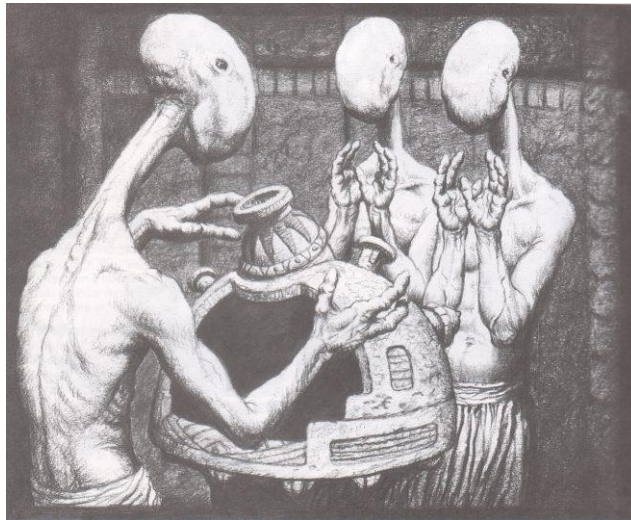


SKYREALMS of **Jorune**

Isho Technology

- By Sholari James -



Nothing is more mysterious than the haunting ruins of the shanta and the strange stone sculptures that resemble nothing known to mankind which can be found there. While many are of the opinion that the shanta who once inhabited these ruins must have had a strange or even higher sense of aesthetics than humans, very few know the true potential of these shantic artefacts.

The shanta did not only learn how to use their tra-sense and manipulate their signatures. They also learnt how to weave the isho with and within their bodies and how to draw more isho into themselves from the surrounding sho-sen. They even managed to manipulate the sho-sen around them and the copras of other creatures. Most importantly, shantas also found more powerful ways to manipulate the isho. They began to store and release isho at will from inanimate objects.

The various ways to cut crystals that had absorbed isho were probably the first. These were later followed by the combination of crystals and various materials such as rare stones, bone and certain metals that also affected or stored isho in strange ways. Isho phenomena of great power or duration could then be created. Complex manipulating and even transmuting of isho became possible - a great technological leap was taken. Some of the sophisticated isho technology devices that followed were capable of creating warps, stabilising the sho-sen of an area, communicating over great distances, hollowing of dwellings and even creating evids.

How does isho technology work?

Isho technology is actually not only composed of certain devices or artefacts with isho powers. It is an entire system or complex relation between the different colours, or polarities of isho, the surrounding isho geography, various minerals, crystals, bones, stones and an organism. These "ingredients" can be woven together to form specific functions or tasks, such as opening doors, scrying, communicating over distances, lifting elevators etc. However, the most important part of any isho tech device is the user, which must be able to weave or sculpt the isho that the device uses. Therefore, isho tech devices might have the isho stored that is needed to use it along with a link to certain mechanical processes, but without the weaver or "sculptor", the correct operation of the device is impossible. It can be likened to a computer or starship, which has the fuel/electricity and engine/processor to function, but lacks the pilot and operating software to perform it. The weaver is therefore, literally, the heart of the machine.

In order to operate an isho tech device the user must be able to sense isho concentrations and movements (tra-sense skill and estimate isho skill). The user must also be able to extract isho of the various colours from his body and to transmit it to/drain it from isho receptors (moon skills). This isho has to be woven, sculpted and otherwise manipulated (weaving skill) in order to give the isho tech the correct commands. Lastly, the user must be able to imprint or permanently weave colour into receptors (expend colour pts). Of all the races of Jorune, only the shanta can do this easily. Muadra, and to some extent, thriddle and thivin do however have the physical potential to learn how to use isho tech.

Describing the various the laws of isho physics, the elements of isho technological devices, their functions and their complex relationship to each other is extremely difficult at best. For a human, many of the technological theories would even be impossible to understand, as isho itself cannot be perceived or understood fully. However, a short description on how to use isho technology follows below:

1. Understanding the isho tech device

First, a device must be understood and its function "perceived" by the user, in order to manipulate it/weave the correct functions and press the right "buttons". Tra-sense is required to understand how a device functions, where to manipulate it and to what extent the manipulation can be performed. In the manipulation process it is also required that the user sees what he is manipulating.

Note: Some simpler isho tech devices do not require sculpting and hence no tra-sense. Crystals are an example of these and only require the ability to release the crystal's isho by expending a little of ones body's isho (the isho acting as a catalyst for the stored isho).

Having earlier experience, knowledge or theories about isho tech helps the user to understand the device and its function.

