

SKYREALMS of Jorune

Injinn Technology

The rise of Injinn technology is shrouded in mystery and subterfuge. It is clear that this technology is based upon the breakthroughs made by the Khodren genius Marec KreeKorrum. But the rest is a well-kept secret of the Kerell. Rumours state that forbidden knowledge out of Ros Crendor or from the ramian rochka merged with the lore of dharsage silver and Marec's teachings. Either way, the Kerell grew from a sect to a rapidly spreading religion thanks to the power and wealth the secrets of injinn tech has brought them in days when protection against muadra never has been more important. Throughout Burdoth, Khodre, Heridoth and Thantier new and glorious Kerell temples have arisen with their injinn workshops, named after their sacred loremasters, the Injineers. Especially the Thanterians have put injinns to harsh and effective work.

Injinn technology has the great advantage of not needing a special skill to use. Normal humans with no affinity for isho or isho colour perception can still use them. In many cases, only those with very little isho accumulating cells can use certain injinns. Injinns are sold only in the Kerell temples and only to those the Kerell deem suitable. They also often need to return to the temples to be recharged. Injinns often rely on artificial isho and are an affront and a worry to shanta, who can easily detect their disturbance and poisonous isho. Furthermore, use of injinn tech often pollutes an area of the sho-sen, or even worse the tissue of an isho harmonic. Prolonged contact could permanently poison or damage an isho harmonic.

Examples of injinns

Sklarm pile, size XXXL

A huge and complicated device which transmutes isho to unstable and poisonous artificial isho which often is used in injinns. These are only found in prominent Kerell temples, often situated in human cities.

Sklarm canisters, XL

Canister with artificial isho which can be used to refuel injinns in the field. These are charged in Kerell temples by Sklarm piles.

Leechers, size: M

Large, heavy binders slapped on lesser isho harmonics (can be resisted by shanta). Drains them of isho in 10 rounds. Nausea and vomiting during this process. Isho regeneration isn't possible as long as the leechers are attached.

Drainers, size: S

Amulet which when activated will drain its user and temporarily fuel it with artificial isho, giving it +3 to isho resistance rolls for 2 hours. Only works on those with 10 or less isho. Must be recharged like power cells.

Interferers, size: M

Thick rod which is passively active. Provides two interferences with artificial isho with 8 in universal moon skill (for interference roll) and 2x40 isho charges. Must be recharged as power cells and replenished with artificial isho. Only activates for those under 10 isho.

Lures, size: M

Flute-like rod which when activated creates a false but very strong copra for 1 hour, which attracts, lures inquisitive isho harmonics. Muadra or shantic signatures are common, as well as that of dangerous predators to scare off animals. Created with artificial isho which disturbs sho-sen and is traceable by shantas. One charge can be used for 4 activations. Charged like power cells.

Kerell locks, size: M

Only opens to all or certain pure humans (which need to have 10 isho or less). Must be recharged every year as a power cell.

Stun (sklarm) rod/staff: XL

Large and clumsy rod or staff which delivers 5 smaller electric charges to a target (4d6 vs CON with failure points indicating rounds of stun) or one powerful burning discharge (hit as club then 12 burn damage with 4d6 stun). Carried by Kerell temple guards.

Corruptors, XXL

When activated this chest-like device rapidly pollutes the sho-sen within 200 m (x sho-sen factor) with artificial isho, which creates havoc. All weaving (and unweaving) is -6 and triple chance of fumble (fumble chance on rolls of 8-10). Attacking with ranged dyshas is -6.

Isho Devastator, size XL

Explodes (2d6 E damage to all within 4 metres) and infects local sho-sen (200 m radius) with artificial isho which makes weaving and unweaving harder (-6) and triples fumble risk (fumble chance on rolls of 8-10). Attacking with ranged dyshas is -6.

Flashrods, size: L

Special, bulky rods with a handle and long spike, combining a power cell, a standard cut crystal and a trigger device (artificial isho). A desti or shal crystal can be loaded into the device and activated as well directed by anyone.

Copra Tracker, size: XXL

Bulky box which can detect and visualise copras in a balloon filled with gas (the centre of the balloon bring the apparatus). Requires training to use and understand readings. Copras within 100 m (x sho-sen factor) are visible and can be tracked for 10 minutes before the apparatus needs recharging with artificial isho. Disturbs the local sho-sen visibly to higher isho harmonics.

Dysha Breaker, size S

Medallion sized. Automatically unweaves dyshas (up to 60 isho worth) in contact with wearer or with the isho isho breaker (not dyshas hitting with force, but those that interact with carrier, entangling, shielding, healing etc). One use then needs recharging as a power cell and with artificial isho.

Isho Burner, size XL

When prodded with the long, heavy rod, any creature containing 20+ isho will begin kerning violently (1 HL 2d6 fire damage per round for isho/20 rounds). The burning can be stored with a successful -4 kerning roll and no more kerning is needed. Kerell temple guardians sometimes carry these weapons. A rod has charge for 5 prods before needing recharge of artificial isho.

Isho Grenade, size M

Rod grenade of artificial isho which explodes in purple lighting cluster when impacting. 3 targets within 4 metres are struck with 3d6+8 fire damage. Faint taint remains in isho harmonics 1d6 days after leading to 2d6+5 less isho accumulated during this period. Must be recharged as power cells and with artificial isho.

Isho Poison (also a Limilate/Poison), size S

A crystal powder drug enriched with artificial isho efficient only is active 1 hour after release from its large injinn flask. Over a couple of minutes the isho poison converts all the isho off an isho harmonic to artificial isho which cannot be kerned by normal means. The victim will have a strange copra and feel cold, nauseous and sickly with a pale pallor. The artificial isho will dissipate after 36 hours and normal regeneration can start.

Sterilizer, size XXXL

A large, telescope-like apparatus with large attached canisters with a restraining chair at its focus. Over a period of 1 day per 20 isho points it can totally sterilize an isho harmonic's cells from accumulating more isho. It's a slow and irreversible process of artificial isho poisoning and isho regeneration.

A punishment recently introduced by the Burdothian DharKim for continuous unlawful use of dyshas. Thanterians prefer the Isho Poison or outright execution.

Requires a full power cell charge per use, as well as large amounts of artificial isho.

Blinder, size XXL

When used, the large pole overloads the isho sensory organs of isho harmonics within 100m, disabling the use of signature skills or tra-sense for 10 rounds. The Blinder normally has 2 charges. Needs to be recharged as a power cell and with artificial isho.