Shanthas of Jorune

...and a Ramian

Special Pre-Release Edition
COMPANION: SHANTHAS OF JORUNE
and a Ramian

TABLE OF CONTENTS

3. INTRODUCTION
Shanthas on Jorune, Ellishundi, Overview of Shanthas, Shanthic Mythology, The Aniln: Crystals
Shanthic Philosophy
History, Jorune Time Line

7. SHANTHIC TECHNOLOGY
Isho, Evids, The seven basic Evids, Limulates
Shanthic Crystals, Maplets and Maplet Receptors
Warp, Sarceens, Cle-Eshne
Elip-Ston, Thosk Cannons

14. SHANTHIC CULTURE
Warfare, Shanthic Communities, Home Realm: Lundiere
Shanthic Language, Sounds in the Shanthic Language, List of Words
General Jorune Glossary
Alfred the Wotlen Iscin talks about Shanthas on Jorune

Special Pre-Release Edition

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CHAPTER 1

Shanthas of Jorune

INTRODUCTION

Shanthas of Jorune... And a Raman is a convention pre-release. It details for the first time in print Jorune’s most mysterious race, the shanthas. These eyeless natives easily manipulate the 1mo, or ambient energy, to do many things, including weaving orbs and bolts of great sophistication. Their powerful technology for creating dynahs, warps, sarcens, evids, cle-eshtas, and the powerful clip-ion are described within. You will learn how the shanthas evolved on Jorune, understand their seven religious sects and read their mythology. The shanthas themselves will be described physically, and many questions left in the past to reader’s imaginations will have answers.

SHANTHAS ON JORUNE

The shanthic race had lead a peaceful existence in underground caverns for millennia when the aliens came. These new-comers spoke a lumpy, awkward tongue lacking dimension and clarity. In spite of their crudity, the alien skills of energy manipulation were impressive. Their tools relied upon energy pellets, not Isho. Their belongings were crafted of a resistant disk (metal). The H-oomans, as they wished to be called, would not pronounce the name of the shanthic planet "Sho-Caudal" (cass fluid body). They would only say Jorune.

These "H-oomans" were unable to see or feel the natural fluid of Sho-Caudal. They talked about gracelessly, blind and insensitive to the environment for which they had traveled a great distance. The shanthas had difficulty respecting these creatures who covered their Isho (literally: vitality) with fur. The shanthic "Shelari" (prey) encouraged cooperation with the outsiders to ensure peacefulness. H-oomans would be guided to areas where they would not be a disturbance.

Although the shanthas of the time understood the magnitude of a population of twenty thousand, they were taken aback by the sheer bulk of the colonists, when they arrived. Their awkward attempts at simple "cashlin" (walking) were shameful. Their intellects seemed just as disorganized. It was rumored that H-oomans were incapable of controlling their own bodily functions. Their "inner fluid" was pumped involuntarily and their frontal lobes flustered spasmodically. They spoke of nothing, ignoring everything around them. At first amusing, their flat speech soon came to be considered a waste of time. The thridic came, as the shanthas knew they would. The distracting human curiosity was deferred for a while—thridic were delighted to speak unceasingly with the visitors.

The H-oomans inability to project even the most simple "lith" (naul orb) was taken as an indication of dwarved intelligence by many shanthas. But the H-oomans commanded great skill manipulation, so the shanthas were content to help them meet their needs for minerals, water, and land, if that meant peace.

As the moons constellated, H-oomans relaxed and enjoyed their new environment. Treaties prepared by the thridic where obeyed. The new-comers seemed to have proven their harmlessness.

Suddenly the tranquillity of life was shattered; the H-oomans began acting frantically. They claimed the loss of their homeland. Yet they had abandoned their homeland to come to Sho-Caudal. Erratic H-oomans behavior became a concern. The shanthas were resigned to revive aggressive technology left to them by their ancestors. They watched and waited. Uneasiness and fear had been unknown to them; this sensation was, to the shanthas, a subtle poison released by the H-oomans.

Without warning, the H-oomans transgressed "Cali-Shafr", Battle Lands of the Ancients. The bountiful vegetation was stripped away and the land was pierced by huge discs. The H-oomans claimed that they needed the area to make their food. The shanthas were unsympathetic. The humans had survived for some time on Sho-Caudal without taking such extreme measures. The transgressions of the H-oomans became intolerable. With the disruption of the Galsiva (Ancient Burial Grounds), shanthas finally felt their energies could be justly unleashed.

The humans in their colony strongholds were not prepared for the massive energy blasts which exploded from within their ships. To the shanthas, it was a simple matter. The warp mappings to the ships were regional and the Isho was readily available. Warps were forced open, and through them, tremendous dynahs of Desti and Du were sent.

It was expected that the problem was over. Instead, nearly all of their race lapsed into "shyeex", the Ishless state. The shanthas remember this as "Loesh Ebeexa" (The Dying Time). The few who remained were unable to maintain the ancient underground complexes. Society crumbled. The shanthas were forced to leave the glowing lower world and take to the more distant parts of their planet.

The shanthas knew that the H-oomans were destined to enter their cities in the coming millennium. They sorrowfully laid to rest their valuables within temple recesses. They guarded their treasures by the best means they could muster. They looked to the time when their descendants would reclaim their heritage, and restore the race to greatness.

Over the ages, shanthas have learned a lot about humans. Although their original impressions have yet to be dispelled, they have come to grips with living as a minority on their own planet. Their interactions with other life forms are usually brief and specific. 3400 years after Loesh Ebeexa, hostility between shanthas and humans is rare. Again the shanthas are watching and waiting; this time for a chance to restore their race to ancestral splendor.

Of all the human descendants, shanthas find the mundra the most intriguing. Their Isho abilities closely resemble those of the children of Sho-Caudal. It was this shanthic interest that led Sho Copra-Tra to train Caji Gende 2934 years after the Earth Colony's appearance on Jorune. This first relationship between shantha and mundra catalyzed a new existence for the mundra race.
Elishondi

An Elishondi, or "ancient shanitha," is a shanitha that was placed in a keeper rod thousands of years ago for the purpose of being revived at a time of need. The Elishondi were trained to operate independently. An Elishondi was not to revive others except in the case of dire need. They know the locations of certain other Elishondi, major shanithic cities, shanithic arsenals, and the clip-stem power stations.

Many Elishondi: who are revived in the present die within 45 hours from the same ailment that nearly exterminated their race 3500 years ago. A small percentage are immune to the biological warfare agent still in their atmosphere, and some are able to gain immunity by altering their body-chemistry through the use of organic compounds called leesh-lights.

OVERVIEW OF SHANITHAS

Shanithas average over six and a half feet tall. Shanithas have no eyes; they see with their Tr-wave sense. Their small, sculpted ears are sensitive beyond the human spectrum. The shanithic mouth and vocal cords can mimic virtually any sound. Their spoken language employs vowels that the human vocal tract is incapable of reproducing. The sounds and expressions required to communicate in this soft, flowing tongue exceed the capabilities of non-shanithas. The written shanithic language can be learned, although even the brightest shanitha has no chance of understanding a single word.

Shanithas craft and wield ritualistic blades from the thalliums of corondium. Shanithas always maintain a sense of calm, even in battle. Their term for death is "shyeve" (The Isholoe state).

Shanithas live only in small, secluded settlements. Their camps are quiet and somber by human standards. Shanithas of each of the seven sects will respond differently to strangers. Rarely will a shanitha wish to communicate or barter with a member of another race unfamiliar with their customs.

Shanithas are not necessarily violent, but slow, deliberate motions are advisable. They tend not to trust humans, especially those lade with Earth-love. For this and other reasons, shanithic etiquette should be considered a necessary skill for shanithic encounters. Though they may not strike out at those who offend them, neither will they offer them assistance or respect.

As vulgar as human language sounds to them, many shanithas speak English with reasonable fluency. This potential might not be shown to player characters; however, for shanithas speak very little when in the company of boorish humans who gawk at their leesh mastery. The orbs and bolts of most shanithas are finely honed, and greatly varied. Though by number they prefer peace, shanithas are trained with many dyesha when young.

SHANITHIC MYTHOLOGY

To the shanithas, the world of Jorune is a living entity, Sho-Caudal, or "vast, fluid body." They believe their world was originally barren on the outside, but their race lived below the surface in the belly of Sho-Caudal; they believe themselves born from the beautiful crystal sphere called the "Anlin."

