Elves into the Nation of the Fire Islands.

**Government:** An absolute Theocracy of the Cyndarian religion reigns in the majority of the Fire Islands. The vast bulk of the inhabitants pay homage to this god and his laws (along with their perceived interpretations) are enforced by his priests.

Only one of the smaller Fire Islands known as Aman remains independent from the Theocrats who would control it. On the Isle of Aman many of the ancient Woad tribes that migrated from the Ebon Wood still live in freedom. Here they may worship whom they will, but most follow Oalvanus.

The law of the land is simple, do as the church requires. The breaking of any law or dogmatic statute is met with harsh punishment ranging from walking coals, to branding, exile or being burnt at the stake as an impure sacrifice.

It is also of note that the different factions of Woad have led to different colors of tribal markings. The Cyndarian Woad bear markings in red like his flame. Woad that pay homage to Oalvanus however, bear the ancient color blue in their tribal markings as their ancestors did. Those of both worlds who exist in the tribe of the Phoenix bear their markings in the purity of white.

**Religion:** Fire can give life and fire can take it away. The god Cyndar is a vengeful deity who desires the world to be consumed by his flame. His followers work tirelessly to bring him worthy sacrifices and these Cyndarians are the ruling class in the Fire Islands.

Perhaps a quarter of the Island's inhabitants choose instead to live on Aman and worship another deity. Of that quarter, three-fifths worship Oalvanus, a smaller minority follow Sybil and these work against the Cyndarians and make covert war upon the Council of Flame. Various and sundry other deity worshippers comprise the rest with no clear majority.

**Societal Views:** These lands were given to the Elven people and thus the mistake of allowing non-elven people to exist upon them is to make the same mistakes as our ancestors. As such it is decreed that only Elven people may exist upon this soil. Though pilgrimages to worship Cyndar may be allowed for outsiders from time to time, no others may come unless bound in chains, for these are holy lands. Other races are but chaff waiting to be incinerated at the will of the God of Fire, to feed his flame and give strength to the Elven people.

**Exports:** None.

**Imports:** Agriculture, masonry, textiles, slaves.

**Social Rank Structure:** Ember, Hearth, Spark > Priests > Chiefs > Woad > High/Dark Elves > Oalvanus followers > Slaves.

**Factions:** Theocracy of Cyndar, Amanites, Tribe of the Moon (Sybil), Phoenix Tribe, High Elves, Dark Elves

