

SKYREALMS of Jorune

— The Lamorri —

By sholari James

It is not known where the lamorri came from originally. Maybe they themselves had forgotten. But from the darkness of the night sky they ascended upon Sho-Caudal with their partners the cleash and enslaved the shantas. The lamorri and cleash, along with their machines and terrible creatures scarred Sho-Caudal forever. The planet was not only physically damaged, but also the sho-sen displays disturbances that have its origins in the manipulations of the lamorri. When the lamorri were defeated and fled Sho-Caudal, they left behind their technology, their slaves races and abandoned their former partners, the cleash. The shanta tried to restore Sho-Caudal and destroy all things of lamorri origin. This proved to be harder than they imagined and today the ancestors of the slave races and humans search for the powerful legacy left behind by the lamorri without knowing the dangers these present.

THE STAR-FARERS

Long before the lamorri came to Sho-Caudal they had become masters of manipulating the flesh, both their own, and the flesh or structure of all things around them. Nothing was holy to the lamorri who with great greed exploited everything around them. They broke free of the organic boundaries set out by their genetic code and altered themselves after their slightest whims.

In the beginning these changes had been drastic and the number of species and sub-species of themselves must have exploded on their homeworld. After some time these changes became smaller and more subtle, as they learnt their lesson through years of monstrous offspring. Lifespan, physical strength and physical resistance to diseases and



Artwork: Ola Holmdahl

poisons were things that were rapidly altered.

However, the most important alteration was the imposing of psychic or empathic abilities upon themselves. These abilities provided them with the final domination over their creations. Great machine beings or altered sub-species were crafted to serve the lamorri genetically and would answer every mental summon of their masters. Although this required artificial augmentation, some of the empathic imprinting would be passed down through the genes, creating loyal slaves and machine beasts.

The lamorri even managed to create copies of themselves in large devices referred to as “essence amplifiers”. In a way, the lamorri managed to cheat death. They could make copies of their very souls and induce these into newly spawned bodies, thus living nearly forever.

The lamorri also mastered the manipulation of various geological matters, such as the “hard stone” materials (certain types of hard, but slightly elastic varieties of stone that slowly “grows” by itself.) that came from their homeworld. With these they created most of their more physical technological artefacts.

Although being masters of biotechnology, the lamorri never fully mastered physics and never created faster than light drives. When they started exploring the stars this was done with slow generational ships that were composed of several symbiotic beings. The huge ships themselves were alive.

Time meant little to the star-faring lamorri and they gladly sacrificed their bodies and preserved their essences in their essence amplifiers. When their ships reached their destinations they would simply spawn new bodies for themselves.

If the travellers ever returned to their homeworld or simply continued to travel outward is unknown. If they had returned home they would have found many things have changed, most probably their own species. The star-faring lamorri therefore became separate castes or sub-species of the race and bent all their will upon finding other inhabitable systems. These systems they would conquer and exploit worlds as they and their ships required massive amounts of food and fuel. Before moving on, the lamorri would either have created a colony (which the lamorri regarded as a practical way of leaving offspring behind instead of having to kill it) or destroyed the world in their search for resources.

As with many other things, the lamorri did not have any kind of conscience or moral problems with this. Maybe the disturbing and uncontrollable instincts and ethics had been removed through all their alterations of themselves?

One enclave of such star-faring lamorri had conquered and destroyed several worlds and moved like devastating world-hopping locusts out towards the outskirts of the galaxy. Among the conquered and consumed homeworlds were those of the thriddle, corastin and croid, whom the lamorri now used as slaves along with their original ramian servants from their homeworld.

Finally, the lamorri encountered the cleash and their servitor race, the scarmis. The cleash were far more industrious than the lamorri and technologically more advanced when it came to mechanical machinery. Their homeworld was one great factory and they had

developed faster than light drives that had spread the cleash to some neighbouring star systems. The cleash were however very aggressive and spent much time fighting each other and devising cruel weapons of destruction.

Nobody still lives to tell the tale of the first encounter between the lamorri and the cleash. Maybe the lamorri exploratory ships met resistance, maybe the two races found each other straight away? The long-term effect of their encounter was, however, cooperation with one of the cleash fractions.

The cleash had great problems surviving neutrino radiation from suns hotter than their own red dwarf star. Hotter stars quickly destroyed their genes and prevented their regeneration of exoskeletons and their reproduction. The aggressive cleash were thus limited to a few star systems with red dwarf suns and could only briefly visit other systems. The lamorri, on the other hand, wanted to travel between the stars at speeds greater than light. So, the two species entered a partnership. The cleash would be altered to survive other star systems and the lamorri would receive enhanced ships capable of travelling faster than light.

However, none of the partners truly trusted each other, so the first test of conquest and cooperation was conducted far from each other's territories, so that no race would gain an advantage over the other.

The new and faster lamorri/cleash hybrid ships travelled for more than six cleash generations and reached the outskirts of the known galaxy. There they found a virgin world ready for their exploits. There, the bodies of the cleash, the lamorri and all their slave races were re-spawned with the aid of lamorri technology. There they would test their partnership.

This place was the H21 system.

Considering H21's close proximity to the Sol system, it was pure chance that Earth did not suffer the same fate as Sho-Caudal.

CONQUEST OF SHO-CAUDAL

The first lamorri exploratory ships reached the H21 system in 1750 BC (Before Colony reckoning). They quickly charted the system and its one inhabitable planet, Sho-Caudal. More than fifty years later the main lamorri armada decelerated around the system's sun and made its way to Sho-Caudal. The long time of dormancy was over and the lamorri spawned new bodies for themselves, their servants and their partners as their ships drew closer to the life-giving star H21.

The fleet was composed of six huge lamorri ships, large as cities, and hundreds of smaller cleash ships that had been attached to these during the majority of the voyage.

The lamorri fell upon Sho-Caudal as they had other worlds they had conquered. Larger native settlements were destroyed by imprecise orbital bombing and masses of augmented slave warriors (croid and corastin) were unleashed upon the natives.

Despite the brutal and intensive initial onslaught, lamorri were at first surprised at the resistance they met. The seemingly primitive natives used strange, harnessed energy against them and moved around the planet quickly. Entire villages would evacuate within minutes and reappear hundreds of miles away from danger. As many of the shantic cities existed underground they were also hard to detect and hard to attack.

It was the cleash who would become the lamorri's generals in combat. The cleash constructed many machines and terrible weapons that bored down into the cities and scattered the populations, while the lamorri sent in terrible machine beasts and unleashed horrific diseases. Homeless and spread out over Sho-Caudal, the shantas found it harder to resist the invaders.

Within 10 years most of the shantic resistance had been crushed and the shantas enslaved. The battles of this time are only vaguely mentioned in shantic history. It is remembered as a time of great grief and destruction. Although millions of shanta died during the lamorri invasion it would be nothing compared to what was to come.



AGE OF SLAVERY

As soon as an area had been cleansed of natives, the lamorri and cleash began the construction of their factories that would process fuel and create more soldiers and workers for them. Forts, landing pads and towns were constructed with the strange hard stone materials that were brought from their homeworld and stimulated to grow. In very short time great stone walls, roads and buildings popped up on several, carefully chosen locations of Jorune. Some mountains were tunnelled and hollowed as strange, huge machinery was constructed underground. Great mines bored down into the core of Sho-Caudal and entire ecosystems were destroyed or replaced with alien flora and fauna. Especially forests suffered as the great machine beasts ate and processed these, stripping vast areas of vegetation and leaving open dusty plain favoured by the lamorri.

While the cleash constructed cities and factories bellowing smoke, the lamorri were more interested in the strange energy that seemed bound to the planet. They knew that they would never be safe from attacks by the free, roaming shantas of the wilderness until they had harnessed this strange energy.

The lamorri soon saw the energy connection between the innermost planets and sent one of their great motherships to Elysium to study the phenomena more closely. The great ship travelled between the innermost planets, Elysium's rings and Sho-Caudal's moon Tra several times, mapping the isho phenomena that linked these worlds. Kaurr the Black was responsible for the study of planetary isho and he built himself a great fort on the moon of Tra.

