

Skyrealms of Jorune

*Leave Your
World Behind*

INTRODUCTION

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A veteran of the Burdothian military poses before the polished challisks in the Hall of Drenn in the Burdothian Hall of Splendor in the capital of Ardoth.

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SKYREALMS of Jorune™

Introduction to Jorune

3500 years ago, a series of Earth colonies were founded on a world discovered by Kajida Rhen Jorune. On Jorune's world the colonists found an unnatural mix of intelligent races; shantha, thriddle, ramian, corastin and cleash.

It began well. Scientists from Earth were given permission to establish eighty research sites and a stream of colonial scientists began arriving to document the world, its many races, and the mystic natural energy of "Isho."

But something happened on Earth. Reports of conflict preceded the sudden end of all ships and broadcasts from home. The humans looked at Jorune with new eyes and a schism developed. Some of the colonials wanted to find a way to live in peace on the new world, as they had seen the many intelligent races already on the planet had done. Others wanted to ensure human survival on Jorune with the old ways of Earth – through expansion and securing land for exclusive human use.

As the humans pressed into the lands of other races, and into the sacred lands of the placid shantha, the only race proven to be native to Jorune, the natives revealed an advanced war technology based on the power of Isho. Massive destructive flows of isho were channeled through warps into the strongholds of human advancement, killing thousands and driving the remaining children of earth away from their technology, which the shantha seemed determined to remove from the face of Jorune.

But the shantha were also caught by surprise as their isho energies interacted with the power plants and energy constructs the humans had created on their world. Uncontrollable forces were unleashed and waves of extermination rolled over the planet, almost eliminating the intelligent races from Jorune.

A Short History of Jorune

- 2100 BC** *The Last Great Shanthic Wars end.*
- 1550 BC** *First Lamorri ship arrives.*
- 1525 BC** *Lamorri armada invades Jorune. Cleash arrive as partners in the conquest and bring scarmis as their slaves. Thriddle arrive as servants to lamorri, as do corastin, croid, and ramian.*
- 1520 BC** *Isho geography program begun. Doben-al eventually chosen as prime site for thooth'sa construction.*
- 1515 BC** *Process for the artificial creation of skyrealms started by lamorri.*
- 1500 BC** *Lamorri Doben-al program begins.*
- 1460 BC** *First shanthic rebellion suppressed by lamorri control of isho.*
- 1450 BC** *Two skyrealms destroyed by early elip ston.*
- 1449 BC** *Orbiting lamorri starcraft destroyed over northeast Doben-al. Crashes south of present day South Khodre.*
- 1448 BC** *Successful shanthic revolt from lamorri subjugation.*
- 1446 BC** *Lamorri leave Jorune, abandoning all the subservient races.*

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One of the lost mutations from the Age of Monsters, the Slarcha.

When most of the life of Jorune flickered near the brink of extinction, one surviving scientist from the original expedition considered the problem of survival of Terran life on the new world.

Theodore Iscin, thinking he was alone after the great war, worked in his genetics laboratory in a remote station of the North Valley Research Center (now called the Gauss Valley) to create new men, based on animals of Earth, to survive and carry-on the legacy of his vanished homeworld. He engineered new races blending genetic material from humans with toads (blount), cougar (the crugar and cygra), bears (bronth), wolves (woffen) and lions (tologra).

Believing Earth to be destroyed, surviving humans adopted a low-impact lifestyle to survive and within the first century stories of Earth and its technologies were considered to be fabulous legends by most people. The primary concentrations of humans were in Thantier, the northern land of Jasp, and the area between the Trinnu Jungles and the Assydre Sea; Gauss, Sydra, Ardis, Glounda, Essanja, Lelligire, Heridoth and the Sobayid.

For the first one hundred years after the human-shantha war, the nation of Thantier retained and used a limited supply of Earth-tec to position themselves as a bastion of Earth-life on Jorune's world. For one thousand years the Thantierians battled the cleash and their hordes of scarmis and have become a nation of great fortresses, divided noble houses, selfish and arrogant beyond the understanding of most people.

Six hundred years after the war, mutations appeared during a conjunctions of all seven moons. Large powerful humans (boccord), and small humans (muadra), primitive humans (trarch), aquatic humans (salu in salt water and acubon in freshwater), proved to be viable mutations and continued to establish new races on the planet.

For thousands of years, all of the races have struggled to survive and rebuild their societies. New cultures have risen and fallen, often incorporating shreds of lost human social structures. In the past few hundred years established nations.

Thriddle have ingratiated themselves among most nations (except cleash and ramian). The woffen rule the

realms of Rhodu and Lundere. Bronth control the nation of Dobre.