Shanithic Genesis

In the beginning there was Sho-Caudal. Its belly was water, but its skin was barren. Protected by its skin were the Anlin, finally kindled by the fire of Sho-Caudal into the forms that lived under the skin. Sho-Caudal nurtured its children, but longed for company. Seven moons came to visit, and they were greeted by the waves of Sho-Caudal so warmly that they never left. So great was the first conversation between Sho-Caudal and the moons that a faint glow shone into the blackness and became stars. Sho-Caudal poured out so much that the moons were satiated; all the excess spun off, a swirling ball of fire, and warmed the planet by the new day and all the days to follow.

The moons spoke back. In their gratitude they returned the energy of Sho-Caudal with renewed vigor. They breathed color into the monochromatic world, now dazzling in the light of a sun.

In the wake of this great union, Sho-Caudal was inspired to fill its surface with life of many forms. The shanithas reminded it to their womb underground, but now they were forced to venture above and to eat more than just the nurturing pasture that grew in their caverns.

Many other forms moved up to see and feel the light of the sun and the moons. Only the shanithas were torn; they could never leave the womb of Sho-Caudal and be satisfied with what was above.

THE ANLIN CRYSTALS

Deep below the surface of Jorune lie the Anlin crystals, which the shanithas believe they were created from during the first age of Sho-Caudal. They are found deep within the caverns of LaShalta, a site the shanithas consider their "primordial home." The Anlin crystals are complex shapes, with many turns, twists, bulges, bulks, and veins connecting remote sections of the crystal. Many come in rich colors, and have few reflective properties. Pulses of light sent to probe the Anlin's structure are returned and magnified in startling ways that trigger powerful responses in the shanitha's brain. The entire process is interpreted as deeply moving, and religious. Shanithas undertake the pilgrimage to the Anlin several times during their lives. The first time is usually at puberty, they return when they have conceived a child, grieve the loss of a loved one, and at the time they wish their bodies to enter shyeve, so that their Isho will become part of the LaShalta forever.

SHANITHIC PHILOSOPHY

The philosophy of shanithas can be described in a few lines that summarize their behavior in most contexts. Isho is the source of all life that is good.

The naull is a guiding sign

Darkness in Isho is a sign of Ca’go’aci, or "that which is against the naull"

Childbearing and child rearing are imperative, the next generation will quickly eclipse the old

The crystal will flow as long as Sho-Caudal lives

Warning is disrespectful to Sho-Caudal

PHYSICAL SPECIMENS

DIET: Shanithas are mostly herbivores. Their mouths have small teeth, inappropriate for a carnivore's diet. The shanithas are generally disgusted by the carnivorous glutony of other races, especially the humans, however, the Ca-Desti eat small strips of sash (tiny cave salamanders) meat regularly.

Favorite foods include: Lisasha (a root), malin (a very colorful spore), ren (a moss that grows on cavern walls), and deshali (fruit of a small bush that grows where there is little light). Shanithas are not gourmet cooks. Pates, cold broths, dried lisasha chips, and plant nuggets are common.
LIFE CYCLE: Shanthas are born with short necks and sharp fingernails. They are gawky and stooped over until they reach puberty, at around age 15. At this time, their backs straighten and their necks rise slender and graceful from their lean, upright bodies. Shanthas have lifespans stretching up to 200 years.

REPRODUCTION: Shanthas give live birth to offspring still enclosed in placenta. This fetal egg-sack is cared for by the parents for three days before their children emerge on their own. The sack should be kept in a cool area, preferably near clear, running water. The sack is briefly submerged several times during this three-day period the shanthas call "cal'alin" to leach out waste and cool the rapidly growing infant.

As the sack hardens before the hatching, it is adorned by the parents and other family members. The child will slowly tear open the tough shell with its sharp nails after three to seven days.

SENSES: Shanthas have particularly good hearing and Ishovision, called "Tra-sense."

IDEAL ENVIRONMENT: Shanthas are most comfortable in a moist, stone enclosure closely resembling a temple. They prefer to remain in the dark during most hours of the day, and spend many hours kneading, whether they read, write, pray, paint, build, or excavate.

EVOLUTION

Shanthas developed in an area of Lundere called Le'Shitha, 'Trimal Home of Shanthas.' They evolved in an environment rich with corndon and other large predators that further justified their subterranean development. However, over time they have developed many of the characteristics of both land and cave dwellers. Shanthas are distantly related to many of the creatures seen on Jorune including: tamo, thombo, talmann, corndon, weach, beagro, slutch, droglamon, and hams.
HISTORY

Shanthis were somewhat barbaric during the early stages of their development as a people. As they adapted to each other and their environment, they built up a strong society with laws and principles that have carried forward to the present. They were victorious in their battle to drive the lamorri invaders from Sha-Caudal more than one thousand years before humans ever set foot on Jorune. They greeted the Earth Colony with a trusting coolness, until the humans broke their treaties, showing blatant disrespect for shantlic customs and practices. The shantlic weapons unleashed upon the colony sites had been developed millennia ago to defeat the lamorri. But the humans fought back; few shanthis survived from populations that had numbered in the millions. The shantlic population has climbed in the 3500 years that followed, but the race no longer rules Jorune with unchallenged authority. Humans are clearly dominant now, and shanthis have spent the last several thousand years hiding their time and looking to the moons for a day yet to come.

Early History

Shanthis built their lives in light-deprived regions where liso was the dominant source of energy. In their subterranean environment, predators were few, but large. Their diet was one of mainly mosses and roots, although they fed upon beargre and primitive rodents they later considered the beargre diet part of their barbare past. Their excellent vision made safe their travel through the higher world that separated their cave homes. They crafted fine weapons with which they could battle the corodon that clumsily roamed their lands. From the beast's thicklers they crafted their mighty 12-light in the hand, but shanthis were powerful in battle. The corodon posed a continuing serious threat, not for its speed or agility, but for its instinctive cunning with liso. It was for this reason that shanthis developed their mastery of liso signatures.

Over the course of time, shantlic perceptions and manipulations of liso became more precise, until they were able to communicate with both their spoken word and liso. Uncontrolled, their feelings betrayed them to others of their kind, as liso past unconsciously from their bodies and was read by others — emotional exchanges could begin without intentional provocation. This primitive form of expression led to conflict and near-ruination of the race. The Cole-Tishic, "War of the Tribes" had begun.

For thousands of years the shanthis stagnated at this primitive level, fighting one-another. Initially the battles were infrequent and small, but in time, tribes would combine to conspire upon other shantlic settlements. Had their settlements been easy to locate, shanthis who struggled toward refinement and mastery of their liso would not have survived. When they realized the power that they had developed, they dared not make their presence known. Only when they were the true masters of liso would they expose themselves.

At a time when three great powers ruled the shantlic domain, the Ellishic, or "Great Shantlic Keepers" emerged. They advanced on the combined forces of the now allied rulers. Disabling those who opposed them, they drove out the old order and established themselves as the leaders of their race.

It was the dawn of a new era. The Ellishic taught their race how to control and direct their inner fluid. How they touched Sha-Caudal was for each shantli to decide. What was once the catalyst of aggression was now the basis for refined expression and poetry. The result was now safe to explore and explore.

The term "Ellishic" now has come to mean an ancient shantli, particularly one who was placed in a keepers rod in preparation for a day when their services would be called upon to benefit the race.

Overview of the Lamorri War

Much of the technology associated with shanthis came during a period of shantlic imprisonment at the hands of a lamorri ground-force stationed on Jorune more than 1500 years before humans arrived. At the time, shanthis were aware of their own tech for weaving liso bolts, but more than less they were not skilled at the practice of dyanshas for any practical purpose. Careless and defiling use of liso were to be avoided in shantlic society. Rapid advances were soon to follow as the long lamorri occupation dragged into its third shantlic generation. Not only were dyanshas learned, but liso cannons were developed, the slip-ston first used, and evids were created, including the Ephisht Sh'Evild.

The lamorri were a star faking race. They brought other races with them to Jorune: the clash and scrams (the builders of the starships), the ramian (sub-species of the lamorri), and the thriddle.