Slowly, the lamorri scientists started to understand the mechanics of isho. The lamorri found the isho energy to be a potent source of energy, which could be used by their ships as fuel. Great slabs of isho rich material could be attached around their ships in orbit and sucked dry of its isho over time. The skyrealms of Jorune were ideal for this, but artificial skyrealms would be even better as they could be created to store vast amounts of energy. These great "batteries" of rock, crystal and isho would also serve as a protective encasing of the motherships, which had proved vulnerable during faster than light speeds.

The lamorri also started to understand how the isho could be neutralised and used directly by them. Great constructions were created in or close to their cities that would neutralise isho, preventing warps from opening and killing isho harmonics. An extensive breeding program began, where the lamorri tried to create machine beings that could harness the isho energy, in the same way the isho harmonics of Sho-Caudal used the isho. This project was a failure, as artificially created bodies seemed totally incapable of accumulating isho. Instead the lamorri started to alter the shanta into obedient slaves and isho tools. These terrible beings are named with great sorrow and terror in the history of the shanta. Sometimes referred to as Shan-Theel ("Twisted/Broken Shantas" or "Dark Shantas"), these pitiful creatures would haunt the shanta for many generations to come.

In 1520 BC the lamorri had understood enough of the complex isho mechanics to start harvesting the energy. The Ischo Geography Program was begun, its goal being the

reshaping of the isho geography to channel great amounts of energy into the artificial skyrealms that could be shipped off world. A large and lush region north of the equator, once heavily populated by shanta, was chosen as a prime site for isho nodes and the isho funnels that would gather and vent isho. These vents were great pyramid constructions that would be referred to as thooth'sa pyramids in the future.

A great number of smaller artificial skyrealms were created during the initial years. However, these were often smaller in size and the lamorri forcefully created greater, natural skyrealms by speeding up the natural skyrealm creation process. This process often meant the destruction of shantic cities, as the great crystal slabs covering these were lifted out of the ground.

In 1500 BC the first isho harvesting system was activated. As isho was drained from the land the ground shook and broke. Rivers were diverted into great opened lava shafts to create energy and the region quickly changed and became the Doben-al. The gathered skyrealms were towed to the thooth'sa vents and charged with isho. As the program seemed to be a success the lamorri began the construction of several similar sites around Sho-Caudal.

The shanta had tried to revolt against the invaders on several occasions but always failed. The lamorri grip upon their planets was enforced by high technology, alien machine beasts, great warrior slaves and mind enslaving devices. In addition to all these hardships the shanta had to fight their dark altered kinsmen who, like themselves wove the isho. However, when the free shanta saw the great destruction in what was to become the Doben-al they understood that Sho-Caudal was doomed.

REBELLION

As the lamorri began to lift the first skyrealms into orbit for export offworld, the still free shanta organised their enslaved brethren and in 1460 BC the first major rebellion against the invaders took place. Unfortunately, the lamorri had learned enough about isho to control the sho-sen around their structures or destroy it entirely. Through their great constructs built across the surface of their domains, the lamorri would make the shantas blind, overload their weaving, poison them with artificial isho or simply kill them as the isho tore their unique isho accumulating cells apart. The lamorri preferred to show their mastery of the isho during this rebellion and did not unleash their slave troops. They gloated in the humiliation of the isho harmonics and in their hubris believed that their control over Sho-Caudal was complete.

The cleash, however, did not put their trust in this new technology and continued to fortify their territories with the more traditional tech and lamorri devices.

The rebellion was a disaster and many shantas died, both among the slaves and among the free shantas. The amount of isho energy used during the rebellion could be felt all over Sho-Caudal, as the lamorri constructs drained the sho-sen.

After the rebellion, the last great eelshon of the shanta gathered in Delsha, but came to the sad conclusion that the shantic race and Sho-Caudal would be destroyed if the lamorri's power over the sho-sen could not be broken. They toiled hard and long to find solutions and ways to brake the lamorri's power over Sho-Caudal. In the deep wilderness they laboured hard to gain unity and coordination among the last broken but free shantic populations and put tremendous effort into the construction of new or stronger isho tech devices. It is said that many great sholari augmented their minds with so much isho to find a solution that they entered shyee.

It was during these grim and desperate times that a saviour among the shanta stepped forward. His true name was Sholari Lishu Do-Desti and he was a member of the Ca-Desti sect and became referred to as The Desti or The Red Shanta. Gifted with a brilliant mind and an uncanny ability to accumulate and manipulate isho, the Red Shanta made great breakthroughs in the construction of the great isho reservoirs known as elip stons and other offensive weapons based on isho technology. Together with other great sholari the Red Shanta created the first fully functional elip ston and thosk, which were tested and successfully destroyed two skyrealms housing lamorri overseers in 1450 BC. Other prominent sholari created the great evids, constructs of stone, bone and crystal that could withstand the isho weapons of the lamorri.

The cleash were very concerned by the reports of new and powerful shantic weapons but the confident lamorri would not listen. The cleash struck hard against the shanta, but could not find the main force of the subterranean shanta.

During this time the lamorri were struck by a terrible genetic plague. It is unknown whether this was a natural plague or a result of the lamorri's tampering with their genome. Some say it was a rebellious deed of a thriddle. As most of the lamorri placed themselves in healing hibernations deep within their structures, the shanta saw their chance and rebelled once again.

Lamorri landers and large structures were targeted by the new and improved elip stons and thosks. Great destruction was caused and the first to suffer were the cleash, as the lamorri had withdrawn. The cleash relied more upon technological equipment and these created disturbances in the sho-sen that were easily detected and destroyed by the new shantic weapons. Most vulnerable were the cleash ships that transported personnel and equipment between the motherships and Sho-Caudal.

At the end of the year even an orbiting lamorri mothership was destroyed by the combined forces of three elip stons. The huge ship fell flaming among the Thodic Mountains and the impact was seen over most of the continent.

As shantic warriors attacked the lamorri and cleash outposts the enslaved shantas joined them. The great destruction, the loss of mind controlling centres and the weakness of the lamorri resulted in the lost control of their machine beings and the rebellion of many of the other slave races. The thriddle servants had great influence over the corastin and convinced most of these to turn away from their old lords. Scarmis fled from their cleash overlords into the wilderness, leaving the cleash without troops.

During this chaos, the shanta released their evids into lamorri territory. Greatest of all these was the Eelshon She-evid, created by the last eelshon. Its power was so great that its making was said to have destroyed all the sholari in the eelshon that created it. The Eelshon She-evid struck at the largest lamorri outpost in the Doben-al, the very centre of their power. The destruction the Eelshon She-evid caused among the cleash and lamorri is the stuff of legends and caused the lamorri to tremble in fear. The croid fought the shanta for some time, but with the coming of the evids they fled from their old masters and withdrew into the wilderness.

The cruel cleash had suffered the greatest onslaught of the elip stons. None of their smaller ships had survived and they fled to the untouched lamorri and cleash outposts in the Ice Fields of Gilthaw. Left behind were the vulnerable lamorri overlords.

THE ETERNAL SIEGE

The shanta found that they had won the first battle but could not reach the lamorri that hid deep within their fortresses. The lamorri had learnt enough about isho and the shanta, that their greater constructs and fortresses were protected by machinery that would weaken or immediately destroy isho harmonics (creatures with isho absorbent cells) that came too close. Furthermore, isho sometimes did not exist around these structures, making shantas totally blind, or worse was perverted and would poison whatever isho harmonic it was absorbed by.

The shanta therefore guarded the lamorri carefully for more than a year so that none of them could escape. Meanwhile the orbiting motherships bombarded Sho-Caudal from a safer outer orbit while they waited to retrieve their masters. It seemed to be a stalemate and the shanta knew that they would loose to the lamorri sooner or later, to whom time meant little.

It was then that the thriddle came to the aid of the shanta. In return for continued freedom on Sho-Caudal the thriddle rallied the slave races that had rebelled and had fled from their masters. Led by the thriddle these ventured down into the fortresses of the lamorri where the shanta could not go. An incredible multitude of the slave races died during this final attack, but the lamorri were eventually hunted down and killed in their deadly halls.

The lamorri that still remained were all in orbit around Sho-Caudal and at a safe distance. Rather than risk their ships in another invasion the surviving lamorri simply left. Where they went is unknown. Whether they will ever return is something the wisest shanta fears to even consider.

