

THE SAEROSIAN EMPIRE



A Briefing on Saeros, Emperor of Mankind

One of the legendary figures of the entire cosmos, **Saeros** himself predates our existence, and almost all objects in creation. He is a figure cloaked in mystery, intrigue, and power; yet, is often remote, and separated from humanity: A species from which he departed before our universe began.

Legends claim that Saeros was born a man, and conquered an evil king, raising a great golden empire; only to sacrifice his very soul to defeat a darkness of the time before our Universe. The sacrifice was destined to be broken by events of sorrow, and terror, and Saeros was reborn two times, to resurrect his Great Empire, before that universe came to a close in the Last great War Against Entropy.

Yet, Saeros still exists, as a being of flesh and blood; while at the same time, as a spiritual force that maintains a balance between the forces that make up our reality, preserving order on a scale beyond what any mortal being can comprehend.

Naming

Saeros, or *Zanaz Saeros* (*Zanaz* roughly meaning ‘Great Emperor’, or ‘Exalted Leader’), is an ancient being. He has survived the downfall of several universes, and the end of an entire reality (in which those Universes played a part).

General Appearance and Characteristics by the Time of the Fifth Empire

A man, appearing to be in his mid-50s, with silvery skin, and black hair in a trimmed goatee, wearing all black attire (a black uniform with Adamantium trim, with or without a mantle), an Adamantium skull-cap with a red triangular jewel, and Adamantium orbs for eyes, with jewels to make the design of a retina and cornea, standing about 6’4” tall, and having a lean figure, with side shoulders.

He always wears an Adamantium ring (a simple band with a clear triangular jewel) on his right hand, and carries a sceptre, designed as a rod, ending in a clenched fist with a bracelet of spikes.

Cloaked Appearance

Using his mental abilities, Saeros can hide his true form, making his skin and eyes look normal. He takes on a fair to medium complexion, and his eyes in this form have a normal appearance, with steel grey retinas. Otherwise, his features remain unchanged.

Demeanour and Attitude by the Time of The Fifth Empire

Reclusive, and simultaneously both forward and secretive. He will usually answer *direct* questions, but his responses are often cryptic. He is a being that can see into time itself, and has more power than any other mortal, but seldom uses any of it. He cares deeply for his people, and for the balance of the Universe.

Shirt

The standard uniform is a silk, mandarin-collar (circular, straight collar), black shirt, with a *diagonal* front closure, running from the upper right shoulder to mid-waist, secured with black, triangular toggles. Each of these black toggles is a black, downward-pointing triangle with a thin, white border. This shirt has epaulets on the shoulders, and each epaulet has an insignia of an Adamantium triangle, with three tiny circles around it (one per edge).

The diagonal closure is trimmed in adamantium-silver, and the front of the shirt *may* (at times) have a downward-pointing Adamantium triangular outline about 10" in width, centred in the chest.

The shirt has two lower lockets, one on each side, that start at waistline, with flaps enclosures, sealed with an Adamantium, triangular button.

Trousers

Straight black silk trousers, with belt loops and side-pockets, plus 'cargo' pockets on thighs that are identical to the shirt. There is a (35-degree diagonal) glossy black beltstrap on both legs, around the thigh. One, on the left leg, is for a stazer (energy gun) holster, while on the right there is and a black, e-clip pouch.

Belt

Main belt: An Adamantium, metal mesh with a triangular clasp. On the right, there is a frog for holding *The Fist of Saeros*, and on the left is a frog for holding a rapier or sabre.

Thigh belts: Glossy black straps with a holster (left leg) and a pouch (right leg)

Weapons

Energy stazer, made of Adamantium.

Sabre, made of Adamantium.

Fist of Saeros

History: Far back, before recorded history, legend claims there was another Universe. In a final conflict between The powers of Time and Entropy, the Universe fell to chaos and all souls were swept into the nothingness until the cosmos could be rebuilt. Only a few beings (or entities) survived this devastation, along with a few amazing items of power. Saeros claimed to be a survivor of the old Universe, surviving by means of his *Temporal-Soul-Casket*. The regalia that he carried (from the 1st through 3rd Saerosian Empires) survived with him, and the *Fist of Saeros* is part of this legacy.

Originally, the *fist* was the battle-mace and scepter of Saeros, which he dubbed the *Extension of Power*, and is still considered the scepter of office for the reigning Sorcerer Emperor.

Although originally it had no magical properties and was just an Adamantium mace used by Saeros in his conquest, during the building of his Empires, over time the aura of Saeros and all of the powers that it has endured across its long history have given it quite unusual properties.

'*Baelos n'K'Ral nos dudano Saeros Zanaz*' is inscribed in very small Zoraec (Saerosian mode) script around the wrist, and the pommel is designed as an incuse spiral so that a Crystal Enhancer can attach to the *Fist* and appear to be part of the finished item instead as a separate piece.

The original design allowed for a magical or psychic item to be connected to the *fist* via a threaded spiral at its end, and such items (*Crystal Enhancers*) could grant powers to the weapon, or to the wielder, depending on the design of the specific attachment. It is still possible to create new attachments for the *fist* and many of the originals have also survived; a list of known *crystal enhancers* is presented below the entry for the *fist* itself, as are several other similar relics.

Appearance: *The Fist of Saeros* is an Adamantium heavy mace, two feet in length; the business-end is designed in the likeness of a clenched (right) fist (wearing a ring on its third ‘ring’ finger), with a bracelet of spikes. The handle is fitted with a spiraling threaded end for the attachment of *enhancers* that can either grant the weapon abilities or give use-activated powers to the wielder.

When *assensed*, the *Fist of Saeros* has an unusual appearance. On an *assense* check DC 20, the character detects something odd about it; DC 25 that it doesn’t seem to be fully-real; CD 30 it is not part of this reality; DC 35 it is from another Universe. **Chronomancers lower the requisite DC for each by 10.**

Under *Detect Magic*, the *mace* has no aura whatsoever!

Weapon Damage: 1d10 (B/P) (extra die type due to material B/P due to design)

Weight: 7 Lbs

Powers:

Constant: When in battle, the *fist* can be used to deflect attacks and sunder weapons as if the wielder has the skill ‘Parry’ at maximum ranks. The *fist* can even parry spells that have a range of *touch* or *ranged touch* as if they were weapons using this ability. This function works especially well against divine entities (such as gods and demigods) granting the wielder a +5 bonus per level of the wielder when parrying such attacks from anybody with Divine Rank..

- The wielder may also use his highest dexterity-based modifier for all skill check rolls with this weapon, despite its weight and unusual balance.
- **Invoked:** Three times per day, the wielder of the *fist* may hold it high into the heavens and speak a *word of command*. This functions as the spell *greater command* with a saving throw equal to $\frac{1}{2}$ the wielder’s level + 10 + his influence score. This affects all creatures within 150 feet (per level of the wielder) as the *fist* booms the command outwards in the air, both on audible and psychic wavelengths. Thus, no common-language is needed to use this power.

Three times per day, the wielder of the *fist* can attempt to completely mentally subjugate one creature as if he had the Mastermind (ability name) power. If the character is already a Mastermind with this power, all of its numeric variables double, as does its DC.

Curse:

Special: *Only mortals and Guardian can see the Fist of Saeros: Deities and outsiders are completely blind to it and cannot locate it by either magical or psychic means, although they or their servants may attempt to do so using mundane methods.*

- **Crystal Enhancer: Strengthening**

Special Powers: 3/day Strengthening

Saving Throw: DC 30, Fn

Special Properties: Empathy

Requires: *Stregthening*

Market Value: 19,000 GP

MFE Cost to Make: -

Time to Create: 19 days

This *crystal enhancer* is empathic, and will activate either upon command by the wielder, or when it *feels* that it would be beneficial (or crucial) for it to activate itself on the wielder as per the spell *Strengthening* cast by a 10th level sorcerer. When activated by empathy, the wielder may attempt a saving throw, although the use per day is still expended (and thus, is pointless), to avoid the effects of the *crystal enhancer* with a saving throw (Fn, harmless) DC 30.

- **Crystal Enhancer: Enlargement**

Special Powers: Continuous *Enlarge Person*

Saving Throw DC 29

Requires: *Enlarge Person*

Market Value: 2,000 GP

MFE Cost to Make: -

Time to Create: 2 days

This enhancer enlarges the wielder of the *fist* whenever he is holding it, as per the spell *enlarge person* cast by a 10th level sorcerer. Each time the wielder holds the *fist* he may either accept this power or attempt to suppress it by making a saving throw (Fn).

Accessories

Ring of Saeros, on the right ring finger. A straight band of Adamantium with a triangular, clear jewel: The ring is always worn so that with hand outstretched toward another person, that person views the jewel point toward them; the jewel has slight greenish (e.g. peridot) highlights.

Ring of the Sorcerer Kings

History: Like *Fist of Saeros*, the *Ring of the Sorcerer Kings* is part of the **Legacy of Saeros**, brought on his person from the old Universe to his one; a surviving relic of the Dark Times first known as the *Imperial Signet Ring of Saeros* and *The Emperor's Ring* and is a very strange and important piece of Saerosian history. It is the symbol of power of the Reigning Emperor and is the seal of the Saerosian Empire and is required for passing any body of law or making any judgment that affects the Empire itself.

Originally, the *fist* was made for Saeros as his Imperial signet ring, and he wore it at all times.

It was designed to leave a unique and un-duplicateable holographic mark on any object (including living beings). The mark that it leaves is a glowing (hologram-like) image of a dark figure with glowing eyes, raising his right fist, lit in an eerie, fiery aura, in front of him, inside a downward-pointing triangle.

Appearance: The *Ring of Sorcerer Kings* is a simple, heavy and un-contoured band (thus, the edges of the ring are flat, they don't curve or bulge) of Adamantium, approximately 2.5mm thick, set with a triangular diamond, that has a slight, peridot-green sheen. If one was to look into the jewel, a holographic image of Saeros, with a shadowy aura, holding forth the *Fist of Saeros*, can be seen, in a triangular frame. This image is identical to that left when the *Ring of Saeros* is used to mark any object, or person. When *assensed*, the *Ring of Saeros* has an unusual appearance. On an *assense* check DC 20, the character detects something odd about it; DC 25 that it doesn't seem to be fully-real; CD 30 it is not part of this reality; DC 35 it is from another Universe.

Chronomancers lower the requisite DC for each by 10.

Under *Detect Magic*, the *ring* has no aura whatsoever!

Powers:

- **Constant:** The *ring* grants a bonus equal to ½ the wielder's level to *direct influence*.

Invoked: At will, the wielder can use the *ring*, by touching it to an object or person to imprint a permanent mark upon it/them. The mark is not removable by dispel magic, although disjunction may remove the mark (treat the mark as an artifact). Erasure can remove the mark on a living creature.

Further, the wielder may set a duration for the mark (if used on a living being) or remove any such mark using the ring a second time to willingly remove the original mark.

The mark is always the design from the original bearer, Saeros, which is '*a dark, shrouded figure who's eyes burn in his featureless face in a downward-pointing triangle, raising a fiery fist in front of him*'. The wielder may choose the colour scheme of the mark, but the original (preset) is green, black, orange, white and gold. The mark may be of any size, but the maximum size is one foot tall per level of the wielder and the image may occupy no more than 1/3 of the object or person to which it is attached.

Further, the mark always floats on the surface of the object/person, so it is impossible to cover it on any way, even with clothing!

Being an artefact, the mark of the *ring* cannot be exactly duplicated or counterfeited by any means, magical, psychic or mundane, although those who are untrained in recognizing the maker may be fooled by close counterfeits.

Any attempt to counterfeit the mark of the *ring* is immediately known to both its *legal wielder* and the reigning Emperor (assuming they are not the same individual, as the Emperor may lend the ring to a subordinate to carry out a task), who know: the name (normal name, aliases and true name) of the person attempting to counterfeit it, their location, their physical appearance, race, gender, age, occupation, abilities and motivations

(including all details that they know about somebody employing them to copy it) for even attempting to copy *the mark!*

The wielder can also use the *ring* to *brand* a person or entity as per the spell *The Accused*. The wielder may do so *at will* and this makes a mark, similar to that normally made by *the ring*, but with the colour scheme of the mark given by the spell *The Accuse*, starting with blue..

Curse: Every time an entity attempts to use the *ring* illegally (that is, without permission from the Reigning Emperor) he suffers a cumulative 1d10 damage and 1 Corruption. Meaning that, the first time he attempts to do so, he takes 1d10 damage and 1 point of Corruption; the second attempt 2d10 damage and 2 Corruption, the third attempt 3d10 damage and 3 corruption, etc. Always round damage and corruption upwards.

A saving throw possible: Will Half DC 20 for the first attempt, with the DC increasing by 10 for each attempt thereafter.

Only mortals can see the ring. Deities and outsiders are completely blind to it.

Helm of Saeros

Appearance: The helm of Saeros is a smooth, thin Adamantium plate perfectly sculpted to fit the head of Saeros. In fact, there is no known image, painting, photograph, holograph, etching or other visage of Saeros without the helm on his head! The design is such that it drops down slightly over the forehead with a red, triangular jewel that comes to rest right at the centre of the forehead of Saeros. It does not resemble true amour, but rather, is decorative in appearance, although the material (at the time of its making), made it a feasible protective covering, but this was never the intent.

Rather. Saeros designed his helm as a mental shield, as well as designing it with an integrated spell stone. Originally a ruby, it is said that Saeros replaced the stone during the Third Empire with **Red Talyxium**, increasing its powers many times over.

The original concept was to protect the user from scrying, alignment-al detection, mind-reading, memory-accessing (or altering) spells and powers, as well as assensing. It even functioned against deities, which troubled Saeros during the first three of his Empires. The original spells used in its making were: *nondetection*, *mind-shield*, *undetectable alignment*, and *mind-blank*. Over time, and because of its transition to this Universe, the powers have greatly increased.

The original red jewel was reportedly a trillion cut ruby of large size (40ct), which Saeros used as a spell-stone. Spells stored in the *helm's stone* could be cast with amere thought, but he found it difficult to manage the entropic wear on the rubies, trying various replacements (including red diamonds) until finally (during the Third Saerosian Empire), he fashioned a new stone of Red Talyxium.

Saeros never discarded the older stones, and they can still be found both loose, and in jewelry (or replicas of *the helm* that he gave to his trusted allies, heirs, and important personages in his Empire.

Powers:

- **Constant:** The *Helm* automatically protects its wearer against any attempt to read their thoughts, detect or perceive their alignment (and/or motives), locate them in space-time, assense them, discover their True Name, and discern lies. *Telepathy* functions normally when wearing the helm, however the wearer may block all incoming *telepathic communication* if he desires, or only allow two-way *telepathic communication* with selected persons, creatures or entities.
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- It also grants a bonus to PPE equal to: 10% of the character's total PPE (x) the character's total psychic level.

Example, a character with 10 PPE that is a 2nd degree psychic gains +2 PPE, whereas a character with 84 PPE that is a 7th level psychic gains 59 (58.8, rounded up) bonus PPE. This PPE is available as long as the character is wearing *the helm*, but is tracked as a separate pool of energy.

The red Talyxium stone in *the helm* can store up to 500MFE of sorcerian spells, but is immune to entropic decay, so it can be replenished with new spells indefinitely. The wearer may charge the stone with up to 500 MFE of spells that they know, or have another person do so for them (with other spells). Spells stored in the stone can be cast as a purely mental action, which requires concentration. Any attempt to store more than 500MFE of energy in the stone causes an energy surge, instantly releasing some or all of the raw magical energy stored therein, so care must be taken to avoid storing too much power.

- **Invoked:** Once per day, the wearer may use *the helm* to *polymorph self*, as per the spell, cast as if they are a sorcerer with a level equal to their total hit dice.
Three times per day, the wearer may use *the helm* to make himself invisible as per the spell *invisibility*, cast as if they are a sorcerer with a level equal to their total hit dice.
Two times per day, the wearer may use *the helm* to cast *Alter Self*, as per the spell, cast as if they are a sorcerer with a level equal to their total hit dice.
Once per day, the wearer may use *the helm* to make himself invisible as per the spell *greater invisibility*, cast as if they are a sorcerer with a level equal to their total hit dice.

Only mortals can see the helm. Deities and outsiders are completely blind to it.

Cloaks & Capes

Basic cape, attached at neck, of black silk with a straight cut. The edges have Adamantium trim.
Regal Cape: Black fur, and more lavish, with Adamantium tassles.

Historiography of Saeros

Ancient Past

In the Universe before time, Saeros was the name of an Eldar who was in the court of a great Elven lord. Jealous of the positions of others, he held in contempt, Túrin, the Atani that had become close to the king, and a contest between them ended with the death of Saeros the Eldar. It may be that this soul survived the end of the First Reality, or that the name has passed into legend and legacy, roughly meaning ‘Bitter Rain’.

Other than this, there is no direct correlation with that Saeros, and Saeros the Emperor of later realities.

Chapter I: The Light, Order to Chaos

Saeros, originally named Pim, was the First Minister and General of a tyrannical ruler, who laid waste to his own domain with a mystical fusion weapon that removed all heat from an impact area. The name of that ancient foe may be lost to time, but it is said that he commanded a great portion of the world of Ra’an, and sought immortality, at the expense of his own people. The standard of the Ra’antyre Empire was an upward-pointing golden triangle on white, and Pim (after seeing the assaults of these horrific weapons, which caused poisoned rain and snow, and much sorrow, in his grief, vowed to overturn this corrupt empire.

Pim took the name of Saeros, which in the language of the Elves meant ‘bitter tears’, and in the language of the Ancients, meant ‘Forged in Fire’, or more accurately, ‘Balanced by Fire.’

He had married a Andrastel lady—the name of her is lost to time, save in his own memory—and as was the custom of the time, the marriage ceremony intermingled their souls: A portion of the soul of Saeros was woven into hers, and a portion of her soul woven into his.

His civil war waged on for years, and his banner was an inversion of the Imperial Standard of the now Litch-Lord: A shining white, downward-pointing triangle, set on a sable field. The downward-pointing triangle of this standard was white, representing balance, and illumination, against a field of night, representing chaos, and unrest.

Long did the war rage, and the nation that was the capital of this long forgotten empire on Ra’an was turned from a paradise, into a wintry tundra. In the end, the forces of Saeros prevailed, but at an horrible cost: Saeros, who was the first to master the technique of Bval’erevnos (soul sorcery), faced the corrupt emperor, and performed a Bval’jhak (a *soulstrike*). The extreme power destroyed his body, mind, and soul in the process, but destroyed the Litch-Emperor in the process; or so, all believed.

With the evil ruler gone, his armies surrendered, but with no true leader, the empire began to break apart, and many other nations formed. Many long years passed, and the Empire of Ra’antyre passed into legend. His wife however, survived.

