



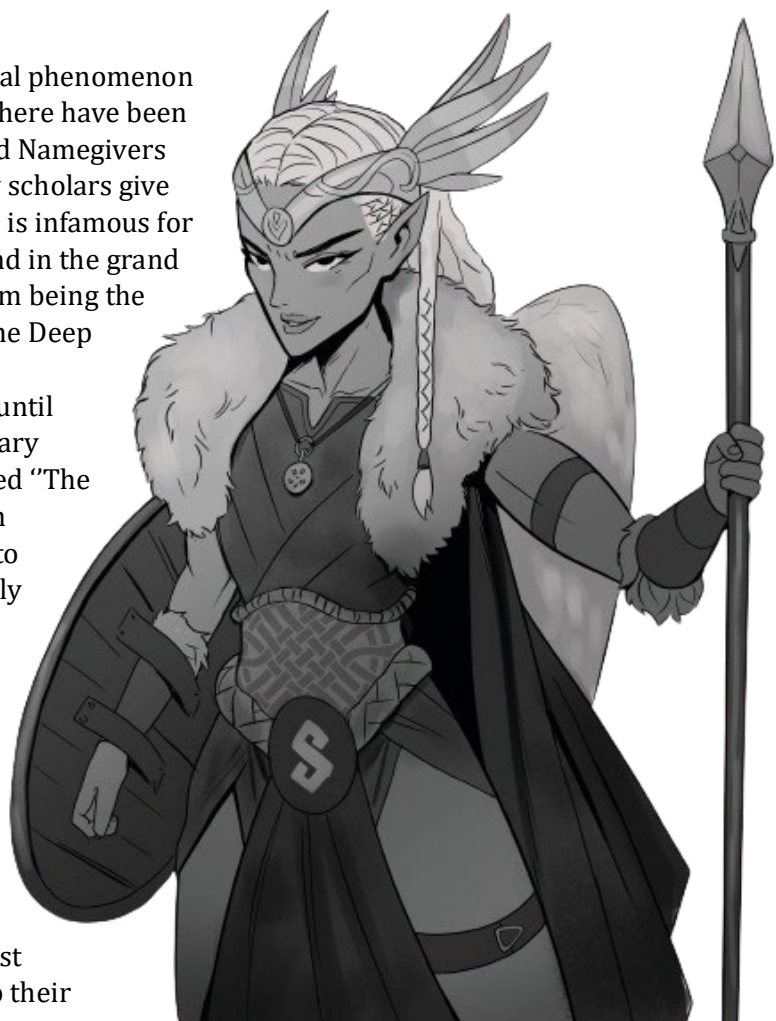
Idisi

The idisi are the latest magical phenomenon related to Vasgothia's Deep Forest. There have been scattered reports about these winged Namegivers for the last several years, though few scholars give them much credence. Still, Vasgothia is infamous for its many strange magical oddities, and in the grand scheme of things, the idisi are far from being the most bizarre thing to emerge from the Deep Forest.

The first idisi did not appear until after the slaying of one of the legendary Waelcyrge by a band of Adepts Named "The Eternal Quandary". The Waelcyrge in question, Named Kara, was thought to be the last of her kind and irreversibly Horror corrupted. Her slayers reported that after she died, her spirit appeared in its uncorrupted form and was later seen shepherding the souls of dead Namegivers into whatever constitutes the Vasgothian afterlife.

Since this event, various Namegivers exploring the Deep Forest have undergone dramatic changes to their Patterns. The catalyst for these changes are currently unknown. Some say casting Raw Magic brings about the change. Others that eating a Fruit of the Passions causes it. Some eyewitnesses have stated that the transformation is even part of the Dread Yearning. Whatever the cause, the change is striking and obvious. The Namegiver in question takes on an idealised appearance. Their physical bodies become stronger, leaner, and more muscular and their faces become portraits of beauty. Those who know of such things liken the new appearance to that of a Passion, who often appear as idealised versions of a Namegiver. The most prominent change, however, are the enormous, feathered wings that sprout from the Namegiver's back, granting them the ability to fly. In many ways, the change is reminiscent of the talveni. But where the ulk men are twisted by the Horror essence that bonds to their Patterns, the idisi are exalted by the infusion of Passion Magic. Thankfully, an idisi's wings can be submerged into her body, at least granting her the chance to appear as a normal Namegiver. So far, the only idisi in existence have come from elven, human, and ork women.

Those few idisi in Vasgothia are just as confused by their existence as anyone else. Many report having nightmares in which they are visited by the Vasgothian Idols and given cryptic messages. Many suspect that they have a role to play in the rebirthing of the dead Passions, and readily seek out ancient temples and tombs in search of answers.





Idisi Game Information

Starting Attribute Values

DEX 10, STR 12, TOU 12, PER 10, WIL 10, CHA 12

Movement Modifier: 10 /16 (walking / flying)

Karma Modifier: 4

Racial Abilities

Flight. Like windlings, idisi have the racial ability of flight. An idis's wings are stronger and more robust than a windling, and they only need to make a Toughness test for an extended period of flight after an hour of constant flight. Idisi wings are not affected by water, like a windling's, and they heal just like any other part of the body. As a Free Action, an idis may submerge or sprout her wings from her back. While submerged, the wings are completely hidden to both normal and magical sight.

Idol Magic. Idisi gain access to additional powers as they advance. These powers resemble the Passion powers called devotions that are used by questors. However, they are not the "true" devotions granted by the Passions, merely similar in form and function. Neither are these powers talents, and are not affected by Dispel Magic or other abilities that affect talents. Karma (or Devotion Points) cannot be spent on them, nor can they receive knacks. The character can choose a new ability from the appropriate list (or lower tier list) at any point when they advance to a new tier for the first time. The power's rank is advanced as a devotion of the appropriate comparative tier. For example, an idis who advanced to Journeyman tier can choose a power from the Follower or Adherent tier lists. If they choose a Follower power, it's advanced at Follower costs and an Adherent power is advanced at Adherent costs.

Starting characters can choose a power and spend their initial talent ranks on it at their discretion. However, they are not required to select a power at character creation and can do it at any time. An idis can select and manifest the power in times of great need and immediately advance it with available Legend Points at the gamemaster's discretion. If a character later learns the devotion, skill, or talent version of the power, it is not replaced. Players should work with the gamemaster to determine which of the Idols the idis is associated with and choose appropriate powers. An idis infused with the magic of the Horned Judge is likely to have powers different from one who gets their powers from the Grinning Stranger.

Follower: Animal Bond, Battle Shout, Break Shackles, Disguise Self, Emotion Song, Empathic Sense, Friend of the Land, Frighten, Heartening Laugh, Inspired Might, Passion's Comfort, Passion's Insight, Pidgin, Resist Influence, Seal Home, Silence Influence, Steel Thought, True Sight, Winter Embers.

Adherent: Assess Intentions, Astral Sight, Awaken the Wood, Beast Summons, Enchanted Gift, Fortify, Incite Rage, Inspired Endurance, Inspired Tenacity, Leadership, Lion Heart, Passion's Inspiration, Resist Taunt, Safe Path, Shield the Innocent, Steely Stare.

Exemplar: Bardic Voice, Fertility's Season, Impossible Hide, Invigorate, Love in Bloom, Plant Talk, Rally, Resist Pain, Safe Thought, Thought Link, Touching the Past, Vital Strike