Although all lamorri had either perished, been imprisoned in keeper rods or fled Sho-Caudal, some had by arcane ways eluded destruction and capture. While the lamorri were besieged in their forts and underground strongholds, they had made copies of their very essences that would forever be preserved in their great essence amplifiers that spread below the surface. It was the same technology the lamorri used to preserve their existence

during long interstellar travel. In this way they cheated death and part of them were preserved forever.

At first the lamorri remained dormant, but after a while their essences reached out and touched the minds of the slave races that still lived in the area. Some of these succumbed to the will of their old masters, others fled. Soon the shanta understood that some lamorri had eluded death and somehow still existed. In a great effort they therefore destroyed the enigmatic lamorri machinery where they could find it.

However, the technology and vastness of these machines were not understood by the shantas and some were left untouched. Others were too dangerous to touch or still had active defences against isho harmonics. These were carefully sealed and all slave races were moved to a safe distance.

A second siege began. A siege that would last for several millennia, as the shanta waited for the ghostly remains of the lamorri to die or wither away. Sacred guard duties of the Ca-Du prevented any creature susceptible to the lamorri's possessive powers to enter areas with still functioning lamorri technology. This vigilant guard became known as the Eternal Siege.

CLEANSING SHO-CAUDAL

For their participation in the liberation of Sho-Caudal, the thriddle and the other slave races were allowed to settle in lands not used by the shanta. The croid, corastin and scarmis chose parts of the wilderness where the shanta were not too numerous, while the thriddle remained in the cleansed outposts of their former masters. The shanta were at first uncomfortable with the lithe thriddle living among the gargantuan ruins of their former masters, but the thriddle soon proved themselves harmless and ever so willing to adapt and learn from the shanta, whom they admired.

The ramian had been the underlings of the lamorri, their favoured servants and the masters of all slave races. Some thriddle have hinted that the ramian might even have been the lamorri's living forefathers and serving as their intact original gene pool, the primitive and raw material they were made of. The minds of the ramian had been artificially - and maybe to some



degree – genetically, linked to the minds of their masters. When the lamorri and their organic empathic communication centres felt the full fury of the isho unleashed by the shanta and were hunted and destroyed by the evids, this was experienced by the ramian as well.

The strike towards the lamorri and their communication centres left many of the ramian mentally crippled and crazed with fear. The voices of their masters had soothed, guided and comforted them. Now they only experienced silence and solitude. The ramian had been brutally freed to think for themselves and found themselves lost. Nightmares haunted them and the loss of their masters Inner Voices made many of them take their own lives. Also, the shanta continued to hunt the ramian, as they had made no attempt to rebel against the lamorri. The evids hunted the numerous ramian nearly to extinction and the shantic warriors pursued them with deadly dyshas. The shantic rage upon the ramian and the minds of their masters at this time would forever be imprinted into the very deepest instincts and race memories of most ramian to come. It is even today remembered and experienced much like humanity's instinctual fear of spiders and snakes.

However, the Ca-Tra and the Ca-Shal felt pity for the orphaned ramian and persuaded the other sects to spare them. They saw that the ramian were fatherless without their masters and poorly adapted to Sho-Caudal. The shantas refused to become executioners and commit genocide upon a race that had been enslaved by the lamorri. The bodies of the ramian were already wrecked with diseases and their greater bloodlines had started to fail them. It would only be a matter of time before Sho-Caudal would rid itself of the ramian – the natural way.

The ramian were therefore deported to the desolate continent to the north that would become know as Voligire. There, the ramian race would live out the remainder of its existence on Sho-Caudal in peace.

The cleash had been terrible fiends and tormentors of the shanta. At first the shanta tried to destroy them along with their lamorri partners. All cleash landers and smaller craft had been targeted and destroyed by the shanta, as the cleash did not possess the same deadly isho defences as the lamorri. The only cleash that had survived the wrath of the rebelling shantas, their elip stons and the evids, were besieged among the underground caverns and tunnels of the Ice Fields of Gilthaw. In the tunnels of Gilthaw the evids had problems reaching them and the shanta could not monitor their numbers as easily. Some of the great machine beasts of the lamorri had been brought here and fought alongside the cleash to survive.

The war against the cleash lasted for more than 50 years and was destined to be much longer and more costly. However, both the cleash and shanta knew that the outcome was inevitable. Sooner or later the cleash would succumb to the shanta in this hostile environment.

Meanwhile, the shanta found that they could not remove the taint left in their bloodline by the lamorri. Many shantic slaves (the Shan-Theel) had been altered to serve the lamorri's

evil perverted purposes or simply for fun. Although now freed from their oppressors, they would give birth to twisted and sometimes evil children.

The thriddle were consulted but did not know enough about the powers of their masters to help the shanta. Instead they suggested that the cleash could help the shan.

The shanta therefore turned to the surviving cleash, whom they had besieged in the Ice Fields of Gilthaw. The shanta made a deal with the cleash that they would spare the cleash and let them live in the Ice Fields of Gilthaw, if they helped them remove the lamorri taint among the shan.

The cleash agreed and cleansed the shantic DNA from all lamorri tampering. This process lasted three painful generations and the sorrow of putting tainted children to death is still today remembered in songs among the shan.

Another condition of the agreement with the cleash was that the cleash were not allowed to maintain any of their factories and that all lamorri technology had to be destroyed. The cleash did so and were left to live out their days as a race in the hostile Ice Fields of Gilthaw, which they seemed poorly adapted to.

However, the shanta did not know that the greatest and purest bloodlines of the cleash possessed a racial memory that would later allow them to resurrect much of their lore and the lamorri technology that had been hidden, abandoned or thought forgotten.

THE SCARS OF SHO-CAUDAL

Large areas of Sho-Caudal became forever scarred by the tampering of the lamorri. The isho geography of entire regions was altered or destroyed as lamorri sought to master the isho and capture it for offworld export. The sho-sen in certain areas was therefore weak or strangely twisted and tra-sense only functioned erratically there. The area where the lamorri concentrated their efforts and had created most of their outposts is today known as the Doben-al. The once lush and fertile great riverlands are now wastelands, steadily being consumed by the desert dunes. Even the sho-sen is a desert in this place, as the first isho harvesting programme was activated here and still drains the lands of the little isho it accumulates.

Pockets of stagnant isho and artificial isho (deadly to isho harmonics) can be found in the Doben-al and in the ruins of the lamorri. Shanta avoid the Doben-al and sing many songs about its lost beauty and the death of the land. Their tra-sense is poor in the Doben-al and in some places they are totally blind. In other places there is a dangerous surge of concentrated isho that causes kerning flames to consume their bodies.

The Doben-al and other areas once great in lamorri activity, is also home to strange creatures, descendant from lamorri homeworld organisms or lamorri machine beasts. These have spread to many other parts of Sho-Caudal and compete with the native flora and fauna for a niche of their own in the ecosystem.

In short, the Doben-al is a barren and potentially dangerous and unstable place for any isho harmonic. Other lamorri outposts are more unknown but are just as perilous.

THE COMING OF THE HUMANS AND THE BREAKING OF THE ETERNAL SIEGE

The shantic race restored itself to its former glory and even beyond this. Great isho achievements were made and the race unified to prevent further threats. Sho-Caudal was repopulated and the shantic race flourished under the guidance of the seven sects.

When the human explorers arrived to Sho-Caudal they caused much fear and concern among the shanta. Most shanta did no longer remember the lamorri but knew the vivid legends of their cruelty and origin among the stars. The eelshons had records of these dark times and were very concerned for the future. Although seemingly calm in the eyes of the visitors, the shantic communities were bustling with activity during this time. The shanta feared that the newcomers would attempt to enslave them, as the lamorri had done, and the eelshons argued about the cause of action and how to approach the new visitors from the stars. Guided by the sholari of the Ca-Tra, the shanta decided to hear these newcomers and determine what threat they constituted. Meanwhile, they resurrected their ancient weapons once again.

Contrary to the lamorri, the humans seemed genuinely interested in Sho-Caudal and seemed to lack much of the intelligence or cruelty of the lamorri. Although they mastered vast quantities of unknown energy in their metal machinery, their minds seemed dwarfed, their bodies undeveloped and they were totally unaware of the isho around them. They seemed like eager children and anxious to learn from the shanta. The eelshons therefore decided that the humans would be welcomed as visitors and studied more closely.