Chapter II: Rebirth

Long after the fall of Ra’antyre, many new nations sprang into being. One of these was the Kingdom of Onafuerte, of which a rather wicked man was a Duke. This man married, and begot a son. In his early life, the son, named ‘Saeros’ by his mother, but mockingly named ‘Pimples’ by the father—named out of loathing for him—used him as slave labour, stealing all his earnings, and continually beating and tormenting the mother of the boy.

One day, after weeks of labour to earn enough money to set out on his own, the wicked father took all of the money earned by his son by force, and the next night, as he watched this man beat his mother, snuck behind him and plunged a dagger through his heart. Now, he, Saeros, was the Duke of this nation, but merely being titled as ‘Your Grace’ was not enough. He had seen how chaotic the world was, and how unfair, and set out to bring order to it.

He began to travel, and on the way, he discovered that he had remarkable mental powers over others, in addition to being able to use music to produce mystical effects. He decided to proclaim himself as ‘Emperor’, as the title had not been claimed in ages, and his first step in this process involved charming a lovely Elven lass, Seliloqei, daughter of the Elven King of a nearby nation.

Through this act, he solidified the two warring nations, and proceeded to visit the ‘King’ Onafuerte. At this time, he procured very regal clothing, and in a strange shoppe, from a mysterious woman with a slightly

scaled pearlescent appearance, purchased the *Ring of the Emperor*, which reacted to him as he wore it. None else had ever been able to use or wear it, and this token marked his claim as true.

He approached the King Onafuerte, and on arrival, declared himself Emperor Saeros, and was received well, using his mental powers of persuasion to convince all around that he was, in fact, Emperor of Mankind.

At this time, the chief advisor of the King was a beautiful lady, but on his first night in the Castle Onafuerte, he was able to detect with a sight greater than any other mortal man, that the drinks served both to himself, his party, and the King were poisoned. The only untainted drink was that of the King's advisor, and he routed her out as not only a traitor, trying to steal this kingdom, but in fact, a creature from another realm.

His companions at the time, including King Onafuerte, helped him to follow a secret passage that led to the area behind the throne room, but in a foolish display of bad tactics, one of the followers of Saeros, trying to use fire magic to blast down a wall, struck Saeros in the face, boiling out his eyes.

To the shock of all around, Saeros could still see: In fact, the loss of his physical eyes only acted to enhance his ability to *assense*, and Saeros was able to find a secret panel, enter the throne room, and with his own hands kill the demonic female who would have seized the throne of Onafuerte.

In gratitude, the King paid a large tribute to Saeros, who used it to buy a ship: Black on Black it was, and bore once again, since ages past, the standard of a downward-pointing white triangle on sable.

Around this time, a contest raged in the heavens. The gods of old were long dead, and many beings tried to acquire the power of the lost gods. Of these, four are of note: Two seeking to become the God of Magic, and two Seeking to become the god of Chance.

Of those seeking to become the God of Chance, one, on several occasions wagered with Saeros, and Saeros was at this point, continually the victor. These victories enraged the Chaos God, and gave Saeros tremendous power. The God then threatened Saeros, giving him a key to the 'Frozen Keep',. And tried to force him to obey his commands. Another of these beings seized the mantle of the God of Magic, and tried to interfere with the will of Saeros, even unto confronting him directly.

It is at this point that the Gods to be learned not to meddle with Saeros, Emperor of Mankind. The being that had assumed the mantle of the God of Magic attacked Saeros, and in an action faster than could be seen by the eye, Saeros *deflected* a spell of annihilation, cast by this 'god', back upon it, and that god ceased to exist from his own spell. This placed the only other contender of that mantle into the position of the Goddess of Magic, and she was forever in debt to Saeros.

Following this, the entity trying to urge Saeros to use the Key to the Frozen Keep, and when Saeros refused, he sent out an armada to assail him. In his wisdom, Saeros challenged this god, and stated simply 'I order your surrender.'

The god but laughed, and then Saeros held out the triangular key over the water, saying 'There is something you want from this Frozen keep, and this is the only key to it. Surrender now, or I shall drop this into the ocean, where it will sink to the utmost bottom of the sea, lost to all forevermore.' Cowed, the deity ordered his fleet to surrender, and Saeros took command of the armada, forcing all to swear allegiance, or perish. Those that did not surrender, he executed without hesitation.

After securing this fleet, a message came to Saeros that an orcish tribe was making war on the Elven kingdom, now part of his Empire. Enraged, Saeros set sail back to his homeland, after planting flags in the unclaimed continents to the north and east, claiming them for the Empire.

On arriving in this Orcish village, he was assailed, and pierced with many fiery arrows and bolts, shot at him by the captains. Then, after seeing him pierced with so many bolts and arrows as to kill an ordinary man, and while ablaze, their glee turned to absolute terror, as while burning alive, the rage of Saeros was unleashed, and with a chain of barbs, he slaughtered the captains, and set the rest of the village ablaze, killing the inhabitants to the last, men, women and children, *before* extinguishing himself.

When the battle was done, he ordered that the Dwarven smiths, with whom he had made contact, should begin to build a series of roadways, made of a jet-black crystal, in all of the territories of the Empire, and that fields of special crops, including tobacco, and a special black and white orchid tree should be planted throughout the regions of his home. The exports of these would later pay for the great network of roadways.

Then, after a respite, and being joined by the woman who sold him his ring, he journeyed North, to where the seat of Ra'antyre has been located, finally ready to use the key. In this time, the trickster god had visited him again twice, and lost on both occasions. He was further visited by the God of Righteous Battle, who

proposed that he should fight his own comrades in exchange for a vault of nearly endless riches. Saeros refused, and in a conversation with that deity, explaining with layers of paradoxical logic, how an infinite amount of a material made it worthless, drove the god insane.

On his voyage North he began working on determining the root of all languages, including those spoken by mortals, Elves, and otherworldly entities. In his travels, he did acts that persuaded the other force that had been seeking to become the God of Chance to pursue another path, and made of him the God of The Mind. Saeros was not both Godkiller and Godmaker, and feared by many powerful beings.

He continued on his northward sea journey to Ra'antyre, and in this bitter cold, several crewmen complained, and one even had the indignity to call Saeros 'my Lord', instead of the requisite 'My Emperor'. Saeros shot the rebellious crew, but exiled the one who lacked courtesy to an iceberg, where instead of a swift death, she would die slowly in horrible pain, as she was part reptilian. This was an example that awoke the others to a simple fact: Saeros rewards loyalty, but will dispatch any traitor, or even those who lack good sense without a second thought.

Saeros finally made it to Ra'antyre, to investigate the ancient keep. On his arrival, a time-storm struck him, and his essence was splintered across the seas of time and reality, and Saeros jumped from one to another, including one where Saeros was a woman, another where he was a being with pearlescent scales, and many others. In this process, he also relived his 'first life', fighting against the wicked Emperor of Ra'antyre, and defeating him, and at the same time, he relived his original marriage, discovering that the mysterious woman that accompanied him was the wife of his original self. The marriage was soul-bound, and despite performing a Soulstrike in the end of that horrible war, a portion of his soul lived on in her, and was linked to her. That soul fragment survived, and eventually took shape, growing into the soul he now had.

He realised this timeshifting was a trap, set by an unknown entity, and in desperation, he created a spell that will ever stand out against all others of the period: *Temporal Repair*. Focusing this on the anomaly, Saeros closed the tear in time, and restored himself to what he was. At this time, however, the Adamantium helm and other objects that he bore, fused with him, and his blood changed from an iron base, to an Adamantium base, and he became a *Temporal Human*, no longer bound by the rules of only one continuum, and in tune with the very nature of time itself.

Finally on reaching the Keep of Frozen Death, Saeros entered with his party, collecting five of six mystical gems, which held the elemental forces of reality, and were able to control them. The sixth stone—The Stone of Time—however, was absent.

In the search for the sixth stone, Saeros found a library containing all of the knowledge and science of the old empire. He read it all, and then burnt the books. This was neither out of greed, nor of malice, as Saeros remembered what that science had caused, and knew that the people of this world were not ready for such things. They had to grow in wisdom before they could ever have access to air and space propulsion or mystical atomics. Many questioned his decision, and many also died for doing thus.

As Saeros and his most loyal companions, including both of his wives (his present, Elven bride, and the one from his former life) continued to explore what was the original Citadel of Ra'antyr, and the citadel of the First Saerosian Empire thereafter, he found, laid on a slab of ice, a single female with the same pearlescent scales. She was stricken with a disease, and despite all he did, Saeros could not save her. This act, and loss, snapped in his mind, and brought forth emotions he had never experienced in *this life*. He began to understand that there must be a balance, between cruelty and kindness, between life and death, between chance and fate, and between gods and mortals.

No more would he sit back and allow gods to directly interfere with mortals or any kind! No more would he allow rage to shadow moments where mercy would be better suited to achieving his goals. His old life, of a gentle hearted leader who sacrificed himself to save his people, and his new life, where he was a cold and bitter tyrant snapped into focus together, merged, and reshaped him. He *was* balance.

At last, Saeros found the Crystal of Time, but Lo! It was guarded by the most unexpected of things. The Litch-Emperor survived the *soulstrike*, and was using the crystal, now that his *prison* was unlocked, to change events, trying to claim the untaken seat as Overseer of the Gods. Saeros knew that there were two people that could contend for this empty seat: This adversary, and himself!

Saeros had no choice: he fought this foe, but the millennia that separated the two made this foe even more sadistic and cruel. If he could not have control over the gods, he would set in motion a series of events that would destroy everything other than himself, leading to a cascade that would end *time itself*.

Saeros fought valiantly, but was unable to stop this being from enacting his plan. As reality began to disintegrate, Saeros reached into himself, and summoning the force required, at the very instant of the *end of time*, again used his unique spell, *Temporal Repair*.

The shockwave was devastating, and the crystal of time shattered, taking with it this enemy, and restring all that had been erased. Saeros was aged by several decades in the process; but what did that matter?

He had defeated this enemy... At least, for now. His actions restored Ra'antyre from a desolate tundra to a garden paradise, and on exiting the ancient palace, he took the remaining five crystals, and setting them in a pentagonal matrix, he summoned the forces of the world: The Gods themselves, and gave an ultimatum: '*You have two choices: Never again directly interfere with mortals, or I shall take the seat reserved for me, and remove all of your powers, forever.*'. Thus, he struck an accord whereby no god may directly manifest, or directly use their powers in the mortal realms, and he held his claim to the Seat of The Overseer open, and unclaimed. He was, after all, the only one that could claim it, being beyond neutral in his philosophies.

Chapter III: The Revival and The Trickster

Chapter IV: The Fall

Chapter V: Restoration of Saeros

Chapter VI: Separation

Chapter VII: New Conquest

Chapter VIII: The End of Time, GeneSaga

In the span between and before time, there existed (the one) and this being sought to create all that it, was, or ever shall be. On the onset (the one) brought forth from his mind shards of his power to represent the penultimate forces that embody the whole of existence. These forces of course were (time and structure), (space and magic), (creation), (destruction), (life), (death), (evolution), (balance), and (entropy).

As these forces strove with each other throughout the expansion of the cosmos, some grew in power while others withered, and some met with equilibrium. The most fearsome of all (entropy) grew at a rate that was exponential and unending. As such, in the end (entropy) would grow to be greater than the sum of the parts of which it had been created. Foreseeing this (the one) set it upon the weakest of his components (evolution) to strive against (entropy) so that at the time predetermined just ere (entropy) would be at its maximum, all things would be suspended.

In his wisdom (the one) foreseeing the need for the translation of mater, energy, and souls devised the art of alchemy so that it might be possible to preserve and existing order outside of itself, and inside a new order: In essence to transmute all the souls in existence, and all of the matter in existence, leaving behind the greatest parts of (entropy) at the end of all things, so that at the beginning at the next cycle of creation the majority of entropy would be trapped in the nothingness left behind in the end of all.

Thus it came to pass that at the end of the preceding cosmos, (evolution), now the weakest of forces, drew into itself the remaining shards of power, save (entropy), and merged itself again into (the one) transmuting the souls of all living things which had grown in and among themselves, being entities apart from (the one), with the capacity to grow and expand as well as key portions of the cosmos that (the one) wished to preserve, and merged all of these things into (the one) striking a final decisive blow against (entropy) and trapping it in the nothingness that remained in the old order of the cosmos that preceded this cosmos.

Being an entity that feeds upon all things, and left to starvation, (entropy) was then doomed to solitude in a void of empty nothing.

Sadly, despite the attempt to eliminate (entropy) utterly, both between the equivalent balance required between (entropy) and (evolution) it was impossible to create a new order in which (entropy) could not exist; furthermore because some matter that had been touched by (entropy) in the old order of the cosmos had been maintained (both by the transmutation of such matter into the new cosmic order, and by beings that managed to escape the penultimate fate of the old order by their own devising) it was inevitable that minute traces of (entropy) would remain, and thus be included – growing slowly but steadily with time as the cosmos evolved – in the current cosmic order.

Therefore, just as before, a time shall come when entropy grows to the point of physical manifestation, and must be challenged either by the sentients, that live within the cosmos or by (the one) via (evolution) and The Imandi: the gods that spring from (evolution), who now contains all of the original forces derived from (the one), including the prime mind of (the one) -- in essence the force created by (the one) that became (evolution) eventually evolved itself to absorb all other forces, including (the one) -- as the forces that guide this cosmos and the lesser ascended entities that have evolved within this cosmos and the Guardians who serve this cosmos.

It is uncertain what outcome (the one) or (evolution) has expected however within the order of things it is the nature of entropy to expand and consume reality. Despite this, many beings from the orders of the ephemerals to the ascended to the Guardians, the Imandi, and all higher orders of beings do what they may to keep (entropy) at bay.

Even more terrifying is that the infinite (entropy) theoretically trapped at the end of time within the previous cosmos might be summoned and set free into this cosmic order, be it in whole or in part to wreak havoc and ultimately cause a premature ending to existence.

Yet it is not understated that alchemy played a great part in preserving all those parts of the old cosmic order

that have been maintained paradoxically in the present cosmic order and the balances of the cosmic order itself reflect therefore the penultimate powers of alchemy and equivalent exchange: Balancing not only this reality, but also finding an equivalent balance between it and the one prior.

Those beings that survive the end of the previous cosmic order by their own means are collectively known as *the horrors*, *the elder ones*, and *the Guardians*. These beings, for better or for worse, all play a pivotal role in the struggle of the cosmic order against (entropy) and in the balancing forces of reality as well as placing a limiting factor restricting the interactions between ephemeral and higher level beings.

As the battle ensued, Saeros reached out with his mind and perceived the outcome. The One, maker of all, after regaining his form after Eons of being fragmented would draw forth the Blade of Dragonkind; the ancient weapon that he himself had wrought with the Lord of Music. Turning at the midpoint of the conflict between the Gods of Reality and the Essence of Entropy, he would slay the Gods of Reality, and face Entropy itself, now after reabsorbing the essence of the Gods of Reality, each a shard of his being that in the long ages he had split from his being to rule over Reality:

- Life and Death
- Space and Time
- Creation and Destruction
- Decay...and His remaining Essence of Evolution

Now as One, again, since The Shattering, whence comes Yx and Ybinium.

He would then not strike down upon Entropy, but would instead stop all of these things that were now in his Dominion. Entropy, which he had shed first, would not return to him; nor would Entropy have any Dominion as all these things that The One has under his power would cease, and Entropy would be trapped in the emptiness that will remain once Reality is ended, with Entropy caught in The Ending.

Yet, not all would be lost of The Undertaking, as some elements The One will put safe, into a New Reality. His children, as well as The First, including Gil-Ranis, some of the lesser gods who had his favour, Paxis, the newest being elevated to near His own stature, and a few stars and their temporal connections and peoples. These would follow, and be redistributed. Entropy would be trapped, and all the Souls would transfer.

Thus, Saeros, knowing better than any mortal or even the lesser-gods, the way of manipulation of souls, laboured. From his designs of the Casket, that he used to survive the collapse of his original Universe within the Reality that was about to end, he constructed a Void Ship, fueled by his very essence, so that it may not depend on any physical reality to exist, just as souls can exist without the physical laws of reality.

When it was ready, Saeros entered within, taking with him all his Regalia, and many artifacts and objects of worth. He activated the console, and waited the End of All Things.

The battle occurred; Reality Collapsed, and Saeros was now in the Violet Void on the outside of Reality. He saw the passage of the transference of souls. He saw the beings that The One has wished to be saved, sealed in a bubble of space and time, safe from the nothingness. Then he waited, and slept.

In his slumber, the Mind of The One touched his, and asked him to join him, and to become of his kind, but Saeros, who rejected the philosophy of Gods: To control wills of men, rejected Him. Saeros explained his ambitions, and his desire for mortals to be free from the direct control of any deity, and The One stated:

'I know your mind, and I know of your pact with some of my servants and my children. Would you that this was a fundamental law? I will make you an offer...'

And it is said that Saeros accepted this offer, but it is not recorded as to the true nature of the proposal.

What is known is that Saeros traveled long in the Void, and when all was made ready, was there at the inception of the New Reality, wherein there was but one Universe, as The One has intended before his Shard of Entropy caused The Splintering, (which was a ramification of The Shattering of the One) of the Old Reality that is now gone. Saeros again reached forth with his mind, and found where the first planet with humanoid life would

form. This is where life would again evolve into the shape of men, and Saeros set course for this point, and again slumbered.

In his rest, the mind of Saeros was troubled by an after-image of Entropy. The enemy of all Reality did not perish at the End of the Old Reality, but he was reduced to his essence, and transferred with all the rest. If nothing has been transferred, perhaps Entropy would be trapped there forever, but the act of transferring part of the Old Reality to the New had brought a fragment of Entropy to the New Reality. Thus, the Enemy of All Things survived, although in a lessened form.

Saeros, knowing of this, reached his mind out to The One, and The One answered. He related the knowledge to The One, which the One already knew.

‘What would you have me do? Entropy cannot be wholly discarded if life is to continue from My designs; Entropy was part of Me in the beginning, and some of Entropy must survive for Me to survive.’

Then Saeros answered, *‘I would have a safeguard. Rather than splitting your own essence, this time, let there be other Guardians of Space and Time. Let some of those powerful souls that you have brought with you become the Guardians; let each decide if he wants such a task, and then choose one for each of the fundamental aspects of this reality.’*

‘Very well,’ replied The One, *‘and you shall be part of this design, as it is your desire, so that you take responsibility for your actions. You shall not be a God, for you would reject such a position, but you will be part of the make-up of the Guardians that you wish; to administer your laws of non-interference, as an intermediary between the ephemeral and ascended. Your Guardians will be between the two, and may interact, but only upon the conditions that you set forth. Then, when eons have passed, we shall see if this has been a wise course for you.’*

‘And, what of your promise?’, asked Saeros.

‘I shall keep it. You shall be the first and the last, as agreed.’