When the lamorri colonized Jorune, they embarked on a massive effort to control the liso of the planet. When they learned that shanthis relied upon the liso for sight, they created vast, underground crystalline structures that changed the liso-geography in such a way that shanthis would be without their tri-sense. This drove native liso life from such regions and crowded areas such as the Doben-ai, which the shanthis call Mesh-sacca, "the dark lands." In some areas, the structures were further enhanced to prevent wars from opening. Ardoth is such a spot. The Thooz sh in Syrra is an example of an above ground construction, long since made useless by geologic activity. These complex, regulated construction efforts and had to be delicately balanced with the local liso flows to operate safely. The first of these structures exploded in a hail of crystal shards before the lamorri had mastered with such subtlety. Eventually they were built to self-modifying liso systems, capable of expending little energy to maintain stable operation. They were intended to operate unsupervised, even during liso-storms. Ardoth has seen times in which the mechanism has failed.

The lamorri had taken on more than they had bargained for. Shantlic assaults were taking out their forces with great speed. Lamorri were a race that had never suffered such casualties, they soon pulled out and returned to their home world. When the lamorri left Jorune, they didn’t take the clash or the others with them. Happily abandoned and no longer enslaved, the clash are happily occupied the Kingdom of Tan-Snedri, which had been the lamorri’s central command post. It has always been a curiosity to other races that the thriddle live in a 5 meter height fortress that they could not themselves have crafted.
JORUNE TIME LINE

EARLY/JORUNE (BC)

2100 BC: Shantahas and the 1000 year war
1600 BC: Ca-Cober begins exploration of the great cities
1500 BC: Shantahs create as religious artifacts by the Ca-Shal
1700 BC: Keeper rods created by the Ca-Da Shular

750 BC: The first Larnor ship arrives
752 BC: The rest of the larnor armada reaches Jorune
753 BC: Larnor plan to subjugate the shantahas goes into effect
750 BC: Iko geography program begins, Deben-al chosen as prime site
751 BC: Process of creating SkyRealms begins
751 BC: SkyRealms enhancement program begins, Deben-ai chosen as prime site
750 BC: Deben-al program completed
440 BC: Multiple SkyRealms ready for planetary export
440 BC: First signs of significant shantahan rebellion
449 BC: Two SkyRealms destroyed by devices of unbelievable force (dis-sion)
1449 BC: Orbiting Larnor spacecraft destroyed over north eastern Deben-al
446 BC: Large scale shantahan revolt
442 BC: Release of the Edshon She-evid into the Deben-al
1447 BC: Thosk masons created. Ce-shaas brought to new levels of sophistication
1446 BC: Larnor leave Jorune, abandoning clash, scarns, thridle, and raimen

The Mountain Crown of Tan-Inricd was constructed by larnor long ago to be their headquarters on Jorune. The thridle have long since located the crystal structure beneath the island that blocked warps and deactivated it. The thridle still possess remnants of technology from the original clash/larnor star-faring mission to Jorune. The larnor shielding and defenses are particularly powerful. The clash have been forever interested in getting their hands back on this technology, however, they fled to the Ice-Fields of Gillhawn after the war to avoid shantahan persecution and elimination. In particular, the clash want their beacon returned to them. This device will alert clash on their home world that they are still alive and awaiting rescue, even after all these years.

SEVEN SECTS

There are seven sects of the shantahan religion, one for each of Jorune's seven moons: Shal, Ebba, Du, Gobey, Desti, Launtria, Tra. Each moon is associated with one of the seven basic forms of Isho (found on Jorune). The nautah of a shantahan (their Iko em-er) indicates to what sect of the shantahan religion they belong. Each sect has characteristics that set it apart from the others. To form the name of a shantah sect, place the 'Ca' (pronounced Ka) before the name of each moon. An exception is made for the moon Ebba; the name of the sect for shantahs of this moon is Ci-Ebba (pronounced Kie-Ebba).

Great care is taken to ensure that the nautals of shantahan infants are conditioned to be the same as their parents. A child would be given away to Ca-Tra shantahas, even if born to Ca-Gobey parents, if it has a nautal that is aligned toward Iko of the Tra. This is an extremely rare occurrence for shantahas living in Iko (small underground and private communities).

<table>
<thead>
<tr>
<th>MOON</th>
<th>SECT IS CALLED</th>
<th>KNOWN AS</th>
<th>COLOR OF MOON/SHIP</th>
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<tbody>
<tr>
<td>Shal</td>
<td>Ca-Shal</td>
<td>Keeper of the Ancient Order</td>
<td>Blue/Blue</td>
</tr>
<tr>
<td>Ebba</td>
<td>Ca-Ebba</td>
<td>The Seeker</td>
<td>Silver/Yellow</td>
</tr>
<tr>
<td>Du</td>
<td>Ca-Du</td>
<td>The Illuminator</td>
<td>Amber/Amber</td>
</tr>
<tr>
<td>Gobey</td>
<td>Ca-Gobey</td>
<td>The Protector</td>
<td>Black/Brown</td>
</tr>
<tr>
<td>Desti</td>
<td>Ca-Desti</td>
<td>The Red Harbringer</td>
<td>Red/Red</td>
</tr>
<tr>
<td>Launtria</td>
<td>Ca-Launtria</td>
<td>The Flow</td>
<td>Green</td>
</tr>
<tr>
<td>Tra</td>
<td>Ca-Tra</td>
<td>The Warp Walker</td>
<td>Varied/White</td>
</tr>
</tbody>
</table>

SECT IS CALLED FOR EXPLORED WHAT LANDS

Ca-Shal | Ebba, Chundara
Cla-Den | Sarcoen, shantahan colonies
Ca-Du | Blaine, animals, keeper rods
Ca-Gobey | Maple, rupion cities
Ca-Desti | Thosk, early wars
Ca-Launtria | Jilo plana, limatius
Ca-Tra | Ce-shaas, warps

All of the shantahas had areas of dense habitation in the area that is now known as Landroid, but each of the seven sects took to other areas of Jorune as well. The following is a list of the seven sects in Jorune, and eventually settled to some degree.

Shah Keeper Of The Ancient Order
MOON: A medium sized blue moon, elegant and pristine.
SHANTHIC CHARACTERISTICS: Shantahan builders. Grand Iko masters. Those who will. The thridle masons. Thosk builders. Those who take credit for creating the Edshon She-evid, the "Warp Walker.

Note: Twelve shantahas created the Edshon She-evid. Seven Ca-Shal, three Ca-Tra, and two Ca-Ebba. They created a construct capable of great destruction to those who would tamper with She-Caudal. In the epic version of this legend, the twelve Edshon She-Caudal opened up a warp into the Deben-al to the supposed warp-safe fortress of the Larnor and are themselves destroyed as they re-enter the Edshon She-evid through the warp.

Ebba: The Seeker
MOON: Void of atmosphere. Its emeral and silver colored surface are easily seen from the planet.
SHANTHIC CHARACTERISTICS: Sarcoen masters, the builders of the shantahan minds. Cepha weavers. Cepha stalkers. Much Shantahan mythology centers around this moon's detailed surface.

Du: The Illuminator
MOON: The large Du moon is covered with bright, slowly swirling, amber clouds.
SHANTHIC CHARACTERISTICS: Masters of the shantahan blades. The animal trainers. The masters of keeper rods.

Gobey: The Protector
MOON: This black moon is barren and exotic, except for the glow of its slightly reflection in the sky. It blocks out the star field.
SHANTHIC CHARACTERISTICS: Builders of the shantahan cities. Maple masons, receptor builders.

Desti: The Red Harbringer
MOON: This swirling red giant of a moon is overhead. A silent reminder of history and power.

Launtria: The Flow
MOON: Seen by many as a symbol of nature, this bright green moon throws off enough light at night to walk by.
SHANTHIC CHARACTERISTICS: Sculptor of crystals for plants. The limatic masons. The terrain sculptors (with plants).

Tra: The Warp Maker
MOON: The small white Tra moon is in a constant state of flux. Darker areas of Tra swirl about. There are those who believe that future events can be predicted through careful study of the formations on Tra.
SHANTHIC CHARACTERISTICS: The builders of the Ce-shaas. The warp casters. The piercing eyes. Those who see deeply into She-Caudal.
CHAPTER 2

Shanthic Technology

MATERIALS COMMON IN SHANTHIC TECHNOLOGIES
Isho, stone, crystals, crystal dust, gali-ore, corondon plate, thalilers of the corondon

ISHO

Isho is the basic stuff with which shanthics see, weave orbs and belts, and communicate with each other. The following is an outline of Isho and its uses.