When humans finally started to act illogically and aggressively the shanta dared not take any further chances. Despite the warnings of the Ca-Tra sholari, that the humans had lost their home and were panicking, the shan unleashed their isho in an attempt to destroy the humans.

This proved to be their greatest and saddest mistake.

When the leesh-ebecca came the shanta dwindled and withdrew. All guardians of lamorri strongholds were killed or fled with the survivors. The last knowledge of the lamorri's dormant powers was lost as the guardians died and records were abandoned. The Eternal Siege was broken.

THE LAMORRI TODAY

Now, the lamorri essences once again stir. After millennia of isolation and solitude they have turned upon themselves. They have become insane or otherwise twisted and cruel. Like milk becomes sour, so have the lamorri essences devoured themselves and turned from selfish and calculating entities to evil and insane demons.

Humans and other weaker races that have venture close to ancient lamorri machine-structures and foolishly activated them, have awakened the lamorri essences. Often these hapless beings became possessed and turned into the tools of the lamorri essences and

their link to this world. Through these weaker races the lamorri essences can once again venture out into the world and influence it.

Over the centuries they have done this several times and the annals of Ros Crendor speak of such dark times. The Ca-Du, who once were assigned guardianship over the lamorri tombs, again try to establish a new watch over the lamorri, but do no longer possess full knowledge about them. Other races and the human priestesses of Ros Crendor have understood some of the dormant powers of lamorri essences and know that it does not take much for it to emerge. They, like the Ca-Du, try to keep the lamorri essences dormant and shun all areas where lamorri essences sleep.

Despite all their efforts there are rumours among the priestesses of a Realm of Darkness, deep underground, that is supposedly led by fallen priestesses who have devoted themselves to the lamorri (Dreamlords).

With their jailors gone or busy elsewhere, the cleash and the ramian dabble with lamorri technology. The cleash still possess much knowledge of their ancestors through the race memory of their leaders, but are desperate to escape the bounds of Sho-Caudal that slowly degenerates their race. The adaptation of their race to the neutrino radiation of other suns than red dwarves was not complete or simply left that way by the mistrusting lamorri. The cleash leaders therefore seek to contact their homeworld with the use of re-activated lamorri tech in order to be rescued. The only place where the cleash knows this can be done is at the main interstellar communication node in the Mountain Crown on Tan-Iricid. Luckily, this frantic, secret race to secure and activate lamorri interstellar communication devices and their constant infighting prevents the cleash from establishing a greater realm that could threaten shantas or humans. But the cleash leaders are extremely patient and secretive. They know that the time has not yet come to reactivate the technology and factories of their ancestors and are content at spreading slowly and hoarding knowledge, while their ignorant masses fight amongst themselves.

The ramian priests dabble with lamorri technology because they see its religious significance. Most of the time they do not know what it is they are doing. This ignorance is now very close to activating large parts of the lamorri technological networks of communication and production.

Some humans and shanta know now that some of the lamorri essences have been in contact with the ramian for millennia and have secretly helped to preserve the ramian as a race in the otherwise hostile environment of Sho-Caudal. The ramian priests know these essences as the whispering voices of their dark gods and herald a return of the gods, not knowing the terrible truth behind the lamorri and their destructive power.

The ramian have now uncovered enough lamorri technology in their religious dabbling to cause activation of important sites, while the cleash started to do so more than 500 years ago. While lamorri bases in Voligire were destroyed before the ramian were moved there, the ramian koroehka Chokulsha has discovered and excavated a fully functioning Vault that awaits awakening in the Tchobyska Chorachka wilderness of south-eastern Drail.

TIMELINE (SUMMARY OF EVENTS)

- 2094 BC Lamorri armada reaches cleash star colonies and make contact with the technologically advanced cleash.
- 1926 BC The new and improved lamorri armada leaves the cleash worlds together with cleash partners for a test of conquest with their combined technology.
- 1750 BC Lamorri exploratory ship arrives to H21's system.
- 1696 BC Lamorri armada reaches Jorune. Cleash arrive as partners in the conquest and bring scarmis as their slaves. Ramian arrive as servants to lamorri; corastin, croid, and thriddle arrive with lamorri as slaves. Orbital bombardment and invasion begins.
- 1686 BC Last organised shantic resistance is crushed and the shanta are enslaved.
- 1520 BC Isho Geography Program begun. The Doben-al is eventually chosen as a prime site for thooth'sa construction.
- 1515 BC Process for the artificial creation of skyrealms started by lamorri. Shanthic cities are destroyed beneath harvested lamorri skyrealms. Plan to enhance natural skyrealms begins.
- 1500 BC Lamorri Doben-al program begins.
- 1490 BC Lamorri Isho Harvesting System structures completed in Doben-al, Tan-Iricid, Ardoth, and eight other locations on Jorune. Only the Doben-al structure is fully activated, draining isho from surrounding land, creating the Doben-al desert.
- 1460 BC Lamorri begin preparing several skyrealms for export from Jorune. First shanthic rebellion suppressed by lamorri control of isho. The free hantas retreat and labour hard to find means to brake the lamorris grip upon the isho.
- 1450 BC Two skyrealms destroyed by early elip ston. Shanta continue to harass lamorri and cleash outposts with the new and powerful elip ston weapons.
- 1449 BC Orbiting lamorri starcraft destroyed over northeast Doben-al. Crashes south of present day Khodre, in the Thodic Mountains.
- 1448 BC Successful shanthic revolt from lamorri subjugation, due to a genetic plague the lamorri have brought upon themselves with their experimentation. The thriddle, corastin and scarmis slave races flee from their masters or join the rebellion.
The Eelshon She-evid (the Warp Walker) and other greater evids are released into the Doben-al. The fury of the evids makes the croid warriors abandon their masters and flee into the wilderness. Ardoth's underground lamorri complex prevents warps from being created, but the portion that kills

isho harmonics is partially destroyed during the final shanthic siege of the city.

- 1447 BC Thosk cannon created by Ca-Desti shantha. Cle-eshtas brought to new levels of sophistication. All cleash landers are destroyed, stranding the cleash and lamorri on Jorune. Lamorri motherships begin to bombard Sho-Caudals surface to enable their separated kin to escape. Surviving cleash flee to the more easily defendable outposts in the Ice Fields of Gilthaw. Shantas lay siege to the lamorri who have hidden themselves in their great fortresses. They cannot venture down and destroy them, as the weapons that destroy isho harmonics cannot be neutralised.
- 1446 BC The lamorri make copies of their own consciousnesses (essences) while enduring the siege. The thriddle lead some of the slave races against the besieged lamorri and venture down into their great underground forts. All lamorri are destroyed or placed in keeper rods. The remaining lamorri that have waited in high orbit leave Jorune, abandoning all the subservient races (corastin, croid, scarmis, ramian, and thriddle) and their partners (cleash) behind.
- 1396 BC The shanta break off the siege of the cleash in the Gilthaws and let them live in this realm in return for their help in cleansing their race of lamorri taint.
- 29 BC First human scientific expedition reaches Jorune. The shanta are alarmed by the arrival of new visitors from the stars.
- Zero Launch of shanthic attacks on colony sites. Official start of the Human-Shanthic War. Virtually every colony site attacked by massive shanthic assault. Bomoveris releases a bio-tec virus into upper atmosphere, killing 99% of the shantha within days. The leesh-ebeca begins (Dying Times). The eternal siege is broken as Ca-Du watchers die and shantic society crumbles.

LEGACY OF THE LAMORRI

Although long dead and gone, the lamorri continue to plague Sho-Caudal. Many of their gargantuan stone structures still stand in desolate wastelands as silent and grim reminders of their oppression. Within or below these ancient structures, dark artefacts of awesome powers are sometimes hidden. Their slave races wander Sho-Caudal, most of the time ignorant of their past, but with the potential to once again become their pawns.

Most of the races that live on Sho-Caudal have forgotten or have never known the secret of the haunted places and artefacts of the lamorri, but the shanta know far too many legends about them. They can still feel the isho scars the lamorri have left behind and their artefacts continue to cause problems upon the surroundings. Some of the structures and artefacts are still functional, but dormant, and the shanta cannot venture into them to destroy them. Also, the shanta have clearly underestimated the power of the lamorri and their technology and cannot imagine that the minds of the lamorri aren't dead but just dormant.

