

# SKYREALMS OF Jorune

## *Cleash Genetic Hierarchy*

**By Sholari James**

Cleash came to Sho-Caudal as partners in conquest of the mighty lamorri. After the rebellion of the slave races and the banishment of the lamorri, the cleash were abandoned on Sho-Caudal. They were not placed in reserves as the ramian but simply managed to keep the shanta at bay in the cold Ice Fields of Gilthaw. The shanta have kept them there ever since. Once the shanta had recovered from the invasion, the death sentence on the cleash was lifted and they were allowed to live out their time as a species in the Ice Fields of Gilthaw. In exchange, the cleash, with their knowledge of bio-tec, had to help the shanta remove the genetic alterations and experiments that plagued sho-caudal and some shantic families. After this was done the shanta forbade the cleash to manufacture any more technology devices of their homeworld or of their lamorri partners. The shanta suspected that the cleash would do everything to maintain this and hide it from them and kept a vigilant watch over the insidious species. Little did the shanta know however, that some cleash had an incredible race memory that would enable their offspring to one day recreate their devices once the shanta turned their attention away from the Ice Fields. The sly cleash abided their time and waited for the tide to change. This change came with the arrival of humans on Jorune. When the shanta were weakened and could not break the human survivors of Thantier, they called upon the cleash and demanded their services. The cleash poured out of the warps in the jungle temples of Sharras and Trinnu Jungle Lands and assailed the human survivors in Thantier. The shanta later recalled most of the cleash from Thantier, but the cleash had noticed the shantas' weakness and had studied the warp technology carefully. Soon the cleash wrestled vital parts of the cashiln network from the shantas and started to undermine the power of the shantas. Abandoned temples of the shantas were their primary targets and soon cleash were present in all remote jungle areas of Jorune. Now, the cleash are slowly trying to make their way by warp to the Mountain Crown from which they can contact their homeworld. Because of this, cleash can be found in surprisingly many places around the world, but are always careful to hide their true numbers.

The cleash have a racial memory, which helps them to remember things that have happened in earlier generations. The most clear and vivid memories are those of pain, hatred and their own lost twilight world under a giant red sun, which might explain the cleash's hatred for all things. The race memory and certain other abilities were traits the cleash originally possessed when they arrived to Sho-Caudal (Probably due to selective breeding and biomechanical alterations on their homeworld.) However, the racial memory diminishes every ten generations (or every generation when cloning), as Sho-Caudal has seriously damaged the cleash reproduction system. The cleash are painfully aware of this and try even harder to contact their homeworld and leave Sho-Caudal. Because of this degeneration of the species, a low generation cleash isn't allowed, or wouldn't freely mate, with a more powerful higher generation cleash. To improve the quality of the cleash population in colonies outside of the Gilthaws, cleash of a higher generation (often some sort of ruler) sometimes mate with lower generation cleash.

Cleash mating rituals are horrendous, and the rare female cleash are probably more cruel and evil than the males. Fortunately for these males there are two ways for cleash to reproduce.

The first way to create offspring is the traditional way and requires both a male and a female. At an early stage the female cleash carries the eggs around in her egg sacks or lets the male carry them around in his egg sack. The eggs can be carried this way for up to twenty weeks, but the last four weeks the eggs grow rapidly and must be placed in warm soil or in warm caves. It takes five years before a cleash is fully matured after birth.

The second way to create offspring can be done by both females and males alone. It is called cloning and requires the biomechanical tool called clone stone. The transparent fist-sized stone is placed in the cleash's egg sack and creates a clone out of the cleash's own tissue in less than ten weeks. Except for the shorter pregnancy and the fact that the cleash born is identical to its parent, the process is the same as with a normal pregnancy. Although a fully functioning clone is created, it isn't as perfect as its parent. The explanation of this, lies in the cloning technology and the effects Sho-Caudal has had on the cleash.

A higher generation cleash always controls a lower generation through a strict genetic hierarchy. It is through pheromone odours and canther sparks that the cleash dominate their degenerated offspring and no lower generation can rise against a higher. Cleash of the same generation often war among themselves and the vast tunnels of the Ice Fields of Gilthaw are riddled with plots and assassinations. Scarmis are also controlled in this way (except for the queen and sometimes her drones). It is not known whether scarmis are a sub-species of the cleash or if the cleash have simply adapted their physiology in order to control the scarmis whom they brought to Sho-Caudal as slaves. As the cleash cannot control the queen of a scarmis hive, their control is not absolute. The cleash sometimes create a terrible and destructive cleash-scarmis hybrid, the kopoka, that will take over scarmis hives and enable the cleash to draw a steady flow of scarmis slaves from the hive.