Tologra live in distant Sharden. Ramian live in Volligire (far to the north) and parts of Drail and Sillipus (to the south).

The wandering crugar live in the vast grasslands of Temauntro and the cygra live in the northern portion of Temauntro, close to the human nation of Jasp and the new nations of North and South Khodre (once called Carissy). The cleash can be found with their attendant swarms of scarmis in the Trinnu Jungles and the far ice fields of Gilthaw. Thivin have come to work and trade in most lands (except Thantier).

The thriddle control the island fortress of the Mountain Crown on Tan Iricid. Heridoth controls the eastern peninsula of the human lands, and the regions of Gauss, Sydra, Glounda, Lelligire, Essanja and the Sobayid have been united into a powerful nation called Burdoth.

Miedrinth is the largest city of the southern Burdoth, in the region called the Sobayid. To the south are the jungles of Trinnu, to the west is the great desert of The Doben-al, to the east are the old city-states of Heridoth, and north lies the capital of Ardoth and the rich valley of Gauss.

The Adventure Begins

It is 3498 years after the fall of the Earth Colony. Dhardrenn is the Dharsage of Burdoth. The date is 20 Eris. Light to moderate clouds from the south, with spotty showers in the Trinnu Jungles. The first airships of the season are due in from Gauss, Rhodu and Thantier. It is five days travel to the capital of Burdoth (Ardoth), but only a days walk to enter the Trinnu Jungles.

46 BC *Faster-than-light drive developed on Earth.*

43 BC *Robot probe from Earth discovers Jorune.*

29 BC *First scientific expedition reaches Jorune. Colony sites are negotiated with the shantha. Iscin and Bomoveris are members of this team.*

18 BC *20,000 humans depart from Earth for Jorune in eighty ships to begin colonization.*

9 BC *Tensions rise on Earth. Colonists are assured everything is fine.*

3 BC *All contact with Earth lost. Schisms within the Earth colony.*

2 BC *Colonists enter Cali-Shaфра, the shanthic Battle Lands of the Ancients.*

1 BC *Colonists transgress sacred Galsh-aca, shanthic burial grounds. Shantha retaliate.*

Zero *Official start of the Human-Shanthic War. Iscin is only survivor of his colony site and begins working on creation of bio-engineered creatures he believes can survive on Jorune.*

1PC *The great dying.*

27 PC *Choundra kills Iscin. The Great Wanderings begin for Iscin races.*

90 PC *Cleash invade Thantier. The 1,000 year war begins.*

100 PC *Last of Earth-supplied foods are thought to have been exhausted.*

250 PC *(date approx.) Ardoth is established as a fishing village.*

400-600 PC *The Age of Monsters.*

580-616 PC *(by tradition) Mayatrishand Paul Gauss in the Gauss Valley.*

700 PC *(date approx.) Field science team from Jasp makes first discoveries of levitating crystal formation that will become foundation of Jaspian schooner technology.*

1100-1200 PC *Many cities near Gauss Valley repopulated.*

1200 PC *Famines and rot plagues begin. Will continue intermittently for next 500 years.*

1700 PC *Crugar from the Doben-al enter through northern Gauss Valley, driving most of population out. Newly*

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resettled, Khaun Gauss is burned to the ground.

1800 PC (date approx.) First stable Jaspian crystal schooner design permits trade to be expanded beyond coastline.

2200 PC Moon alignment creates enormous tidal disturbances in Burdoth. Many coastal cities destroyed for first time. Ramian invasions into Sychill and other coastal cities come at the same time. Carissey region introduces metal coinage to replace crystal currency currently in use.

2704 PC Laindra Elayn travels west from Heridoth. Upon returning home, she carves images of peoples and animals she saw. Her work sparks a renaissance in Joruni exploration.

2914 PC Gends, a young muadra, discovers the shanthic temple of Tashka, protected by Sho Copra Tra, a sholari. Gends begins training with Sho Copra Tra and becomes the first muadra capable of weaving dyshas.

2933 PC Crugar invade the Gauss Valley.

2934 PC Ninindrue Plague Slayings. Gends reveals muadra isho skills, teaches Power Hold to woffen.

3007 PC Crugar invade Ardoth. Shandane of Heridoth brings relief to Ardoth and helps drive out crugar forces, then establishes Heridothian control over Ardoth.

3113 PC First appearance of thivin with ramian (previously unknown to Earth-based races).

3160 PC Ardoth and its surrounding area (now called Ardis) is finally successful in driving most ramian out of eastern Burdoth.

3366 PC Crugar invasion of Kaigon in Gauss Valley.

3371 PC Salrough Gomo born.

3398 PC Ardothian families (Dharmery and D'Serris) develop mining operations and political organization of southern Carissey; founding of Kirlan.