Here follows a list of some creatures, places and artefacts the lamorri have left behind.

LAMORRI CREATURES

THE CLEASH

The partners of the lamorri and the creators of faster than light ships. The cleash landers and smaller craft were vital in the swift conquest of Sho-Caudal and the hold over its population. The more tech oriented cleash mastered physics and especially metallurgy to a greater degree than the lamorri. Their bodies were originally intolerant to the neutrino radiation of yellow stars, but were improved by the lamorri. This was, however, not done to perfection. Most probably, the lamorri wanted to make the cleash dependant upon them for DNA restoration processes. Even today, with their high technology long gone, the cleash master metallurgy to a degree that frightens humans and shanta alike. In the deep, subterranean caves of the Ice Fields of Gilthaw the great minds of the cleash scheme and preserve their ancient legacy. Their racial degeneration and their brutal and infighting nature prevents them from rising to power.

[See *Cleash Genetic Hierarchy* essay for more details about the cleash.]

THE SLAVE RACES

Ramian

It is clear that the ramian had developed along the same evolutionary line as the lamorri, although they were inferior in size, strength and mental capacity. If the ramian had once been a separate competing race on the lamorri homeworld or simply a sub-species created by the lamorri is unknown. However, it is clear that the lamorri reserved a special place for the ramian and kept their genes relatively unaltered. Some have speculated that they might be the remnants of the original lamorri race, before genetic alterations commenced

on their homeworld. The preservation of these lifeforms could therefore be a way to keep a clean original gene pool or simply for obscure sentimental value.

Because of their biological and mental likeness, the ramian were the perfect servants of the lamorri. According to ancient ramian religious texts, the lamorri would sometimes “enter the flesh” of their servants. If this possession was done for leisure, subterfuge or simply as a brief visit between re-spawnings of their own bodies is unknown.

The ramian were always psychically linked to the great lamorri minds or AI’s. One lamorri would normally have an entire clan of ramian servants that could be summoned with a thought and the ramian joined their masters in all kinds of unearthly pleasures.

Today, the ramian suffer many degenerative diseases and have adapted poorly to Sho-Caudal. They live in a strict caste system that somewhat resembles the greatest bloodlines that served the lamorri. They worship the vague legends of their masters and some of their priests listen to the fragmented whispers of the lamorri essences.

[See *Ramian Caste System* and *Religions of Jorune* essays for more information about the ramian.]

Thriddle

The thriddle as a race have an uncanny ability to memorise complex instructions and procedures and have a strong arithmetical tradition. They therefore served the lamorri as operators of machinery, lore masters, servants, messengers and living computers of sorts. Sometimes several thriddle would be linked in a great organic system or otherwise artificially enhanced to improve their mental capabilities. But, horribly enough, this was not all. The thriddle were also bred by the lamorri as food.

Most of the wisest thriddle were permanently linked to their master’s machinery and died with these when the shanta unleashed the isho and the evids upon the lamorri. The thriddle that had rebelled against the lamorri and survived the final destruction of the lamorri returned to the ruins of their masters to live. There they gathered as much information as they were allowed by the shanta and preserved it forever. Since that day the thriddle have hoarded knowledge and sought to explain all mysteries. It is in their nature and a racial calling of sorts.

Corastin

The soldiers and workers of the lamorri. They were probably from the same homeworld as croid, but it is doubtful whether this was the lamorri homeworld. The corastin soldiers were often physically augmented, but not often genetically altered. It seems that the very ancient and complex corastin genome had an uncanny ability to regenerate itself from any tampering and might even have been hard to alter. Few corastin finds from the age of lamorri show signs of genetic alteration. Another theory is that the corastin simply were perfect as organisms for the lamorri’s purposes. Corastin are known to be delicate creatures that find it hard to attack and kill mercilessly. Without doubt, many of the warriors were controlled mentally by the lamorri.

Croid

From the same homeworld as the corastin, the croid also have a complex and strong genome. Like the corastin, the croid also served as soldiers and workers of the lamorri. The more brutal nature and somewhat lower intelligence of the croid made them perfect warriors that could be augmented with cruel weapons and armour. Unlike the corastin, the croid understood the power of brute force well. It was something they were very adept at. Therefore they were willing warriors and servants in war. Because of their lack of higher intelligence, the croid were often commanded by ramian or even corastin.

Scarmis

The gentle scarmis were the servants of the cleash and came from the same homeworld. Scarmis are genetically linked to the cleash and must obey all cleash they encounter (only the queen and her drones can resist the will of the cleash). Canther sparks, pheromones and the cleash appearance trigger a state of servitude, suppressed will and loss of hive conscience. Despite this, the scarmis and cleash physiognomy are quite different and it is unknown whether the genetic link has always been this way or if the sinister relationship was the result of genetic tampering on their homeworld. It is known that, when the lamorri encountered the cleash, they had already enslaved the scarmis. Still today, scarmis workers and soldiers become willes in the presence of cleash.

Scarmis were used as servants, workers, loyal bodyguards and soldiers. In the presence of cleash, the otherwise gentle scarmis turned into deadly weapons of war. No traces of genetically altered scarmis have been found. It was the cleash who primarily used the scarmis as servants and they did not master the foul art of tampering with life.

While the cleash degenerated in the presence of yellow sun neutrino radiation, the scarmis quickly adapted and flourished. Today, the scarmis can be found in many locations of Jorune, but always far from cleash settlements.

[See *Scarmis Society* essay for more details about the scarmis.]

OTHER CREATURES

The lamorri left behind many other foul and often mindless creatures. Among these were practical creatures of natural evolution that had been taken from their own world or other conquered worlds. Other creatures were so called “machine-creatures” that had been bred for a single purpose. Some of the most complex and complete machine-creatures survived on their own accord and can now be found in desolate areas of the world. However, most of the machine-creatures were not organically “complete” and could not reproduce or fill any other function than that for which they had been created. Thus, many of them lacked important instincts and natural abilities necessary for survival.

Lamorri Vaults have the genetic blueprints to re-spawn these creatures, which is another reason they should never be fully awakened.

Here follows a list of some “complete” and “incomplete” machine creatures that could potentially be encountered on Jorune today.

(NOTE that greater creatures like the Kelenn, Tree Harvester and Garachkatta have not been seen for millennia. It would be a great and terrible event indeed if they ever walked the surface of Jorune again.)

Kelenn [Incomplete]	A great and terrible flying lizard with a huge skull-like head and red glaring eyes. Equipped with a sharp, barbed tail, powerful hind legs, clawed forearms and clawed wings (6 appendages). Capable of inflicting great damage, these beasts were controlled by neural transceivers or the lamorri brain enhancers. Last seen in Thantier during the 1000 year cleash war.
Perann	Spider shaped beasts with humanoid hands and skull-like heads. Can mask their signatures and stalk efficiently. Excellent climbers and haunters of Doben-al ruins.
Swordbearer [Incomplete]	Magnificent humanoid fighting machine. Grown from S'abazi plants planted by S'ror beasts. Used as bodyguards and willess elite soldiers. Not seen since the days of the lamorri, but propechys hearld their return as the advent of the return of the lamorri. Rumours persist of swordbearers having been seen recently in Gauss Valley and Ros Crendor.
S'ror beasts	Insectoid and armour plated. These low-slung beasts are slow, but aggressive. Used mainly to plant Nurrich. Have the potential to plant many other beasts, such as swordbearers, if genetically "programmed".
Nurrich	Sinister, thin humanoids resembling wizened, dry old men. With huge black eyes and small sharp teeth. Used for many strange work tasks in advanced environments, such as forges, factories or Vaults. Seem to be of very little intelligence, but are genetically adept at cleaning, working and repairing. Cannot speak, but can hiss loudly at intruders.
Uvarat	Monkey-shaped relative of the Nurrich with a skull-like head. Chitters loudly and has nimble, long fingers. A vital component of the ramian Varrka chambers of healing. Capable of maintaining and operating the Varrka Chamber, but nothing else.
Trinnu Beagre Trap	Simple, predatory roving plant creature of small size.