2. Weaving or "sculpting" the device

Secondly, the device must be given power. The skill to extract isho of a certain colour from one's body is required along with the skill to weave this isho into a suitable combination is required. The correct amount of isho of the right colour(s) must be transmitted to the device and woven there. Only the muadra, and to a limited degree - thivin and thriddle, are biologically possible to learn these skills.

3. *Imprinting the device*

Some isho tech devices also require a permanent imprinting to either recognise the user, maintain its function longer or to enable it to mimic the user's operation. It is the more powerful and complex isho tech devices that will require this, along with the devices that are supposed to act according to a complex "program" or function for a long time. These permanent changes to the weave are made by transmuting the isho combinations.

The isho tech operation process in short game terms

1. **Roll Lore: Shantic Tech** skill to see if there is any previous knowledge about this device. **Success** means lowers the minimum experience factor one step (See device's traits below)
2. **Roll Tra sense** skill to understand how the isho tech device works. Penalties apply depending on the device's complexity. A device might require the user to be
familiar (1-8)
experienced (9-12)
seasoned (13-16)
in tra sense and might even state penalties to the roll (see device's traits). 11 is normally the target to succeed. Bonuses apply as follows:

- *Certain tools used to manipulate the isho, sho-sen, isho tech* +1 to +4
- *Being a copra caji in the primary colour used by the device* +2
- *Having used the isho tech before* +1
- *Having frequently used or been trained to use the isho tech* +2

Success means the functionality of the device is understood and the user may try to use it. (Continuing to step 3)

Failure means that the user cannot understand how the device works and needs help from a more experienced user or needs to raise his tra-sense skill another 1 point before trying again.

(The fact that some devices might have their effects boosted if more isho is placed in them requires a critical success on the tra sense roll.)

NOTE once again, rolling a successful isho tech lore skill roll before the tra-sense roll will reduce the minimum experience factor one step. (A S2 becomes an E2.)

3. **Roll the moon skills** required by the isho tech device (see device's traits). (Note: the user must also have the Weaving skill)
4. **Expend colour points** A 3D6 roll under colour stat is needed to expend the amount of colour points needed.

NOTE Each step of the procedure counts as one round each of game time. That means it takes 2 to 3 rounds to activate a device. A failure in a moon skill roll means another round as the caji tries again.

Multiple operators

Having someone helping you. Both must manage the tra-sense roll to understand the device and another tra-sense roll -3 to be aligned with each other. After this, they can choose who shall roll for each moon skill. Shantas sometimes work this way to boost a device's powers.

Isho tech definition

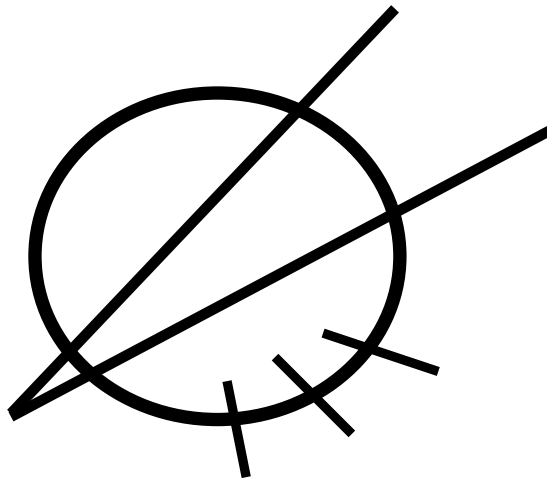
All isho tech listed is defined with figures to state its complexity, the required skill of the user and how it is used. An example:

Cle-Shebba

(S2, 20Ebba, 10Tra, 10Du, 4CP)

Projects the user's naull.....

To use a Cle-Shebba the user must be seasoned in tra-sense and still suffers a -2 penalty to his skill roll (S2). He must expend 20 isho points and succeed in his Ebba moon skill rank, another 10 for his Tra moon skill rank, and 10 for his Du moon skill rank. In addition to this, he must expend 4 colour points.



ISHO TECH DEVICES

Most of the isho tech devices presented here have only one function. Some of them though have more than one area of use. The tra sense roll determines how many of these different abilities were detected. Some of the devices can be boosted to work on a larger radius, duration etc if the isho needed is increased. Understanding this also requires a very successful tra sense roll or even a critical success roll. All isho tech devices depend on the surrounding sho-sen and will have their effects, radiuses, durations etc increased or decreased, depending on the isho weather.

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Amulet of protection (Automatic until drained)

Protects bearer against certain types of evid(s). Evid programmed not to attack bearer of of the signature that the amulet creates. Known and created among all sects.