3412 PC Prince Khodre Allonkarb born in Ardoth.

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The Realms of Jorune

by Woltha Rark

Welcome, tauther, I am glad to share my words with you. The company of tauther is a good thing. I am always uplifted to see the sparkling eyes of adventurers young and old. The process of tothis is to be respected. It is as important as attaining the goal of Drenn. It is also a time to be enjoyed.

My nest is now in Ardoth, and I am proud to call myself a Woffen-Drenn of Burdoth. My home realm is Lundere; I left a good nest there to see the world. I miss many things about Lundere. The woffen there really know how to play. In Ardoth I must always hold back. I don't want to hurt anyone with my rough housing. I do not mind missing Lundere. All parts of the world have something of their own to offer. My travels have filled me with satisfaction.

I learned my Entren in a south Dobren battle school. It was worth much effort, as I now can communicate throughout the vast realm of Burdoth. It is important to talk to those you encounter in new lands. If you feel troubled in a new place, look first for thriddle. They always have much to say about all places, even if they have not been there. I often travel with my human friend, Darsen McClure. It takes much courage to wander far in a realm without the comfort of a friend. Some lands offer no welcome.

BURDOTH

A most impressive realm. This "Realm of Man" is the home to many races. Ardoth, capital of Burdoth, is the most integrated and progressive city on the planet. Most of the Earth-Tec known to exist rests in the Dharsage Armories and laboratories here. The Earth-Tec arsenal has been the source of much strength for Khodre Dhardrenn, leader of Burdoth. It has not been used in a concerted military effort since the Accord of Klein-Khodre, signed almost fifty years ago by his father, Khodre Allonkarb. Burdoth's well-trained army protects the four provinces that fall within its borders: Ardis, Lusail, Gauss, and the Sobayid.

Ardis

The province of Ardis boasts more than just the capital city of Ardoth. Ardis spans the Isho-stormy Glounda Forest, where the Warp-Walker appeared in the 'Flash of '75. Some stories say that it still lurks in the Forest. The area called Essanja borders the sea. This land has a strong smell, tinged with nastiness. The people here are not healthy, happy or friendly. The ground of Essanja burns like fire to the touch. The mountains make it an arduous destination, and the unwholesomeness of the place drains much of the energy needed for the journey back out. But leave you will, if you value the quality of your life. It is relief, by comparison, to travel to Sychill in northern Ardis, a large city filled with life. I like to breathe deeply in Sychill, to catch the whiffs of dead fish and brewed rusper that fill the air. Very enticing. But some of the freshest fish caught here are poisonous. The calmra white wine is a natural antidote to the toxins of the fish, so many a meal here becomes a jolly one. The months of Crith are cold in Sychill, but there are some warm illidges if you can pay the yules.

Lusail

The people of Sydra feud with the people of Lelligire. Their complaints with each other span the years. I have found it best to take no sides in their squabbles. Lusail is renowned as the producer of the finest fabric in Burdoth, the Cushindell Silk, harvested from the silk-moths in the Cushindell Marshes and woven with pride in Lelligire. The first time I visited Lusail, I hoped to outfit myself in silks. I carried out a skimpy (but brilliant) silken loin cloth, and faced the return trip to Ardoth without even the funds for rusper with my meals. And while the cloth was too good for traveling, it was too showy for proper Ardothian dress. I sent it back to my family in Lundere as a curio. My nieces and nephews have probably torn it to shreds in their play.

Lusail is thick with Incupod patches. Be careful making camp in the marshes and fields. There is no way of telling what is ready to spring from wild pods. All recos smell alike. I once was wakened from blissful sleep by a vicious chomper bite to my left ear. This woke me hard. Hopping and howling, I banged into other pods. So many

3436 PC *Crugar invasion of Gauss Valley. Prince Khodre too late to prevent the crugar approach on Ardoth.*

3437 PC *Crugar invasion. Tbridle ship arrives in Ardoth Bay bearing energy weapons from secret Earth-tec cache site. Humans drive crugar from Ardoth.*

3438-3445 PC *The Energy Weapons War.*

3438 PC *Chaln Docha dies on the retreat back to Temauntro, falling victim to a Thantierian lance.*

3440 PC *Khodre pushes crugar to Temauntro border and turns north to Carissey.*

3441 PC *Carissey name changed to Khodre. With a energy weapon arsenal at his disposal, Khodre consolidates power. Saress Dharmery born to Lailia Dharmery in Kirlan.*