Isho, Pure and Simple
- Isho is invisible to normal ("eye") sight. Humans cannot see Isho.
- Shanthics and other native forms "see" by the way the Isho's eddies and currents deform around objects such as creatures, rocks, trees, etc.
- The amount of Isho in an object depends upon its density. In the more dense, the less Isho.
- Isho is everywhere on Jorune, but it exists in greater and lesser quantities depending upon geography. Certain areas are said to be "Isho rich."
- While several forms of life are able to "latch" onto Isho, only a few are able to make use of it. For shanthics it is quite natural, for many forms of Jorune life it is instinctual, and for mudders it is acquired with effort.

Isho Ripples: Signatures
- Isho ripples are constantly given off by any and all forms of life which interact with Isho. These ripples are given off in all directions like a firecracker's bang is heard in all directions, while the ripples in a pond travel only radially outward.
- Isho ripples are called "signatures." Signatures of different forms of life are easily distinguished by creatures with Isho perception. Similar forms of life produce similar signatures and can be differentiated from one another with difficulty.
- A creature's signature is tied intimately to strengths in the different color groups. In identifying the signature of a woman, for instance, it would be important to know that women are capable of learning the "power hold" dysha, thus, the race must have some propensity toward the Ebba group, which is yellow (Ebba orbs are yellow; the signatures given off don't really have a color, but have some property so as to make them seem different). Such a creature's signature would be "Ebba-like," and the naul orb, or copra, created by such a creature would be strongly yellow.

Naulls and Orbs
- The brains and bodies of different races of creatures are better suited to deal with certain forms of Isho.
- Creatures which interact with Isho can fine tune their ability to perceive or weave with time.
- Isho interacts with the energy given off in biological-chemical reactions.

Lih-ahls: Dysha Groups

When Caji Cends was trained by Sho Copra-Tra more than a half-millennia ago, the learning was broken down into seven disciplines. Each group, Caji learned, had its own challenges, its own complexities, its own challenges. It was important to master them all. If one wished to be competent with Isho. At its highest level, the ability to sculpt Isho was an art form, one which Caji Cends grew to quickly appreciate.

After building his pupil's Isho to a respectable level, Sho Copra-Tra, first taught Caji Cends to weave a naull, one that was woven tightly enough to remain for hours. Once accomplished, Caji eagerly awaited moving on to new skills, to the learning of the seven lih-ahls, or dysha groups. These are the same dysha groups found on the Jorune Character Sheets.

EVIDS

Evids are shanthic constructs created from liquefied crystal dust. They act with a minimum of intelligence, all of their actions are directed from a crystal embedded deeply within them. Evids were and are still created by shanthics to guard special areas and to drive intruders away. They are created by shanthics in the eli Ishi bebbi pool's found deep in the crust of Jorune. There the liquid crystal is woven with Isho and gali-ore and cooled into the right form. The inner crystal at the core of an evid contains a striped down and conditioned version of a shanthica's naull that will control it. The conditioning of such crystals for more complex evids can take months. Operating with their crystal brains, evids closely resemble robots, however their logic is of an analog nature. They can respond to many situations.

Evids cannot be killed in a traditional sense because they are not living creatures. If they sustain too much damage, the energy invested in them to maintain their form and function is released as a blast of Isho (roll for injury within 4 meters against lightning-strike). Then their form collapses, leaving the blackened hulk of their crystal brain.

The consistency of new evids remains constant throughout their physical forms. Older evids can develop lapses. Evids cannot see with light, even if they have eyes. Their forms are merely representational of mythological shapes in shanthic culture. Evids were never employed as simple robots in the shanthic society. They were the guards and the tools of instruction or Isho conditioning.

Evids must rest occasionally to purify their Isho and recharge. They are most susceptible at this time. Older evids must spend proportionately more time resting.

There are seven basic forms of evids and there are many special forms created for specialized purposes (like the Eelshon She-Evid). Each has tasks they are best suited for. Evids have different Characteristics for gameplay, reflecting the quality of their crystal brains.
Evid Characteristics

Defense Size: Means the same as for other creatures
Collapse Cum/Wound: maximum advantage penalties, minimum wound before collapse
Attack type: a form of attack employed by the evid (which injury table to use)
Attack Success: roll against D20
Attack Strength: number to add to 2D6 injury roll
Defense Success: roll against D20
Isho Trigger: Specialized to each evid. It is a list of the specific color groups the evid searches for or avoids.
Pursuit Trigger: How eager is this type of evid to pursue.

The Seven Basic Evids

Dark weach: These evids are modeled after weaches. They are annoyances to intelligent creatures which can usually take them out at a distance. Dark weaches were primarily intended to ward off animals from shantichic areas. They have stingers that inflict Brain Blast and Stiff, both at -1 to injury. A dark weach can sting 2x(3D6) times before needing to recharge.
Ekid: The second of seven basic evids. It looks like a floating orb with nodules located about its surface. Ekid can fire a variety of orbs and bolts. Determine randomly which orbs and bolts, and penalize the injury rolls by 3. An ekid can launch 3x (3D6) dyskas between recharging.
Trasca: The third type of evid. Trasca look like meter-long crystalline sticks. They normally hover in the air, occasionally spinning about their centers. They attack by striking intruders. A power-orb blast may accompany the attack.
Gote: The fourth type of evid. This evid looks like a spider whose body is a coiled black tongue. The tongue can quickly uncoil to a 2+ meter distance, striking the intruder with great precision. Treat attacks as knife. Gote have long, pencil-thin legs that they use to move with. They can also spit bolts of Desiti at +0 to injury, 2x(3D6) times a day.
Salkid: The fifth type of evid. Salkid are enormous, tentacled evids with a huge vertical slit for a mouth. They can launch any variety of standard orbs and bolts 3x(4D6) times between recharging. Treat these attacks at +1 to injury. They store all the impact with staff damage plus lightening blast, both at +0 to injury. As an evid, the mouth of the creature is not used for eating, only chewing apart intruders. Treat damage from the mouth as Bite +3.
Odilid: The sixth type of evid. This huge, floating, shantichic-looking mouth fills toward intruders at high speed, shooting orbs and bolts at -4D6 to injury (roll 3D6 for injury when an odilid succeeds with an orb or bolt). The mouth is equally dangerous at a +4 to injury rolls. Orbs and bolts can be launched 6x(3D6) times before recharging is needed.
Lamorix: The seventh and most powerful of the standard evids. These evids look much like the Elshon SheEvids, but are much smaller. Lamorix evids stand 4 meters tall, and travel by foot. They inflict damage primarily with their hands, which inflict injury as Fist +6. They are also capable of launching orbs and bolts from their hand. They tend toward Ebbs and Du dyskas, none from the Desti group.

Bio-chemistry (limilates)

Limilates are a watered down version of a more exotic shantichic technology revolving around a native spore that shantichics call leesh’ilahate. While limilates are simple drugs, shantichic extracts from leesh’ilahate can alter the victim’s body chemistry — sometimes permanently. Leesh’ilahate is classified as spores, though they are capable of wriggling about when exposed to Isho. Shantichics use the various juices secreted from the surface of the leesh’ilahate to their advantage, mindful of their side-effects to follow. Roll 2D6: rolls 2-9 reduce stamina by 1D6 at the end of the effect, rolls of 10 reduce stamina by 2D6 and one other characteristic by 1D6, 11 reduces stamina by 3D6 and two other characteristics by 1D6, and a roll of 12 reduces stamina by 4D6 and four other characteristics by 1D6.

Leesh’ilahate is sometimes found growing in the wild near areas of crystal concentrations (often near natural warps), but are more commonly found in underground caverns. Shantichic cities have large, excavated areas dedicated to their cultivation. Several varieties of leesh’ilahate are found in the wild, while several dozen types were grown by shantichics over the millennia.