Then Saeros returned to sleep, awaiting the evolution that would further him on his journey. The Zorian Empire would be re-established in its normal position, slightly segregated from normal time, until the rest of the New Reality convalesces around it, so that the peoples of the New Reality can interact with it at an appropriate stage, and in the meanwhile, Saeros will lead the human and human-like races into prosperity, and forge a new Saerosian Empire out of the nothingness.

Chapter X: A New Beginning, The Dark Times

Guardians can freely mate with other higher forms of life, such as that existed before the Universe, or some lower forms of life. Because of the mating that created Chronos, and the other horrors and abominations that festered in this part of the history of the cosmos, a pact was made by which no ascended being may mate outside its own kind, or outside its level of existence.

In this time, the *Great Pact*, formed by The Guardians, the Imandi, and other cosmic beings, made the creation of any such *further* horrors impossible, and simultaneously settled both the *roles* of each Guardians, and the *Rules of Cosmic Balance*:

'Rule One: No lone ascended being shall assist an ephemeral to ascend.' (White)

'Rule Two: No ascended being shall use or cause their powers to be used on an ephemeral.' (Silver)

'Rule Three: Should there be any motivation to permit a violation of the second rule, only a majority agreement of the Guardians may permit this act.' (Red)

'Rule Four: Should an ascended being wish to allow an ephemeral to ascend, a majority approval of his class of ascended beings may permit that act.' (Red)

'Rule Five: No ascended being may use their divine powers directly in the mortal spheres, but may use them as desired in the upper spheres, or in their celestial realm.' (Silver)

'Rule Six: No ascended being shall attempt to bring down or radically alter the established laws of reality. (White)

'Deviation One: In accord with these rules, it is permitted for an ascended being to act in a way with ephemerals that that being would have been able to do as a normal mortal being, however if this causes too much alteration to the equilibrium of the mortal realm, either local or universal, then that being may be punished for that transgression.' (Black)

'Deviation Two: A merely ascended or partially ascended being is also permitted to re-assume their original, mortal form, however they may not use knowledge gained from their ascension unless there is some way that they had gained, would have gained, or do gain, access to that knowledge as a mortal.' (Blue)

'Deviation Three: An ascended being shall be permitted to act to save the lives of their followers, but only if those followers call upon that ascended being for aid.' (Gold)

'Deviation Four: An ephemeral may petition, or contract directly with any higher being, and the terms of that contract, as long as the ephemeral elicits or fully agrees to the terms, may be permitted. Followers, or those ephemerals that are in service to ascended or higher beings, may channel the energy of the beings that they worship or to which they devote their service.' (Blue)

'Deviation Five: A higher being that desires to be a deity shall be permitted one ephemeral contact per planet, to whom that being may appear and present their religion. Should this fail, the higher being must wait one cycle before making a new attempt. Should that ephemeral agree, they may become the prophet of that higher being and both seek out new followers to worship that being, and channel the powers of that being to show that the being exists.' (Black)

'Deviation Six: An ascended being shall be permitted to locally or universally alter reality of the ephemeral spheres, if that power is channeled via an ephemeral follower of that being.' (Gold)

Guardians

White: Light and Law (L-G/E) / Light

Red: Truth and Justice (L-N) Earth-Acid

Silver/Grey: Balance and Equilibrium (N-UNAL) / Fire-Heat

Black: Chaos and Darkness (C-E/G) / Darkness

Blue/Crystal: Dreams and Fantasies (C-N) Water-Cold

Gold: Life and Reality (M-A-Equal) Air-Electricity

The closure of *The Dark Times*, signified the opening of the current cosmic era, and the origins of the most ancient empires in this reality.

Chapter XI: The Fledgling Empires

Saeros had a hand in the creation of Gallifreyan and Alterran cultures. He refused an active role in the development of the Alterran race, and they took only his counsel. With the advent of the Orion faith, which developed into a frenzy that cared less that people followed its tenants and only that people were part of the faith, war broke out among the Alterran people, and they abandoned the wisdom of Saeros. He left them to their fate.

And so Saeros settled upon the new planet, around a small star in the constellation now named Kastoberos. He aided the people there and founded a Kingdom of Sorcery. There, the people learned his arts and powers, developing their mental abilities, and learned to see into time itself. That planet came to be known as Gallifrey, and upon it was fixated a temporal rift: The damage left behind by the emergence of the Voidship of Saeros in the long past as he slumbered. The people there, although human-like in appearance, developed a somewhat different metabolism.

After millennia of structuring their society, Saeros turned over his authority to his wife, a lady of that people, who had lived for ages by imbibing the Elixir of Life, which was made through the alchemy that Saeros taught to them, using the internal fissure on a neighboring planet of Kahn. The new Lady reordered it under her own designs as time progressed, and Saeros watched from the shadows.

During this time he also searched The New Reality for all forms of life, and as species developed, he visited them. As each grew in mental capacity, Saeros frequented them and Saeros taught, and both worked with and learned from them, increasing his own knowledge with alien ideas. Only human-like races were under his claim as Emperor, thus any non-human-like race was treated as having fully autonomous rights, and Saeros did not meddle with their political affairs. In fact, at this time, Saeros was weary with Rule, and he set forth to become a mentor to other races; a friend and an ally, rather than their Emperor.

On Gallifrey, the Ruling Matrons were formed as an Elite, made up entirely of women, and they nearly entirely banned science on Gallifrey, although such that was still permitted was under their constant watch. Much of the work that Saeros had done was overturned, and chaos was sure to follow. The Matrons of this new regime ruled for many thousands of years, until the ancient teachings that Saeros left behind were rediscovered by some of the people there. One of these, Rassilon, sought ever to revert to a scientific society, and through hundreds of years of reform and restructuring, used his newfound political power to change their society forever.

So it was that Rassilon did journey into the black void, which Omega had wrought. There he did find there The Eye of Harmony; which he caused to be brought to the world of Gallifrey, so that things should neither flux, nor wither, nor change in state under his Dominion as the first Lord President of the new Elite; and he did exile the old Sisterhood and their Seers, who in their own turn thereafter resided on Kahn. Thus, Rassilon brought new order to that people that Saeros had started, and he did create the first time travel vessels in the New Reality. He has asserted himself, and reordered Gallifrey once again. At first, the people of that race went abroad: They would capture other alien creatures from across space and time, pitting them against each-other in a special arena, the Death Zone.

As the people of Gallifrey went further abroad, and the ideals of Saeros were reinstated, although perverted through the long years of his absence, they worked with some of the more advanced races and were worshiped as gods. Even as the people of Gallifrey explored space and time, they did come upon the Great Old Ones, beings that were accidental remnants of The Old Reality, who had survived by some means, like Saeros himself. One of which, The Lord of Vampires began long war that nearly destroyed Gallifrey and destroyed many worlds, absorbing their people on the way into the Host of Vampires. Thus did Rassilon conceive to build Bowships: Mighty vessels that could fire a great bolt of steel, as only by piercing the heart of these abominations could they be utterly destroyed. In the long war that followed, the Time Lords of Gallifrey hunted these Vampires down to the very last one; yet when all was over, and the bodies were counted, the King

Vampire, Greatest and Most Malevolent of them all was not there. He had vanished from all space and time. So it was, after all this, that the Time Lords were sickened of violence forever, and they abolished The Death Zone, under the command of Rassilon, who made therein his Tower, wherein lie his Foundry and his Workshoppes.

Now knowing what alien races existed, and how horrifying they were, Rassilon there perceived of a greater divergence that would in time evolve to rival the people of Gallifrey: Being so powerful and terrible that the thought of them drive him mad. Therefore, Rassilon sought to create his Web of Time, which the Time Lords of Gallifrey would govern, so that they would limit such races from ever developing. The design was however, flawed, as even Rassilon could not conceive how to cover all of Reality with his Web of Time, so it was limited in ways that protected Gallifrey from beings evolving that strayed too far from a humanoid template. Therefore, much of the humanoid life in the Universe owes its form to the wisdom of Rassilon, and the teachings of Saeros, Emperor of Mankind.

Chapter XII: Emperor, of Nothing

Saeros relocates to a world where human life has developed in a far-away spiral galaxy, in close proximity to two other spiral galaxies. He causes the momentum of these three to change so that in time, they will intersect and join together.

Little else changed on Gallifrey, as they were still the rulers and enslavers of other cultures and planets: It was only when the Minyan people, who treated the Time Lords as their deities, ended their own planet, obliterating their society in a civil war, using technology that they received from their 'gods', that Rassilon declared an ending: Gallifrey would not interfere with other species at all, unless it was of an absolute necessity to the survival of Gallifrey. Thus, they did become an insular people, and observed the unfolding of the Universe.

By this time, Saeros had moved on to another galaxy, and found a new planet, Alterra, whereupon He began teaching the people there, creating a new, structured society. He had perfected the art and science of Alchemy while on Gallifrey, but seeing what had transpired, he did not teach all of its principles to that people, who had developed their mystic and psychic potential to unimaginable heights. On Alterra, Saeros again taught, and helped build a new Empire, however in this he acted as a guide and counselor, not yet wishing to start again the Saerosian Empire.

The Alterran people were almost identical to the human-species of the Saerosian Empire of the Old reality, and even their genetic template had few differences. Thus Saeros taught them of all the subjects that Saeros did know, and over time, three ideals emerged from this, which far later caused a rift in this people, but as they developed and learned, Saeros would depart to teach people on other worlds, seldom returning.

Chapter XIII: The Empire, Resurrected

It was on the world of *Lai* that he found his next chosen: There, the humans that were evolving were treated as slaves by the Kzfudhum. Saeros therefore went to these human-like people, who had nearly the same genetic template as the Alterrans and worked his great labour in secret, teaching them of alchemy and sorcery and biomancy and of science and finally technomancy. Through his aid, these people overthrew their oppressors, enslaving them under a new Sorcery Kingdom, where Saeros would rule as Emperor.

The early Saerosian Empire is primarily rural, on the world designated Markano'Saeroa. The people accept Saeros as their Emperor, with promises to teach sorcery, science (including alchemy) and to share his wisdom and knowledge.

Thus another empire containing Human-like life was in the New Reality, and as his mind perceived this, Saeros was pleased, as part of the Zorean Empire had been of his Third Saerosian Empire: All the human life was under his regime. Therefore he directed that expansion would be directed toward this area of space that before he had deemed unsuitable for expansion; and the people did as he commanded, and planets were seized that were on the route to this place, just as the expansion continued outward in other directions.

This new Great Fifth Saerosian Empire grew in power, and as it reached the capacity for inter-stellar flight—long after Gallifrey, but before Alterra—and even as it began making colony worlds orbiting other stars, the ancient Zorian Empire that had been in its own pocket of reality, segregated from the rest of the New Reality, was solidified as part of the New Reality. All the memories of its people changed to fit the new facts; the mystic items—save the relics and artifacts—and the ways of mystic power from its Old Reality sublimed and transformed to adapt to those of this New Reality: The Mystic Laws that it is said Saeros had a hand in shaping, when reality was young and the influence of a strong, solitary mind could do such things.

In this same galaxy, Eldrian refugees (exiles) settle and begin to form their own planetary Collective, later to be known as the Altrast Star Empire, and ruled over by a matriarchial family line, noted for their violet eyes. The people here are advanced in mystical (but not psychic means, however by law, their ruler is forbidden from using any form of sorcery ('None may possess absolute power as both a ruler and a mystic'), and another group of humanoids, already advanced-enough to have star travel found the *Ordi*, founders of *The Ordasian Federation*. This Federation is more anarchic, and deals in trades that give them science, or mystic knowledge, living luxurious lives. (Most in the Ordasian Federation are either artisans or brokers.)

Every day, The Emperor did command groups of ten workers to enter the field, and on each, he said 'You alone must lift this stone. Should you Fail, someone you love will be killed.', and the single man or woman would be brought before a rough stone column, 10M x 2M x 1M made of a dense, black rock, laying on the ground, clearly beyond the ability of any small group, let alone any single person to lift.

Time and again, people tried and failed to lift the huge stone, and many saw their loved ones killed; the people of this time thought their Emperor a cruel tyrant, and many tried to rebel. Some who came close to success were rewarded with high offices, and others were killed, or imprisoned and their families tortured and executed before them.

Over the generations however, the survival instincts, and the continual pressure forced the people to develop abilities far ahead of their time, until many could lift the stone, by the power of their minds, be that via by science, power of will, mental aptitude towards the mystic arts, or with no more than sheer mental force.

When this was achieved, those who could do this were made the elite, ruling caste, and those who could not, who developed their own traits over time, were given casts best suited to their talents, and it is from these people that we all descend.

The original stone was broken into pieces, and one piece was gifted to each of the original families of the ruling caste. It is said that these fragments are still relics of those families, and are sacred, as they contain the blood and souls of their ancestors.

Over the next seven-thousand years, this society grows to other planets and outside the Galmenzia sstar system. An established set of laws, founded early-on, bans Atomic Weapons, and strengthens learning by developing a technocratic caste system, wherein people learn from colleges dedicated to the ideals of The Mystic, The Scientist, The Artisan, The Military, The Physician, The Arts, The Divine Orders, The Labourers, The Rulers, and The Others.

The system includes hierarchy for rulership, and a standard structure for each caste, based on the needs of each. Mystics are grouped into eight degrees (entrants having no degree); degrees are based on ability, with entrants able to use Cantrip level, 1st-Degree magic, and 2nd Degree magic. The Second Achievement is for those who can wield 3rd through 4th Degree magic, the third for those who can wield 5th through 6th degree magic and so on.

- 1st Degree of the Caste of Mystics: Spell Degrees 0-2 (Initiate Mystic)
- 2nd Degree of the Caste of Mystics: Spell Degrees 3-4 (Lesser Mystic)
- 3rd Degree of the Caste of Mystics: Spell Degrees 5-6 (Mystic)
- 4th Degree of the Caste of Mystics: Spell Degrees 7-8 (Expert Mystic)
- 5th Degree of the Caste of Mystics: Spell Degrees 9-10 (Great Mystic, first Zhen)
- 6th Degree of the Caste of Mystics: Spell Degrees 11-13 (Expert Mystic, second Zhen)
- 7th Degree of the Caste of Mystics: Spell Degrees 14-17 (Grand Mystic, third Zhen)
- 8th Degree of the Caste of Mystics: Spell Degrees 18-20 (Supreme Mystic, fourth Zhen)

A similar system is devised for Psychics, who operate under the Caste of Scientists. These are a sub-caste, who wear pale blue and emerald green.

To qualify for a Degree and Title, a member of the Caste of Mystics must be able to use these powers with skill, precision and some degree of regularity. The Military is split between officers and non-officers, based on credentials, experience and command ability, with each having its own structure of command.

The Physicians are split between BioDocs, including those studying internal medicine, external medicine, genetics, and biochemistry, and PsyDocs, who focus on ailments of the mind, and all mental advancement. This early understanding of the body and mind allows the development of Psychic Potential in this species. These are assigned pale green (the colour of the sky) for their caste colour, to represent the lofty goal of saving lives.

The Caste of Sciences includes quasi-medical sciences, but not those people who practice medicine directly (e.g. it includes genetic researchers), alchemists, engineers, xenoscientists, and any who study science for the purpose of academia, but not for the practice of medicine on another being or for the arts. These are assigned pale blue as their caste colour.

The Caste of the Divine Order is permitted to establish religions and cults as it requires, but forbidden from any acts of war based on their religious beliefs *within the Empire*. These are assigned white as their caste colour, to indicate spiritual purity.

The First Imperial Expansion: Eventually, the Empire expands, encroaching on the territories of other worlds. Some join the Empire willingly, accepting the offered advances, and others try to make war on the Empire and are conquered.

Chapter XIV: Infertility

The Second Imperial Expansion: As the Saerosian Empire grows, it begins to expand into space claimed by the Ordasian Federation and the Altrast Star Empire. The Ordasian Federation signs an accord whereby they are free to govern themselves, and will not expand further, in exchange for the ability to resell Saerosian sciences (including sorcery) to other civilizations outside of the Saerosian Empire, for which they will pay a commission back to the Saerosian Empire based on their sales.

The Altrast Star Empire however, takes a war footing. Their ruler at this time, The Felenzia Kadriana, sends a dispatch to Saeros in order to reach some terms of boundary between their Empires, and Rules of Engagement for the potential war to come. Saeros responds with flat rejection, and suggests that Kadriana meet with him on Merkano-Saeroa to discuss a potential peace, or terms of surrender. The dispatch guarantees safe passage to Saeroa, and safe passage back to Miyna, the ruling seat world of The Altrast Star Empire.

Kadriana studies Saerosian law, and accepts the proposal, travelling to Saeros. On her first meeting, she lays out a challenge: The Imperial Game, The Game of Emperors. She will play Saeros, and the victor surrenders their Empire to the other. She is a brilliant tactician, and this game (originating on Gallifrey and propagating throughout the cosmos) is well known to her. Saeros partially agrees, but insists that she must play a game with each manifestation of his mind, and the victor of the most will be the victor of all.

Not sure of what this may mean, but happy for a variable spread, reducing the luck of playing a single game (as per tradition to win a planet), she agrees.

She faces each aspect of Saeros, including those locked away: Wrath, Greed, Lust, Jealousy, Vanity. Laziness,

In the end, Saeros wins, spending many months with Kadriana and gaining much respect and admiration for her.

He offers to marry Kadriana, and unite the empires: She accepts and the Empires unite. The restriction on her use of sorcery is removed. Some laws of her empire are added to Saerosian law, which makes up the New Saeroian Law.

Saeros cannot have offspring with her, as she is of another species and not ascended, and not a Guardian. She wishes for children.

Saeros makes a special plea to the Golden Guardian of Life & Creation. She allows Saeros to mate with Kadriana, but the children must be of mortal kind.

Even so, the union is difficult. The first child is stillborn, because of genetic incompatibility. Many years pass before they try again.

Saeros uses alchemy and mystical powers to ensure that the next child will survive. This child does live: A girl, who they name Kaalana. Unfortunately, because of the powers used, to fulfil the Equivalent Exchange, the child is born with a genetic defect that would prevent her from ever having children. This girl, Kaalana, eventually marries Mathurs, but being unable to give him heirs, he eventually dissolves the union.

Kadriana wishes to try again, so that they may establish a lineage beyond themselves. Working on Kadriana herself, and changing her own genetic structure to permit full compatibility, Saeros and Kadriana finally have a son who is not prevented from having his own offspring. This is the last of their children, and Kadriana is harmed by the experiments, robbing her of her mystical abilities, and therefore, of her immortality.

Saeros wishes to permit Kadriana to ascend. This is not possible for her as she is, and he tries to persuade the others to allow it. He strikes a deal with them, offering to relinquish his control over the Empire to his heirs,

should they permit her to ascend. This agreement is accepted, and Kadriana is offered ascension. She refuses it at this time, stating that she wishes to remain with Saros until her last breath. She lives another one-thousand-two-hundred years, until, old and feeble, she perishes. In this moment, black and white energy, coupled with golden light, surround her. (If she ascended is not known.)