Cashiln map (S4, 1Tra per ball, 1CP)

A large round stone table also called a warp map. After the great shantic wars the shantas supposedly divided the most important warps between the seven sects. These warps can be reached through the seven fabled warp maps. The stone table has a myriad of lines and symbols of complex mathematical significance and 10-15 black stone balls studded with white crystals. These balls must be placed in a certain order in the 30-40 holes in the table to create a warp to a certain location. The stone balls need powering at the cost of 1 tra each. The cashiln map also needs 1 colour point per warp opened, and requires a warp key cle-eshta to function. Although each sect controls one warp map each a peaceful understanding exists between the sects that enables the warp walking between another map. A warp location can also be "manually" opened on the location, but will only lead to the warp room or "cashiln" room of that certain warp map. The Ca-Shal warp map lies in the lost city of Meg-Aleisha in the depths of Drail. The Ca-Gobey warp map lies somewhere in the cleash infested ruins of Gilthaw. The Ca-Tra and Cie-Ebba warp maps can be found in the ancient shantic lands. The Ca-Desti warp map lies deep within the dreaded volcanic city of Caradey do-desti in the wilds of Hobeh. The Ca-Launtra warp map is rumoured to lie somewhere in the mountains of temauntro. The Ca-Du warp map lies in Lundere. The warp map is of Ca-Tra origin.

Cashiln tunnel (Automatic if functioning)

A network of subterranean tunnels with warps that once connected all continents of Jorune. Many are disfunctioning today.

Cle-Eshta (Various, see below)

A Cle-Eshta has various functions and some may not have been detected by the user. Some Cle-Eshtas can only be used in one or a few ways, some can be moved, while others are aligned with the sho-sen of the area and cease to function when moved. Some Cle-Eshtas depend on another power source and will not function without it. (Making their range and effects greater or making the use of isho unnecessary. Some Cle-Eshtas have even stranger powers than these listed below, so they are listed elsewhere. Ca-Tra origin.

a) Analyze the sho-sen. (E2, 5Tra)

Find major disturbances, warps, traces of warps, predict the isho weather, find isho rich areas etc. The radius of affect is normally 5-50 kilometers from the Cle-Eshta, but legends tell of many Cle-Eshtas that have been aligned to cover a much larger area.

b) Locate a certain creatures or persons copra. (S2, 20Tra, 10Ebba, 10Ebba, 4CP)

The person must have been met and seen by a signature spectrum or a print of his "copra" must be present. The more isho a crature holds the easier it can be found. Intelligent creatures have complex copras and could be hard to pinpoint in cities and places with a lot of identical creatures.

c) Enhance effect, duration and range of a dysha. (E1, 3 times the multiplier + the normal cost of the dysha of the dyshas dominant colour, 1CP)

This could be done times 3, 6 or 12.

- d) Open a warp. (**S, 10Tra, 5Du, 2CP**)
The warp will open at the Cle-Eshata site and it's destination cannot be controlled.
- e) Warp stabilization. (**F, 5Tra**)
It gives a +30 bonus to the warp stabilization skill.
- f) Summon lesser evids. (**E1, 10Ebba, 5Desti**)
The evid must be in the Cle-Eshats area of effect.
- g) Summon greater evid. (**S1, 25Ebba, 15Desti, 10Du, 2CP**)
The more terrible evids can be summoned this way if they are in the proximity. Some of them like the eelshon she-evid cannot as of yet be controlled even by shantas. In addition the evids unique copra must be woven into the summon. (See locating a persons copra under b.)
- h) "Program"an evid. (**S3, 10Ebba, 10Desti, CP equal to the evids CP**)
New orders or ways of functioning can be given to the evid. Changing the area to be guarded, creating a new master etc. Greater evids can be hard or impossible to program. Some may allow slight alterations or specifications of their original "programs".
- i) Control complex shantic device. (**E2, 5Gobey**)
It gives +20 to the tra-sense roll on understanding how to use a device and is sometimes a must in order to use some devices.

Cle-Shebba (**S2, 20Ebba, 10Tra, 10Du, 4CP**)

Projects the users naull, copra and surrounding sho-sen to receiving identical device. A holographic image of the sender appears and communication is possible. A huge static device that cannot be moved. (Lies in line with the sho-sen and other Cle-Shebbas.) Often used by the various eelshons and found in some of the greatest shantic cities and temples. Cie-Ebba origin.

Crundorra (**E, 5Tra, 5Shal, 5Du**)

Circular stone plates decorated, and with crystals inbedded in it. Several types exist and can only be used once. They can be charged again though by ceratain shantas. Ca-Shal origin. When activated they will unleash one of the following things.

