

SKYREALMS of Jorune

Natural Hazards of Jorune

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Murderous cults, unscrupulous enemies, fiendish aliens, evils and large, dangerous creatures are not the only hazards of Jorune. Sho-Caudal's more violent natural aspects can prove very dangerous to adventurers that are caught in the wrong place at the wrong time. Although it would not be fun to have ones character killed during a storm or an earthquake, these phenomena can create unique and exciting backgrounds or settings to a story. Some of the natural hazards or natural phenomena listed below are similar to those that can be experienced on Earth. Others, however, are unique to Jorune.

Earthquakes

Everyone knows what these are. They can be of different severity but always strike unexpectedly. Some areas are more prone to earthquakes due to fault lines, geothermal activity etc. Daily tremors and frequent earthquakes are common in the Doben-al and along fault lines.

Geothermal areas

These areas will steam and fume and often smell generally bad and sulphurous. The ground is often weakened and porous, which is dangerous. Just underneath the ground boiling mud or water may cause severe burns to anyone falling through. Steaming hot geysers or showers of boiling mud may be common during an "eruption". Common in the Doben-al.

Carbonmonoxide traps

In thermally active areas it is not uncommon for lethal gases to seep out of the ground. As these normally are heavier than air they settle in hollows and sometimes in entire valley, pressing the air away. Although not immediately deadly, no animals can breathe in such areas, which cause suffocation. Smaller, dead animals close to its "borders" are a ominous sign. Common in the Doben-al.

Tsunamis

Giant waves generated by underwater thermal activity, often earthquakes or explosive volcanic eruptions. Strike suddenly and without warning. Coastal villages or towns can be instantly destroyed or damaged. Great tsunamis can travel up rivers for miles, destroying settlements along its shores far inland.

Super tides

It is a commonly known fact that the moon on earth creates the tidal effects that can be seen along most of Earth's shores and straits. In a strait or narrow bay the water is

forced inward and upward and thus creates a greater effect. Now, imagine what seven (7) moons could do when aligned properly. The tides of Jorune can at times be devastating and differences of 50 meters between low and high tide are not uncommon. Desti, being the largest of the moons, is respected and watched by all sailors with a bit of common sense. Sometimes floods are accelerated to great speeds. During Desti tides the water flows in on shallow beaches at a speed of 60 kilometres an hour.

Maelstroms

The great tides of Jorune and freak isho activity creates many mythical maelstroms around the seas of Jorune. Ramians call them Ti-rakagor "Demon Doors" believing that they are doors to the Underworld of the Deep Sea ruled by their countless Sea Demons. Most of the maelstroms are permanent features of the geography. Mostly situated near straits, rocky coast or where great ocean tides are forced through narrow island channels. Some maelstroms occur when their special ingredient appears (cyclic isho surge, isho storm, dark warp, great lunar tide etc). These greatest maelstroms always have names and whole myths centered around them. All sailors fear them, mostly so the salu, who call them Tassavu "Water's End".

Tepinna Gas

An underground gas that seeps out of old crystal volcanoes. It ignites easily and when burning it seems to flow along the ground in channels or on rivers. The burning rivers of northern Dobre are well-known for this phenomenon. Isho storms seem to draw even greater amounts of tepinna gas from the ground. This fact is sometimes used by dobrens who "harvest" the gas in wax coated sacks or amphorae.

tepinna gas can be found especially frequently in western Thantier, southern Drail, northern Dobre and northern Lundere. In Dobre and Lundere experiments with tepinna balloons have recently produced a few airships and balloons, which unfortunately are very volatile.

Volcanoes

One of the most awesome displays of nature. These are caused by geothermal activity (often tectonic movement) that forces magma upward through an already existing canal. Isho surges and movement in the layers of molten crystal on Jorune's crust also causes volcanoes, making them more common than on Earth [See *Isho pumping* below]. Volcanoes are often found together, as they are situated on fault lines or in areas where the crust is thin or drilled with holes. Some erupt regularly, others lie dormant in thousands of years before erupting. Some are always smouldering, while others seem to be ordinary mountains. Volcanoes can be the classic cone-formed mountain, but are sometimes nothing more than huge crater with no mountain foundation. Volcanic eruptions can be classical plumes of lava, ash and smoke billowing up through the sky and lava flood flowing down the mountain sides. However, explosive eruptions are also quite common when the cone is plugged with a lava "cork" that prevents it from erupting normally (Mt St Helen). In these cases part of the mountain may suddenly just explode. One of the greatest dangers volcanoes generate are pyroclastic clouds. These super hot clouds of steam, ash and smoke reach temperatures of up to 1000 degrees Celsius and roll down the mountainside, destroying everything in its path. It is not possible to survive these if one is in its way. Corrosive ash will cover an area downwind of a volcano with devastating effects. The sky may even be blotted for days while the volcano erupts. Volcanoes are excellent