Chapter XV: Passing the Torch

Saeros offers his seat to his son and daughter, hoping this will save Kadriana, and his son (Datario), who wishes to honour his now deceased mother's wishes, that the children of Saeros become strong and worth successors, accepts it, and becomes Emperor Apparent, but also in line with the wishes of his mother, and seeing that e, in his state of deep grief, is not fit to take up the Fist of Saeros and the new Emperor, appoints and invests his eldest daughter (Saerena) as Empress.

Passing up her chance at the throne, knowing she would not produce any further Imperial Houses, and seeing her mother's fate, Kaalana seeks out aid to ascend, and eventually achieves ascension.

Thus, each of the line of Saeros would be a Lord (Zanahar) or Regent (Zanzhe) or Queen (Zana'fel'enzia) of the Saerosian Empire; and Saeros did grant to each of his line a prominent role, as The Sorcerer Kings and Queens of the Saerosian Empire, as they all possessed great mystic powers from his line, as well as his temporal affinity and affinity with ley-line matter.

To each was given a star system, planet, or even galactic sector to rule, as Saeros saw fit based on their abilities, and the planet Lai was the centre. All of these Imperial segments were as states, given certain autonomous rights, but still under the direct dominion of The Emperor of Mankind, and each of these states was given its own region of land on Lai, so that its people would have space on the Central World. The greatest space was for Saeroa, divided in Northern and Southern parts, and each part had installed a Demi-Regent who acted for The Emperor in local matters, and they in turn, bore their own offspring, forming the *Great Houses of The Imperial Caste*, and the members thereof.

The other nations, which are all part of the Fifth Saerosian Empire each had a Demi-Regent as well, who received his authority from the Reigning Regent that ruled the associated section of space, who in turn received authority from The Emperor of mankind. Yet, as the expansion reached the Zorian boundary, any areas that had people still under the Third Zorian Empire were returned to that authority, ruled from Saeroa by the Emperor of Mankind, and a new alliance was again formed between all the people under Saerosian and Zorian space.

Chapter XV: The Saerenan Empire

As the expansion continued, the Saerosian Empire encountered other species on other worlds. Some made war, others worked with the people of Saeros, and formed treaties and cultural exchanges, and worked together in arts and science and on the occasion, in the mystic arts. The Saerosian people have always been the Greatest in Mystic Power of all the Universe! The true developments in Alchemy Mystic Engineering, and Biomancy spawned out of these cultural exchanges, and thus the Saerosian Empire was strengthened by its alliances, and could easily overcome any rival in war using mystically and alchemically, and even psychically empowered technology.

Chapter XVI: The Paradigm Shift

Chapter XVII: The War of Dimensions

Chapter XVIII: Exile

Chapter XIX: The Legacy

Chapter XX: The Alternative Factor

Dominions, Regium, Systems, Planets, Regions & Major Cities and Points of Interest
in the
Great Saerosian Empire

Saerosian Time and Calendar:

All planets in the Empire, no-matter how they rotate, adhere to the *Imperial Time Format* and the *Imperial Year System*. Many also have a planetary calendar for tracking local-months (*Me'al'u*), with their own definition of the length of a day, month and year, as outlined for each planet.

Time in The Saerosian Empire is measured in *Spans*. Segments of time that compose days.
The calendar format is **EE/MM-#HX-YYYYYY-MM-DD-SSSSSS.S.S.S.S**

Empire / Epoch

E is Epoch, divided between major changes in the structure and ordering of the cosmos, starting with the Beginning Times (00), the Dark Times (01), the Settling Times (02) and the present Epoch (03).

MM is for Empire

An Imperial era or a *Dynasty of Imperial Power*. The First Dynastic Era (00) is the beginning of the Fifth Empire; the Second Dynastic Era (01), under the rule of Saeros, is the Era of Great Expansion, and this is where the Empire starts to span more than one galaxy. The Third Dynastic Era (02), starts with the union of the Saerosian and Altrast Empires, The Fourth Dynastic Era (03) beings when Saerena assumes power and the Fifth Dynastic Era (04) begins after the Downfall of Saerena.

Age, Year, Month, Day and Timespans

#HX is the Age, and is hexadecimal. An Age lasts 100,000 years.

Y is Year, beginning at zero, and running to year 99,999 for decimal.

M is Month; an Imperial month is decimal, and there are ten Imperial months per Imperial year.

D is Day; there are 350-Days in the Imperial Year, with 35-Days in each month.

S is Span; There are 56-spans every Imperial Day

Years are this formatted like this: For the Settling Times, First Era, 12th Age, Year 12,653, 7th Month, 21st Day, and at the span 18.4530 looks like this:

02/01-0B-12653-7-21-18.4.5.3.0

We will compare the value of time to normal time 'on Earth' for your convenience.

For game reference, a span is about ½ -hour. There are 56 spans per day, or around 28-hours.

The decimal portions of the spans are valued as follows:

Decispan (1/10th or 0.1 span) is about three minutes; There are five decispans per *turn* and *three* rounds per decispan.

Centispan 1/100th of a span, or about 18-seconds. This is equated to a *segment* in game mechanics, although a segment may be 15 seconds, as it is the closest decimal approximation.

Millispan (1/1000th or 0.0001 span) is about 1.8 seconds (2 seconds)

Octal Calculations

By the time that Saerena assumed power, the Illumerian culture has become merged with the Saerosian Empire. In an attempt to reaffirm some of the sweeping changes of her reign, Saerena changed the mathematical base for the entire Empire into Octal, rather than decimal. Before her reign, the Illumerian society used Octal math, and some Regiums used Octal, or a combination of Octal and Decimal. Thus, some time periods use only octal math, and some Regions and Regiums in other time periods exclusively use Octal, while others use decimal. In these cases, even the Age, which is normally represented in hexadecimal format, is represented as Octal, and allows three digits (000 to 400).

As octal calculations do not work well with decimals, a secondary system was devised for fractions of a span. Some of these temporal measurements were already in use to define small amounts of time, and were concurrent with decispans, millispans, etc, but defined specific lengths of time that were not necessarily relational to their decimal equivalents. Half a span was a common term, and halving it repeatedly, or quartering it, resulted in alternative time measurements that were easily compatible with the later, octal formats.

In Octal Time

A year consists of (o)536 days.

Months are not used, so only days are tracked in this format.

A day consists of (o)70 spans

A span is (d)30 minutes

A $\frac{1}{2}$ span is about (d)15 minutes.

A $\frac{3}{4}$ span is about (d)11.5 minutes; around one *turn*.

A $\frac{1}{4}$ span is about (d)7.5 minutes

An Ospan (1/8 span) is (d)3.75 Minutes

A 1/2 Ospan (a 1/16 span) is (d)1.875 minutes

An Uspan (A 1/32 span) is (d)0.9375 minutes (or one *round*)

A $\frac{1}{2}$ Uspan (A 1/64 span) is (d)0.46875 minutes

A Ispan (a 1/128 span) is (d)0.234375 minutes (about (d)13.5 seconds, or one *segment*)

A $\frac{1}{2}$ Ispan (A 1/256 span) is (d)0.1171875 minutes (about one *half-action*)

An Espan (a 1/512) span is (d)0.05859375 minutes

A $\frac{1}{2}$ Espan (a 1/1024) span is (d)0.029296875 minutes

An Anspan (A 1/2048) span is (d)0.0146484775 minutes (or slightly under one second)

Saerosian Weights and Measurements:

Dso'men, the base measurement, is approximately equal to one meter (1.093M). In game terms, one hex of movement, and each single unit of range when calculating spell or other distances is in *Dso'men*.

Saerosian Key Planets:

Galmenzia Star System

Planet Saeroa

This planet has an unusual upper-atmospheric composition that diffuses and reflects red-spectrum light. From orbit, the planet appears to have a ruby halo, the seas have a violet tinge, and the landmasses have a fiery appearance. From the ground, the skies have a green appearance, and blue to green colours are enhanced. A *Galmenzial Cycle* is from the rising of Galmenzia to the setting of Galmenzia, not including twilight (*Erevnostis*). A *Galmenzial Orbit* occurs every 19,600(d) spans and is called an *annua*.

Satellite One, Sesperzium: This red moon appears a washed-out pink-white from the surface of Saeroa, and vibrant, blood red from orbit. A *Magential Cycle* is from when this is visible in the sky to when it is no longer visible; a *Magential Orbit* is one revolution of Sesperzium around the planet Saeroa, which occurs every d358 (o546) Spans.

Satellite Two, Zaeterus: This green moon appears a virilinium green from the surface of Saeroa, and pale-green from orbit. A *Virius Cycle* is from the appearance of Zaterus in the night sky, to when it is no longer visible. A *Virius Orbit* is one revolution of Zaterus around Saeros, which occurs every d716 (o1,314) Spans.

Regions

Cities

Barakh'galeon: The Northern Capitol of the Saeroan Regency on

Androst: The Capitol City of the Tannysar Regency on ; the Imperial Mausoleums and Necropolis of *** is located on the outskirts of Androst.

Saerosian Imperial Hierarchy

Social

Emperor / Empress
Emperor Vocalis (Emperor in Power, but not in name)
Emperor Apparent (The legal claimant to the Imperium)
Imperium Seate Vacante (Ruler w/o an Emperor)
Emperor Defacto (A Regenta who acts as Emperor for his Regium is no Emperor exists)
Regenta Imperium (Ruler of Multiple Dominions)
Regenta Dominion (Ruler of an Imperial Dominion)
Regenta Minoris (Ruler of a Sub-Dominion)
Ruling Lord / Lady (Ruler of Kingdom)
Magistrate / Sentor
Lord / Lady / Ambassador
Governor (Regional Governer)
Administrator (City Administrator / Mayor)
Squire (Speaker of the People)
Citizen
Citizen Alien
Servitor
Non-citizen

Castes

Ruling (Black) [Imperial]
Soldier (Red) [Military]
Scientist (Pale Blue) [Sciences & Psychics]
Mage (Violet) [Mystics]
Medical (Sky Green) [BioDocs & PsyDocs]
Commoner, Labourer, Merchant, and Finance (Yellow) [Mercantile]
Divine Servant (White) [Divine]
Architect / Craftsman (Royal Blue) [Artisans]
Servitor (Grey)
Alien-Visitor (Silvery Grey)

Military

Officer

Legion Commander/ Swordmaster General
Brigade Leader / Swordmaster Commander
Regimental Commander / Swordmaster Primo
Legionnaire / Swordmaster Secundus
Tribune / Swordmaster Tercio
Commander / Swordmaster
Marshal
Centurion
Century

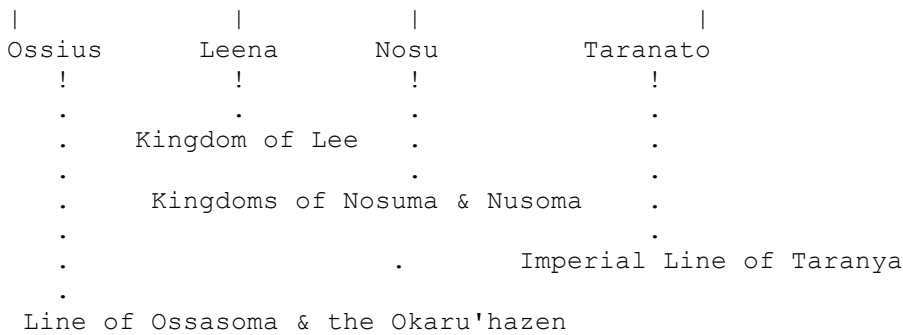
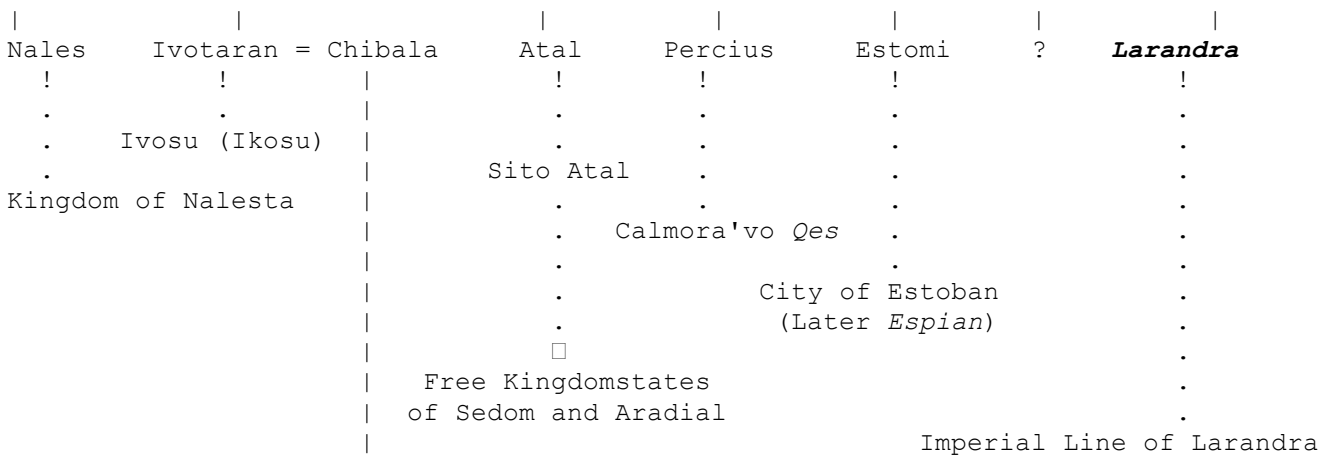
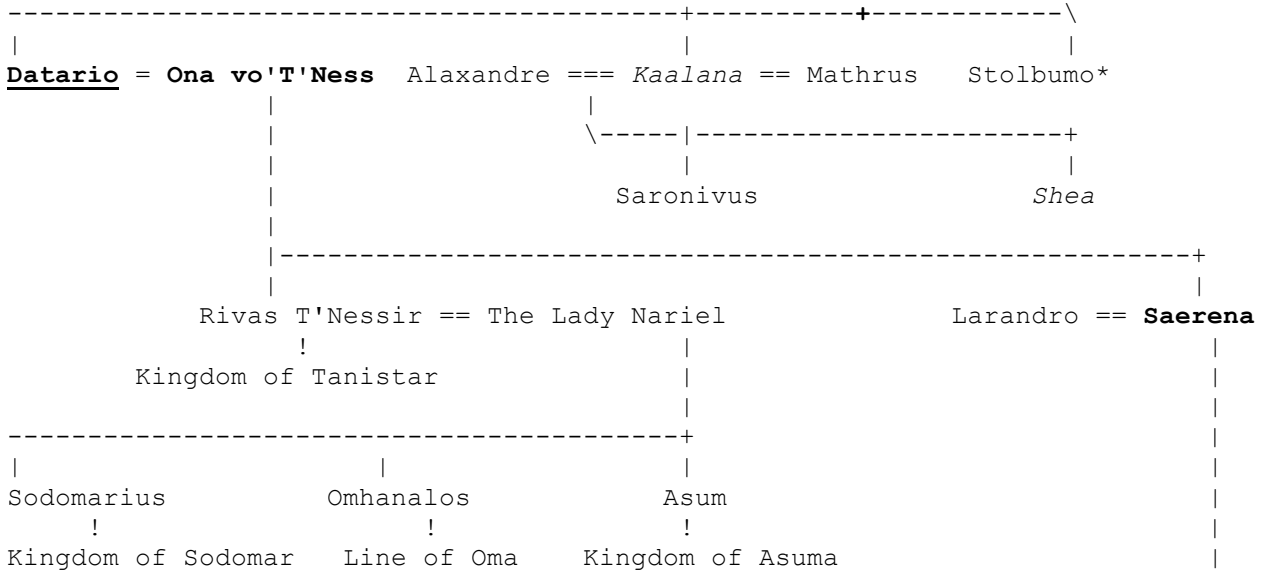
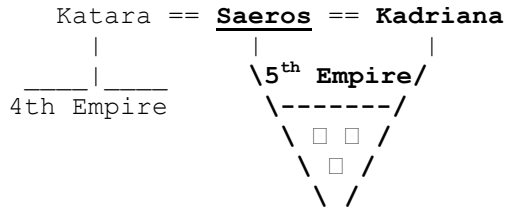
Enlisted

Infantry Commander
Infantry Leader
Insignia / Warrant Officer
Squadron Commander
Squadron Leader
Soldier Primo / Cavalryman Primo
Soldier Secundus / Cavalryman Secundus

Degrees of Achievement, and Hierarchy in Castes

- 1st Degree of the Caste of Mystics: Spell Degrees 0-2 (Initiate Mystic)
- 2nd Degree of the Caste of Mystics: Spell Degrees 3-4 (Lesser Mystic)
- 3rd Degree of the Caste of Mystics: Spell Degrees 5-6 (Mystic)
- 4th Degree of the Caste of Mystics: Spell Degrees 7-8 (Expert Mystic)
- 5th Degree of the Caste of Mystics: Spell Degrees 9-10 (Great Mystic, first Zhen)
- 6th Degree of the Caste of Mystics: Spell Degrees 11-13 (Expert Mystic, second Zhen)
- 7th Degree of the Caste of Mystics: Spell Degrees 14-17 (Grand Mystic, third Zhen)
- 8th Degree of the Caste of Mystics: Spell Degrees 18-20 (Supreme Mystic, fourth Zhen)

Royal Houses and Regents of the Saerosian Lineage



Key
Emperoro/Empress *Empress Apparent* *Legal Heir*
 +Firstborn *Stillborn !Founded Regium

Caste Colours, Fashion, and Regulations

No-matter where a person is in the Empire, any citizen in view of the public is always required to maintain their caste colours in a manner that is easily noticeable and unmistakable. (Non-citizens are assigned silver as a colour, after registration for visitation.)

The laws on maintaining caste colour are not explicit in the manner of that display, nor do any of these laws deal with decency, morality, personal values, or aesthetics. In most of the Empire, a mystic could wear a bland violet uniform, a violet silk suit or shimmering dress, or the risqué could wear violet body paint or merely colour their skin violet, as long as they maintain the colour of their caste, and any associated commendation colours as defined in Saerosian Law.

It is essentially easy to deduce the base profession or ideals of any citizen, or at least the areas of their expertise, simply by looking at the colour of their apparel, or whatever method they choose to employ in displaying their caste and their caste commendations: A man wearing sky green with pale blue trim is likely a PsyDoc or a BioDoc with other scientific commendations, whereas a man wearing pale blue with sky green trim is likely a BioEngineer, or a scientist who has commendations, but not specialisation in the medical field.

Some Regiums, Dominions and lesser legal authorities may assert some requirements on the nature of appropriate apparel to wear in public, but such laws are few, and not enforced at the Imperial level. Some cities are well-known for the reverse, with people wearing transparent materials, Metapaint, or other colourations to allow a full look at their physique, often as a method of stating their preference for a non-restrictive lifestyle.