Those leesh’ilahate listed below with a star need a 2D6 roll to indicate if their effect is positive or negative. Use the following system: If the 2D6 roll is 2-4 then the leesh’ilahate decreases the ability, 5-12 and it increases it. Always roll a 2D6 to determine the duration of the effect. A Roll of 2 indicates the effect lasts 3D6 minutes, 3-5 indicate hours 3D6 hours, 6-9 days, 10 is 3D6 days, 11 is 1D00 days, and a 12 indicates a permanent change. Types of leesh’ilahate (limilates):

*Increase strength: by D6
*Increase agility: by D6
*Increase color: by D6
Create Isho colorations over body
*Promote dyska learning: cut time approximately in half
*External healing: triple healing rates
Zero’s color
Zero Isho for (2D6 hours)
Memory: doubles rate of learning
*Heighten Tra sense
*Hold more Isho
Great anger & Isho: Isho x 4
Kern continuously: every hour or so
*Cosmetic tightens loose skin, promotes hair growth
Poison
Grow fur over body
Encase in tough exosery skin
*Go longer without eating: No hunger sensation, slowed metabolism
*Affects beagre: Any in the area will seek you out. When they reach you you’re on your own.
*Affects corondom: Any in the area will seek you out. When they reach you you’re on your own.
*Affects sluth: Any in the area will seek you out. When they reach you you’re on your own.
*Affects evil: Any in the area will seek you out. When they reach you you’re on your own.
Cure for native poison from shantichic berries
Hallucination
Curb fears
SHANTHIC CRYSTALS

Sculpted crystals can perform complex functions that ordinary crystals cannot. These require a lot of hand-working to perform their desired effect. There are many forms of sculpted crystals. Here are descriptions of a few of them:

Inner Naull Crystal: A sculpted crystal that contains the naull of a creature, probably a shantha. This is the most basic form of sculpted crystal. Those with a high color rating can probe the crystal with Isho to obtain answers to simple Isho questions (like did the creature know power orb). Creatures with a very high color points can probe more deeply, determine facts like the creature's basic emotional structure, various Isho experiences, injuries suffered during the creature's lifetime, and special Isho patterns used in clue-eating, and controlling other shanthic devices.

Orb Crystal: A crystal that always creates one kind of orb or bolt. This crystal can be recharged.

Mappor: This sculpted crystal is activated by the user launching an orb or bolt from the palm that is held in the. The mappor crystal changes the weave so that the departing crystal is different. This is an effective way to confuse Isho-smart enemies as to the next device on the way. For example, a power orb could be wood, and a lightning strike sent.

Crystal of Erit: Three crystals, when placed in the palms of both hands, and one around the neck, allows orbs and bolts can be directed from any point on the body. Shantas wear these crystal sets as jewelry, but they have an effective use.

Drape crystal: Levitates the wearer when appropriate Ebba Isho is released into the drape. Humans can use learn to do this. Although a drape can be added to it, this is really a belt of sculpted crystals.

Crystals of Repetition: there are three basic types:

This crystal drives an emotion of feeling when Isho is bled into it. It is believed that shantas used this crystal for dramatic performances to prepare for combat (hatred, anger, and courage feelings).

Crystals that train the body to kern at a certain time each day. This is really bad news if used by adult mecha. It is very powerful and will cause keraing to take place at a certain time of day. The effect lasts for 26 weeks for every usage of the crystal. It was intended for use with shanthic infants until the age of two, when they become able to safely manipulate Isho.

Crystal that creates a dull listlessness. It was used as a cure for shanthas with various Isho related illnesses. Its purpose was to increase a creature's Isho Points by sending out certain Isho waves that calm the nervous system and allow a strong resonance with local Isho to build. It is very draining, but creatures that use such a crystal can expect to increase their maximum Isho by 26 points a day. The only danger to expect is that for every day of use there is chance that a plate is reached (roll 306 - 43 higher than or equal to Color to check this for each day of use). If this occurs, the creature will lose 66 Stamina points for each day of continued use. Players will not be aware of the failure, they will only notice their increased drowsiness and perpetual state of lethargy. They will not be able to proceed any further with this type of crystal again once this threshold is met.

MAPLETS & MAPLET RECEPTORS

Maplets were used by shantas to guide them home to their dec'ah (underground homes). Maplets are triangular, with two sides longer than the third. They are arched. Maplets are placed into maplet receptors, which typically open a warp to the shantha's home. The receptors are commonly located in caves or underground areas with easy access from the surface. Seven maplets fit into a maplet receptor. Shanthic engravings on the maplet contain complex instructions that inform the user which of the seven receptors the maplet is to be placed in. When all seven maplets are in place, the top of the maplet receptor forms a complete circle that fits like a cap over a head. Often, a special function is activated when all seven maplets are in place; typically a warp opens to the burial chamber of the dwelling.

Maplet receptors are of similar construction as a clo-eetha (depicted in every illustration of shantahs). Their tops are complete half-spheres with impressions that indicate where the seven grooves are that hold them.

Placing a maplet in the wrong place on a maplet receptor has a chance of triggering one of the following unfortunate side-effects:

- Pain
- Temporary blindness
- Extreme Isho sensitivity with the sho-son (Isho winds)
- Loss of Isho (for 30 days)
- Reduction in balance in combat (-5 to ADV) for 26 days
- Lightning bias
- Suspension orb (hits person until destroyed)

SCREEPER

A screeper is a shanthic device that reads shanthic tree ston. This is important for humans wishing to activate shanthic devices normally turned on by shanthic voices. It is the Isho voice sung by the screeper that actually activates devices. The sound heard by bystanders does not activate anything.

AMULETS

Amulet were created by shantas to provide protection against certain Jorane beasts. The list includes each of the types of evises, tarro, thombu, talaaron, durond, wasch, beage, slach, dreaglamor, and bams. Amulets send off an Isho signature that is effective in warding off one of the aforementioned creatures, unless taunted or attacked. They do not provide blanket protection for others in the area. Only the creature wearing the amulet will be avoided. Companions are not safe without their own amulets.

CRUNDORA

Crundora are hand held devices that look like goblets, but their bases have grooves to fit a shanthic hand. The top of a crundora is recessed, and contains shanthic writing. The crundora is activated by reading the engravings with the appropriate Isho infections. Humans can use crundoras only if they have a screeper.

Crundoras are very powerful devices. The various types were created to protect their race and to aid in the development of shanthic homes (dec'ah). In general, crundoras can be used once a week in Isho rich regions, less often in depleted areas. They require so much Isho during their recharge period that care should be exercised. Sleeping near a crundora will prevent a creature's own Isho from recharging.

Activation of a crundora takes about 10 seconds. During this time the device must be held still as it begins to make use of its...
well of Isho. There are many types of crundorra, but a partial list includes:

- Warp: Creates a permanent warp to a partner location. This warp will remain open until geographic forces disrupt it or it is kerned closed.

- Isho: Draws massive Isho to the user (20kx1k6 points). This Isho must be used or kerned within 5 minutes.

- Evid summoning: Summons whatever evids are in the area. Once they come, the crundorra offers no special control over them.

- Stone crumbling: Crumbles up to 20 tons of stone in about one minute. Very effective for destroying a patch of a city's walls.

- Thunder: Creates extraordinarily loud thunder from cracking in the Isho. This crundorra can be used twice a day.

- Chamber digging: This crundorra crumbles to dust any crystal, stone or dirt below it for easy excavation to underground chambers. It can bore a meter wide hole down 8 yards in a half an hour.

- Isho Columns: Because the crystal flows change with time, underground chambers may lose stability and be crushed. This crundorra offers a temporary support that will keep a region stable from changing crystal flows for up to 6 months.

**WARPS**

Warps are commonplace on Jorune. A warp looks like a window about four meters high and two and a half meters across. The view through a warp gives a somewhat distorted view of the location that the warp leads to. Players can see where the warp leads unless it is a "dark warp." The properties of a dark warp differ in that nothing can be previewed through them, and they exert a powerful attraction to all nearby matter. The strength of the pull drops off quickly with distance from the warp. One step too close and your player will be kissing soil on some distant stretch of Jorune.

Warps can occur spontaneously, but are a rarity. Generally, a Jorune crystal or other object containing "Isho" is needed to open the dimensional manifold. Crystals are activated by holding them in the palm of the hand and concentrating on thoughts that force the mind to produce the correct type of standing waves that the crystal needs to release its energy. If successful, an orb of white energy will be released from the palms of the crystal user, and flow 2-3 meters away, where it will form into a warp.