background setting as they might rumble for a while and create a stress factor as well as dangerous background to a story. Many volcanoes are found in Drail, the Doben-al, eastern Lundere, Hobeh and in south-eastern Temauntro. Volcanoes often have names or their place in myths and legends as well as their own personalities.

Landslides/Mudslides

Often after heavy rains, but could be triggered by earthquakes. Entire slopes start sliding as a wet bottom layer loses its grip on mountain- or hillsides. Sometimes it is just a matter of rain drenched mud (thick water) pouring down a mountain- or hillside.

Draughts

No immediate danger to people passing through, but a grim background that may cause problems as water holes, rivers etc may be dried up.

Floods

After heavy snowfall or in spring when snow melts, these floods might carry away entire villages and create general problems by destroying crops and preventing people from travelling to safety. Severe tropical storms also cause floods and rapidly rising water.

Storms and Hurricanes

They are very good background settings as they create a doomsday atmosphere and might isolate a group, prevent travelling, impair vision, be noisy etc. Very violent storms or hurricanes can also cause great damage and present a real danger to anyone foolish enough to be outside when they strike. At sea or in a port these present a true challenge and danger. More common in coastal areas close to large seas.

Tornadoes/Twisters

These are scary and create tremendous local damage to the area where they strike. More common on open plains and often regarded with superstition. The Thanterian plains, Temauntro and eastern Doben-al are frequented by these.

Blinding plains

Plains of crystal rocks and small sharp crystals that reflect so much sunlight that they will seriously and permanently damage the eyes of any creature travelling through them. Plains like these exist in the Doben-al and in the Hobeh deserts.

Snowstorms

The cold factor (the temperature is actually more severe when the wind factor is added) makes these lethal. Not to mention the fact of impaired visibility, preventing travelling etc. Generally, if one doesn't dig down or find shelter during a hard snowstorm, one dies. Sometimes strike Jasp and in the high mountain passes. Common in the Icefields of Gilthaw.

Lavines

These dreaded rivers of snow will blast through forests and housing on its way down mountain sides in winter. The great rumbling noise of lavines can often be heard throughout crith in the mountain valleys of Jasp. It is very hard to survive a lavine and stories are told about lucky people who have been found by their pet dogs or tarro.

Contrary to belief it is impossible to dig ones way out of a lavine as it compresses around a body with several hundred kilos of pressure once it has stopped. It is much like being encased in cement.

Sand storms

These often strike suddenly and totally impair visibility. The sand will make travelling hard and can be quite painful. In some places sandstorms can last for days and may cover an area, lost temple or camp totally. Isho seems to react with the static energy discharges commonly found in the proximity of sandstorms, whipping up storms of great severity or combining them with the dangerous discharges of an isho storm. Common in the sand desert such as the See'iss desert, the deserts of Drail, the Doben-al and Hobeh.

Bush fires & Forest fires

Common in draught areas, but actually a healthy part of natures process of renewing itself. A bush fire or prairie fire can spread extremely quickly and can quite often be caused by malicious antagonists. Forest fires are virtually impossible to stop on Jorune, once they get started. The temperatures are so high that moisture is not relevant. Only large fire brakes might help. Something to remember is that oxygen is often sucked out of an area to fuel the fire, suffocating people close to it. On Jorune some plants are very fire resistant (not surviving a forest fire but making it harder to start) as they have adapted to the reasonably common energy discharges of isho storms.

Grass fires

These are common in Temauntro and reach tremendous speeds. All the animals of the Temauntro plains fear these fires that occur naturally or are ignited by malicious or clumsy crougar.

Quicksand

A classic in any epic. Contrary to belief quicksand does not pull you down. But it is much harder to swim in and thus makes you sink as in water. By laying on your back one can stay afloat in quicksand until help arrives. The surface tension is harder than that of water. However, let them panic a bit.

Spherical lightning

Due to the great energy discharges these devilish and freakish whizzing balls of lightning are much more common on Jorune than on Earth. They often accompany isho storms or lightning storms in areas with high sho-sen. The balls of lightning roll along walls igniting or electrocuting everything they come in contact with. It is not uncommon for them to enter through chimneys or roll under doors. Although burning hot, their electrical is not as high as that of normal lightning.