In the Ordassian Federation, only the extremes of fashion are common. If anyone is permitted to land on an Ordassian planet, they are likely to find a variety of lavish and risqué apparel available to them, for moderate to outright outlandish prices. Apparel with alternative function, from the mundane to the most esoteric is easily available and obtainable in the hedonistic Ordassian culture.

The only exemptions to requiring citizens to wear caste colours, in Saerosian space, are when the citizen is in their private residence, or participating in a theatrical performance of some kind where costuming is required. Furthermore, caste colours are not enforced inside any alien embassy, nor are they enforced in any non-Imperial space, even if that space is a city on an Imperial planet.

The Elite

*Black is their mask,
The stoic and ancient.
None has revealed,
Their past a mystery.
The Emperor's Word,
No more is required.
To know is to serve,
Their ultimate purpose.
Twelve do they number,
A thirteenth their leader.
Jet are their seats,
A circle of pillars.
Forgotten their names be,
Unseen are their faces.
Great power they wield,
For others intended.
Their great secret unknown,
As yet to discover.
Yet never to doubt,
Their intentions are noble.*

The Elite, or the *Imperial Honour Guard* are a mysterious group of twelve individuals led by a thirteenth individual. The twelve seem to have equal rank, and this *thirteenth* acts as their leader. Despite who is the present emperor or empress, these *Elite* take orders only directly from *Saeros, Emperor of Mankind*, although they may act on 'orders' given to them by other rulers, if it fits the interests and instructions laid down to them by *Zanaz Saeros*.

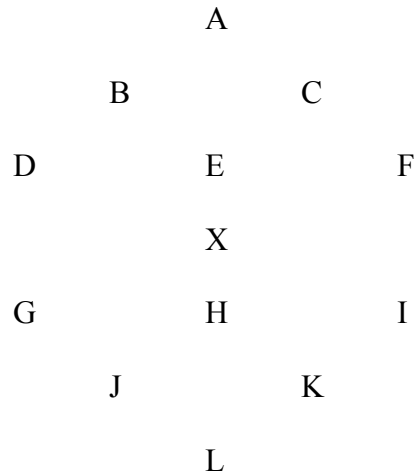
Despite any appearances to follow the orders or commands of another, they owe allegiance only to him. It is known that throughout history, some of the *Elite* have either retired or been killed, and replaced. The leader-figure however, has remained consistent, although no-one (possibly even among the *Elite*) knows who this commanding figure is.

The *Elite* dress entirely in black, and some of them may wear very small Adamantium decorations. They wear a chestplate that is glossy black, with matching boots, a hooded, flowing cape, and a reflecting, black mask. Many wear gloves, which also are black; the leading figure wears adamantium gauntlets of a very gothic design, which are either *The Skyfire of Saeros*, or a close replica.

It is said in myths that the twelve members were originally leaders, or powerful figures in various societies, gathered by Saeros to act as their own form of *senate*. Such legends often name specific societies from which this assembly was formed, with each having two or three members that compose the *Elite*

Even if this was once true, it is unlikely to still be accurate, as many of the civilizations to which these seats are accredited have been long lost; it may otherwise be that these were members of the Saerosian Empire originally chosen as delegates or representatives within these other societies, charged with the handling of Imperial relations, or possibly assassinations or other duties in allied, or neutral, alien cultures.

12 Seats



A = Atlan
 B & C Atlan
 E = Ilumin
 D & F Ilumin
 L= Orion
 J & K Orion
 H= Sero
 H & I Sero
 X=High Seat

13 Symbols
 13 Columns
 Forrest with Rings (Obelisk)
 Code Names

A = Tabus Lama (Saeroa) Psychic 14/Telemechanic 9 Alchemist 10
 B = La'mat Androse (Saeros) Psychic & Alchemist
 C = Janus Virum (Larandra; South Saerosa) – Sorcerer 10 (Air+Light)/Wiz10 (Evocation)
 D = Nero Tanosa (Tanysar) – 637-year old man; Psychic 15 Telekinetic 14/ESP 12/Telepathy 10/Telemechanic 6/Psychic Engineer 10
 E = Kara Matalori (SW Saeroa) – Magician 12/Psychic7 Empath 6
 F = Nora Selym Emara Virilinium (Larandra) – Mystic Engineer 18
 G = Qam Tok Mar (Taranya) – Psychic Warrior 14
 H = Sepma Lam (Taranya) – Alchemist 11 Alchehestrist 6
 I = Kalos Nar () – Alchemist 10/Scholar 6/Alchestrist 2
 J = Mit Shu () – Scientist 14/Artificer 3
 K = Salek () – Very powerful and ancient mage (Sorcerer 20 Ice+Light & Wizard 12).
 L = Nirim Chal () Psychic Detective 15 – Telepath 12 Empath 5
 X = Mysterious Leader Figure... Could it be Saeros? Or the Taranyan Emperor? Or somebody else? – Mastermind/Alchemist/Alchehestrist/Sorcerer (Air+Darkness)??? Has the 'Gauntlets of Skyfire'.

Saerosian Space

The Tri-Spiral galaxies: A trip of spiral-arm galaxies that meet toward the centre, like a set of three cogs, spinning in unison. The Saerosian Empire controls much of this space; the amount of which depends on the Dynastic Imperial Era.

The galaxy in which the Saerosian Empire originated is designated Trispiral-1; which is also where the Altrast Star Empire originated.

Nearby Empires, Enemies and Allies

The Kal-Sytal Coalition: A group of planets in the rim of the second trispiral galaxy. Prime interest: Mercenary forces for hire by any nearby Empire.. They maintain a tense neutrality.

The Altrast Star Empire: (after 03/02-000001.01.01.01.1.1.1.1, this is part of the Saerosian Empire):

The Ordassian Federation: A collection of nine star systems, in the first tri-spiral galaxy. They are very secretive, shielding all of their planets from visual and other scans. Their culture is known to be entirely hedonistic, and their main contribution is in the manufacturing and distribution of goods, particularly items that give some sort of pleasure or sensory interest, or decorative items. The Ordassians have a Patent Arrangement with the Saerosian Empire, in that any Patent that they hold is enforced by the Saerosian Empire, and they are paid royalties on anything made or derived from their patents even if done by a Saerosian citizen.

The Zorian Star Empire

The Transgalactic Shadow Force: A mercenary police, stationed primarily in the Second and Third Tri-Spiral Galaxies.

The System

The System is often a misunderstood concept to alien races, who largely depend on computers for massive thinking operations. While connected via the Subwave Network, and accessed via computer-like terminals, or Subwave access points, *The System* is a living network of minds, connected in perpetuity to the Subwave Network, and a portion of any minds connected thereto at any given time.

The primary functions of the system are to order data retrieval on the Subwave Network, and to evaluate the minds of others, usually those arrested on any allegations to determine guilt and intent.

Subwave Interaction

Every mind that is linked into the Imperial Subwave Network, including the perpetual metaconcert comprising The System, is used to facilitate data transmission and retrieval on the Subwave Network. As all Subwave signals exist as distinct waveforms in higher subspace realms, while it generally requires a transceiver and a computer system to transmit detect and retrieve information from these massive collections of waveforms, it was long-ago discovered that the human subconscious, and more importantly, the human *metaconscious* was better adept at finding actual information floating in a signal matrix that permeates an infinite dimension.

Whenever a user is connected to the Subnet, unused portions of their mind are used for a combination of data transmission, integration and retrieval procedures, overseen by The System, and for data processing, modelling and general organic computing abilities.

Because of the massive amount of minds connected to The System, and the enormous power of The System itself, very few ever notice that a portion of their mental faculties are being shared; the sharing never extracts knowledge, experiences of information from the user unless the user elicits to make that information available, and The System monitors all of the information exchanges to ensure privacy, while simultaneously reporting factual crimes to the appropriate authorities.

Criminal Scanning

Whenever a citizen, or other entity is accused of any crime by appropriate authorities, they are *assumed guilty until shown and proven otherwise*. In accord with this practice, they are sent to be scanned by The System, which actively reads their mind, memories and motives. If the System finds that they are not guilty, not competent to be guilty, or their motives were not contrary to law, they are released and compensated for the time that they have been detained. If The System finds that they are in fact guilty, competent, and committed the violation with intent, The System assigns their punishment accordingly. If a person successfully blocks The System from scanning their mind, they are judged ***Guilty By Presumption***, and The System assigns a punishment accordingly.

Persons judged Guilty by The System may request *Triad* (see *Saerosian Law*) and The System relays their request to the best three possible Triad candidates and the best possible Overseer for consideration. This is not the same as a *trial*, and is meant to permit the guilty party to *explain their actions, and atone for them*, rather than to find some legal trickery to evade justice. The *Triad* members selected determine what alternative means of atonement is permitted and appropriate, based on their wisdom and person purviews; *Triad* is a privilege in the Saerosian Empire, not a guaranteed right.

In order to receive a *triad*, the System must locate citizens who are willing to accept the duty of the *Triad* for the case and crimes of the accused, based on all available information and all ramifications of the crime. This is a heavy responsibility, and often it takes a great length of time to locate a suitable trio of *Triad* practitioners, and an appropriate Overseer. On some occasions, The System deems that the crime does not deserve *Triad* and may opt to refuse it.

It is good to recall that *The System* **is not a computer** when this happens: It is a collection of living, sentient minds, that are, or used to be human, or in line with human thought processes and ideals. Many of the minds connected to and comprising *The System* are ancient and wise, and some are detached forever from their bodies, having been part of *The System* for **many millennium**. They do not ignore or refuse request for *Triad* lightly, but they will outright refuse it for repeat-offenders of particularly high crimes, generally, murder (which in Saerosian law is completely separated from *assassination*) *incitement for rebellion*, and **treason**.

Alien Minds in The System

Some minds in *The System* are non-human. There are Illumerian, Altrast (Eldrian), Galloran, and other alien minds in *The System*. The composition of *The System* is (generally) as follows:

Human (Saerosian)	55.0%	550/1000	001-550 on d1000
Ilumerian	11.0%	110/1000	551-660 on d1000
Other & Mixed Heritage	08.0%	080/1000	661-740 on d1000
Eldrian (Altrast)	08.0%	080/1000	741-820 on d1000
Zorian	05.0%	050/1000	821-870 on d1000
Other Elven (Saerosian)	04.0%	040/1000	871-910 on d1000
Kelvaxian	02.0%	020/1000	911-930 on d1000
Human (Zorian)	02.0%	020/1000	931-950 on d1000
Zo'rani	01.5%	015/1000	951-965 on d1000
Other Elven (Altrast)	01.0%	010/1000	966-975 on d1000
Galloran	00.6%	006/1000	976-981 on d1000
Etriarri	00.5%	005/1000	982-986 on d1000
Other Alterran	00.3%	003/1000	987-989 on d1000
Kal-Sytali	00.3%	002/1000	990-992 on d1000
Eldrian (Zorian)	00.2%	002/1000	993-994 on d1000
Other Elven (Zorian)	00.1%	001/1000	995 on d1000
Ordassian	00.1%	001/1000	996 on d1000
Human (Outworlder)	00.1%	001/1000	997 on d1000
Dûrrioweth (Zorian)	00.1%	001/1000	998 on d1000
Dûrrioweth (Altrast)	00.1%	001/1000	999 on d1000
Camdolian	00.1%	001/1000	000 on d1000

Notable Saerosian People and Organisations:

Mister *Kal Simeond*, founder and operator of *Simeond Transgalactic*

Simeond Transgalactic Companies

Metapaint

Cybernetic Solutions

HoloTech Transgalactic

Maltasar Coordinator, Lord Maltasaristrovanalonus of the CIA) : Imperial BioVizir of the 5th Degree,; now Regenta Minoris of () and () and Ruling Lord of ()).

Regenta Minoris, and *Ruling Lady Nariel T'Ness 'r* of the *Tannysar (Tanistar) Regium*.

Swordmaster Commander Keltar Zevriux; Commander of the *Prime Fleet of Atal*, from Sito Atal, as of 03/03-00-018319-07-23-16.9.3.1.7

Midras Valmo. 2nd Degree member of the Caste of Arts & Architecture, works for *Almastic Studios*.

The Statue of Imagination is an immense, 100M tall statue of white marble that is, when viewed at close distance a compound mess of abstract shapes, but when viewed at a great distance, at sunset, is a beautiful woman lit by fire.

Soldier Primo, now Imperial Bio Subhech T'Val Mathras

Notes on the Zoraec and Saerosian Languages

Origins

The Zorian species did not originally have a pronounced language, communicating with a form of telepathy that broadcasted both imagery and harmonic resonances. These resonances were intrinsic to the background of reality, and are essentially sonic keys, with vibration patterns that are self-defining.

The Zorian species used symbolic references in writing, assigning each to a primal constituent pattern, and used them in communication. Over the course of ages, as the Zorian species interacted with other species that lacked their psychic potential, they produced sonic vibrations using their language, but without emphasising its psychic potential; essentially, using half of the potential of the language, for verbal communication alone, as an act of verbalising the sonic components while simultaneously producing the correct psychic harmonic patterns has the potential to alter the structure of reality.

When combined with even a low-level psychic field, the resonances can produce reality alterations, and if the field and the sonic vibration are co-harmonic, the field of change can be both vast, and controlled. This is the essence of mystical power, which is no more than matching your low-level psychic resonance—often called Mystical Aptitude, as despite being a psychic component, it is a low-level (i.e. indirect) psychic field, rather than a high-level (i.e. direct) psychic field required for the direct manifestation of psychic powers—with the harmonic resonance of the sonic component.

The Zorian species can also do this purely with mental effort, producing both the low-level psychic waveform, and the sonic waveform from their mind.

Because all particles of matter consist of their own dimensions, and all dimensions in the Universe are intrinsically linked through and to other dimensions, the energy of the entire reality manifold is connected at a very low level; via this harmonic disruption, the dimensions of any particle, space, energy form, or other dimensional construct can be manipulated, with no ultimate regard to distance or relationship.

In any case, the advent of the development of Zoraec as a spoken language followed its use as a mental language; the Zorian species has a generally feline-structured tongue and larynx, which leads to many trilled sounds that some other species have trouble pronouncing, particularly the *Mrat* sound, which is their own word for ‘Speech’ and the last addition to their symbol lexicon.

Zha, Za, Jha

These three wordforms have similar origins, and are linked sonic vibration patterns, stemming from the concept of ‘greatness’ or ‘importance’. The main meaning of the Zha and Za sounds is preserved in *Zanaz* and *Zhen*, as well as the later *Zan*, which derives from *Zhan*; all of these are references to reverence in a person (or in some rare instances, a concept, such as *Zhajham*, ‘to craft something revered’). In the case of Jha, the idea that the most revered action is to create, links Jha with Zha.

In essence, Zha, is purely mental or spiritual, often incorporating an element of balance, Za is both mental and physical, often implying a measure of power or authority, and Jha is purely physical, often meaning something created.

Subjective and Objective Words

The two main uses of wordforms in Zoraec are either subjective, or objective. A subjective word is a literal composite of its symbols, such as *Em*, (a place of magical power, *Erevnos Maves*), and requires sophisticated understanding to comprehend, whereas an objective word is spelled out or spoken, as *Erevnos Maves*. Essentially, *objective words* are combined to form *subjective words* which are later recombined to form more, *new, subjective words*.

Zoraec Word Components

The word component *-um* and *um-*, generally refers to something breaking apart to leave behind something else, with that something else a component of the original, or something wholly new.

Often this is used in reference to materials where separation yields a result of a pure material; this is often echoed in the languages of other species throughout the universe.

In place names, *-um* is used when a new whole is made by the diffusion of other parts. Iyt is common in use in mixed or diversified communities; this is often echoed in the languages of other species throughout the universe.

The word component *-us* and *us-* generally corresponds to the breaking apart of something to make other things, from which it is comprised. Essentially, diffusion.

If it precedes a word, such as *Usjek*, it generally describes a process, in verb or adverb form (*Usjhek*, being a breaking of formation, or in war, to scatter a rank of soldiers; literally, scatter swords); essentially, an action of scattering.

If it follows a word, it is generally the result of an action such as *Talyxius*, the result of the scattering of the body of *Merlankh*, an echo of the original god. (i.e. *US*, sorrowful crossing/scattering.)

The word component *-us* is used in place names where the breaking up of something has been involved.

Uc

Uc is another form of *Us/Um*, but used when components of something break apart and recombine, without leaving anything behind, to produce a change of state, retaining the original components. It is seen in the preceding (*Uc-*) verb *Ucral* (revolution), and it is similarly in *Ucwajh* (a war of change).

In place names, it usually indicates a change of state, preceding a word to indicate that it is changing, and following to indicate that it has changed. It is common in locations that have been reconstructed after some disaster, as a the following word particle *-uc*, such as in *Malruc*. It can also be combined with other word particles to form words such as, *Malrucis* (*Malr-uc-is*).

All of these word particle forms derive from the original story of *Talyxius*, and the *Zoraec* words *Umande* (Sorrow), *Selmenos* (to cross over), *Merlankh* (a world, or a formation), *Calmendos* (to join) and the transition toward their present context is carried by the usage of *Ulmanas* (to break down, or separate). In some contexts, *Us* and *Uc* can refer to a change toward fire, or cold, derived from *Ulmanas Saelos*, and *Umanas Caldoze*.

In *Saerosian*, a good living example of both the *-um* and *-us* forms is clearly evident in *Sesperzium* and *Zaeterus*:

Sesperzium, fiery, people of mystic balance, minds of gods, remaining; alt. fiery Red and Clear White, Refracted, leaving behind; essentially, *magenta*.

Zaeterus, Imperial, Space, Energy, Mystical Balance, broken down and scattered.

Is

The word component *-is* or *is-*, is often translated as ‘graceful’, ‘nearly divine’, ‘splendid’ or ‘magnificent’. This component derives from *Imandi Selmenoz*, meaning to cross divinity (e.g. to come close to divinity), and is a common place-name extension in the form of *-is*, often meaning ‘marvellous’ or ‘magnificent’, usually very important locations, or locations of contemplation.

It is doubly used in the place-name *Istarialis*; *Is-taery’al-is*; ‘Created close to perfection magnificent, energies of space and time are balanced in life, in deep contemplation’.

In substances, it often is used to describe something of awe, or splendour, where in personal names, it often means ‘graceful’, such as *T’Alis*, and *R’Alis*, meaning ‘*Chaos and Structure in Harmony*’.

Al

Al is often a word component found in the middle of a word, that implies extreme balance, essentially, Aldus Levnos; it can occur in other formations, but these often incorporate the same premise of a balance between chaos and law, or fate and luck.

Good place name examples are *Altrast* and *Istarialis*.