Cleash society is very violent with many skirmishes for power, rebellions and changes of rulership. Cleash rivals or enemies of other races are often eaten and cannibalism is common. The boiling of their eggs is already well known among Burdothian and Anasan jers. Despite the violent culture of the cleash, there is a very ordered hierarchy decided by the genes of the cleash. The following ranks are all genetically ordered and never change throughout the lifetime of a cleash.

**Tr'gack** The rulers of the cleash. Carefully guarded against enemies and other cleash of close or equal generations. They have so far never left the Icefields, but one day might. Their size, life span, powers and knowledge are terrible and vast, stretching far beyond those found among normal cleash.

**Crairrick** The pawns of the Tr'gack. Most of them can be found in the ice fields or as Ralicrr (See below). They are bigger and stronger than other cleash. On rare occasions, these are sent to rule greater colonies such as the trinnus. The only travel through warps to these colonies. Crairricks can become very old, having an average life span of 300 years if they manage to survive the plots of their fellows, partners and offspring. Crairrick, Sro'licrr, Trocrarr often adorn themselves with parts of bone, feathers or even metal ornaments that are fused into their exoskeletons.

- Ralicrr** Bloated and huge Crairrick, due to the biomechanical artefacts, which they have grown onto. The sole purpose of these females is to create offspring. Still, these monsters have great influence as advisors and schemers when their mates are powerful Tr'gack and Crairricks.
- Sro'licrr** Minor lords. Leaders of great armies and the founders of colonies. Master schemers. Holders of important and influential positions. The leaders of the Tan-Iricid warp search project. Average life span: 200 years.
- Sra'kass** Scientists and "operators" of the old lamorri biomechanical creatures. Sometimes physically linked to them or even as familiars (sharing death with them). The only ones who can breed these creatures. Sra'kass often use paints (crreiryca ink) containing high amounts of pheromones to decorate themselves and their rulers in order to link them to a certain machine beast or for instance grant them access to a gate beast.
- Trocrr** Warlords of the cleash. Leaders of armies and cleash war parties. Holders of forts etc. A lot of power struggles take place between these. Average life span: 85 years.
- Mokarr** Superior soldiers or guards of the Trocrr. One found with each ten Eckrro. Often used as contacts for human spies deep inside human realms. Average life span: 60 years.
- Krrasschkii** Horrible and quite new experiments of Morkrri, Ralicrr of the Eastern Mairicks Caves of Gilthaw. These originally human embryos were torn from their human hosts and placed in the egg sack of the cunning Ralicrr. Together with the ancient techniques of one of her Sra'kass partners they gave the human child cleash features (chitin skin spots, entirely black eyes, hard finger claws and bone gums), partial racial memory and an undying genetic loyalty to their new race. The rare Krrasschkii serve as agents for the Crairrick and Sro'licrr. Newer generations will hopefully be less physically altered so to better fit into human societies as agents of the cleash.
- Trackl** Originally Mokarr cleash that have been altered in the Icefields by a bio-cutter. Except for a fanatical loyalty to whom they serve, a bestial and manic demeanour and superior strength, these cleash have two powerful pinchers instead of two of their arms. These cleash are even poisonous to all their own kind except for Sro'licrr generations and above.

*[All cleash can spit a mild venom poisonous to humans causing nausea and sickness. If hit in the eyes blindness might even be the result. The cleash also give off poisonous fumes which float along the floors of their well trafficked tunnels. It's mildly acidic and causes nausea if subjected to it for more than half an hour. These fumes and odours are given off involuntarily and do not act as a conscious defence.]*

The Trackl are the bodyguards and living shields to Tr'gack, Crairrick,

Ralicrr, Sro'licrr and on rare occasions to Trocrarr. Although at the second lowest social level in cleash hierarchy, they will kill anyone who directly threatens their lord and cannot be controlled by anyone except their master, as their pheromone glands and receiving organs have been surgically removed. Incapable of leadership and independent missions. They also have a very short life span of 20 years.

**Eckrro** The cleash masses. The soldiers and the grunts who are expendable. A lot of skirmishes and back-stabbing take place among these. The average life span of an eckrro is 30 years.

**Locksma** Strange mutations of higher generation cleash. They are greatly physically impaired and mutated but often possess great intelligence or geniality. They are respected and kept alive as psychotic inventors and prophets. Locksma are very rare and sometimes totally ignored. They have strangely no genetical influence over other cleash.

**Sro'mocrr** These are the great shame of the cleash. They are of such low generation that they don't function properly. They are forced to work until they die. Cleash do not even use them in war so not to undermine their reputation of fear and power.