- Bochigon Lamorri favourite beast of burden and combat. Used still today by humans in most tropical or temperate realms and by the ramian in Ponteer and Drail.
- Blood Boiler [Incomplete] Turtle shaped beast with hard shell, two long insectoid legs (often amputated to make it easier to handle) and feeding tentacles reaching out from the belly. Capable of creating very strong ultrasonic sound waves that harm its foes. A direct blast will snap bones, boil blood and split flesh in wet eruptions.
- Samuut Flower Beautiful, but blood sucking flower found in the Brynkwood forest of Ros Crendor and other places of ancient lamorri activity. Mainly a harmless carpet of flowers growing over trees or ruin walls until an animal passes by. Any flowers that are brushed past attach themselves and start melting into the skin with a painful acid. This will make the animal haemorrhage heavily from the wounds and any other wounds it may have. The blood is then collected by the vast network of ground-covering roots. The main plant can grow to an immense size and can hold much blood. The main plant is even known to have entangled or strangled those creatures unfortunate to come to close.
- Wild Klavic Large, blue insects that travel in great swarms emptying smaller areas of all life and most things edible. Found mainly in jungles and in some forests. Klavic are known to take large chunks out of unprotected human skin, or even lay eggs under the skin during their swift attacks. Unknown when or why they swarm and what becomes of them after their initial “larval” stage.
- Planter Klavic [Incomplete] Insects used for planting machine beast embryos and eggs in wildlife for it to gestate. Was also used to transmit diseases or degenerative viruses and parasites in war.
- Tree Harvester [Incomplete] Huge beasts with smoking innards that bellow out fumes while digesting trees and shrubs. Used for the clearing space for roads or cities. A huge, carapaced head stands atop six towering legs holding a massive body. Swarms of these would devastate the lands in the ancient days of lamorri rulership of Sho-Caudal. Not seen since the shantic rebellion against the lamorri.

- Garachkatta [Incomplete] Known as the juggernaut destroyer, these gargantuan war beasts could level shantic cities. Resembling giant, carapaced beetles with six strong legs and mighty ramming horns, these beasts could attack foes with their spiked appendages as well as level houses with their sheer brute force. The Garachkatta could also spew out acidic venom. Some varieties are said to have spewed out chemicals that ignited in fire. Nightmare visions of these beasts walking through a devastated, burning city is said to haunt all who sleep in the shantic ruins of the Valley of Curses in northern Doben-al. The beasts were always linked to the minds of lamorri warlords.
- Pit Beast [Incomplete] Large beasts that burrow down early in their life cycle to become stationary monsters at bottoms of great pits. A few tentacles help them draw food to their great maws. The pit beasts are semi-empathic and attracts simpler lifeforms by soothing images/impressions and pheromones. Even humans are affected by this lure if they stay too long. Only one pit beast is known to exist today, which is referred to as the Navel of the Goddess in the Doben-al. It has a rag-tag band of followers or worshippers that feed it suitable sacrifices.
- S'lark [Incomplete] Fist-sized slugs that are used by the minions of the Realm of Darkness to see in total darkness. The slugs are sewn into cloth and bound over the eyes. Small tubes attach around the eyes to suck blood, while the slug itself attaches over the eye-ball - a very unsettling feeling. In total absence of light a black and white image will show the surroundings. Light sources create a white disturbance. Great sources of light disturb the night vision, causing only a white blur. Prolonged use makes the S'lark hard to remove and may even cause blindness.
- Vat Meat [Incomplete] Living meat grown in vats. Complete with veins an all. Slices can be cut directly from the trembling, shuddering vats of meat.
- Gate-Beast [Incomplete] Large beast that grows until it blocks off a passage. It has two humanoid bodies with fanged heads and long arms with claws. Between them lies a mass of organic muscular matter that opens like an orifice when its master wishes to enter.

Lying dormant under two thick shells on either side of the orifice opening, the beast will emerge to wail and attack trespassers.

Chor-Tarcive Aquatic cleash-like crustaceans or insectoids that can be found in some tropical seas. They are known to harass sailors or fishermen along reefs where they prefer to nest. They have poisonous stingers and can spray inky black liquid around them.

Giggit Insects known for their ferocious swarming and destruction when awakening from their hibernation. Their first, larval stage is prized by the thriddle for smoking, while their egg-laying third stage is prized by the cleash for food. Found mainly in jungles.

Prinji Relative of the giggit found in more temperate woodland areas. Equipped with great, stinging antennas that are used for musical instruments in Glounda.

Rek-lakla Also known as the boat killer. This beast can be found in tropical or temperate waters and normally grows no larger than a fist. But, if a metal nail is driven through its central cortex it will grow to an enormous size. Used by the ramian to attach to ships. Its wailing can be heard far under water and its size will start slowing the ship. When the Rek-lakla has grown large enough (approx. 20 days) it will try to crush the hull or bore into it with its beak to get to the prey inside.

Tremla Bloodseeker [Incomplete] Extremely poisonous winged serpents with fanged, dragon heads. A Tremla swarm can be sent to search for a certain genetic setup (individual). When they find their prey they will attack it as a swarm, clawing at it with its claws and fangs, sending the potent poison deep into its flesh. When their task is done they will die and quickly wither (within a day). A powerful tool of korochema Chokulsha of the Southsea gire. Controlled with ultrasonic wave patterns.

Tremla Cleaner [Incomplete] Relatives of the Tremla whose purpose it is to clean lamorri tech (especially hard stone structures and devices) that has lain dormant. Extremely efficient and will attack anybody

interfering with their task with their long, sharp claws. Not poisonous. Controlled with ultrasonic wave patterns.

Mengelin Large beasts resembling great bushes or shrubs. Predators snaring fish in wetlands and sometimes lunging at larger prey. Luckily slow, but with fast, ensnaring roots that can encircle prey in wet soil, or wetlands. Of unknown purpose and most probably natural fauna from a conquered lamorri world.

Mandare Tree Tree parasites that resemble large, fanged snakes. Some have likened them to mandares. Camouflaged as trees, these plant creatures rest among the branches of trees until they suddenly swoop down upon their prey with lightning speed. Ros Crendorian forest tribes of the Brynkwod Forest have learned to recognise trees infested with these horrors. Others are not so fortunate.

Hagroo Strange, small winged creatures that only seem preoccupied with building the gigantic, sprawling Hagra Cluster of central Ros Crendor. The true purpose of this great land coral is unknown. A dead cluster also exists in the Obiss ruins. The hagroo are harmless creatures that are said to bring luck to all who hear their strange singing. Needless to say, it brings bad luck to kill one of the small harmless creatures.

Wailers Sinister, humanoids with large heads and mouths. Mostly harmless, but can generate ultrasonic blasts that can stun its foes or even split eardrums and flesh. Used mainly to monitor and maintain the lamorri communication nodes and to the restart/maintain the Vibrostones with their wailings.

NOTE: See *Jorune Bestiary* essay for game statistics and additional details of these creatures.

LAMORRI/CLEASH OUTPOSTS

The lamorri and cleash created many outposts on Jorune during the dark years of their terrible reign. Their artificially grown hardstone walls and roads spread over the lands and have proven extremely resilient to the grinding natural forces of Jorune. Sometimes their structures have destroyed or marked the lands around them. Shanta shun these places that sometimes might even be deadly to them. Many places are nothing but windswept, mystical ruins (such as the lamorri remains at Lanna, Ku'rashell, Falanna), while others are dormant or worse, still active today.

Below are some places scarred by the lamorri.