Preceding a Word

Following a Word

Derivative from Tal’yx’us. (High-Energetic Living-Dream from the Sorrow of Merlankh)

Um and Us both stem from the self-sacrifice of *Merlankh*, who is later called Talyxius (Tal’yx’us), meaning Energy in space and time, living as a dream, sorrowfully scattered, describing how the essence of *Merlankh* was broken down, his body scattered in time and space, carrying a portion of his essence with it, and the rest of his mind left in an eternal dream. The proper name of the entity is *Merlankh Tal’yx-us*.

Species Shift

Saerosian; a composite derivative from higher languages.

One of the prime notations on Saerosian is that unlike Zoraec, it was not an initial language that evolved, but is instead, a reverse-extraction and compilation of Zoraec sonic fragments and concepts from other higher languages.

During the Second Saerosian Empire, which existed in the previous reality, Saeros studied all of the higher languages, and the primal languages of his homeworld, and from these, derived what he considered to be the primary constituents of what make up language that is linked to thought. This language is, in most ways, identical to Zoraec, but includes concepts to ease pronunciation, softening some obtuse vowels, without sacrificing the harmonics of the words.

Saerosian Word Categories

Subjective and Objective Words

Added I sounds, such as -ium, for ease of pronunciation.

One of the major shifts in pronunciation, often seen in Saerosian is the shift from hard vowels to extended vowels. For example, *Talixum* (Tal-ix-oohm) becomes *Talixium* (Tal-ix-ee-oohm), to provide for a more fluidic language.

Saerosian Money:

Maerc'Zae'dso and (Maerk'Saeros'dso) meaning 'The exchange currency balanced my union with the Emperor, for all worlds' (pronounced Maerk-zay-dsoe and Maerk'saeroah-dsoe) originally abbreviated Maerc'Z or Maerc'S (Maerk'sa), and later merely 'Markz' or 'Marks'.

Coinage

Each physical coin issued by the Empire contains several key pieces of anti-counterfeiting mechanisms. The most basic, is that each coin has edge-lettering, with the date of issue, the Regium of issue, and the City of issue.

The second is that each coin has a micronic computer device, 0.2mm in diameter, that contains a serial number and a denomination, along with the exact place of minting, and the date of issue.

The third, is a small disc of holofoil, that, placed in the centre of the coin, capable of projecting a refracted image under certain kinds of radiation exposure.

The fourth, and most important, is that each coin contains a single cell of Saeros; the transcendental DNA can be verified by reader and scanner technology, but cannot be cloned or duplicated.

Denominations

Coins themselves are not denominated directly, but the size and material determines their value.

<u>Decimal</u>	<u>Octal</u>	<u>Size</u>	<u>Material (Colour)</u>
1	1	Small	Silver
5	5	Large	Silver
100	150	Small	Gold
500	750	Large	Gold
1,000	2,000	Small	Adamantium (Shiny, Lead-Grey)
5,000	10,000	Large	Adamantium (Shiny, Lead-Grey)
10,000	25,000	Small	Aerium (Chromatic)
50,000	150,000	Large	Aerium (Chromatic)
100,000	300,000	Medium	Virilinium (Pale Green, and Sparkles)

Banking Discs

These discs are the same diameter as a 1MK coin, and made of transparent or translucent crystal. Each contains a micronic computer with a transceiver, and each micronic computer has a unique serial number. Also in each is a DNA profiler, and an imprinting mechanism, so that a user may 'prime' such a disc with a genetic imprint, preventing any access to it without being present. The device can also store retinal patterns, passwords, telepathic commands and other information for added security.

The micronic computer keeps a local tally of funds stored in the disc, and uses local subwave access to update any banks with which the owner has an account. Thus, the discs can be used to tap funds in an account, or be limited to local funds stored in the disc.

Each is issued in a blank state, and on initialization by any authority capable of issuing a disc, is imprinted with the personal facets of the owner, as desired, for security (or may be set to be generic, and used by anyone) and the amount of money stored, as well as who transferred the funds. This is updated vial local subwave network fields on a continual basis.

Transactions with this kind of device must be processed via a transactor, a machine that has a reader device to communicate with the micronic computer in a currency disc, a visual interface to display information, a genetic reader (with safeguards against perpetual storage of genetic information), an optic reader (in case retinal recognition is required), a voice comparator (for voice recognition), a minor T-circuit 9for telepathic passwords), and a physical entry mechanism for other passwords. All transactions must pass whatever security is on the currency disc, and if the user approves the transaction, and all tests pass, the funds are deducted from the disc, and notation of any transfers is sent via the transactor terminal via a subwave transceiver to any banks or associations involved with the transfer of those funds.

Crysheet Currency

This is a synthetic, pliable acrylic-crystal sheet, capable of specific types of radiation exposure to embed it with a holographic image that shines as illumination, appearing to be on, over, or inside the *crysheet*

Crysheets are always issued in the case colour of the issuer, and text is displayed in colours matching the caste, and any commendations of the caste member who issued them.

Imperial issued Crysheet currency is always jet black, with white and Adamantium silver (or white and House Colours, such as white and metallic green for the House of Saerena; or White, Metallic Red and Bronze for *House Sodomarius*; or White, and Pale Metallic Blue for *House Atal*) hologlyphs and writing.

This currency is issued in denominations as follows:

<u>Octal:</u>	<u>Decimal:</u>
10MK	5MK
20Mk	10MK
40MK	25MK
100MK	50MK
200MK	100MK
400MK	250MK
1,000MK	500MK
2,000MK	1,000MK
4,000MK	5,000MK
10,000MK	10,000MK
20,000MK	25,000MK
40,000MK	50,000MK
100,000MK	100,000MK
200,000MK	250,000MK
400,000MK	500,000MK
1,000,000MK	1,000,000MK

An indicator always clearly states if the amount is Decimal or Octal.

Each sheet contains information regarding the place of issue, the issuer (if by the Imperium, the Regium, and the Ruler of that Regium) that is backing the currency, and the date of issue.

Currency issued via castes (other than the Imperium itself) is backed by the colleges of those castes, and has the following colour schemes:

Currency issued by a business or other banking institution is coloured to match the caste to which the organization belongs; banking institutions use a gold *cryllapage**, that is clearly marked with the exact name of the bank, plus the Regium under which they operate.

These sheets are issued only by a special kind of *transactor* machine, and the material is encoded with a matrix imprint on encoding, that contains a complex mathematical algorithmic metaphor based on all the properties of the material, the issuing party the place and date of issue, the backing party and Regium, and the denomination. When read into any other transactor, if the algorithmic metaphors do not precisely match the material and the holographic imprinting, the currency is instantly voided, and a subwave message is sent to the issuing party, the Military caste, and the Imperium, indicating the person trying to use the currency, their exact location, and any other local information that the Subwave network can gather to ensure that if they are attempting to pass a forgery, that they are apprehended and prosecuted.

Crysheets and Colours

Crysheets are also used for almost all other written or printed matter, unless the person prefers the archaic pen and paper method. Crysheets colour and writing (hologram) colours differ by caste, and by commendation (e.g. a member of the Caste of Scientists who also has a Mystic Commendation would be able to use Blue Crysheets with violet and blue writing.)

Imperial: Black Sheet with writing primarily in white; any commendation colour may be used (e.g. violet for the Mystics)

Military: Red *crysheets*, with ruby glowing lettering.

Scientists: Medium Blue *crysheets*, with pale blue lettering.

Mage: Dark Purple *crysheets*, with pink to violet writing.

Medical: Sky green (as if mixing green and white 50/50) *crysheets*, with emerald writing.

Commoner, Labourer: Yellow (Marigold) *crysheets*, with pale yellow and orange writing.

Merchant, and Finance: Gold *crysheets*, with pale yellow or silvery writing.

Divine Servant: White *crysheets*, with Black writing.

Architect / Craftsman : Dark blue *crysheets*, with sapphire writing.

Servitor : Slate grey *crysheets*, with white writing.

Alien-Visitor: Silver *crysheets*, with black writing.

College of Bio-Viziers (Special): Black *crysheets*, with white, violet, pale green, and pale blue illuminated writing, always sealed with the seal of the *College of BioViziers*.



One Mark



Five Marks



One Hundred Marks



Copper Coin Test Strike
5419



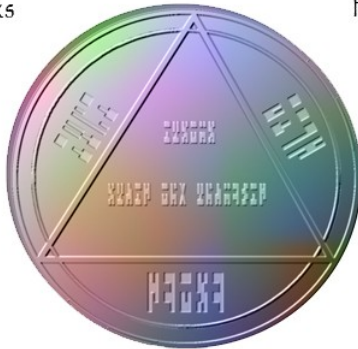
Five Hundred Marks



Five Thousand Marks



One Thousand Marks



Fifty Thousand Marks



Ten Thousand Marks



One Hundred Thousand Marks

Character Species:

The Camdoli of Camdol-IV

This amphibious type of humanoid stands between 1.5 and 2.25M tall at adulthood, and has the following appearance:

Male: Bluish-grey, reflective skin, with a micro-scaled (similar at a glance to fish scales) appearance that is seen through the translucent epidermis. This appears to look like scales seen through a frosted surface, with some reflective and refractive qualities. Eyes tend to be gold or green, with violet, blue and aquamarine also being somewhat common. Males tend to be bald, although some exhibit feather-like hair plumes on their heads, particularly around the back of the lower head and back of the neck.

Female: Bluish-grey or blue-violet-grey, reflective skin, with a micro-scaled (similar at a glance to fish scales) appearance that is seen through the translucent epidermis. This appears to look like scales seen through a frosted surface, with some reflective and refractive qualities. Eyes tend to be gold or green, with violet, blue and aquamarine also being somewhat common. The female has a violet colouration starting at the back of the neck and running down their spinal ridges, which are not as prominent as the male, through to the tip of the tail. Females have hair on their heads, and may have feather-like hairs on their spinal ridge.

Both:

Skin: The scaled appearance is actually a fine network of sensory nodes, giving the Camdolian an extremely precise sense of touch. This also decreases their tolerance to pain and heat, and increases stimulus of any kind. Their brain is capable of rapid stimulus processing and recognition.

Body: Camdolians have slightly winged ears (like angular fins), wide eyes, a smooth musculature and a tail that extends about 40-80cm from their body. The tail is smooth and for females tends to be violet to deep purple, whereas males tend to be darker blue than their bodies. The appearance of Camdolians, particularly their shimmering skin, gives them an unearthly beauty that many species find appealing. Some Camdolians have a greenish tinge to their skin, resulting in an aquamarine appearance.

Digestion: Camdolians have an issue processing sugars, and most sugars are excreted in a thick, amber-to-clear serum from a single lower orifice. This serum is a mixture of liquid excretions and solid excretions, and consists of such a high sucrose content that some other species find it an appealing substance to use for either dietary supplementation or confectionary dressing. The orifice lacks any kind of sphincter or other sealing musculature, and the natural method of blocking this secretion from continually leaking is the Camdolian tail, which is not used for balance, but is normally looped around their bottom and tucked into their excretion tube.

Reproduction: Although we can group male and female by a general dominance and more decorative plumage and extra glands on the female, the reproductive process of the species is not like that of most other bi-gendered species. The female has a series of 26 small apertures in the pelvic area, about 8cm from the excretion tube of their digestive system, each of which connects to an egg-chamber, whereas the male has a series of nine to twelve filaments in the same relative area on the male body.

In the act of reproduction, the male inserts filaments to scoop up eggs, and a pneumatic system draws the eggs into the male for fertilisation. The male then produces young in groups of one to six by mitosis, and lays live young in water via a birthing canal on the male backside, on each side of the spine. Young tend to be very small, and are laid about one to two weeks after fertilisation, and take a further twenty weeks to mature, being fed by a nutrient fluid that the female creates and mists into the water via elements similar to mammalian glands, often making the females appear to have breasts. On close inspection, the female Camdolian 'breasts'

are a quadric set of protrusions, each with seven tiny apertures that can spray a fine mist of high-protein fluid for the young to ingest with fresh water.

Camdolians then mature consuming this mist, shortening their tails used for swimming, and lengthening vestigial legs into a humanoid state over sixty-two weeks; the young are usually self-sufficient after a mere twenty-weeks, surviving on protozoa and other microbial marine life. Camdolians have a very long, thin, snake-like tongue that can taste with high accuracy, and they possess both extremely acute sight and olfactory senses.

Camdolians remain able to process fresh water through gills located in their mouth throughout their life, however Camdolians do not develop full air-breathing lungs until they reach mid-maturity, about forty weeks after birth, and cannot exist without reliance on returning to fresh water until approximately ninety weeks have passed, by which point they are often left alone by their parents for longer and longer periods, to permit them to develop without extreme fostering.

The Camdolian intellect develops rapidly, and they are both a fast-learning and short lived species, with a life-span of about twenty to forty Imperial *annua*, and developing a childlike mind by a mere forty weeks of life, and an adult mind and body by the astonishing two annual mark. This also means that they are a fast-breeding species.

Imperial BioSciences are able to lengthen their lifespan, as are mystical practices. It is important to note that Camdolians have limited innate mystical, but higher than normal psychic abilities.

Gender Demographics: Camdolian males are the ones who give live birth, and the females produce the eggs and nurture the young, who are born in a method similar to spawning, and then mature quickly. This has led to two evolutionary adaptations:

Males are predominant, as young are born from the male and tend to carry that genome by default: The female chromosome is converted via adaptation, in the reverse fashion of humans who start life all as female, and may gain male characteristics in the womb. The male demographic of Camdolians ranges from 75% to 95%, and the female population carries the deficit of between 25% to a mere 5% of the total population demographic of the species.

Furthermore, Camdolians, before reaching adulthood, can also mutate to change genders if there is any sudden drop in viable males or females. This must occur somewhere before they are twenty-weeks of age.

Bio Specifics: With regard to *Blood Composition* and *Thermal Regulation*, Camdolians are shockingly endothermic, and have a complex cardiovascular system. (This often leads to health complications later in life.) Their blood is nickel-based, and is very thin, which also means that they are easily affected by sudden changes in temperature or pressure. Their native world is cold to temperate, and they do not handle heat well.

Camdolians are fast learners, highly intelligent, methodical, psychically adept, and mentally acute. They are not very strong, but they are agile and deft, making them ideal for scientific field work of all kinds. Camdolians cannot mate with any other species, although hybrids have been artificially created with humans at several points in history for a variety of motives, including making better scientists with advanced psychic and mental abilities, improving their adaptability to climate, and on the rare instance, out of love or lust.

Before their enslavement, Camdolians were considered very desirable romantic partners in the *Sito Atal* Regium due to their high mental affinity, artistic and musical ability, and their unusual beauty. Many in the *Sito Atal* Regium continued to have an affinity for them after their revolt—in fact, the *Atal* ships were the fewest and the last to arrive, mostly after the damage was done—and are (after the time of their enslavement) there given the best possible treatment for a non-citizen in that Regium. It is legal, if extremely stigmatic for a citizen to marry or adopt a Camdolian in that Regium, however the marriage or adoption is only considered legal *in that Regium* and is not carried elsewhere.

Culture: Camdolians have a strong artistic ethic, and then enjoy non-rigid shapes and fluidic art. They often have tight family bonds, and clans, and these tend to have distinctive markings, skin patterning, or plumage patterns. Before the enslavement, they were a very highly advanced race in terms of technology, including Psy-Tech, however the low mystic field on their planet of origin led to a retardation of their mystic capacity. Camdolians also have a tri-wound vocal cord that is capable of reverberating to produce three sets of harmonics at one time. They are well known for extremely enchanting musical ability, particularly for opera.

As Slaves: The Camdolian Planetary Nexus had been accepted as citizens for several centuries, when over a short timespan, renegade factions attempted to gain further territory in the Saerosian Empire, to expand breeding colonies, without seeking permission. When the Empire forbade this expanse, many Camdolians rebelled, and began to plot against the Empire. Before a single ship was ready to launch, or any attack fully planned, Empress Saerena ordered a mass extermination of all breeding colonies not on Camdol-IV, and ordered the termination of 80% of the Camdolians on Camdol-IV.

A super-fleet of over two-thousand warships blotted out the sun over each planet, and vaporised most of the populations in an effort to punish the species for treason. The remaining population were declassified as citizens, and classified as servitors, and the next generation and beyond were specially educated as servants in the castes.

Slave Life: Some Camdolians work in castes and are generally tolerated, and many on less corrupt planets are paid, or given liberties close to that of citizens. On the darker worlds, however, Camdolians face a great deal of intolerance, or worse. On some worlds, the females are purchased and sold for sexual purposes, or milked for their secretions that are processed and used as food sources on poorer planets.

Abuse: Sexual abuse in some Regium is not uncommon, particularly in Sodomarian and Taranyan Regium systems. Although the female is incapable of producing offspring with humans, they are often mutilated in the act of standard copulation, widening the egg tubes to provide for this activity, or abused by sexually using their digestive ejection cavity, which is naturally lubricated with digestive waste is utilised, or they are trained to use their very flexible tongue, gill pockets and vocal cords for sensual purposes. These slaves, because of their mental affinity to make family bonds, often end up feeling an unnatural and unilateral 'love' emotion toward their abusers.

On rare occasion this may be returned, and on rarer occasions the slave may be rescued and for a bond with their rescuer. This is almost always kept a secret from the public, who would brand the rescuer a traitor by association. The females form is similar-enough to humans as to provide an attractive and exotic quality.

Physical abuse is often common, and Camdolians are often mistreated or used to act out scenes of violence on these already less-than-ideal worlds, causing mental anguish and occasional mental defects.

Camdolians on some worlds are intentionally in-bred to reduce their mental abilities (decreasing intellect and removing psychic abilities) and these subjects are used for grunt labour.

Specifics:

Short Lifespan: Camdolians reach maturity by the age of two annua. Between sixty weeks (23,520 spans) and two annua, Camdolians are considered *very young*; from two annua to twenty annua, they are *adults*, but are considered *middle-aged* by the age of twenty annua, *old* by thirty annua, and *elderly* by forty annua. Apply penalties and bonuses as appropriate, including memory check adjustments.

If a Camdolian has his lifespan lengthened by extraordinary means, they still gain bonuses and penalties that the GM sees as appropriate. In any event, their Intelligence always continues to increase with age.

Mentally Adept: Camdolians are very advanced mentally, granting them *+2d6 Intelligence* (split as desired per normal rules). They also learn faster than humans, and thus gain *+2 Skill Points/Level* (or HD).

Amphibious Grace: They have weaker muscle tone, but are very agile, granting a penalty of *-1d6 Strength* (split as desired per normal rules), a bonus of *+1d6 Dexterity* (split as desired per normal rules) a penalty of *-1d6 Constitution* (split as desired per normal rules), and a bonus of *+1d6 Movement* (split as desired per normal rules).

