

LOST IN SPACE

A Guide to Jorune For New Players

The following can be handed out when you need to start a campaign quickly; at your local games club when the AD&D GM is five minutes late (ha!) or when presenting Jorune sessions at conventions or to novice players who may be daunted by RPG 'rule' books. Alternatively go to the pub and replace all the fliers for "Big Jollie's Rave Night" with this. That'll teach 'em.

ESSENTIAL HISTORY

You live on Jorune, a planet colonised by humanity 3500 years ago. Unfortunately all contact with Earth was lost about 20 years after the first colony ships arrived. In Earth terms the year would be about 5700 AD, but that doesn't matter - you're stuck here.

A BAD IDEA

The original colony didn't land on an empty planet. Jorune already had at least half a dozen intelligent races (though none had developed space travel). The most powerful and most numerous - the Shanthas - willingly gave humanity some living room. But in the panic following the loss of Earth the colonists broke their treaties with the shanthas and expanded their territory. The Human-Shanthic War soon followed, resulting in the deaths of 99% of both species. They pummelled each other back into the Stone Age.

SOME TIME LATER...

After numerous false starts humanity is beginning to find its feet. Caches of Earth technology left by routed colonists are being found, a major war hasn't erupted in the last few decades, and disease is being brought under control. It is a new era for mankind and the other intelligent life on Jorune.

THE PLANET

Jorune is a 'blue' planet (ie. mostly covered by water) about the same size as Earth but with gravity a touch higher. Jorune circles a single sun with eight other planets in the solar system, and has seven

moons. In order of size they are: Desti (red), Du (amber), Shal (blue), Gobey (black), Launtra (green), Ebba (silver), and Tra (varies). The moons are important because they influence the flow of isho on Jorune.

ISHO (ee-sho)

The real distinguishing feature between Earth and Jorune is isho, the ambient energy that flows around and through everything on the planet. Isho emanates from Jorune's crystalline core, and is affected by the alignment of the moons, each of which has an isho type associated with it. Native Jorune life is eyeless, navigating via senses that allow them to 'see' the isho (a sort of 360 degree sonar, but I guess we could only replicate it with copious amounts of LSD!). Isho has slowly permeated the human form over the past three millennia, so humans have very limited control of isho flow. Isho can be freely manipulated by some races; these manipulations are called dyshas, and they pass for the 'magic' on Jorune.

RACES

There are three distinct ecologies at work on Jorune: Earth based life and variants, Shanthic and Jorune life, and a third group of life forms.

Earth Based

◆ Humanity is the most common, but there are three strains of humans. A Great Alignment of the moons 1,000 years ago caused genetic upheaval, giving rise to stillborns and mutants. Some gene pools

stayed pure, but two major variants survived: the muadra and the boccord.

◆ Muadra are smaller than pure strain humans and can use dyshas. Boccord are larger than human and are more finely attuned to the isho environment that pure strains.

◆ The Iscin Races are intelligent, genetically engineered, variants of Earth life. Originally created by the scientist Iscin (Iss-kin) in the aftermath of the colonists' destruction. In order of creation they are: blount (frogs), crugar (cougars), woffen (wolves), bronth (bears), and tologra (lions). Most are bipedal. All retain traces of their animalistic nature, but generally speaking the earlier Iscin races have more flaws.

Shantha

◆ The shanthas are the dominant native life form of Jorune. Tall, slender, and eyeless, shanthas communicate by speech, phonics, and colour. They are masters of isho manipulation. They are few in number and not particularly friendly to mankind (would you be?).

Other Sentient Life

◆ Thriddle are Jorune's language masters and teachers. Small, ungainly, and nervous.

◆ Corastin are 10' tall, armoured, and touchy about manners. Jorune's labourers and bodyguards.

◆ Ramian are blue skinned warriors, with a bad attitude and a tough exo-skeleton. Luckily they don't live near human population centres.

◆ Thivin are smaller than man, horned, and excellent musicians. They are also Jorune's primary trading race.

◆ Cleash are insectoid and nasty. They eat their young. Enough said.

There are other intelligent races and mutations but these are the main ones.



ARDOTH MARKETPLACE

BURDOTH

Your home is Burdoth, the 'Realm of Man'. Burdothian society is based on the Tauther/Drenn system. Simply put, a Burdothian resident is not a full citizen until he has qualified for the position, at which point he is a 'Drenn'. Those seeking Drennship are Tauther, and the process is called Tothis. Drenn wield real power in Burdoth, which means they get to use technology recovered from the ruins of the original colony.

You are tauther, and wear a 'challisk' around your neck to indicate your status. A challisk is a piece of hull metal from a starship, and those wishing to endorse your tothis will engrave their names on it (with a laser torch, forgery is not possible).

Tauther can expect to achieve Drennship within three years of announcing tothis. The minimum time in tothis is 10 months.

Khodre Dhardrenn is Burdoth's 'king', a near absolute ruler with a touch of Alexander the Great in him. Currency is crystal based, from the crude 'bit' to the flaming starburst pattern of the 'gemstar'.

THE CITY OF ARDOTH

The largest city on Jorune, about 70% human in a population of half a million. Ardoth is famous for its high winds, though as a rule the climate is closer to that of southern Europe or the Mediterranean. Ardoth is where most people register their tothis.

RELIGION

There are few formal religions amongst the human races. Earth has achieved a mythical status, but most realise that the colonists were far from godly. The Iscin races revere their creator, but do not worship him. Many races do honour Earth on Day Terra, when they remember their lost home and give thanks for their new one.

Remnants and corruptions of old Earth religions can be found, as can other extreme religious sects, but these are few and far between.

The shanthas worship Jorune itself, and are organised into sects based around properties attributed to each of Jorune's moons. Maudra are often adherents of this Gaia-like religion, but they do not understand it all (even the thriddle have difficulty translating shanthic). Most Jorune inhabitants share a few beliefs of "Sho Caudal", as the religion is called.

COMMON ANIMALS

◆ Thombo are the most common riding animal. They are skittish but reasonably fast and hardy. Thombo are bipedal and blind in the conventional sense.

◆ Bochigon are much larger, four legged, and can hit like a train. They are cantankerous but very loyal to their masters.

◆ Lothorn are heavy duty pack animals. They will not move if their vision or hearing are obscured.

◆ Talmaron are flying creatures that are hard to tame but are the best way to get across hostile terrain. Talmaron riders must be very skilled.

◆ Beagre are large vermin, vicious and persistent. Cats and dogs were altered by Iscin to live on Jorune but beagre have limited their numbers.

◆ Wolves and cougars have survived. Crugar will often control a cougar pack, while wolves are bigger and smarter than their Earth ancestors.

FOODSTUFFS

Most Jorune plants and animals are barely digestible by humans, and some are poisonous. A large tuber like plant called durlig was developed to serve human nutritional needs. However, durlig is hard to farm (it takes a team of workers to pull one up) and is difficult to swallow. It has a consistency and taste not unlike a leather shoe.

LIMILATES

Humans can ingest hile (a drug or 'limilate') to help them digest Jorune plants and animals. If you can find or afford them, limilates can be used to any number of things from healing to contraception.

CRYSTALS

Where Jorune's crystal strata break the surface, isho laden crystals can be mined (a dangerous occupation). Different crystal types exist, the most common being amber; they ignite when activated, and are used much like matches on Jorune.

SKYREALMS

Isho build-up beneath ground sometimes causes the land to break away and float upward. The land mass can be static or be borne away by the isho currents. These are SkyRealms, a distinctive feature of Jorune's topography.