

# Wizard Island

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<I went to see this phenomena in astural space, only to have a fire blast throw me far away. It took me a while to get back to my meat. Not a good experience.> Spiritual Slave

## Description:

To better understand this phenomena, we first have to look at the origins of Crater Lake, which is known as giiwas in the Klamath language, in the Tier.

Llao was the spirit of the underworld who lived beneath Mount Mazama, the original name for the mountain Crater Lake is on. Skell was the spirit of the sky "above-world". In the beginning, the stories say that Llao was able to pass through a hole and climb to the top of Mount Mazama where he could almost touch the stars where Skell lived. The followers of the spirits could reportedly take the form of animals such as deer, fox, and dove, and they would play together. <So even the gods would play games, well. I guess that makes sense.> Laughing Coyote



The Klamath stories say that quarrels began, and war broke out between Llao and Skell. One time Llao visited atop he saw Loha, the daughter of the Klamath Indian Chief, and fell in love with her. <So this is a love story?> Starry Eyes <Only kind of> Grandma's Son He became extremely angry when she rejected his hideous, underworld nature, and cursed the Klamath with fire that rained down on them.

The Klamath turned to Skell for help. In response to the Klamath people's pleadings, Skell descended from the sky to the top of Mount Shasta. A furious battle ensued, Skell from Mount Shasta and Llao from Mount Mazama. <Two gods fighting, never a good sign> Mystic Seashell

Llao is able to defeat Skell in a battle to the death. However, when Llao's followers take Skell's heart up a mountain to celebrate, Skell's followers are able to steal back the heart and use it to restore Skell back to life.





Then Skell returns to the fight. In the story of the "Last Great Battle", the ferociousness of the fight led two medicine men to jump into the pit of the underworld as a sacrifice to appease the spirits. Inspired by their sacrifice, Skell fought harder and defeated Liao, driving him deep into the underworld.

The story goes on to explain that Skell then covered the hole to the underworld with the top of Mount Mazama to imprison Liao forever. As a final act, Skell covered the remains of the dark pit with water to restore peace and tranquility to the land, which became Crater Lake.



Liao is later killed by Skell as Skell is trying to escape the lake. Skell orders that Liao's body is to be cut up and thrown to the creatures of the lake. To trick the lake creatures loyal to Liao, Skell's followers claim the body parts are Skell's, so the creatures gobble them down. When Liao's head is thrown into the lake, the creatures recognize it and refuse to eat it. The story explains that Liao's head is now Wizard Island. <Can you believe this dreck? I think the author was on Jazz or some dreck.>

Sceptic Runner

### Corporate/Government interest:

Everyone seems like they want to learn more about the spirits that move freely in the area. They also seem to want to figure out how these spirits are so strong in the area. Due to contracts with the Tir, no one is allowed to study the phenomenon.

The trees that grow in the area are ready to be made into focus's and everything else on the island can be used for magical items. The elves have decreed that no one may take anything from the island, making it a crime punishable by death. <Never trust an Elf> Sam <Don't be a racist jerk Sam. Elves aren't all bad!> Dodger



### **GAME MASTER/PLOT HOOKS:**

With this being a small island in Crater Lake in the Tir, it is difficult to get here and do any kind of run. There are several things here that any Johnson would hire Shadowrunners to get or find out about.

1. Retrieve Magical items.
  - a. Pine
  - b. Ferns
  - c. Bone of small critters
  - d. Volcanic stone
2. Research Free Spirits
  - a. Fire Spirits
  - b. Water Spirits
  - c. Beast
  - d. Spirit of Man

3. Get a large sample of Water

The water is pure, refreshing, and will even regenerate stun/ energy if taken from the point of origin. If stored in another item, there is no regeneration.

No matter the job, Tir Paladins will be a threat as the area is well guarded as a matter of pride for the kingdom. There may also be another group of Shadowrunners, or even the Amerindian tribe that is known to live in the area. The elves let the Native Americans that's tribe is from the area come and go as they please. The Amerindians are very protective of the island and the lake as a whole.