- a) Warpwalking. Three or more connected warps takes the user to some location close by. The nearest warp max 2 km away.
- b) Evid summoning. Summons all evids within 2 km to user. Can he control them though?
- c) Entropy. The user recievs 20 times 4D6 isho, which must be used within 6 hours.
- d) Stone crumbling. Anything out of stone (house, cliff, tower, etc.) no more than 50 times 50 meters, will crumble when the activated crundorra is held in front of it.
- e) Thunder. The crundorra will summon a great thunderstorm and maybe even an isho storm. Lightning will smite the crundorra and the surroundings at least 10 times.
- f) Isho column. An area around the crundorra will be isho stable (Even in an isho storm or in the Doben-al.) with normal isho ratings for up to 1 week.
- g) Chamber digging. The crundorra will create a chamber in any non-organic material (stone, dirt, snow, ice etc.) that is 10 times 10 meters big in 10 minutes.

Crystals, normal cut (**U, 1 isho point. Colour depends on crystal.**)

Various kinds of cut crystals exist. The most common kind are the ones cut using the ancient erucian technique. These have spread throughout the civilized realms. The various crystals have

the powers as described in the rulebook and all cost one isho point and one roll under the appropriate moon skill to activate. These can be drained for isho points or colour points but cannot be recharged. It's unknown where the erucians learnt to cut crystals originally. Other ways of cutting crystals exist but are only known to shantas and other rare personalities whom have learnt the skills from friendly shantas. This way crystals can have other powers than those described in the rulebook. These crystals are off-course rare among humans and are described below.

Crystals of Bonding (U, 1Tra)

Crystal pairs that hold a person's (often wearer's) copra. When two bound copras (through marriage, betrothal etc) come close after a few months of separation, the crystals flare up and glow strongly for 1-3 hours to symbolise their bond. The captured copra of a crystal can also be revealed by activating the crystal. The copra will seem real to boccord and other lifeforms with less developed tra-sense. Carved by Erucian crystals smiths for royal weddings, but originally of Ca-Tra origin.

Crystal of Calling (U, 2Ebba)

As the calling dysha this crystal will send out one simple call into the sho-sen (simple, like "help", "come", "ready" etc). It is easily picked up by a shanta within 2 km of a caller in a strong sho-sen. With a cle-eshta, the calling can be picked up and pinpointed in a 400 km area. Cie-Ebba origin.

Crystal of Desti Fire (F, 4Desti)

This large crystal holds the dreaded Desti Fire with flames that ignite anything. Burns intensely for 1D6 minutes setting everything around it aflame and spreading rapidly. As it is an isho fire it cannot be put out by normal means until the isho is expended and a normal fire remains. Ca-Desti origin.

Crystal music rod (F, 2Ebba)

When active these rare, raw crystal send out certain tones when struck, depending on size, colour and appearance. Only shantas and thivin seem to be able to activate these raw crystals.

Crystals of exit (U, 1Shal)

These three crystals (One around neck and two in the palms.) enable the user to launch dyshas from any part of the body. Ca-Tra origin.

Crystals of repetition (U, 2Shal)

Can have one out of these three effects.

- a) Calms animals. One individual animal or certain type of animal once per day. Sometimes even at a certain time of the day or night.
- b) Transmit emotions. Transmits certain emotion once a day to all nearby. (Peace, calm, happiness, anger etc.
- c) Aversion. Drives away certain individual creature or one type of creature once a day.

Drape crystal (U, 2Ebba)

A belt studded with specially cut ebba crystals. The wearer will levitate as the levitate dysha.

Light crystal (U, 2Du)

When activated these crystals glow as an orb of light. (Some glow brightly others dim.) These crystals can be recharged in crystal chargers just like power crystals. These crystals also "illuminates" isho poor environments with isho so that shantic organisms can use their tra-sense. (The visible glow is only a side effect of this)

Naull crystal (U, 1moon skill of choice)

Projects holders naull/copra when activated and held in palms. Used by non caji and a must for these when interacting with shantas.

Orb crystal (Dysha cost + E1, 5Gobey, 1CP)

Crystal that can be charged with one type of dysha. Charging it requires the above with the moon skill depending on the dominant colour of the dysha. The cost to activate it later is the same as for a normally cut crystal. Cie-Ebba origin.

Examples: Fortitude (+10 INT to resist mental attacks/possession/rummage etc for ISHO x days).

Power crystal (Will activate itself when placed in a receptor.)

Crystals specially cut and used as batteries to charge and activate certain devices. They are often charged with various colours and 10-30 points of isho. If using a power crystal a device doesn't need to be charged with isho from the user. The device must have one or more power crystal receptors though. A power crystal can easily be charged in one or two days at a power tapping location (Elip-ston etc.)