The period of time that a warp remains open depends on the energy source, its natural stability, and interference from other parties. On Jorune, the natives have become very good at slamming warps shut within seconds if they don't like who's coming through. The shanthis can also create warps with ease.

If undisturbed, a warp opened with a Jorune crystal will close within 20 seconds. Naturally occurring warps, those spontaneous in nature, usually last no more than one hour, but will reopen again at a later date. Shanthis understand this process and can control it, especially through the use of a cleeshita.

**SARCEENS**

Sarceens are shanthish devices shaped like donuts with a small wedge missing. They are information: storage devices that can impart their knowledge to creatures of all races, just a small trickle of Isho and a successful 35% roll against color activates the sarceen. Sarceens can be used by any number of times by any number of people. After dozens of usages, the quality of the information may deteriorate. Shanthis placed many types of information in sarceens. The following list indicates the diversi-

**CLE-ESHITA**

Cle-eshtes are small, pillar-like stone constructions which serve a variety of functions, all of which rely upon and amplify the user's Trasense. With cle-eshtes, skilled shanthis can pick up information about the Isho weather from all over their planet. It is with cle-eshtes that shanthis are able to detect energy use. Ripples in the Isho can be pinpointed. This is how shanthis were able to seek out humans who used Earth technology after the destruction of the colony. Cle-eshtes also act as Isho magnifiers. Highly skilled shanthis have great sources of power at their disposal.

Shanthis are capable of employing "warps" for transportation. Every location on Jorune has a partner-location to which it is physically connected only when energy is applied. The energy needed to create such warps is commonly found in white crystals. Cle-eshtes are the easiest way for shanthis to determine where a warp will lead without traveling through.

Warps appear as rectangular doorways to the partner-location, but can be viewed from any angle. Two people, standing slightly apart, would get a slightly different view looking through a warp. This is possible to see a completely dimensional version of the other side of a warp, just by walking around it. The pattern of the connections of planetary points is not random. But its mathematics are extremely complex. Whole regions "map" from one area to another. Although shanthis cannot easily after a warp destination, they can use their cle-eshtes to discover it where a given connection will be. This is the most powerful ability of the shanthis, and was employed in the destruction of the Earth colony 3500 years ago. The colony's shields offered no protection against blasts which exploded from within the ships.

**ELIP-STON**

The elip-ston are powerful Isho-storage areas built by the shanthis planet-wide as a defense system. The first elip-ston were created before the lamorri invasion (1500 years before humans arrived on Jorune), but at that time they were structures that inspired awe for their rhythmic pulsing of Isho — their de-
When their potential was realized, the elip-ston were used as the huge, underground resonating Isko cavities that they were. They take a minimum of 20 years to charge (averaging 30 years for passive Isko flows). They were eventually employed to blast lanorri spacecraft out of orbit during the shanthic/lanorri war. Though they take years to charge, they can send a powerful Isko pulse into the upper atmosphere and even nearby Jorune orbits. They are fed by Isko-trickles timed to moon orbits.

An elip-ston might be started on a particular moon alignment, and might grow to full charge 38 years later, when that alignment is repeated for the 20th time.

When Ellishondi are released in present day jorune, their main concern is that the planet's defense system against lanorri is never inoperable. Although not used initially against humans when they came to jorune, the elip-ston were eventually used to destroy orbital platforms and outposts around the planet. During keesh-ebeeca, the "dying time" of the shantas after the human/shanthic war, there was no one to tend to the elip-ston.

Those that had been used were not set to recharge (a task that ordinarily required a squad of shantas). Those that weren't used reached their saturation limit and either exploded or dissipated their energy. An Ellishondi, Sho-cofan Shal, who was accidentally released by a Tan-lirid thriddle, was quick to grasp the shantha's dilemma. The planet was without charged elip-ston. Shanthic legends predicted a day when the lanorri would return and they remain ever vigilant.

Sho-cofan Shal revived other Ellishondi and began the process of powering up the elip-ston. Numerous problems were encountered. For one, the Ellishondi were trained to operate independently. It was sacrilegious for an Ellishondi to awaken another of his kind. Only the shanthic priests were to raise them during time of need. Also, many of the Ellishondi fell ill and died within days of their exit from keeper rods. They fell victim to a mutated strain of the same ailment that killed most shantas during keesh-ebeeca.

THOSK

Thosk are high-power tracer-cannons used by the shantas in extreme situations. They are quite heavy and burdensome, requiring several shantas to move. Their power can be measured by the awesome destruction they unleashed upon the armored metal of the Earth Colony's starcraft.
CHAPTER 3

Shanthic Culture

WARFARE
Shanthas have a bloody history with the humans that might unfairly characterize them as savage. They are, however, peaceful in an undisturbed setting, and on the whole have shown great unreciprocated kindness to visitors. This stereotypical image is not without its merits. Shanthas at war are particularly brutal in their tactics, showing great rage, but little in the way of real hatred. They are not known for acts of torture or cruelty in warfare. Victims are quickly dispatched, or placed in keeper rods for permanent exile.

Shanthic weapons include shanthic blades, dysisus, crystals, boc-rod, crudorra, thaks, and use of evis. Shanthas are also adept at their own form of martial art called “Eritua,” in which their arms and legs combine with their latho to become deadly implements. This is the shanth’s preferred method of disabling an opponent because unwavering oncoming crbs or bolts is not possible in melee situations.

SHANTHIC COMMUNITIES
It is important to shanthas to raise their children through their second year in an environment where the latho can be carefully controlled. Isho patterning occurs during this period, determining which of the seven basic Isho patterns a child will fall under. Consequently, shanthic families seek out remote locations to build their underground homes. Complete isolation is not necessary, but distance of a few hundred feet is desirable. Shanthic cities came into being only after methods were found to stabilize Isho even in the proximity of thousands of shanthas. Raising a child with Isho patterns of the Ca-Desti would be a disgrace to a family of Ca-Tra shanthas.

Shanthas live together in extended families (including children) of approximately 20 members. Such a community is called an “eesh.” Their homes are underground, in cavities of crystal and stone called dee-ahl. Shanthas looking for such locations may travel great distances in search of a breach of cavity in the crystal below the surface. Creating living quarters in such a chamber means minor excavation and an immediately habitable environment, once it can be reached. It is the repulsion of various crystal layers that cause breaches such as this to exist. Shanthas will find ways to warp to deep chambers, while those near the surface can be reached through digging, or through the use of a crudorra.

It is the goal of an extended family (eesh) to build a dea-ahl (underground domicile). Shanthas that live in cities support a hierarchy that makes it possible for others to build their eesh. Shanthic cities came into existence as huge cooperatives established for the purpose of allowing specialization of individuals to increase total productivity of the society, and hence, more dea-ahls.

A dea-ahl is a controlled Isho environment, it is a place for the dead to be buried; shanthas desire a place for burial (not in the human sense, but the Isholess body is dispensed with in ceremony), a place where the Isho of the departed can be formed into a “ghost,” and a place for solitude, privacy, and prayer. Shanthas do everything from working on warp mappings to raising their children inside a dea-ahl.

HOME REALM: LUNDERE
WEATHER: The weather in Lundere ventures between extremes of temperature and humidity on the eastern ishthus, the “Shuth,” but is less drastic in the realm’s inner areas to the west. Heavy rainfall is common throughout the realm. The winter season of Crith brings snow to a few of the highest mountains, and perpetual rainfall broken only by intermittent storms. Yobeh Bay is the realm’s only stable climate zone.

GEOGRAPHY: Lundere’s geography varies from the hot forests of the inland areas, called the “Shuth,” to the rugged mountains of the eastern ishthus, called “Thehills.” The southern-most areas are desert like, the ground cracked and brittle.

SHANTHIC CITIES: Sho’hashta is the location of the largest shanthic cities in Lundere. It has long since been abandoned. It is located in the center of the East-West arm of Lundere.