3442 PC *Thriddle discover three caches of Earth-tec which they do not report to Khodre.*

3443 PC *War escalates as forces are brought into heart of Heridoth.*

3444 PC *Khodre meets secretly with Klein Ko-Trid on island of Curili. Khodre Dhardrem bom.*

3445 PC *Klein-Khodre Accord and end of Energy Weapons War. The Ardothian council is established.*

3447 PC *Metal coinage in Burdoth replaced with crystal bits, gemules, gemlinks, gems, gemclusters, and gemstars.*

3453 PC *Ardoth's city walls rebuilt.*

3464 PC *First cleash sighted in East Trinnu Jungle Lands.*

3465 PC *Death of Prince Khodre.*

3471 PC *Plague in Voligire.*

3475 PC *The "Warp-Flash of 3475."*

3480 PC *Piracy hits Lake Dau-uh-dey.*

3486 PC *Tologra seen publicly for first time in Ardoth.*

3491 PC *Lost ruins discovered after major sandstorm in Hobe. Thriddle and the Ardothian Council send teams to study revealed city.*

3498 PC *The game begins.*

opened that I had to abandon my camp. Now I throw vicious recos a pawful of “cankle”. To them, it’s candy. They look for the cankle, not for me.

GAUSS

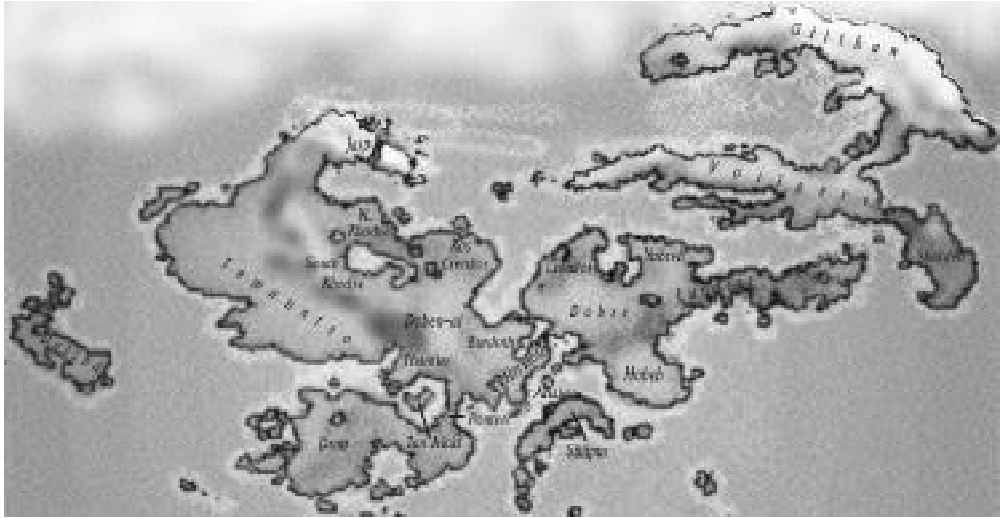
My pilgrimage to the Gauss Valley was the first trip I make from my family home. I travelled in the company of my father and sister. This was my Father’s fourth trip to the valley where Iscin, Giver of Life, the Bio-Tec scientist of the Earth colony, had conceived His Children. My Father had waited patiently since our litter was born for my sister and me to grow old enough to make this journey with him. All through childhood we had been tantalized by the wonders of Iscin’s lab site. The mood there was, and still is, very joyous. It is a constant reunion of the Children of Iscin. Woffen, bronth, and blount come together to pay respects, and howl and frolic as brothers. The first tologra to return in thousands of years will be escorted here soon by Dharsage ambassadors. On occasion, crugar will approach the site, but generally the peacefulness of this spot in the Gauss Valley, marked by the remains of the original Colony Site, is unbroken.

There is field after field of durlig in the Gauss Valley. The air everywhere is thick with the pungent smell of rotting plant flesh. The thivin come to the valley shenters to play shambo and mayoo. Thriddle sometimes come down from the mountains for the games. The largest Iscin schools are in the Valley. The spirit here is very good, but the eating is bad. It is all durlig, very little meat. Though durlig is a gift from Iscin to keep us healthy and strong, it is still difficult to swallow. Few travelers have enough yules to eat meat in Gauss.

The thriddle here live in the city of Cosahmi. They grow coditch and study very hard. They are friendly and take time for strangers, especially when they get the chance to ask their questions. Try to be patient, and answer what they ask. Don’t bother looking for meat here; coditch is more plentiful than durlig in Cosahmi. There is nothing to drink here but water.

The Sobayid

The Sobayid is dry and hot. There are many small cities here, but very little shade. Joble is a fun town for games and drinking rusper. The Jungle runners, called “jers”, live in Miedrinth. They brave the dangers of the East Trinnus, for a price. The things they carry out of the Jungle lands have much value. Crystals, limilates, giggit and cleash are found in the Jungle.