Seborra crystal (U, 2 Shal)

A rare crystal cut, known to shantas and erucians that unleashes a powerful wave of Isho Disease to all within 10m of the activated crystal (which is destroyed in the process). All isho sensitive (15 or more in ISHO stat) must roll 3D6+4 vs ISHO or become ill (-60 to all skills, including weaving and throwing and -5 to all stats for 1D6x5 hours. Can be relieved by kerning.

Sha-Du Crystal (U, 2Ebba)

Recognises signatures/copras in the surrounding sho-sen. The signature/copra must be "charged" into the crystal by a cle-eshta. Grows brighter as it closes in on the copra. (Doesn't point direction, only shows proximity. Ca-Du origin.

Shil-Tey crystal (U, 5Tra or individual)

These very rare crystals have been sculpted by long dead sholari. Seven crystals of different colour have been cut together forming a great crystal. Thus great crystal can be disassembled and each crystal used as a normal crystal of that colour. But if activated together their effect can be one out of these seven. (User decides)

Desti: Great desti fire that consumes and ignites everything within 10x10 m. Unstoppable while crystal is burning. 3 minutes.

Du: Great explosion. Craterx4

Shal: Creates insanity and epilepsi to all within 50x50 m. Lasts for 50-CON rounds.

Gobey: Creates a gigantic shield or a super shield, around 20x20m object (200 hits), or around user (400 hits)

Launtra: Heals all wounds instantly. (Within limits) Giving 5*

Ebba: Crushing force that pulps one target or breaks an object (house, boat etc.)

Tra: Creates a dark warp.

NOTE: if one crystal has been used normally it is drained and the Shil-Tey useless.

Crystal bracelets (U, 1Shal)

Two bracelets, that if crossed and held in front of an incoming dysha, (A block must be called with the appropriate penalties to the attack later.) will interfere it with the users isho and all moon skills at 40. Quite powerfull and rare found mainly among waring thanterian Dakrani. Requires activation as a shal crystal which will last 5 rounds. Coronian or Erucian origin.

Crystal gauntlet (As normal crystals, or F, 1Tra for the naull crystall)

A human invention used mainly by muadra and daijic. A greave worn on the forearm is studded with various crystals. 10-20 clear crystals (for parrying dyshas in emergencies.), 1 Ebba crystal, 3 Gobey crystals, 1 Launtra crystal, 1 Tra crystal (deflector), and a specially sculpted naull crystal. The naull crystal + the crystal reading skill allows a caji/daijic to track expended isho to the dysha weaver. It also helps the caji when investigating isho-tech. +10 to tra sense and estimate isho skills.

Destisha (Automatic if functioning)

Foul Ca-Desti trap placed in the human ruins of Berlin. A stone pedestal that end in a flat top with a human palm shaped indentation lures humans to place their hands upon it. It will grant visions of burning humans while striking the victim with 1-6 lightning blasts per round until dead or someone knocks the victim away.

Door (F, 5Ebba)

The standard shantic sized stone door found in the ancient cities, guarding tombs etc. Since these doors don't swing on hinges or the like the require isho to be woven correctly into them to raise, lower themselves, or whatever they do. Ca-Gobey origin.

Gate (E1, 10Ebba, 5Gobey)

This is the larger gate or greater doors. Since they are bigger they require more isho and are more difficult to control. C-Gobey origin.

Portal (E2, 15Ebba, 10Gobey, 1CP)

A portal is often huge and may even be a skylight or dome that opens. Often main entrances to cities. Some open in complex ways such as "splitting" open, "peeling" away, etc. Ca-Gobey origin.

Elevator, small (F1, 10Ebba, 5Gobey)

Often found in shantic cities or in important temples. They were normally powered by a greater power source within the city but in abandoned cities and ruins they must be "manually" powered. They can hold upp to five people. Ca-Gobey origin.

Elevator, large (F1, 20Ebba, 10Gobey)

The same as above but it can hold larger cargo. Large animals or fifteen to twenty people. Ca-Gobey origin.

Elip-Ston (E2, 10Du, 2CP)

Vast, underground isho "battery" used to power thosks and greater shantic devices, cities etc with tremendous amounts of isho. Can be tapped for power at certain locations and will give

2D6x2D6 isho. Will kern in 1 hour. Fumble in moon skill means overload and violent, damaging kerning. Ca-Shal origin.

Flight vest (E, 10Ebba)

Very rare ceremonial vest with ebba crystals. Allows levitation and movement sideways (Slow flying). Recharges in 1 week. Cie-Ebba origin.