SHANTHIC LANGUAGE
SOUNDS IN THE SHANTHIC LANGUAGE
Use parts of the moon’s name: Sha, ebb, Du, gn, bry, dest, ti, laun, Tra
sho is very common
cal, gal
sen, gen, ken: Sholen
the is a common ending
esh, ash, osh
eri: Galiari, Tragar
lin: Glearie, anin
hik: hilahl
ahl:

LIST OF SHANTHIC WORDS
ah-hin barren: possess to shanthas and most varieties of shanthic life
cal: An element of shanthiness
cal’alni: The time of shanthic child-rearing.
Cali-Shafran: “Battle grounds of the ancients.” A region in the Gauss Valley disturbed by humans just prior to the destruction at the hands of the shanthas.
cashini: Walking. The cashini of humans was considered slow and ungraceful by the shanthas.
cle-eahl: A shanthic device found in all shanthic temples. It is multi-purposed, capable of viewing the latho at great range,
peering through warps, following the curvature of warp mappings, concentrating Isho, purifying Isho, transmitting Isho resonances.

Cale-Taliie: War of the Tribes. An ancient war among shanthas.

copra: One's Isho self, or soul. A copra is a master of dyshas.

corondons: Enormous beasts that wander the plains and forests of Jorune. A corodon has four arms, three fingers per, each of which sport a long, sharp, rill shantha call "thallers." Tiny orbs of flesh dangle from the corodon's head and are used to launch lightning blasts. A large corodon is called a Dhar Corodon.

crownets: Shanthic devices of extraordinary power. They are held in the hand of their users and activated by voice or by the use of a scraper.

dark weasch: The lowest form of weasch. Its beating wings allow it to hover near its prey and stab its proboscis at the victim's neck. Weasches are creatures.

de'akh shanthic hone (other version: lacoya)

deshari: Fruit of a small bush eaten by shanthas.

desti: The red moon

dhan: "Big," "large," "powerful."

du: The orange moon

dysha: Orbs or bolts woven out of Isho are called dyshas.

ebbi: The yellow moon

EBMA: A shanthic martial art.

Elishondi: "Ancient shantha," literally. An Elishondi is a shantha placed in a keeper rod with the intention of being released when someday needed. Elishondis are very powerful and resourceful. Each was trained with a specific mission they were to accomplish.

evih: Shanthic constructs. Sort of Isho roboto made from liquefied crystal dust.


gali-ore: a mineral found in Jorune’s crust that brings out special properties in crystals.

gobey: The black moon

gotev: The fourth type of evih.

govimotion, as in cashlin (walking)

Isho: The ambient energy that permeates everything on Jorune. The source of the Isho is the crystals that make up the planet’s interior.

Keeper rod: A shanthic staff carved from special sculpted crystal that can hold a creature in orb form.

Koleveonddra: The name of shanthic SkyRealm.

La: Place

Lamorrid: The seventh and most powerful of the standard evis.

Lantra: The green moon

Leesh Ebeeca: "The dying time." The period during the Human-Shanthic war when shanthas died in vast numbers from the bio-tech virus placed in the atmosphere by Earth scientists.

leesh’llahle: The shanthic word for lime tree.

lih: orb woven of Isho.

lih-ahs: dysha groups

lisasha: A root popular with shanthas.

laya: Preserved

Ma Ashalla-ca: "The Heart of the Darkness." A part of Ardoth known to locals as Lower Manser Shantahs’ Tra-sesion is inoperative here, and the Isho emanating from the region makes shanthas nauseous.

mal’lum: A very colorful spore.

Mash-macka: The darkness lands (the Doben-al after the lamorri drained it of Isho).

Naull: The Isho reflection of a creature is called its "naull." It is the simplest orb that can be woven. It is simply a reflection of the brain's interaction with Isho. A creature that weaves a naull orb is displaying its feelings, its emotions, even some discrete information.

Odiilid: The sixth type of evih.

ren: A moss that grows on cavern walls and is eaten by shanthas.

salki: The fifth type of evih.

scash: Tiny cave salamanders eaten by Ca-Desi shanthas.

scraper: Device used to read aloud shanthic script written with Isho pigments. Used by shanthas in religious ceremonies. Employed by humans for shanthic devices that activate by Isho.

sha: Who we are (shanthah)

Shai: The blue moon

shanta: The original Jorune natives.

shanthic blades: A sword crafted from the thallers of a corodon.


Sho-sen: The Isho wind.

sho: "Alive."

Sho-coot: Shai! The Elishondi shantha that has attempted to revive Jorune's epi-sion planetary defense system.

shola: a shanthic teacher, a temple leader

shyve: Death, or literally translated, "the Isholess state."

Tashkha: A shanthic temple located

thallers: The nails of the corodon are called thallers. Shanthas have known for millennia how to craft these sharp protrusions into shanthic blades.

thalliant armor: Armor made from the careful curing of the breast plate of a corodon.

thort: An Isho encased by shanthas.

tiels: Metal, as in the metal plating that covered the exterior of the Earth colony's starcraft that settled on Jorune.

Tra: The white moon

tracsa: The third type of evih.

trelbig: Red and black orbs that surround shanthic homes.

tylight: Green and blue orbs that surround shanthic homes.

weasch: Native creatures the shanthas modeled into their dark evih weasch.
GENERAL JORUNE GLOSSARY


blaster: An high-speed plasma ejecting energy weapon.

Bronth: A race of creatures based upon Earth bears that speak, stand upright and have opposable thumbs. They reside mainly in the realm of Dobre.

Burdoth: The main human realm of Jorune. Many of the Earth Colony ships were based in the lands now referred to as Burdoth.

challisk: A metal plate worn around the necks of people seeking citizenship in the realm of Burdoth. Challisks are made from the remnants of hull plates from the original Earth's colony ships that were blown apart during the shantian assault on the humans.

Cleash: A race of warping insect-like creatures that live far to the north in the Ice Fields of Githraw and in the East Trinru Jungle Lands.

corondans: Enormous beasts that inspire terror among all races but Jorune's natives, the shantias. Corondans have four arms each boasting three razor sharp nails more lethal than swords. The shantias have mastered the process of crafting blades from these "thailers" of the dhar corondon.

Crugan: A race of bio-engineered creatures based upon Earth's cougars. Created by Icscn, the Crugan eventually caused his death.

Crystal: Jorune crystals absorb some of the planet's ambient energy, the "Isho," over time. White crystals are capable of creating warps.

daft: A marine engnire (energy eating creature) of Jorune that is used for its use in anchoring "Tra-Sense" upon those who eat its maw. Dafts are a very dangerous prey because they attempt to sink all of the ships but the Isthos (and thus invisible) Ramian.

dark warp: A warp through which no light can pass through to give a clue as to what lies on the other side. Dark warps exert a strange attractive pull on nearby objects.

Dharasang: The ruling class in Burdoth. The ruler of a realm is a dharasang. (pronounced dar-sidac)

Dobre: A realm to the east of Burdoth inhabited by Bronth.

Durlig: A planet created by Icscn, the Bio-Tec engineer. Although its flavor was far from perfect at the time of the colony's destruction, durlig was created as a mainstay of the human diet on Jorune. It went uncultivated for centuries because early humans on Jorune considered it a foul-tasting, poisonous weed.

Dren: Citizens of Burdoth. Only Dren can carry energy weapons.

Dren System: The system in which Tauther (people wishing Drenship) seek work and journeys to prove themselves worthy of citizenship. Tauther wear challisks hanging from their necks upon which marks of approval are recorded.

Dysnas: Energy abilities are called "dysnas." They fall into two main categories: orbs and bolts. Dysnas are woven out of Isto, Jorune's ambient energy given off by the planet's crystal crust.

Earth-Tec: Any device or item from ancient Earth. Thirty-five centuries have passed since the colony arrived on Jorune, but Earth-Tec preserved in underground cryogenic support tanks are fully operational when taken out of suspension.

gemlinks: The basic unit of currency in Burdoth. Gemlinks are, as their name implies, small, round gems that are linked together like bracelets. One gemlink is worth approximately $20 in U.S. currency, circa 1980's.

Heridoth: Another human realm located south-east of Burdoth.

Ice Fields of Githraw: Frozen ice fields that are the inhospitable home to the even more inhospitable cleash.

Icscn: The Bio-Tec scientist who created the Weifen, Bronth, Crugan, Bloun, and Tologra. A person of learned ability is called an "Icscn." Scientists and scholars fall into this category.

Isto: The ambient form of energy which permeates and deforms around everything on Jorune. This energy can be woven into orbs and bolts. (see: dysnas)

Jorune: A planet colonized by Earth in the 22nd century. After Earth's demise the Jorune colony was abandoned to an uncertain future on the alien world. Jorune is more than one hundred light-years from Earth.