OTHER REALMS

HERIDOTH

A legacy of conflict has left Heridoth in chaos. Travel here is not very safe. Heridoth is settled by humans, but they are not like my friends in Burdoth. They are cold and greedy. Their cities were burned in the Energy Weapons War, and the people are still unhappy. The beautiful port of Dowsen is my Heridothian city of choice. There is still some racism towards woffen from the Energy Weapons War, but it's hard to find a place in Heridoth that does not harbor a grudge for something. The prejudice has diminished over the last decade; woffen and bronth tourism brings badly needed income to Dowsen. In my travels through Heridoth I have seen Skyrealms floating through the valleys. Most of the Heridothian Skyrealms are inhabited.

ROS CRENDOR

Ros Crendor is the realm of boccord. They live all across this land in small bands. These boccord make the famous long-bows made from brynk hardwood. The Crendorian boccord have often been at odds with Burdoth. Unaccompanied strangers are not welcome in Ros Crendor. I have been escorted out three times. I plan to return.

THE DOBEN-AL

The Doben-al is not a realm. It is a large plain that connects Burdoth to Temauntro. This corrupt and sinister place is covered with crugar, the killers of Iscin. The Doben-al is no place to be. Shanthas will not cross it. Under the best of circumstances, it is too hot for comfort. The infamous Isho storms of the Doben-al are said to compare to those of the Glounda Forest. The unstable ground often shakes here. Do not attempt to pass this plain without good reason.

Far on the east edge of the Doben-al, near Burdoth is a cloistered village of muadra. Unescorted visitors are at serious risk in this area. Rumor in Burdoth refers to this settlement as a “dysha training center”, a threat to Realm security. The muadra here, rumored to be among the most powerful on Jorune, call themselves the “Seytras”.

KHODRE (North and South)

Saress Khodre, sister to Khodre Dhardrenn, rules these realms. Burdoth and the Khodre realms cooperate, but are separate. There is much lawlessness in the Khodres; it is a rough land of mineral and crystal mining. The crystal prices are good in the city of Carissey, but there are many crugar in the area. If you stay long enough, you’ll end up in a fight. This is an uncivilized area. Biting in street fights goes unchecked, as does weapon use. If you get killed in the fighting here, no one will even bother to call it “murder”. Lake Dau-uh-deh is not a gentle place, either. It is here that the acubon live. They produce the costly and beautiful coleel gems. Acubon do not understand much Entren, and they anger quickly. They do not like furry creatures. Woffen and humans that trade with acubon shave their bodies.

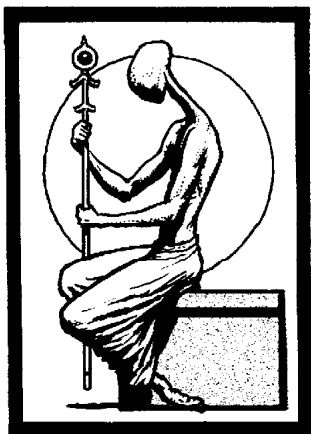
TEMAUNTRO

This is the crugar realm. I went to Temauntro when I was a tauther to prove a woffen could cross the land. With Tharsen McClure, my closest human friend, I travelled by the Imish River that curves through the realm; I wished to leave no track. There were crugar at every stop. I was disguised as an ugly human, and wrapped in blankets. My fur was shaved. Tharsen told the crugar we needed help up the river. He kept the crugar from me. We put together a sizable collection of crystals and limilates as we wound through the realm. We made it far west, to the city of Chaln Imagri. They say it is the best of the crugar cities. Full of growls. I had rubbed my bare skin with river mud and the crugar could not smell me. Their stench was strong. When my growl would come, I coughed or drank. The human that accompanied me, Tharsen McClure, was later rewarded by the realm of Burdoth for his bravery in guiding me on such a journey. Word of the accomplishment reached Iscin Namily Karsen, who studies woffen-crugar relations in Ardoth. She went to the citadel to place her mark on Tharsen's chalisk. It is next to my own.



JASP

This is a human realm. There are no woffen here; there are no other races at all, in any numbers. Jasp is an icy, cold place. Jaspian drinks are pale and tasteless. The people have light skin. The buildings here are nothing like the cozy shenters of Lundere; they are smooth, tall, and offer no comfort. Even the scent of Jasp has no tex-



ture. It is always the same, faint and almost tasteless. But Jasp is hauntingly beautiful in its own, hollow way. In the capital city of Aylon, I saw the launch of a Jaspian crystal schooner. It rose like a Skyrealm, and slowly hooked into the Isho current that it followed out to sea. I left Jasp on such a schooner. The flight was very smooth.