Galti ore (Special)

Mineral found in jorunes crust that brings out special properties in crystals. A well kept shantic secret of Ca-Desti origin.

Gobeyta (F, 10Tra, 1CP)

A leather headband studded with tra crystals. Once activated the crystals will stay activated for 2 hours while worn. Deflects orbs and bolts as deflector dysha. Ca-Gobey origin.

Goboray (S2, 40Gobey, 10Desti, 5Shal, 7CP)

Large stone device (Mill stone-like base) which creates a very powerful cage/bubble around target standing in its centre. Used as a prison. Only greater evids and powerful shantas can break through it. Opening and closing it can only be done from the outside.

Inner naull crystal (Various. See below)

Contains the naull of a certain creature (which must have had isho and a naull.), often a shanta. The naull can be probed for facts about the creatures physical abilities, emotions, isho power, colour etc. An ID crystal. If activated it will shine brightly when held by the creature with the matching naull.

Activation: (U, 2Ebba)

Probing: (E, 5Ebba, 5Shal)

Ishi ink (F, 2Shal)

Ink used by shanta to enhance their script and give further depth to it. It's ingredients are various jungle plant oils and activated crystal dust. (They do "percieve" normal script even if it isn't crystal dust enriched as the ishi ink.) When reading shantic scripts a "normal" reader might miss some deeper and more explaining aspect of the language when he cannot "sense" the scripts isho. (As is also the fact with the spoken language.) Ca-Shal origin.

Isho code (F1)

These codes are used to prevent unlawful entrance to gates or use of devices. Certain amounts of isho of certain colours need to be woven into the gate or device in a certain order to make it work. No extremely successful tra-sense rolls will reveal the order of the colours but **might** reveal how much isho is needed and of which colours. Ca-Tra origin.

Isho generator (E2, 10Shal, 5Tra)

A huge and static device often in the form of rooms linked together or a room full of crytstal studded pillars. The permanent isho of a creature is boosted when walking from one room/pillar to the other. (Perm. Isho times one at the first, perm. Isho times two at the second etc.) A human can normally never manage more than 4 times his permanent isho, a muadra 6 times and a copra caji 10 times. A shanta can hold 15 times his permanent isho, and walking all the way through the isho booster could be disastrous for a member of a human race. The isho boosted will kern within 5 to 10 hours. Ca-Tra origin.

Jarca's breath (U, 1Desti)

An erucian artifact and heirloom. Creates a great desti blast. Will recharge by itself in ½ a year. Ca-Desti origin.

Juta Cyracu (S2, 30Tra, 10Desti, 1CP)

Also known as Cyracu's Guardian or Soshana Nu-Desti. Summons a sea evid of great size that can defend the floating city of Cyracis (anything actually where the operator resides). Original shantic purpose unknown. Will take a couple of hours to summon from the deep if operator is situated in the Sharharras Sea. Cannot sense the calling from further away. Ca-Desti origin.

Keeper rod (S4, 30Gobey, 10Tra, 5Launtra, 7CP)

These, ancient and rare crystals can be made "soft" enabling live creatures to be sunk into them and held in suspended animation for eternity (Or until something drains the crystal which will create a dead creature, but a fine piece of art.) Costs are for placing or releasing a creature in a keeper rod. (Which of course must be big enough.) Ca-Du origin.

Lash-Ebba crystal (U, 2Ebba)

Large crystals cut by long since gone Cie-Ebba sholaris. They can be found only in the ancient shantic lands and communicate by using music in a musical language not understood any longer. Many of them are set into large permanent stone devices or monuments, often in high mountains or echoing valleys. They will "sing" if activated and two or more might communicate over large distances in the long lost tongue. Cie-Ebba origin.

Laika Evorca (E2, 20Ebba, 10Du)

Also known as Evorca's Voice or Mishu Visha-tal Creates winds around the artefact. Very good for sailors, but can cause havoc. Will cause disastrous damage in an isho storm (where the surrounding isho charge is already great.

Launtra crystal bed (S2, 30Launtra, 5Shal)

A stone sarcophagus filled with specially cut launtra crystals. It will heal wounds at a tremendous speed but constitutes a serious mutation risk for terran creatures. 10 hits are recovered on all wounds/mends fractures/cures diseases in 1 day. Gives four * to all wounds. Coma during healing. Ca-Launtra origin.

Lih-Shyee (S2, 10Ebba, 10Shal, 1CP per question)

A.k.a. a naull tomb. A creatures naull (rarely anything else than a shanta.) imbedded in a large stone device which allows it to maintain it's knowledge. The minds knowledge has been programmed into the Lih-Shyee during the creatures death. Simple questions cannot be asked and answered.