K'crla: Ship: Tall manned-ships of the Cleash.

Lundere: The Ancient Shantian Lands and home of the Weifen.

Ramian: Tall, slender, exo-skeletal creatures who inhabit the realm of Volgire.

Scanners: Intelligent insect-like creatures dominated by the Cleash.

Shantian: Shantians are the original form of intelligent life on Jorune. They now have eyes, seeing instead with their Tra-Sense which allows them to interpret how the Isto deforms around matter. Shantians evolved underground, where their large cities still remain.

Shirn-eh: A limulate (herb) which is necessary for ramian to heal.

Sillipus: An island south of Dobre and Burdoth.

Starcraft: Space faring vessels known as "starcraft" at the time of Earth's demise.

Tauther: One who seeks citizenship in Burdoth is a tauther. The process of seeking citizenship is called "tothish.

Thantian: A realm of humans located far to the west of Burdoth.

Thamh: Enormous beasts of burden used for riding and the harvest of durlig.

Thesks: A low-power ground-based tracer-cannon used to track space vessels in their approach and orbit of Jorune. Thesks are also used against ground targets.

Tothish: The process of seeking citizenship in Burdoth.

Tra-Sense: The way Shantians 'see.' Through Tra-Sense, shantians can sense Isto all around them as it flows around objects and creatures.

Volgire: The home realm and base of power for the Ramian race.

Warp: Large window-like areas that temporarily allow passage between one place and another. Although common on Jorune, they seldom exist elsewhere.

White Crystal: The type of Jorune crystal needed to open a warp.

Weifen: A Bio-Tec race based upon wolves of Earth created by Icscn. Weifen inhabit the realm of Lundere, the Ancient Shantian Lands.
Alferd the Woffen Iscin
talks about Shanthas on Jorune

(Most days we just sat in class while Alferd lectured. Occasionally, though, we'd get pretty good story out of him.)

"Now, about shanthas -- excuse me while I glance at my notes -- yes ..."

"Shanthas are largely subterranean. That is, they spend more time below ground than above ground. Of course, shanthas could never live without contact with the surface, as almost all their farming requires sunlight and open-air cultivation. But for most of their racial history, shanthas have contended with the dreaded Dhaa-cornond whenever they stayed above ground. In most regions of Jorune it was impossible for shanthas to construct any permanent dwelling except where protected by caverns or other strong geologic formations where the Dhaa-cornond could not pass. Even in groups, or with the use of weapons, shanthas were no match for cornond. Fortunately, crystal formations on Jorune make huge caverns relatively commonplace compared to their counterparts on Earth. The same forces that lift huge mountains and tectons of land are also responsible for the frequent formation of large networks of caverns. As a SkyRealm begins to lift, pockets of air form underneath, creating and ever-expanding network of caves. These caves grow slowly, over hundreds of thousands of years before the Sky Realm breaks off. The shanthas use these enormous caverns as dwellings or even cities, guarding the entrance ways to keep out the cornonds. Proof of this shanthic habitation can be found on the undersides of modern Sky Realms, where occasional shanthic ruins or fragments of shanthic buildings can be found.

"Large caverns on Jorune are usually quite active geologically, and are conduits for flows of Isho energy of a geologic scale. The shanthas learned their mastery of Isho primarily to insulate stable home. Permanent Shanthic structures in the caverns are designed with Isho as well as stone. Otherwise they would be swept away by the slow movement of Isho and rock in the course of a few generations. Underground shanthic buildings must be well placed and use powerful crystals in their foundations in order the form a stable zone of Isho where they can stand for a few hundred years. The flow cannot be diverted forever, though, and shanthic architects are well aware that the Sky Realms must eventually break away. Indeed, in shanthic legend there is a tragic story of a city that overstayed its welcome beneath a former Sky Realm. Clever building prevented the Sky Realm from breaking away for thousands of years, until one day, up it went, taking the top half of the city with it.

"Regardless of the veracity of this legend, shanthas have a very special respect for Sky Realms. As if they were a piece of Jorune that had run its course -- lived long and well and then ascended to the heavens. Actually, it is thought that most Sky Realms that have formed on Jorune have eventually drifted far off-shore and fallen into the sea. Modern shanthas may have records, but will only speak of Sky Realms with a special reverence that makes it hard for an Isho to inquire as to details.

"Well, ahem -- yes, you had a question? About the time I met a shantha? Certainly...

"As you all know, in my childhood in Lundere, I lived in the ancient shanthic lands. Occasionally, when my mentor would allow, I explored in the shanthic ruins near a mountain-locked Sky Realm a couple of days walk from home. I was allowed to spend time there alone on the preconditions that I not enter any enclosed areas in the ruins. Shanthas had not been seen at the ruins in living memory.

"One day I was digging in the ruins near the corner of a dilapidated building and managed to unseat a discharged crystalline cornerstone. My copra-sense had never been strong for a woffen, but after a while I determined that the stone was still resonating slightly in the Cobey band. I studied the surface for imperfections, suspecting that the old cornerstone concealed more than my copra could detect.

"Hours of study and experimentation yielded nothing more. The stone was too far heavy to carry back home, and I was impatient. I tried to think of ways I could leverage my inadequate copra-sense and glean the secrets from this spent crystal. Now, I know this would sound like a cavalier attitude towards ancient artifacts, but you must understand that these things abound in Lundere. I determined to drop the crystal from the highest cliff I could reach in a hour's walk, and study the effect of the impact.

"Of course this was a terrible idea. When the crystal hit bottom, it split with an explosion of Cobey that I suspect resonated like the shield shatter' dysha. In any case, even from a couple of hundred feet away, it knocked me out for several hours.

"When I awoke there were shanthas all around. There must have been a dozen of them standing at the top of the cliff studying my collapsed form -- as if they had never seen a woffen.

"Later it became clear that they had not, in fact ever seen a woffen -- or a human, or breath -- they were completely unfamiliar with any of the ischo races. They pulled me with unnervingly strong waves of Isho, apparently trying to counteract some of the damage the Cobey blast had done my copra. I stared at their domed heads for understandings:

"As I recovered I tried all sorts of methods to communicate. I didn't know a word of shanthic, and of course they had never heard Thowrite. Eventually we started exchanging phrases in an obscure dialect of Thridia (the Thridle language), which they understood almost as poorly as I did.

"I tried to explain to them that they should come to our settlement and talk to my mentor. They had a different set of priorities -- they seemed interested in my knowledge of other shanthic settlements. They drew diagrams and asked me about the nearly geography. One or two of them were constantly studying the visible moons. They tried to explain where they were from and why they were here, but there seemed to be no words we could both understand, and most of the shanthas were desperately hurried.

"In the morning they opened up three warps and departed in small parties. They left me a table and scriepef with instructions to give it to the first shantha I could find and return home. Trying find a shantha to interpret the table is how I got started on my first serious studies of shanthic culture.

"We seem to have run short on time -- I'll tell you how I used the scriepef if we have time tomorrow. In the meantime, you might want to read up on 'Ellishond' tonight."

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17
Trinnu Beagre-Trap
This monstrosity is a large, ambulatory, meat eating plant. It has been spotted by a few trappers in the east Trinnu jungles. The largest specimens are reported to be over 20 feet long. During the rainy seasons, these plants take root and gather water and nutrients from the soil. Green cilia sprout from all its body parts and wriggle in bright sunlight.

During the dry summer season the cilia dry up and blow like spores in the wind. Unable to gather sufficient water from the dry soil, the creature uproots its legs and roves through the jungle in search of water and animal protein. There are no reported cases of attacks on humans, but these creatures have been seen running down packs of beagre, scooping up the small animals and stuffing them into its maw. Thus it's nick-name, the "Trinnu Beagre-Trap."

The creature is actually a transplant from the cleash home-world, accidentally transported to Jorune by lamori star-ships. It is fortunate that it can only survive deep in the obscure jungles of the Trinnu's, or it would have become a serious menace all over Jorune. The specimen shown is missing its left arm, possibly lost in a jungle clash with a corasin or larr. The arm will grow back during the rainy season.
On our cover:

Niko-Chiniveer is a ramian prince and sea captain from Voligire. We met him on the Ardoth docks and were able to convince him to pose for our cover in exchange for a good deal on a cargo of Shirmeh.