DELSHA

This island is covered by incupods. Talmaron and corondon are common here. Shanthas are seen there with regularity. I was lucky enough to meet one when I was there. He spoke Entren with me. I wove a power-hold on Tharsen, and the shantha gave me a crystal. I carry it with me always. Although it was a long journey, Delsha was worth the trip. Humans must carry their own food and drink, or bring much hilt to help them digest the shrubs. I saw no durlig on Delsha.

DRAIL

This mountainous realm is the home of the trarch. They seem to like woffen. I howled and they howled. I scratched the ground, and they scratched their bodies. I gave a trarch a pibber, and we both ate. The trarch villages are not large. I saw ancient shanthic statues in the villages I visited. They were adorned with inset crystals. I was not allowed to touch these statues. They were surrounded by trarch guards.

Corondon and mandare abound in Drail. I saw many dreglamon, and was hit in the head by a seed. Wear a hat in Drail and sleep with a cover.

TAN-IRICID, MOUNTAIN CROWN

The Mountain Crown at Tan Iricid is the focus of thriddle culture. The thriddle are very friendly here. I was invited there the first time by Kirra Ho-Trid. He sent me a giddyne, which is the pass used for entry into the Mountain Crown. There is an enormous library here, with cataloged books, paintings, scrolls, keeper rods, sarceens, and other types of stored information. I was invited to read all I wanted. There were hundreds of thriddle carrying all sorts of things skittering through the stone passages day and night. The activity never slowed. The build-

ings here are huge, cut into the side of the mountain. The thriddle are such small creatures. The ceilings stand 10 times as tall as they do. My questions about the cavernous structure were not answered. A howl echoes in the Mountain Crown library for a long time.

THANTIER

Only pure strain humans live in Thantier. Thantierians are not friendly to visitors. Their lands are densely forested, and their castles heavily defended. Cleash once attacked these lands; the people here act like they are still at war. They like non-humans even less than they like muadra and boccord. The refer to all other races as “thone”. This word has an insulting sound. I passed through Thantier as quickly as I could.

TRINNU JUNGLE LANDS

These lands are full of scragger, cleash, giggit, and the acidic glispeen trees. Do not cross the Trinnus if you can find another way. Many who enter are never seen again. If you must enter the jungles, hire a jer to guide you. I have crossed the jungle, and it is a bitter drink. The lirgin beetle and granthix bite at night. Scragger teeth chatter loudly. The air smells of many things, so many that it makes the senses whirl. The jungle is best when recalled later, as good talk for a shenter.

ANASAN

Anasan is a woffen realm second only to Lundere. Anasan is shared with the human races. The land is hot, but the soil is rich and fertile. Rhodu is a large port city in Anasan. The shenters in Rhodu always extend a warm welcome to humans. Other travelers, with the exception of crugar, are also welcome. The Stomeh and Wholl of Rhodu ranks with the best in Lundere.

In the forest of Anasan, very close to the East Trinnu Jungle Lands, stands a stable warp. It maps to the realm of Lundere. Woffen use this warp to pass between their lands. Some non-woffen are allowed to pass, but only a woffen can take them to the warp. Crystals are not allowed through. Muadra must kern before entering.

DOBRE

Dobre is the realm of the bronth. They are the brothers of woffen, Children of Iscin. Bronth and woffen share a love of good drink. Dobre borders the woffen realm of Lundere on the east. The biggest bronth city is Tlon. My bronth friends tell me that humans are again welcome in Dobre. The anger from the Energy Weapons War has finally faded. The bronth are most accepting of guests who do not scrub too much. They offer more trust to those with an odor they can recognize.

On the coast of Dobre is a smaller realm called Crendor; it is a bronth military center. It is not open to humans. This is the area where most fighting between ramian invaders and the bronth takes place. The ramian are the thorn in the side of Dobre, and bronth bring out their famous fighting ships, the "loo-raums", when ramian vessels are spotted. Some bronth say the humans trade shirm-eh limilate with the ramian. The ramian need it to heal, and will not battle without it. Humans are often blamed openly for the ramian attacks. This smells like an empty bowl. Humans do not deal with ramian.

LUNDERE

This is the woffen realm, land of pleasant howls and sweet smells. The capital city of Yobreh is a large port city with more shenters than any other. Many salu live and work in Yobreh as ship builders. These are friendly salu, not like those found in the seas near Sillipus.

Ramian never enter Lundere. Woffen are always ready to help the bronth defend Dobre when the ramian invaders come to their realm.

Lundere covers much of the ancient shanthic lands. Many shanthas still live here. They communicate with woffen, but shun the company of humans.