Attracted lightning

Lightning tends to strike high peaks or generally the highest point of an area. However, on Jorune this is not always true. Isho effects and generates lightning in strange ways (not to be confused with isho discharges during an isho storm). Lightning might be attracted to strange metal deposits (the old fashioned iron meteorite that attracts lightning is always fun) or crystal fields. Because of this there

might be a well developed superstition around an area where lightning is known to strike regularly. Some artefacts or isho technology might even attract lightning.

Isho storms

The standard isho storm is quite normal on Jorune. They consist of visible displays of isho discharges in various colours, like multicoloured Northern Lights. Isho storms often strike together with natural storms. The charged isho tends to generate or attract storms. If the storm is very violent, the isho discharges might ignite rooftops or trees. Even humans have been known to be struck by the discharges. The energy discharges can be heard and provokes a lot of fear in both animals and humans. Spherical lightning often accompanies isho storms [See *Spherical lightning* above]. The greatest effect of an isho storm is the immense charge of the sho-sen in the area. This creates unease in most creatures, especially those with tra-sense. Some isho harmonic animals will loose surplus isho of their body during storms through discharges. These might cause physical damage to the body if the isho is not funnelled properly. Many animals do this naturally by lying still on rock surfaces. However, muadra must learn how to kern to avoid injury. An highly charged sho-sen will also present a great disturbance, enhancement and danger of functioning isho technology and dyshas. Only a fool would attempt to weave during an isho storm, as the dysha might suddenly change properties, leap to enormous effects or implode, taking the weaver with it. Weird stuff happens during an isho storm. Some animals and plants have even grown dependant on it to spread their spores, mate etc. Isho storms are more frequent in certain areas and shantas are known to have stabilised areas where their cities are situated to avoid them. It is also a well-known fact that isho storms might open warps or bring roving warps into an area. Legends even speak of a dreaded beast or demon that uses the storms to walk the world (The Eelshon She-Evid, The Warp-Walker).

Man-Taliga storms

These storms are common in the eastern, central regions of the Doben-al and in the Hobeh desert. The storms reach astronomical wind speeds and carry dust and sand particles with them. The force of these winds destroys most buildings and the whirling sands and stones are said to blast the living flesh of the bones of animals and humans. The deep rumbling howl of the Man-Taliga's approach is feared by all inhabitants of the Doben-al. Luckily the storms seem to be very centralised in areas up to 1 km in diameter. Much like large twisters. Iscin have noticed that the storms often occur in open, dry plains with generally weak/low sho-sen. When a storm and a surge of strong sho-sen occur at the same time, the Man-Taliga appear. The Fransei tribes of the Doben-al say that the great demon Rogaurin of the Great Doben Desert creates the Man-Taliga and hurls them against the children of the Earth Mother.

Crystal fields

Crystal fields might be open and disposed to the elements, or only accessible through mines or caves. In either case, these areas are often highly charged and present a danger to anyone tampering with the isho (attempting to drain it), physically disturbing it or during isho storms. Sometimes weaving a dysha or using an isho artefact may trigger a reaction. These reactions are normally dangerous discharges of isho or isho explosions. However, other effects have known to happen. Jmols (Unstable crystal structures that react to touch or pressure by releasing explosive and burning Du isho.) are often created around crystal fields in the Doben-al, where the sho-sen normally is very weak and unpredictable.

Isho pumping

Crystal fields are also often signs of past or future isho pumping. When isho is built up under the crust of Jorune it melts the crystals into crystal lava that forces its way up to the surface. Here the excessive isho is released through heat, powerful isho surges and sometimes, terrible explosions. Even though isho pumping presents a great danger to the surrounding it seems to be a natural process of Jorune and somehow “cleanses” the sho-sen. Shantas often seek out areas where isho pumping activity is taking place for its cleansing effect. It is also in these areas where Desti Fire can be seen naturally (otherwise a dreaded and unstoppable isho fire released by Ca-Desti).