Shimmering Beauty: The dazzling appearance and wild colours of the Camdolian makes them quite stunning, granting them *+2d6 Physical Beauty*. Common hair colours are green, blue, orange and violet ranges, and eye colours are usually amber, blue, or aquamarine, although pink and violet ranges are also not uncommon for

females. There is a 1% chance that instead of bluish-grey skin colour, a Camdolian may have an aquamarine (80% chance) or teal (20% chance) base skin tone. These skin tones reflect sub-species that spent longer periods in shallower waters as they evolved, as the shallower fresh water is more likely to have this kind of colouration on Camdol-IV (as on Sol-III), and the skin tone is a camouflage that helps them avoid predators.

Psychic Potential: The ages of rapid evolution due to their short life cycle and extremely high intellect have granted the Camdolians a Psychically Open Mind, and thus all Camdolians have an enhanced Psy-Rating, granting them +1PR and +5d6 P.A. and a racial base of 3d4 PPE. Furthermore, with a highly organised and ordered psyche, if any Psychic effect grants a saving throw, a Camdolian gains a +2 bonus to any saving throw roll they make against that effect.

Mystical Retardation: The low MEF of their homeworld forced Camdolians to evolve in a way that limits their mystic potential. All spells cast by a Camdolian are as if he is one level lower when determining any variable based on caster level (including CLCs), and all Camdolians suffer a penalty of -5d6 M.A.. Camdolians always suffer a -2 to all saving throws vs. mystical powers, spells and other mystical abilities, including those objects that afford a saving throw against their effect.

Wide, Aquatic Eyes: Camdolian eyes are particularly sharp, larger than those of a human (particularly wider) and able to see in the dim light underwater. They have a triple-eyelid, with one clear, one opaque, and one outer layer that prevents them from being harmed by bright light and harmful flashes. This culminates to grant them a bonus of +2 Spot, +2 to any saving throws versus dazzling, blinding or otherwise visually disrupting illumination effects, and Low Light Vision.

Taste the Air: Camdolians have very sharp olfactory senses, combined with additional olfactory nodes in their mouth, allowing them a bonus +4 to any Olfactory Senses check, and the ability to track by scent.

Extremely Touch Sensitive: Camdolians can easily determine temperature, shape, composition (smooth, rough, texture) and acquire information by touch alone. They are also extremely sensitive to external touch, often avoiding being touched by others, and in many cultures—particularly in warm climates—after their enslavement, go without clothing. This is due both to the clothing creating extreme discomfort by increasing thermal entrapment around their bodies, and because the motion of it and because the constant touching of it to their skin is distracting and uncomfortable. Any clothing worn is usually skin-tight and not loose-fitting.

Camdolians receive a -10 penalty to any saving throw vs. pain, pleasure, or any other touch-based sensation.

Heat Sensitivity: Camdolians take 1d6HP of subdual damage for every span they are exposed to temperatures above medium climate, and if reduced to zero subdual HP, begin taking lethal damage +1 Con damage per span thereafter. A BioElixir is often injected in slaves in hot climates to mitigate this to 1d4HP subdual damage per two spans and 1d3HP lethal damage and 1 Constitution damage per two spans after losing all subdual HP. Heat/Fire based weapons do +25% damage to Camdolians and burns heal at ¼ normal rate. Magical healing of burns is halved, and psychic and technological healing of burns is reduced by 25%. Combined with their extremely high pain sensitivity, a Camdolian with burns suffers a -1 penalty on all actions and per 5HP of burn damage and an additional -1 on all saving throws per 10HP of burn damage that they have at all times; the penalty is reduced whenever burn damage heals or is healed. Always round burn damage up to the nearest increment of 5HP, so 9HP of burn damage enforces a -2 penalty on all checks and a -1 penalty on all saving throws. (Burn damage of 5HP or less does not incur the saving throw penalty.)

The Grivash: The Camdolians have their own form of bogeyman, known as *Grivash*, which is a predator that appears out of nowhere in the night and steals children to eat their souls. There is a possibility of fact behind this myth, although it is usually used to enforce good behaviours in Camdolian young. Camdolians suffer a -10 penalty on all Horror saving throws and a -6 penalty on all Spirit saving throws relating to the *Grivash*.

Hearing and Vocal Excellence: Camdolian vocal cords can produce amazing harmonics, and Camdolians receive a +8 to all Perform (Sing/Vocal based) skill checks, including voice mimicry and voice projection. Their ears are designed to hear reverberations underwater, and Camdolians can easily communicate by reverberating their vocal cords under the water, and hear these sounds. A Camdolian may attempt to use their vocal abilities underwater as a primitive form of sonar, and may select the *Sonar* skill as a **racial skill**.

The Althylooriah of Merko'Al'Thynea

Created by the mad mage, Zlrygoth, the *Althylooriah* (also *Althynp'del*) are a plant species designed to develop *fruits* with humanoid characteristics. The plant itself has no intellect, but the fruit produced is sentient, and has very unusual properties.

Zlrygoth created the plant for a three-fold purpose:

- To give him an unlimited number of subjects, used as an army, or merely to serve his ego.
- To provide companions during his exile and isolation.
- To perpetually extend his life.

Consuming an Althylooriah extends the life of the person consuming it by 1d10 years.

Originally contained behind a transduction field that separated Althynea from normal space-time, the creatures were eventually allowed to escape beyond that biosphere. In some Regiums, they were given a citizen status, but in others, they are considered property, and used for various purposes, and often eaten for the life-extending properties of their make-up.

The host plant produces 1d4+1 fruit every season, and it can be programmed to produce fruit that are 'male' or [female' in outward characteristics, although the fruits cannot themselves reproduce.

Althylooriah fruit come in a variety of skin colours, usually pastels that are purple, green, blue, violet, yellow or pink. They have hair only on their heads, which is a contrasting colour, and may be dark, standard or pastel from any of the exotic range.

Likewise, their eye colour is always rolled on the exotic table.

The fruit is sentient, and has all of the normal attributes of a humanoid creature, and may learn skills as any normal sentient, however their life-span is a mere 4d8 years. Thus, they learn very quickly, but often have very childish attitudes, are jovial, and enjoy jests and merrymaking. This is a stark contrast to the dark nature of how they are often used.

Because of the genetic design, Althylooriah never develop very strong, assertive personalities. They are usually passive followers, and not leaders. They will bow to pressure, and even allow those who are their master to consume them if desired.

When the host plant produces fruit, it is in a range from adolescent to adult in appearance, based on programming factors: It is not difficult to force the host plant to create a Althylooriah of either 'gender', any appearance from the desired range, and an external (apparent) age of between 13 and 25 annua.

When growing, the Althylooriah develop in translucent pods that are a teal colour. The plant produces 1d4+1 of these pods, which take six weeks to ripen. As soon as a pod ripens, it splits apart, and the fully-mature Althylooriah emerges. The Althylooriah fruit does not age beyond its original design, and its appearance does not change until it starts to decay, which begins in the last year of its 'life' after ripening.

Once the decay process begins, the Althylooriah starts to emit a berry-like odour, and its mental and physical faculties star to break down. Every month after entering their decay cycle, the Althylooriah loses one point from each attribute score, until any one reaches ero, at which point it will collapse to the ground, and eventually rot where it lay.

Eating an Althylooriah that has entered its decay phase only grants a life-extension of 3d6 months, as many of the chemical compounds required to extend the lifespan of normal humanoid have begun to break down.

Althylooriah are sweet and tart to the taste. Their flesh has a decent resistance, so it does not bruise with normal contact. Therefore, Althylooriah are generally sliced, and peeled. Althylooriah do need to consume proteins to continue to 'live', with a minimum amount of 1g of protein per day, and must exist in a nitrogen-content atmosphere, else they will enter their decay cycle early.

Althylooriah are anatomically correct, for whatever gender programmed into them, and if they consume more than sufficient protein, will expel any waste by regurgitating it. They have a very simple digestive tract that is entirely closed, so they do not expel waste from a rectum (they have none). The fact that Althylooriah have genders and seeming functional genitals is a cruel joke of Zlrygoth, who, lacking any humanoid companions in his 5,000-year exile, decided that he could kill several birds with one stone, by making this race that acted as his companions, and servants, allowing him to continue living, while amassing an army for later reprisal.

The *Ordassians* regularly import Althylooriah, use them for sensual purposes, and consume them after a few years, before they begin to decay, thus extending their lives, and buying more.

Althylooriah have an exotic appearance, musical voices, and are physically adept, however they lack great intellect, and are even more lacking in willpower and perception, particularly perception of danger. This is an intentional design trait, as they were intended to eventually comprise an army.

To this end, they also have a flexible anatomy, with multiple redundancies, and single weak-point. It is very difficult to make a critical hit on their species because of this, and targeting any one area of their body is far less effective than with other humanoids.

History: Zlrygoth, an alchemist and mage, was at one time, a *BioVizir of the Sixth Degree* of the Saerosian College of BioVizier Sciences. His research was often considered inappropriate, unethical, and even dangerous—this by the same order who have a main directive to merge bio-science, alchemy, mystical sciences, and psychic achievement, and often lack any moral focus in their efforts to attain *perfection*—and was exiled to Althynea, a planet in the Atal Regium, where he was to live out his natural life, or 5,000-years, whichever came first.

After his exile, the Saerosian Empire erected a *transduction field* around the planet, and set House Atal to keep it secure. Althynea was then cloaked in an eternal darkness, although the local flora produced a natural bioluminescence and enough heat to maintain a habitable environment; unfortunately, the planet was host only to lower animal life and flora, but not sentient beings, so Zlrygoth was essentially locked away on his own private little planet, imprisoned away from society.

The planet Althynea, cloaked in darkness, supports life via a strange ecosystem: The natural radiation on the planet generates enough heat that the transduction fields retain, and the excess radiation is bled off by plantlife created by Zlrygoth (as other species began to perish), converting it into a form of bio-luminescence. Thus, all the flora and fauna on Althynea have anywhere from a slight iridescent appearance, to full fluorescent light emissions, providing a very eerie atmosphere of a self-illuminated jungle environment (mostly of green, violet and amber light) against a backdrop of eternal night, from whence the planet derives its name (properly, *Merko 'Al'Thynea*).

Zlrygoth situated himself on the largest of the three continents on Althynea, and, using alchemy to reshape a mountain range, erected one of the largest single structures ever achieved by humankind. His palace was 143-Kilometers long, and 51-Kilometers wide, with a total height of 980-Metres.

In this gigantic palace, Zlrygoth placed statues, made artwork, and created magnificent aesthetic wonders to console him in his boredom, but as time marched on, and his studies reached a point where he had no way to progress them further, Zlrygoth's mind slowly started to cling to despair. In his madness, Zlrygoth began to take samples of the local plant and animal life, and his own genetic code, and started to create chimeras that he could use as servants, and possibly (eventually) as subjects.

The earliest work was a disaster, and Zlrygoth created many monstrosities and horrific aberrations, including many homunculi of terrible potential, before finally making something resembling a sentient

humanoid. Adding mystical powers to his creation, Zlrygoth created a plant of *plantae pteridophyta* that was capable of creating more life forms of similar construction to the ones that he finally perfected.

In doing thus, Zlrygoth discovered that it was possible to control the specific physical nature of his creations, and to assign to them more fine details, such as an apparent gender, personality traits, and super-human physical abilities, including regenerative properties. The greatest potential was yet to be realised.

Zlrygoth then knew that his creations could fulfil another goal: Warriors to use in his desire to return to power, and take revenge on those who had ‘wrongfully’ imprisoned him here, alone.

Over the next few centuries, as Zlrygoth grew older, and sunk deeper into madness, he also discovered a species of plant on Althynea that sustained human cellular biology, potentially indefinitely, but only in time to learn that the effects on the biosphere of Althynea, due to the transduction fields blocking the ambient radiation of Gal’talyzan (the star around which Althynea revolves) was causing the plant to enter an extinction phase, and that many other plants were suffering the same fate.

Seeing the potential to extend his life, Zlrygoth refused to simply let the one crutch that could make his plans to realise his vision of revenge, died off, *forever*: He collected as much of the plant as he could, and began to incorporate the traits that developed a complex chemical protein chain in it, into his own creation.

This new generation, which he named *plantae pteridophyta cibotium regale zlrygothis*, which he also dubbed as a *host* tree, was a fern-like plant that grew to a height of about three metres. When it pollinated, it produced a series of pods, generally two to five, of a teal colouration, and inside each pod grew a creature that possessed not only the abilities of his previous plant creatures, but also generated the chemical that sustained life. Eating these (sentient) plants could permit a human, and possibly other humanoid species, to continue living with neither degeneration of mental faculties, nor any physical weakness, and could in fact reverse the aging process if consumed regularly.

Thus, he finally perfected his creation, the *Althylooriah*, which he used as servants, population (with himself as their god-creator figure), soldiers for his future plans, lovers to satisfy his loneliness, and a food source that kept him alive and perpetually young.

Zlrygoth also created many other forms of plantlife on Althynea, all of which survive by absorbing radiation emissions from the planet, and converting the unused energy into light. He also modified many of the natural life forms (*i.e.* fauna) to survive in this harsh environment, via many experiments, and many can survive on radiation alone. Some of the more abhorrent creations survive by absorbing anything they can, and the worst of these can absorb life forms, and life force, by mere contact with other life forms.

Zlrygoth ensured that these creatures could never match him in intellect, and had a special deficiency in their willpower, but also devised a way that they may be hypnotised into a will-lock with him, so that others could not use their weak mental resistance against him. He also ensured that they always had a positive and creative attitude, and programmed these traits into their DNA at a level that an Althylooriah would never act in a negative emotional fashion, although they will kill on command.

Essentially, he made an army of ‘Yes-Men’, composed of these creatures. Their one failing was that once the Althylooriah ‘fruit’ was released from their pods, they only lived for an eyeblink, compared to other species, and the average fruit started to decay after about nine years. This didn’t matter much to Zlrygoth, as he slowly converted a good amount of the landmass, with great portions of its natural flora—that which had died off due to being cut off from normal space by the transduction field—already gone, into fields of Althylooriah *host trees*.

Althynea continued, and Zlrygoth remained imprisoned for thousands of years, essentially a relic of forgotten times, with the *Atal Regium* keeping watch on Althynea in the background. In time though, the watch faltered, and the *Lady Nariel VI*, a Ruling Lady (and later Regenta Minoris) of House Atal, conveyed the planet to the BioVizir *Maltasaristrovanalonius* (Maltasar), who in turn discovered the Althylooriah, as well as other bio specimens, and took samples of them off-world, patenting many of them under the *Ordassian Federation Ideas and Concepts Compact*, much to the later anger of Zlrygoth, with whom a mutual enmity grew over time.

From there, they slowly spread out into the Tri-Spiral Galaxies: Some as subjects and citizens, but most as servants, soldiers or as dietary supplements, or a pleasant mixture of the three as needed by their owners.

Indeed, Zlrygoth did make a wondrous marvel, and after time passed, this creation caused him to regain his status in the Imperium, rising eventually to the 8th Degree of the Imperial College of BioVizirs. He always resented that Maltasar gained the patent on his creation, and the two often found ways to combat each-other

both in political and scientific circles, with Zlrygoth making several , discreet, assassination attempts on Maltasar, who foiled him time and again. It is possible that the attempts were a vanity, as Zlrygoth also openly remarked that he owed Maltasar a great deal, for allowing him to leave his prison, and as Maltasar was the Ruling Lord of Althynea, the release was legal by the standards of the Imperium.

Thus, although Zlrygoth never quite regained his sanity, he did recover his status and eventually forsook his desires of retribution, particularly as those who had condemned him had died long before he escaped his incarceration. At the time of the great chaos of the Saerenan Empire, during the creation of the *Zelendraek Cube*, and the coming Tine War, Zlrygoth was known to be alive still in power, and residing on Althynea, which he had converted into a BioVizir College Planet, establishing a very large populace of many species, including the Althlyooriah.

Base Plant: The Althlyooriah are generated by a *host plant*, of the species *plantae pteridophyta cibotium regale zlrygothis*, which is a fern-type flora that grows to a height of up to three metres. It produces two types of fruit: Althlyooriah, and Zlyooriah, the later of which are small, egg-shaped green pods that fall to the ground to create more of the host plant, and the former, grow into a sentient plant.

The host tree creates two to five pods every growing season (which on Althynea is 206 days long out of a 824-day annua), and the pods take 6-weeks (42 standard Imperial days, or 2,352 spans) to mature. They form as 4-cm enojgated eggs, that grow rapidly to about two metres in length, and are translucent teal. Each pod produces on Althlyooriah fruit.

The other (Zlyooriah) pods, start at the same size, growing in matched pairs to the Althlyooriah pods, and are violet in colour. They are very toxic, containing chemical compounds needed for the host tree to reproduce, and reach a maximum size of 8cm long by 4cm wide, over a course of 6-weeks. Each is capable of growing one host tree, but there is only a 15%-chance of any single Zlyooriah pod doing this naturally. Artificial planting and care increases this to a 90%-chance; the Zlyooriah are not difficult to cultivate.

The Zlyooriah take 1d6 months to begin gestation once they reach the soil, and if they do begin to grow into a host tree, the tree takes 1d4+1 years to reach maturity, growing about 50cm per year. Once it reaches maturity, it begins pollinating, which is a process that it can do with other nearby host trees, or itself, to produce more Zlyooriah and Althlyooriah pods.

Gender: Althlyooriah have no true gender; only the external appearance of standard human genders. They are anatomically correct in this regard, but unable to reproduce. The host plant that creates the Althlyooriah fruit is hermaphroditic, and reproduces by ejecting pollen, which is absorbed by other nearby host plants, or if that plant is isolated, by itself after pollen ejection.

It is possible (in theory) to create an Althlyooriah and human chimera, which *may* be able to reproduce with other humans, although this is very likely to result in aberrations or abominations in any offspring, which are unlikely to survive long without extensive stabilisation treatments.

Both:

Skin: The outer-layer (skin, or peel) of an Althlyooriah is a thick layer, like an orange peel, but very soft, ductile and silky to the touch, like flower petals. Standard colourations (skin tones) are pastel green, pink, orange, yellow, blue, teal and violet. Pure white is also possible, but unusual.

Body: Althlyooriah have a physical appearance nearly identical to humans, except that their colouration is distinctively plant-like, with pastel hues and exotic colourations. Otherwise, height and body dimensions are identical to humans.

Hair & Eyes: Althlyooriah have exotic hair and eye colours, often in stark contrast to their skin tone. It is not unusual to see a pink Althlyooriah with dark green hair and glowing teal eyes. Always roll hair colour on the

Exotic table, and eye colour on the *Any* table; Althyllooriah eyes are highly reflective, and in their native environment, they seem to glow. Their eyesight is otherwise comparable to humans.

Olfactory Scent and Taste: All Althyllooriah have a floral or fruit-like scent, sometimes combining the two. The scent is non-specific, and tends to fall on scents familiar with the person or entity detecting the odour, which is faint, and requires close proximity. If consumed, Althyllooriah tend to have a sweet, tart taste that is hard to place, somewhere between a strawberry and a tart apple.

