

Isendathing Region

Isendathing is a great focus of earth Power, exploited by many groups, and now under the benign control of the Shamans of Isenda, the local name for the Earth Deity. In their complex, there are seven bronze towers, with copper pediments, surrounding a henge of iron-rich rock, in turn surrounding a truncated pyramid of Silicon based rock, particularly sandstone. With their magic powers calling on the magnetic field below the complex, they are able to work many wonders of healing, defensive power, oracular powers and visions, and restoration of the land around. Thus, the area, despite fairly low rainfall and windswept aspect, has been kept fertile, allowing farms to prosper, the little village of Isendatown to grow, and orchards of fruit to yield bounteous crops of oranges and all types of citrus and stone fruits.

Unfortunately, most trade is via the treacherous road to Dunor city to the south, as the coast is lined with cliffs, facing a rocky and wind-wracked sea, needing two huge beacons to mark a safe-ish entrance into a very small port just out of Isendatown.

The site is well known, and the advice, as well as help, are sought out by many, for the Shamans have amassed a huge amount of lore, and have an excellent reputation as oracles.