VOLIGIRE

Voligire is the realm of ramian. Their largest city is Vinteer. It is rare to see a creature here who is not a ramian. Their odor is like bones that have dried in the wind. Unless the ramian is in chiveer. The scent of a chiveer ramian

is a powerful warning sign. A woffen in Ardoth once uncovered a chiveer ramian who had disguised himself as a chiven rachu-eh. The chiveer ramian are very dangerous; then can be unpredictably frantic with evil. Their own cities expel them until the chiveer is over. I have traveled to Voligire several times with Tharsen McClure. The black bogs of Voligire can be more dangerous than the ramian themselves, if you have no guide.

SHARDEN

At the far eastern tip of Voligire is the realm of the Tologra. We call them the Lost children of Iscin. Until a few years ago, they were only a legend. Since they sailed into the port of Ardoth, both woffen and bronth have celebrated the reunion with our lost brothers. The tologra knew of our common history only in their most ancient lore, and have only now begun to embrace us as brethren. They look like crugar but are a different kind of cat. They stand taller and are more powerful. Sharden is a rocky realm with high plateaus. It is beautiful but very windy. The ocean around Sharden is very hard for ships to cross.

I traveled to Sharden two years ago to spend time with tologra. They play hard and fight hard, but not to kill. This is also the way of the woffen.

SILLIPUS

This island is a den of smugglers and thieves. Many ramian ships fill the port of Sillipus. This is a very bad place for tauther to journey to. Travel to Sillipus can hurt chances of achieving drennship.

ICE FIELDS OF GILTHAW

This is the home of cleash. They seem very organized, but no one knows what they do with their time. Cleash are overtly hostile, and attack those who enter their realm of icy tundra with their deadly capsules. The cleash boil their own crystalline eggs to use as currency. There are many vodra and white mandare in the Gilthaw.

PONTEER

The narrow band connecting the West Trinnu Jungle Lands to Drail, the Ponteer has proven a strategic territory for trade and the political interests of Tan Iricid, Anasan, Thantier, Voligire and Burdoth.

The trail from Pontis to XX boasts an impressive networks of incleps, shenters and services steady stream of caravans movin between the ports.

YOBREH

The Salu shipbuilders of Yobreh host a thriving community based on their industry and the trade it encourages. A cosmopolitan population of salu, woffen, bronth, boccord and a select number of ramian from both Jasp and Voligire..

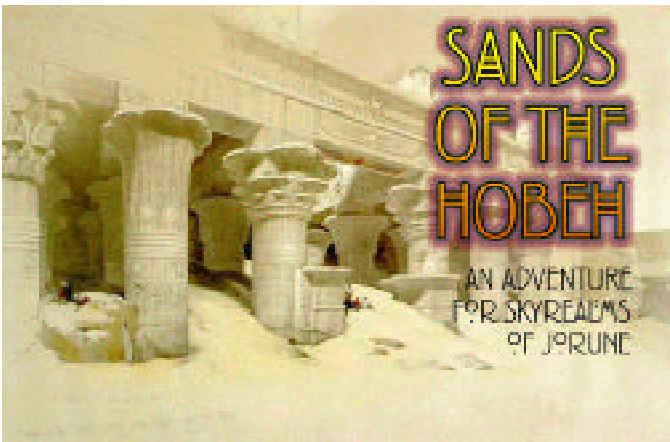
The bridge across the mouth of Yobreh harbor is an inspiring sight every traveler owes it to himself to enjoy. At the apex of the highest arch a lamp burns in honor of Iscin. The lamp doubles as a lighthouse visible thirty miles out to sea. Small models of the Iscin bridge grace the homes of many woffen and bronth families and serve as illumination in family celebrations of Day Iscin.

HOBEH

South of Dobre and Lundere, the Hobeh is dominated by expansive deserts and inhospitable, lightly forested wastelands. In a recent stay at a fine shenter near Polpedroth, I hears several iscin and thriddle discussing

a city revealed by blowing sands.

A difficult place for those dependent on isho except for a region said to be inhabited by Ca-Desti Shantha, the Hobeh. It would probably be unwise to confirm the presences of that community, but I have plans to visit the land on my next voyage to seek out these reports of cities.



Beasts of Burden

Thombo

Thombos are riding creatures native to Jorune. Although they must be dismounted in combat situations, these creatures are sure footed, can carry heavy payloads, travel reasonably fast, and can survive in almost any climate. Their small, pin-like eyes are sightless. Like many lines of Jorune descent, thombos lost their sight, developing instead an excellent Tra-vision. Passengers ride a full 7' above the ground, and have an excellent view of their surroundings. The thombo's main limitation is its skittishness. Thombos are creatures of strong instinct. They will bolt away from danger at first sign. They are a dangerous hindrance in combat situations.