Lih-Shalil (U, 2Shal)

Tennis ball sized stone ball studded with blue crystals. It will calm hostile unintelligent animals within a 200m open radius that aren't too big. (Bigger animals will only be uninterested in the humans.) Creatures without isho are not affected. Terran creatures have a small bonus to their calming roll, while lamorri creatures with isho have an even bigger bonus to theirs. Ca-Du origin.

Lohu-Tanasha (E2, 15Shal, 10Tra + 1CP per day.)

The name is shantic for "lands peace". A menhir sized device which prevents dyshas from being woven in it's vicinity (50m radius). It also unweaves all dyshas entering this radius. It cannot be moved from it's isho-geographical location. Requires activation to function. Ca-Gobey origin.

Mappor (F, 2 of certain colour.)

Crystal bracelet that changes woven orbs. One orb of the same colour group is woven (Often easier) and another is woven instead. All mappors are programmed to alter only one certain type of orb and this cannot be changed.

Maplet (No roll needed)

Crystal imbedded in stone amulet, tablet etc that gives holder access through force field etc. Sometimes opens doors. (Often to tombs, homes, cities etc.)

Marma rings (Automatic)

Rare arm rings created by sholaris out of the common green bronze called Marma. It makes a cajis weavings stronger and easier. (+10 to all weaving rolls) At least four of these isho charged rings must be worn around the arms to have effect.

Oshilo (E1, 2Tra)

This large stone ring (½m in diameter) is filled with specially cut crystals that store isho. When activated it will shed its isho rapidly around it, like an isho beacon or isho torch. This will enable creatures with tra sense to see even in totally isho free environments. This can last for 10 hours. The crystals can also be drained for up to 100 isho points. The device will recharge in a normal sho-sen at the rate of 2 isho points per day. Ca-Du origin.

Permanent isho booster (S2, 20Shal, 10Tra, CP = the max isho increase.)

Certain chambers or great stationary devices produce this effect. It will not raise the max isho with more than ½ of the current max isho. Can only be used three times over a period of six months. (After that the body will burnout making it impossible to hold onto any isho at all.) Ca-shal origin.

Sarceen (U, 5Ebba)

Devices holding information. They can teach someone about a certain dysha, historic facts, a skill etc. If a screeper isn't used along with it only basic motional skills can be understood with a successfull tra-sense skill. (That means weaving tips, and skills involving physical skills. Any other theoretical skill or information in the screeper cannot be understood since it only is a flow of isho. The hidden aspect of the shantic language. The screeper reads these shantic texts aloud to anyone who can understand shantic.) The screeper only requires skin contact with the temples and the expenditure of isho points except for this. Cie-Ebba origin.

Screeper (F1, 5Ebba)

Device that reads aloud shantic "text"/information imbedded in isho. (Ishi ink writing, sarceens etc.) Will read in shantic but sometimes even in human or woffen tongues. Can often be "connected" to certain devices for automatic function. (No rolls necessary.) Cie-Ebba origin.

Screeper, Armadan (U, 1 Ebba)

Enables humans to understand and activate the Laika Evorca and Juta Cyracu (if they have enough isho and moon skills – no tra-sense needed). Strangely constructed and of unknown, but seemingly shantic origin. Might be used for similar artefacts.

Shantic blades (None, if no crystals have been infused.)

Superior blades made through secret traditions and ingredients out of a corondons thailiers. Sometimes these swords are studded by crystals. (Most often gobey crystals, but rarely cut crystals might be found.) The sword itself requires no activation off-course. Ca-Du origin.

Talonshu (E2, 10Ebba, 5Desti, 1CP)

A large orb sculpted out of both stone, crystal and galti ore which enables control and programming of a certain evid. (Not greater evids. Whole lesser evid types may be controlled.) Ca-Desti origin.

Teepas (Automatic)

5 leather straps studded with small specially cut crystals. Worn around each appendage and one around neck. They will protect the bearer from normal isho storms so that no kerning is necessary. Automatic kerning and no isho generating. NOTE normal isho is maintained. No normal, non dangerous isho raises due to sho-sen possible when using the teepas. Unknown origin.

Thailierian armour (Special)

Rare armour created from the hide of a dhar corondon. Secret rituals and limilate ingredients needed along with expertise to create these armours. This originally shantic knowledge has filtered down to rare individual among other races. Ca-Du origin.