Poisonous isho

This is a very rare form of synthetic isho that the lamorri were attempting to create. It can only be found in or very close to rare, still functioning lamorri structures in the Doben-al, Ros Crendor, Ponteer and south-eastern Drail. Someone with tra-sense would see it as purple and that it reacted strangely with the sho-sen around it. If an isho sensitive creature (most indigenous or adapted creatures on Jorune, except for ramian and some animals of lamorri descent) is subjected to this isho it will be slowly poisoned. Cellular structure will deteriorate and symptoms of fatigue, inability to stay warm, lack of hunger, thirst and inability to fully extract nutrients from food will occur. The synthetic isho will not drain from the body and be replaced by normal isho. Rather, it seems to cling onto living cells and creates a “wall” around the persons body that initially might seem good as it naturally interferes with isho around it. Animals with tra-sense are known to react violently against people or creatures “infected” with poisoned isho. Death is inevitable in the end. Only shanta and the priestesses of Ros Crendor know much about this phenomena. It is said that they can seep the synthetic isho from a body.

Dart hail

Large, sharp ice crystals that with the help of isho reactions have retained their size and shape from the uppermost layers of the planets atmosphere. They shatter easily and will melt soon after impact. However, their sharpness and velocity can seriously harm creatures. Strikes the coasts of Temauntro, Jasp, Voligire and the Ice Fields at times. During severe crith, dart hail might even fall in Khodre, northern Burdoth and Dobre.

Stagnant isho

Another phenomena of the Doben-al and Ros Crendor. The isho has been isolated in pockets and changed due to the proximity of lamorri tech. It can be perceived by creatures with advanced tra-sense. It is extremely hard to weave and to kern. In the wild it will distort signatures and alter the course, duration, effect and charge of a dysha. Most often weakening it. Isho technology is also weakened or non-functional in such an area. A caji subjected to stagnant isho will only loose it after 6-10 days of natural replacement.

Waning isho areas

These areas are found in a lot of places of the Doben-al and exist in two different varieties. The first and most common cause for this anomaly is a terrible lack of isho in an area, or rather objects of an area. It attracts all surrounding isho, desperately trying to soak it up in order to establish a natural equilibrium again. Isho from

creatures, crystals and isho tech will drain to the area, until it has soaked up enough. These areas are often ancient isho scars in the very crust of Sho-Caudal and sometimes have an inherent inability to retain the isho, creating the drain again after some time. The Doben-al is full of these areas. The second cause of this anomaly is purely artificial and is based around a lamorri tech device that drains the surrounding isho for some obscure use or to prevent isho harmonics to function normally.

Isho free areas

These areas are totally isho free and not very common. Creatures that rely on trisense are totally blind in areas such as these. Normally they are confined to an area no larger than 1 km or the insides of a temple or ruin. The sho-sen around such an area will be always be unstable and give a clue to its existence. Ardoth is an example of such an area. Shantas cannot see at all in the inner reaches of Ardoth and generally their "sight" is poor. Jaspian crystal schooners cannot fly close to Ardoth because of the disturbed sho-sen. Caji speculate whether these areas are purely artificial or if they can also be natural.

Warps

The most wondrous phenomena on Jorune next to skyrealms, are the warps. They occur naturally or can be created by isho weavers or isho technology that generates them. In nature they only occur in places with strong isho of a certain composition or during certain times when this composition is at an optimum. (Daily, annually, once a century, during an isho storm, during high isho etc). Most warps are stationary and a well known part of the geography. Many stationary warps only open during isho storms or very high sho-sen. These are frequently used by the shanta (Not to be confused with the artificial cashiln tunnels). Any caji discovering an "invisible warp" will keep it a great secret. The roving warps that can occur during isho storms will change partner location as they roam, making them highly unpredictable to use. Warps generally veer away from living organisms with contained fields of isho (signatures) and have to be stabilised or entered at speed (jump or run). They are very rarely big enough to snatch away structures or buildings, although legends insist they are. Skilled caji and the legendary warp hunters are said to be able to locate isho through the disturbance they create in the sho-sen, or even predict where they will appear. Most shantas find this task reasonably easy with the proper training or instruments. However, mapping a warp's partner location and finding a system in the warps, is still something unknown to all except the shantic sholaris.

Dark warps

These warps are only the stuff of legends. Some caji have tried to explain it as some kind of negative warp that attracts matter and especially signatures around it. A fixed dark warp will "suck" matter and signatures through it and sends it through to its partner location, or worse. The stronger the signature, the stronger the pull. Roving dark warps will shoot towards the stronger signatures, enveloping them and pulling them through. (Creatures, such as ramian, with no isho have a much easier time to withstand them.) These warps might not be as insidious and evil as legends portray them, but simply natures opposite to the normal warps that are passively repelled by signatures.