Those who remain on a startled thombo will be thrown off the creature if they fail on a roll against Strength.

They are not intelligent creatures, but thombos provide reliable, fairly inexpensive transportation. Under extreme circumstances, they can even be eaten.

Thombos can be tethered to portable thombo stakes. Hooks from a face-ring are tied to wooden stakes driven into the ground. These creatures have voracious appetites and need several hours a day to eat. Stabled in a town or city, thombos cost 10 gemules a week to feed.

Horses

Horses are the mounts of the rick. Although not as durable as thombos, horses provide a safe platform for combat. Horses have not fared well on Jorune. Unfavorable changes in their genetic makeup prevent them from producing many fertile offspring. In the wild, their inability to compete with native Jorune life has cut their numbers. It is only through the efforts of humans and



A bronth lothi prepares a lothern for a trading journey.

boccord that they survive to this day. They are extremely valuable creatures. Their extraordinarily high price reflects their rarity. It can take a rich Drenn or Kesht months, or even years, to find a horse to purchase.

Lothern

The placid lothern is monomaniacal once it has started a journey, requires a large rider (lothi) to keep it under control, and can be very difficult to turn.

Popular with bronth and boccord caravaneers, lothern are commonly seen on the trails of Dober and Ros Crendor. A smaller breed of lothern can also be found pulled streetcars in the Manser district of Ardoth.

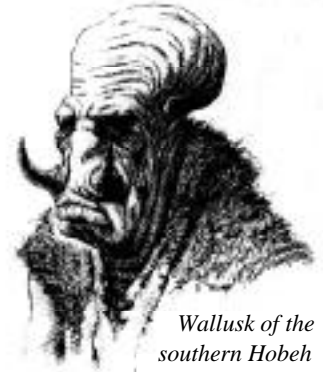
Bochigon

Bochigon are huge creatures capable of carrying tremendous payloads.

Even larger than thombos, these creatures can carry creatures the size of bronth. A single bochigon can carry the equivalent of four thombo payloads. Although not as sure footed as thombos, bochigon are more attentive to the surface beneath them, avavoiding weak structures. Bochigon are also stubborn, potentially dangerous creatures. They have been known to throw abusive riders and then stomp on them. Cooperation is the key to success when dealing with these creatures. Feeding them their favorite food, "kayedi," usually coaxes them into cooperating.

Bochigon are fearless. In combat situations they react calmly, and have even been known to attack with their powerful front legs.

Unlike thombos, bochigon need time to settle down after riding. Without a break, they become cranky and less responsive. A common phrase on Jorune is "Rest that bochigon before he kills you."

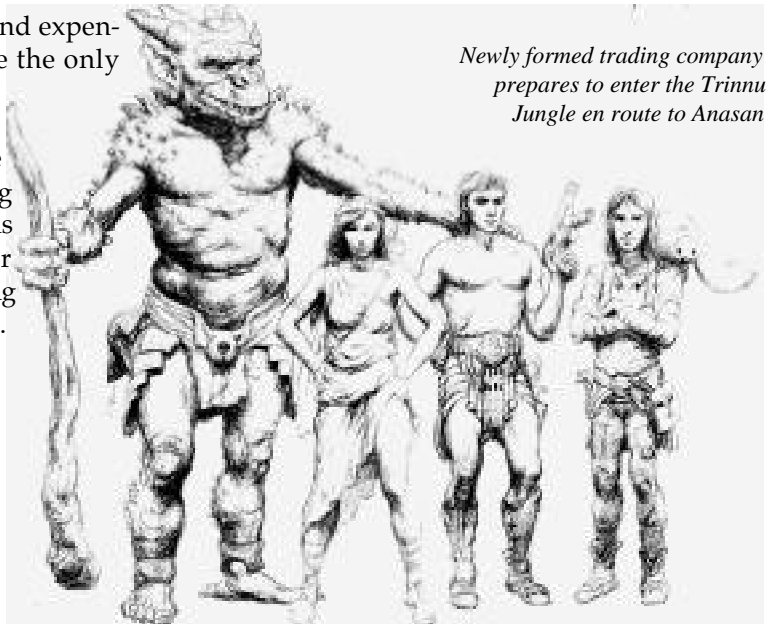


Wallusk of the southern Hobeh remembers a joke.

Talmaron

Talmarons are large, winged Jorune natives capable of carrying passengers (up to boccord-size) in flight. Substantial training for both rider and mount is essential before they can be flown safely.

Although rare and expensive, talmarons are the only means by which normally impassable regions can be crossed. A handling skill with talmaron is advised if the rider wishes to avoid being thrown to his death.



Newly formed trading company prepares to enter the Trinnu Jungle en route to Anasan