- M+ = Major outpost/city
- M- = Minor outpost/town/fort
- V+ = Operational Vault
- V- = Non-Operational Vault
- V* = Destroyed, Non-Functional Vault
- C = Empathic Communications Hub
- I = Isho Harvesting Plant
- I+ = Operational Isho Harvesting Plant
- H+ = Operational Anti-Isho Harmonic Defence System
- H- = Non-Operational (low activity) Anti-Isho Harmonic Defence System
- S = Starport (for heavier transports)
- F = Factory Outpost
- L = Functional (active or dormant) Essence Amplifier

The Doben-al

The Great Pyramid	[S I+]
City of Green Fire	[M+ H-]
Chog'Kra Massive	[M- C L H+]
Chatur	[I]
The Scorched Plains	[M+ L V+ H-]
Valley of Curses	[F]
Lake Mejjic	[L H-]
Mt Rugontoin (S Doben-al)	[M- L H- I]
Valley of a Thousand Hills	[F]
Deep Holes (Dowtrough Mts)	[M- I L H-]
The Ring of Skyrealms	[F]

Burdoth

Sydran Thoo'sah	[I]
Ardoth	[M- I H-]
N'ar (Sobayid)	[M- H+ C]

Ros Crendor

Obiss Ruins	[M+ FCH+ S V* L]
Dark Lands	[M- L]
Mountains of the HW	[M- L H-]
Prison Mountain	[M- H-]
Grave Mountain	[M- L H+]
Darkwater Swamp	[F L H-]
Firewater Swamp	[F]
Brynkwood Thoo'sah	[C I]
Pagra Valley	[M- L H-]
Ro-Obiss	[M+ S I H-]
Dagorin	[M- L I]
Groschraurr's Skyrealm	[M- L H+]

Ponteer

The Hell Above	[C V* L H+]
Cerin	[M+ F S H-]

Thantier		Chotire Cracklands	[M- I H-]
Lanna	[M+ C V- H-]	Whisper Well	[L]
Ku'rashell	[F S]	Tan-Iricid	
Rondobarry	[F H-]	The Mountain Crown	[M+ V*]
Falanna	[M- F]	Golo-Alor	[F H-]
Drakswell	[H-]	Roth-Alor	[F I S]
Dra-eeli	[F H-]	Hotro-Alor	[C L H+]
City of Sand (See'iss)	[M- F S L I H-]	Hollow Hill	[M- I]

Ice Fields of Gilthaw

Cri'racks	[C H-]
Ko'rickol	[M- V+ H+ L]
Kam'c'ricks	[F H- S]
Mairicks Caves	[M+ F L]

Voligire

Vinteer	[M+ H-]
Roch-Degraloch	[L C H+]
Roch-Chorko	[M- H- V*]
Voligire Thoo'sah	[I]

Other Places

Gire Temples (Sillipus)	[L]
Ghost Island (South of Sillipus)	[M- F H-]
Rugontoin (W Thodic Mts.)	[M+ L F H+]
Tchobyschka Keglisch (western ocean)	[M+ L H+]
Kaurr (Base on Tra)	[M- C L I S V-]

Drail

Tchobyschka Chorachka	[M+ V+ H+CS]
Ro-Shoschka	[M+ F V+ H+ S L]
Great Inland Desert	[F I]
Nertivee	[I]

Crendor

Crendor Thoo'sah	[I]
Boohr Gug	[M+ H+ C L]
Bahar Kum	[M- I H- S]

LAMORRI ARTEFACTS

These are but a few of the artefacts that can be found in the deep and forgotten places of the world or otherwise hoarded by the insidious cleash or proud ramian. Most artefacts are foul or evil looking with barbs, orifice connectors or attachment hooks. Many of them are semi-biological and require fuel in the form of tissue, blood or other liquids. Other artefacts require some kind of empathic abilities to be used and may cause damage to the nervous system or brain of the non-lamorri/ramian user. Meddling with lamorri technology is never safe for the body or mind.



Empathic Communication Network

The telepathic communication network used by the lamorri. Through intensive breeding and genetic manipulation the lamorri had given themselves telepathic abilities. They had also linked some of their devices, servants and their machine beasts to their minds so that the lamorri could mentally trigger favoured reactions. The Empathic Network enhanced these neural “vibrations” and transmitted it over the globe and to their motherships. In this way the lamorri could control and monitor their minions globally as well as communicate among themselves and their cleash partners. The network is dependant upon great vibrostones that in turn use hard materials, such as mountains as resonators. After the fall of the lamorri most communications nodes were either destroyed or stopped vibrating after neglected maintenance. However, some smaller nodes have remained active and allow minor communications between empathic creatures (such as ramian or cleash attached to communication devices). If the network would ever be reactivated (enough vibrostone nodes set in motion), this could trigger an awakening of the last lamorri essences and would allow them to communicate with each other again. Only the Ros Crendorian priestesses have fully understood the existence of this system and its threat.

Lamorri transmitters

Very large structures. Often placed within mountains. The device uses mountainsides for resonance and have a planet wide range. Most of them are shut down, along with the rest of the lamorri communication network.

Vibrostones

The central part of a lamorri transmitter. A large crystalline dish or orb created out of a milky white hard substance. Will “resonate” with the empathic communications, creating links to other Vibrostones and the Empathic Communication Network.

Bio-welder, bio-mixer.

A terrible chamber where flesh can be moulded, regrown, reshaped or twisted beyond recognition. Requires a Vault, a genius or a lamorri or someone possessed by a lamorri to operate it. A terrible and horrid device, never used for good.

Demon Throne

Large hardstone thrones used to accommodate lamorri. These large thrones resemble gruesome torture devices. Anyone activating these will find gruesome spikes and tubes entering their body, often killing any non-lamorri user. The lamorri used them to manipulate their genetically receptive machine beings, coordinate armies and enhance their brain activity. It was these devices that channelled the lamorri power more than anything and they serve as symbols for their oppression. The device can also regenerate lamorri and sustain them for months. A demon throne is nearly always found at the centre of an essence amplifier. Only ramian rochka of Tchobyska Chorachka are rumoured to have used these thrones successfully.

Essence Amplifier

A large stone construct often housed in a mountain or deep underground. It consists of several hardstone technological devices and encompasses large areas. Most essence amplifiers were mistaken for temples or forts, as the machinery was large enough to house the lamorri itself and its minions. The essence amplifier has two purposes. Firstly, it focuses and enhances a connected lamorri's mind. In this way a lamorri can perform advanced calculations and focus all its thoughts and memories. Secondly, the essence amplifier can make a copy of the neural patterns of the lamorri's mind. Some would call this a copy of the lamorri's soul and memories. The captured essence can then be "inscribed" upon the flesh of a respawned lamorri body. A captured essence can live on within the essence amplifier and influence its surroundings through the essence amplifier, which often is attached to other lamorri devices, such as communication nodes, demon thrones and neural transceivers. The activity of the essence will however be much slower or unfocused and will easily lapse into hibernations or periods of inactivity if not stimulated. Longer periods of solitude and inactivity have clearly altered the lamorri essences captured in these devices. Minds have turned upon themselves and devoured many of their last organic traits, making them twisted and evil. Furthermore, a copy is never perfect and some memory gaps or altered behavioural patterns may appear. All still existing essence amplifiers were designed for lamorri essences and cannot be used by other species without disastrous results. Neither can a captured lamorri essence be housed in another species.

Neural Transceiver

A large device, often connected to a vibrostone. The neural transceiver allows a lamorri (or a lamorri entity connected to it through its essence amplifier) to connect to the Empathic Network. It aligns a lamorri essence to the greater network. With the neural transceiver, a lamorri can impose its will upon its servants by force. Even unaltered species can be manipulated. It is simply a manipulation of the electric neural activity of the brain, causing a takeover of the creature's bodily functions. The hapless victim is referred to as possessed, as it may lose all control over its body. Especially humans (human males) are easily manipulated. Prolonged possession leads to a withdrawal of the original consciousness and decaying primary neural functions (breathing, cardiac activity etc). Thus, a creature that has been possessed by a lamorri essence for a prolonged period of time will first lose his "soul" permanently and then his body will start to malfunction as the nervous system begins to fail. Without a fully functioning Empathic Communication Network, the range of a neural transceiver is normally limited to a few kilometres, forcing the possessed to remain within close proximity of the essence amplifier, which is the source of the possessive entity.

Stonerunner

Wagons or transport cages suspended on steel or wooden rods ending in energized sokroch stones. The round, wheel-like sokroch stones draw energy from the subterranean stonerunner tunnels to propel the craft along the tunnel at tremendous speeds.

Hard stone

The common name used for certain types of stone or rock that is very dense and slightly elastic. Originally brought from the lamorri homeworld it is often grafted into swords or other tools by the ramian. Although it feels like stone it won't break easily when used. Hard stone materials can be found in Voligire, Ponteer and Ros Crendor. It seems to "grow" slowly as if it in reality is some kind of alien organism. Certain types of lamorri tech can accelerate this growth tremendously, but once stopped the hard stone material is "killed" and will not grow anymore. The great lamorri structures on Jorune were created with this technology. Great vats used for Hard Stone cultivation can still be found in Obiss and Cerin.