The holy Dug Ralug stones (E1, 10Ebba, 5Shal, 4CP)

These three stones can be assembled, locking into each other, to form a pyramid. Crystal dotted lines and circles cross the stone and become whole when they are assembled. If given an isho point or during high isho weather these lines will glow. They will also glow when activated. The stones negate all influences from lamorri presences, hypnotic bonds etc. It was found in a lamorri tomb in 2652 by Ros Crendorian priestess. If as lamorri presence isn't near when activated the stones will start negating the human mind instead. This slowly drives the poor people nearby insane. Cie-Ebba origin.

Thosk (Various, see below.)

Thosks are a part of the planetary defense system created by the shantas after the human arrival on Sho-Caudal. The thosks are linked with each other and can be used together creating an awesome destructive force. (Increasing the force and range.) Most of them operate alone an unmanned and some are deactivated because the shantas cannot man them. The Ca-Desti are now once again activating and repairing the thosk system as they prepare for war. The thosks can be used manually in two different ways.

a) Channel isho surge. (S2, 30Desti, 20Du, 5CP)

An elip ston is needed for this. At long range it will cause nausea, spontaneous activation of crystals, kerning and make earth tech dysfunctional. At close range (1-5 km) it will destroy it's target.

b) Sentinel activation. (S2, 10Desti, 10Ebba, 10Tra, 10CP)

After the activation the thosk will detect, record, follow and and warn when a large object appears in the sky above it. It will stay active for two years.

c) Thosk record reading. (S1, 10Ebba, 5Ebba, 5Tra)

This enables the user to "read" any information recorded by the thosk. A screeper is needed to understand everything, otherwise a series of puzzling tra-sense "pictures" will be sensed.

Tora-Shal (U, 2Shal)

Armgreave studded with shal crystals and used as an ebitra weapon. Anyone struck by the activated armgreave will suffer the same effects as a faint dysha. (Including the human bearer, but at a lower severity.) Ca-Shal origin.

Trolight (Various. See below)

Red and black orbs found around shantic villages, towns and camps. Can only be woven by two experienced shantas together. They follow any programmed type of copra that passes 30 m from them or a connected tylight, and attacks them. Some are programmed to launch lightning blasts at the trespassers, and others incase them in suspension orbs. They must be powered once a day to function. (By anyone) In order to be able to reprogram a trolight or "disconnect" it one must first be able to approach it. (Unweaving the attacks etc.)

Programming, activating etc: (S, 10Desti, 1CP)

Powering: (E1, 15Desti, 15Gobey)

Tylight (Various. See below)

Green and blue orbs found around shantic villages or in shantic cities and camps. They will warn (By sending) all who have attuned to it when certain programmed copras pass it. (Individual or race copras such as Cleash, human, or even non-shantic copras.) Can only be woven by experienced shantas and must be powered once a day to function. (Powering can be done by others.)

Powering: (E1, 10Shal, 10Launtra)

Attuning: (F, 5Shal, 1CP)

Vishu-Copratta (S2, 5Ebba, 10 Tra, 1CP)

Seeks out and pinpoints a known copra in the surrounding area (200 km). Even more powerful if combined with a cle-eshta. Cie-Ebba origin.

Warp key Cle-Eshta (Various, see below.)

Bound to a warp map and a cashiln room, it cannot be moved. It looks similar to a normal cle-eshta, but has a shallow round hole in the center that enables a warp key to be added to it. (See below) It can be used in three ways only.

a) Open warp map coordinate. (E1, 10Tra)

This opens the warp that was "set" on the warp map table.

b) Open warp key coordinate. (E1, 10Tra)

This opens a warp "programmed" by the warp key set in the cle-eshta. (See below)

c) Stabilize warp. (F, 5Tra)

Gives +30 to the skill.

Some warp maps, like the one in Meg-Aleisha were trapped when the cities or temples were abandoned. Any tampering with the cle-eshta or wrong warp map coordinates opens a dark warp to Galiga-Ma, "The place of death". (Leading actually to Tchobyska keglisch were all non lamorri life forms die quickly of cell disruption.)Ca-Tra origin.

Warp key (U, 2Tra)

Round, flat stone tablet 20 cm in diameter filled with certain small tra crystals. They often have symbols on, are decorated and attached to a leather strap. Look like an amulet. The warp key holds the coordinates to a certain warp site "programmed". It will open a warp to this coordinate if activated and placed in the warp key cle-eshta. (Which also needs to be activated and used

properly.) This enables a warp map to lead to other sites, as well as having some sites only accessible through a certain shantas warp key. The other sects sometimes use their warp keys in other sects warp key cle-eshtas if too far from their own. Ca-Tra origin.