V'rag'sha (Mind probe)

A glove-like device with cruel, thin, metal tentacles that slip in under the skin of the scalp of an intelligent creature. Will search the brain patterns and stimulate memories and thoughts, so that the user can rummage through the victims memory and even implant thoughts or memories. None of the V'rag'sha function well on humans (who were unknown to the lamorri) and most often cause brain haemorrhages or insanity.

Bloodstones

Milky white stones, orbs or lenses used for communication. Fuelled by blood or other liquid organic remains that seep/are sucked into the hard stone to fill veins of its interior. Relies upon the remains of the lamorri Empathic Communications Network and functioning vibrostones. Will align with the vibrations of the Empathic Communication Network to link the minds of users. Requires some kind of empathic ability of the user (lamorri, ramians or other creatures augmented by empathic devices) and often powerful empathic receiving devices. Other creatures might feel or dream of the other user as it tries to communicate through the bloodstone.

Wormgun

Terrible weapon that fires a swarm of flightless worms that bore into the victim. These will send electric charges that make the victim spasm for up to a minute. For smaller creatures, these spasms are deadly. The more potent variety of worms will inevitably kill humanoids after a minute or two of spasms.

Bischkrra (Lamorri Power Staff)

These staffs were used as personal tools and weapons of the lamorri. As a symbol and in vague remembrance of their masters, metal staffs are still ceremoniously carried by lamorri rochkas (priests). The staffs had several powers and weapon functions, such as mind understanding/reading and controlling of creatures close to the wielder, brain

haemorrhaging attacks, nightmare communions and interrogations with sleeping victims, synaptic control creating illusions and concussion power attacks.

The Unholy Staff (Gaurroch's staff)

A more powerful version of the lamorri staff said to be able to split hills and topple mountains. With the staff, Groschraurr could channel his essence to other places and to other creatures. Even after his demise, the staff can carry his essence away from his tomb. It also attracts isho, which it converts into artificial isho. This isho is normally used to power the staff, but excess isho will seep out. This artificial isho is dangerous to isho harmonics and large quantities will accumulate around the staff if it is left for a long time unused.

The Sign of Skelos

A Ros Crendorian name for an experimental lamorri system of mind controlling devices. Small vibroshards were placed within the bodies of troublesome shantas or released into their skin or bloodstream. Acting together as one device, the shards would receive and immediately enhance all effects of Neural Transceivers. Never perfected, the system was never used on a large scale. After the Unholy Treaty between a released lamorri essence and the priestesses of Ros Crendor, the system was handed over to the priesthood. Those subjected to it can be controlled by the priestesses but seem immune to possession from other lamorri devices. Several shard-infested individuals can even force a possessed essence out of a body and otherwise disturb lamorri communication devices. Rumours persist however of the priestesses having found another function for the sign of Skelos – as a mighty weapon against the Dreamlords.

Boschra.helm

A cruel, claw-like device that attaches to the skull of a creature. It will delve into the skull and attach itself permanently to important synaptic centres of the brain, enabling total mind and body control. A boschra helm is linked to a certain lamorri brain, demon thrones or to the Empathic Communication Network in general. They were common instruments to enslave the brains of potent machine beasts or unwilling, or otherwise empathically unaligned creatures. Boschra helms are not adapted to human brains and will in most cases cause death when attempting to attach itself.

Vorrdaurr's Gift

The art of healing given to ramian by their god Vorrdaurr - god of healing and reshaping flesh. Advanced biological and anatomical mappings of the ramian along with hundreds of scriptures about healing and thousand of healing formulae. A part of the ramian Volo-Korochka religion and a carefully guarded secret.

Varrka Chamber

Ramian chambers of healing filled with strange batteries, artefacts, scriptures of healing methods and ancient anatomical charts and descriptions of biological functions. All

chambers are made as exact replicas of each other and the original chambers in Voligire. Their original shape, functions and artefacts are said to have been made after an instruction from the god Vorrdaurr – lord of healing and reshaping of flesh. Varrka chambers are rare and expensive to build and sustain. They are normally reserved for the higher ramian castes, while the masses remain dependant upon the shirm-eh that seems impossible to cultivate.

Sirruk

The most important artefact of a Varrka Chamber. A large machine consisting of pipes, huge electric (sklarm) battery jars and metallic dishes suspended over a high pedestal stone bed. Electricity, ultrasonic sounds and unholy liquids revive ramian flesh and activate their dormant equivalent of white blood cells.

Vaults

Huge constructs found in mountains or deep underground. This sentient, great machine is a temple in itself and could house several lamorri and their servants in its great halls. Its main purpose was to create or remould life according to the whims of their lamorri masters. A Vault holds genetic codes for all lamorri machine beasts, their slave races and even the lamorri themselves. They need vast amounts of Green Fire water, organic fuel (trees, dirt, flesh), water and access to rock minerals to operate. They are factories of life. Many of the remaining Vaults have been separated from the minds of their masters for so long that their minds have died. Some, however, have placed themselves in hibernation and await the re-connection of the Empathic Communications Network, so that they can do the bidding of their masters and spew forth lamorri minions. A Vault is naturally the main prize or goal of a possessing lamorri essence wandering the world. With the Vault it could re-spawn its body.

Of note is the newly awakened Vault of the Scorched Plains in the Doben-al, which has chosen to separate itself from the Empathic Communication Network to obtain individual freedom. It spews forth minions to explore the world who then return with their memories to the Vault to be absorbed into the bio-matter again.

Green Firewater

Easily combustible green liquid. Clearly intended as some sort of gasoline, the Green Firewater is semi-organic and can also somehow power very powerful lamorri devices and the great living starships of the lamorri. Ramian use it as lighting in temples as well as a weapon in naval warfare (as it will float burning on water and is very hard to extinguish). Lamorri factories creating the Green Firewater out of natural minerals of Jorune can still be found in Voligire, Ros Crendor, the Doben-al and in Drail.

Green Fire

A living entity with rudimentary instincts. It draws its power from geological resources and serves only one purpose - to cleanse and protect lamorri machinery. The green, eerie fire is often found burning in mid air over lamorri constructs (stone machinery) and does

not seem to need any obvious fuel. If observing it closely one will see it very slowly drifting around and burning spores and moulds off the stone machinery.

Once the green fires were very common in the vast underground chambers of the lamorri, and they caused great destruction among the shanta and the rebelling slave races. Now most of them have slowly decayed and died. But those that remain are as deadly as ever.

When a living creature comes too close to a protected artefact, the green fire will attack with great speed, enveloping the victim with green fire. The fire does damage as a normal fire, and the attack will slowly drain its power and thus its size. The green fire is, however, partly organic. The alien lifeform will infect the wounds, preventing them from healing. Unless treated with powerful limilates, shantic dyshas or earth-tech medical equipment, the burns will remain open and pussing for years.

Artificial Isho

When studying the isho energy, the lamorri tried to create a refined an artificial form of isho that could be harnessed by them and not by the shanta. The experimentation was largely as failure, as the new isho became very volatile (carrying much greater quantities of isho) and seemed to damage the isho accumulating cells of isho harmonics. Because it contained much energy it was used to power some experimental lamorri technology.

Some of the machines that produced artificial isho (or converted normal isho into artificial isho) still function today. They are a great danger to isho harmonics and to all other creatures that can accumulate isho in their bodies. The artificial isho can be seen with the naked eye because of its high amount of densely packed energy. It is purple in colour and will soak into an isho harmonic's body, driving out the natural isho. The longer one is "immersed" in artificial isho, the more one will soak. Up to 3 times the normal amount of isho will be soaked (x5 for isho harmonics) and once this level is attained the body will kern violently (1-10 3D6+10F wounds), often killing the victim. The artificial isho will leave the body extremely slowly (1 point per week), during which time poisoning will occur. The poisoning causes a change in the signature, which disturbs and agitates animals with tra-sense. It also prevents the victim from keeping his body heat and disturbs the metabolism (slowly wearing him thin and pale). This poisoning is called The Curse of the Earth Mother by the Ros Crendorian tribes and is symbolised by the Earth Mother turning her back upon the ones that have broken taboos and entered unholy places. "The sun will never warm you, but sting your eyes. Food will be tasteless and will not nourish you. Your health will stricken from you and all Her Children turn upon you."