Because the scent is subjective to the observer, drawn from their memories of other scents of fruits and flowers, multiple people detecting the fragrance of a single Althyllooriah may smell entirely different odours, and the same person smelling multiple Althyllooriah, or the same Althyllooriah multiple times may sense a different odour on each instance.

Digestion: Althyllooriah require three things to sustain themselves: Water, nitrogen and protein. The daily intake requirements are 1-litre of water, and 1-gram of protein. They have no true digestive system, and the nutrients are processed directly through their blood (juices). Should an Althyllooriah be injured, a sugary syrup will clot in the damaged area: If the damage is minimal, they will heal rapidly.

Reproduction, Appearance and Gender Demographics: Althyllooriah are born out of the host plant. This plant is *hermaphroditic*, and produces 1d4+1, translucent pods every season, that ripen within six weeks, cracking open to release the fruit, which is the humanoid form of the Althyllooriah. The host plants can be made to produce male or female form Althyllooriah fruit, with any colourations desired from the exotic ranges, and the skin-tones of the Althyllooriah, which are pastel green, pink, orange, yellow, blue, teal and violet.

Althyllooriah fruits therefore have no average gender demographic, and are *themselves incapable of any kind of reproduction*. Only the host plant can produce more Althyllooriah fruit pods.

Bio Specifics: Althyllooriah have a very strange anatomy. While they have genitals resembling humans, these serve no purpose, except to provide sensual stimulus of the Althyllooriah, (who have a somewhat heightened sense of pleasure, and no sense of pain) as the Althyllooriah fruit cannot breed. They can also use these pseudo-genitals to mate with other species for the purpose of sensuality, but not for procreation.

Their anatomy is extremely generalised with many redundancies, making targeting any specific organ, except for their eyes very difficult. Even their brain is generalised, and not located in their head.

The skin of an Althyllooriah has about the same tensile strength of a citrus peel, although it feels very smooth and silky to the touch. Their internal anatomy however is very soft, and filled with tart liquid, which is essentially their blood (or juice).

Althyllooriah have a cyclical digestive system, by which they consume protein. Their primary orifice is their mouth, which has no teeth: Althyllooriah consume proteins and the acidic compounds dissolve and distribute the protein to their anatomy. Should an excess of food or other substances be consumed, the Althyllooriah will eject it through their mouth.

Althyllooriah do need both water and nitrogen to continual functioning. Lack of water will cause them to shrivel, like a dehydrated strawberry, and lack of either protein and/or nitrogen will cause premature *decay*. An Althyllooriah must consume 1-litre of water and 1-gram of protein per day to continue functioning, and must be in an atmosphere with at least trace amounts of nitrogen, else they will suffocate. They also can exist in an environment with high radiation, converting it into visible light, exuded through their outer layer by small nodes under that layer. This makes them glow in the same general shade as their 'skin tone', as the light emitted falls into the white and UV spectrums.

The substance that passes for their blood (an acidic juice) is a compound with strong antioxidant properties, and can be consumed to restore vitality in humanoid sentiments, such as humans. It is usually pale yellow in colour. .

The 'blood' of an Althyllooriah is a sugary substance of long protein chains, which serves to regenerate physical damage by clotting any damaged area and slowly restoring minor damage, however large, severed portions are not re-grown. They also have a very decentralised nervous system, and their 'head' does not

contain a standard brain. Instead, their 'brain' is woven throughout their body, and has many redundant backups, so that they can continue functioning, even if beheaded.

Althylooriah are a very short-lived race, and are born both with personalities and with the basic knowledge that is required for them to survive. They learn with great alacrity, despite their low intellect, and can be trained in most professions, although they are generally poor channelers.

Althylooriah have neither a bonus, nor a penalty to Psychic and Mystic Aptitudes. They can become mystics or psychics, although both are uncommon, and the latter is downright rare and extremely unusual.

Transmuting an Althylooriah: Because Althylooriah are plants, most spells, psychic abilities, scientific alterations and alchemy designed to work on animal life will not work on them. The general *Polymorph* spell, for example, is designed to work on animals, and would fail.

There is a mere 10% chance of anything that could change animal life working on them, and only a 5% chance of it working *correctly*. Spells, powers, and other abilities that specifically target *plants*, on the other hand, are quite effective on them, as are chemicals designed to affect vegetation, whereas toxins designed to affect animals have no effect on Althylooriah unless they also affect plants..

Culture: Althylooriah have no distinct culture of their own. Every aspect of their personality is tailored by whomever owns them. They do appreciate art, but they also appreciate just about everything. Althylooriah are exceptionally adaptive, and if one changes owners, it will quickly adapt to the new setting.

Althylooriah are however, very communal, no-matter where they are, and try to engage in any activities that involve many people. On their own world, they often congregate in groups of dozens merely to be together.

Attire: On their homeworld, most Althylooriah wear no attire, with the exception of those trained for military purposes, who may wear protective gear and carry weapons. It is otherwise unusual for an Althylooriah to carry a weapon of any kind, and they are generally pacifistic, unless ordered to take military action.

On other worlds, Althylooriah often wear clothing, and have no distinct preference. Some may wear caste colours, if they survive long enough to join a caste and go through any training, and many are assigned grey, or silver attire as servitors or alien-citizens. Althylooriah that have a skin tone that matches their caste colour are also often known to wear nothing, as they already display their caste colour, and wearing nothing tends to be their preference, as it feels unnatural to them.

In societies where exposing genitalia is prohibited, Althylooriah wear only enough clothing to cover the areas regulated to be covered by the appropriate laws and regulations of those regions.

Outlook on Wealth: Althylooriah have no greed instincts, and generally have no regard for wealth or material objects. They are, however, very fond of giving any gifts that make others happy, and may go to extraordinary lengths to acquire them.

Abuse: Althylooriah are often a commodity, bought and sold with little regard to their sentience. They make good, dispensable soldiers, and their bodies are almost never buried, but eaten by other species for life-extension.

Use of Althylooriah as sexual servants is not entirely uncommon, and is occasionally common in some regions, and in the Ordassian Federation, as their vocabulary rarely includes the word 'no', and in any case, their psyche is easily moulded to any desired personality.

Althylooriah are also often eaten, before their decay process begins.

Specifics:

Extremely Short Lifespan: Althylooriah have one of the shortest lifespans of all sentient beings. Their total maximum lifespan is 4d8 years.

Thermal Extreme Vulnerabilities: Althylooriah are plants, and are especially susceptible to extreme heat and extreme cold.

All water/cold, and all fire/heat damage that an Althylooriah is dealt in any situation is increased by +50%.

Furthermore, if frozen, or substantially burned (a cold/ice or heat/fire attack that deals more than ½ the total HP of the creature at one time), an Althylooriah must roll a Fortitude saving throw with a DC equal to ½ the damage dealt to them. Failing this equates to instant death. Calculate this DC from the base damage, not the increased damage from the vulnerability (above).

Rapid Healing: Althylooriah easily restore simple damage, such as cuts, stabs, bullet wounds, and such. They regain 1d6HP per turn, which heals basic damage, but does not regrow limbs, or large missing pieces. If a portion of their body is severed, an Althylooriah can hold it in place as if it was attached and allow their body to re-attach it via this healing process. This extends to include their head, as their brain is evenly distributed through their body.

Alacrity: Althylooriah learn very quickly. They gain +5d6 skill points per year of their life, in addition to any gained from levels. Althylooriah also gain a bonus feat for every four years of their life, in addition to any gained from levels.

Slow Mental Faculties: Althylooriah have a standard 3d6 Reason score, but only 2d6 for their Wisdom score. If the GM is allowing larger base scores, anything beyond these bases is rolled as d4, rather than d6. therefore, if the GM is allowing 4d6 as a base attribute, the Althylooriah rolls 3d6+1d4 for Intelligence, and still only rolls 2d6 for Wisdom.

Personable and Pretty: Althylooriah are very polite, graceful, diplomatic, and well-mannered. They are also quite exotic in appearance. They gain +2d6 to their Charisma score, and gain a further +1 to their Charisma score for every two years of their lifespan..

Sleepless: Althylooriah do not require sleep, although they are capable of it. They can endure physical exertion as long as they continue to intake the required protein, and if they start to feel fatigue, another dose of protein can revitalise them.

Perky Personality: Althylooriah are always friendly, personable, and have a bright and cheery disposition, even while being murdered, tortured, or when in pain. They will only make positive suggestions, and can annoy people with pessimistic personalities, due to their continual, unrealistic optimism, and their childish behaviour.

Easily Controlled: Althylooriah have very low resistance to any effort to affect their decision-making. They receive a -10 penalty to resist compulsion, hypnosis, and other similar effects, and will generally do what they are told, even if it is not beneficial to them. Any effect that states that it cannot force a subject to end its own life, can instead cause such an effect on a Althylooriah subject. An Althylooriah will permit another sentient to eat it (even while the Althylooriah is still conscious despite the great pain involved).

Bonded: Althylooriah can also be bonded to a single human (or similar species). This bond acts to counteract their weakened will, by forming a strong connection to a single authority figure. Against this figure, their weakness from *Easily Controlled* increases to a gigantic, -20 penalty, however against any other sentient trying to influence them in a manner opposed to that of their bonded master, they gain a +20 loyalty bonus, and will fight to stay in control and follow any commands given to them by their bonded master.

This is an intentional inherent property to ensure loyalty when acting as a soldier, to counteract the weak will of the Althylooriah, and ensure they are not easily brainwashed by an opposing authority. The bond, however, is severed by the death of their bonded leader.

Food for Life: Eating an Althylooriah extends the lifespan of the entity eating the Althylooriah by 1d10 years. Althylooriah cannot extend their own lives in this manner, although it is possible to use spells, technology, and psychic powers to extend the life of an Althylooriah. Simple spells that preserve foods are not effective, as the

Althylooriah requires a continual protein intake to sustain it, and these spells act to nullify entropy. In fact, such spells may cause an Althylooriah to enter a dormant, unconscious state.

Plant Vitality: Althylooriah do not suffer from disease or sickness in the same way that normal humanoids do. The viruses and agents that can affect a normal humanoid cannot affect an Althylooriah, however they are susceptible to plant bacteria, viruses designed to affect plantlife, and plant toxins.

Physical Excellence: Althylooriah are designed to be suitable slave labour and soldiers. They receive +1d6 each to Strength, Dexterity, Constitution and Mobility. Furthermore, all critical multipliers are reduced by -1 (so a 20/x2 is 20/x1) and all critical damage chart rolls are reduced by -4. Furthermore, the difficulty to cause critical damage by targeting a specific body area other than hands, arms, legs, feet or eyes is increased by +10, and the rolls of any critical damage tables are reduced by -2.

Decay: As soon as an Althylooriah enters the last year of their lifespan, they begin to *decay*. The point that they begin to decay is their *decay* threshold: When making an Althylooriah character, the GM will secretly roll their maximum lifespan. For example, the GM rolls 4d8, with a total of 17.

This means that as soon as the Althylooriah has been out of its pod for sixteen annua, they pass their *decay* threshold. As soon as an Althylooriah passes its *decay* threshold, for every month beyond this point, the Althylooriah reduces each and every ability score by one (1). This is a reduction, not a penalty, so Strength, Dexterity, Constitution, Mobility, Intelligence, Wisdom, Charisma, and Fea, and the sub-ability scores of each are reduced by one (1) each.

When any single ability (or sub-ability) score reaches zero (0), the Althylooriah drops on the spot. It is possible to use magic, technology, or psychic powers to increase their ability scores, thus staving off death, but any ability points thus added are essentially temporary, as the Althylooriah will still continue to lose points from all of their ability scores.

The decay process also causes the Althylooriah to emit a tart odor, like an over-ripe berry.

The Kelvax of Vedos-Rhrytahl

The Kelvax are an advanced race with a rather unusual perception of language whereby all statements are taken as both literal and factual. As a good example, if someone were to be committing suicide by leaping from a rood, a Kelvaxian would say *'They stepped over the edge of a precipice on a tall building, falling to the ground, and sustained sufficient lethal crushing trauma on impact to terminate their life.'* If you merely said that a person *'leapt off a roof'* or *'jumped off a building'*, a Kelvaxian would assume that they leapt to another building, or that they leapt into the air and kept ascending, as your statement doesn't say that they fell, or died. Their language is entirely literal. If you ask 'Can you do this?', they may answer 'Yes' or 'No', but would not try to do it until you asked them to do it, and told them exactly when to start. If you say 'Please do this task',, but don't say to begin 'now' or at a specific time, the Kelvaxian will agree, and never do the task ***because you never said to begin.***

As a species they have oversized, dome-shaped heads, long arms, and opposable digits on their feet. They are mostly hairless, except makes, who have hair on the back of their heads, often black, or silver, usually tied in a braid or other ponytail. The hair extends from the upper-back portion of their head, with no other notable hair. Females are often bald, except for a few with normal, humanoid hair, from mixed heritage.

Kelvaxians are extremely intelligent, but lack the intuition that other humanoid species have. This means that any concept must be factual, and that expecting them to complete a task without being given exact instructions is likely to fail.

Racial Stats: +4d6 Reason, +1d6 Knowledge, -2d6 Intuition, -3d6 Influence.

Racial Trait: Entirely Literal

Racial Trait: Superb Logic: a Kelvaxian halves the normal time required on any scientific project.

Racial Trait: Opposable digits on feet: A Kelvaxian can hold objects in their feet as well as their hands, and are equally ambidextrous in all four limbs. Tjeir lanky arms and somewhat odd legs give them an ape-like appearance, however their huge, domed heads make an onlooker focus on their massive brainpower.

Kelvaxians make superb scientists, but in a chain of command, their leaders (if not himself a Kelvaxian) must be very careful and precise in how they word **any** requests, and even day-to-day conversation.

Kelvaxians also always keep promises, and expect others to do this as well.

Kelvaxians are very psychically open, and add their full level (or HD) to manifesting psychic abilities. They gain +5d6 to P.A. and 5d6 PPE as a racial trait, with 1d5 magnitudes of disciplines, to split ups they player wishes) on character creation.

They also receive a +4 bonus to spot and search, due to their enhanced eyesight, which can see into the infrared band at the full distance of their vision.

It is very rare and unusual for a Kelvaxian to take a mate outside their species, as the euphemistic languages of humans often confuse them greatly. This makes the language hard to read, with a base DC of 20 (basic), and escalating in +20 increments for each step beyond that.

Their writing system uses a series of diagonally-written lines of text, at a 45-degree angle across a page, that may interlock to be read in multiple directions.

Kelvaxians specialise in sciences, alchemy, and psychic abilities. Their mystic potential is lowered (-2d6 M.A.), bit they may compensate for this over time, via implants or by practice. Some even become BioVizirs, as their scientific an psychic talents mesh well together.

Kelvaxians are considered citizens under the Atal Regium, have only one planet, and breed very slowly. The average lifespan for a Kelvaxian is 600, to 1,300 years ((500 + (1d8 x 100 years)).

Their enhanced naturopathic and immune systems grant them a +4 saving thro bonus to illness poison and disease, whereas they gain a +5 bonus to all sanity saves, and they gain +1d10 starting sanity. On the other hand if a Kelvaxian does go insane, the mental issues they gain start at one magnitude higher than normal, with compulsions being their primary weakness: Kelvaxians live extremely well-ordered lives.

The Kelvaxians call three planets their own, but re free to travel in the Empire as citizens, and are treated (by those who know them) with great respect and reverence. Those who become psychic engineers, or better yet, BioVizirs gain even more respect. Other popular professions for them are Scientist, as well as BioDoc and PsyDoc.

Two of the three Kelvaxian planets are in the Second Trispiral Galaxy, and one is in the First Tri-Spiral Galaxy, in close proximity to *Sito Atal*, with whom they have a very strong bond, and are considered as citizens of that Regium, rather than Alien-Citizens.

The Ordi

The Ordi, or Ordassians, as many call them, with respect to their society, *The Ordassian Federation* are a humanoid species that evolved from marsupial life.

Ordi generally surround themselves with luxury, and often live in very grand, but also very open surroundings. Their homes usually include a vast garden, and open terraces, similar to ancient Roman villas. Unlike other species, these areas that often include some kind of fountain and aesthetically pleasing vegetation may serve as sitting, dining, or even sleeping areas, as all of these activities bring pleasure to the Ordi, and the Ordi spend a great amount of their time indulging in various hedonistic objectives.

The Ordi are also fond of both art, and commerce, but have little desire to do anything very complex or tedious, often hiring people to do their labour, save for art or architecture. They trade in ideas, and believe strongly in the premise that the best business is to buy ideas and concepts, and then lease the rights to these to other cultures.

Ordi generally have interests in philosophy, and in art from other cultures, including opera, stage plays, and other performing arts that tantalise the senses. Anything that is in any way positively stimulating, but not strenuous, is something the typical Ordi would likely enjoy. They see no positive gain from dangerous, thrilling, or overly exciting situations of any kind, and are often seen by outsiders as lazy.

Ordi rarely leave any of the planets in their Federation: In fact, it is rare for an Ordi to leave his homeworld, and in many cases, rare for them to leave their own domicile, except for the exchange of philosophy, ideas, commerce or art. They do not believe in special activity centres, but rather find entertainment either in their own homes, or in the homes of close friends or business associates.

Therefore, most specialty businesses run in the Ordassian Federation, while an Ordi Kegxal (a title given to a business owner, which is a high status in their society) may own a business, he usually hires off-world aliens to run its day-to-day functions, and uses the profits to enrich his own life.

Status in The Saerosian Empire

The Ordi have their own planetary space, known as the Ordassian Federation, and this space is not part of the Saerosian (or Saerenan) Empire, despite being in regions of space that would normally fall under the rule of the Empire. They are an entirely autonomous society, and have a very important trade agreement with other space empires, dominions and other such realms, including the Saerosian Empire.

Ordassians have their own *patent rights*, which both the Saerosian and the Altrast star empires respect and honour. Many ideas in the Saerosian Empire are sold to the Ordassians, who then introduce them to other cultures, acting to distribute them, although rarely producing anything physical themselves, except by matter recombination technology.

The Ordassians then gain a commission from each unit of any product to which they hold the patent rights, that is sold anywhere in any of the regions in which they hold a commercial agreement or compact. From these profits, they live their lives, in a combination of contemplation, relaxation and enjoyment.

Saerosian Technology:

:

The Imperial Subwave Network

The *Imperial Subwave Network*, or *subwave* is an amalgamated repository of information and mental power that is linked via nodes throughout The Empire. Each person or entity that connects to the *subwave* shares a portion of their own mental processes, and their retained mental skills and knowledge, excluding personal information that they would not wish to share with others. A special mental filter determines if information is 'private' by accessing the subconscious mind of the user and relaying requests for the information; should the subconscious mind find the information too private to share, then it is not added to the flow of the subwave signal.

The *subwave* signal itself is a modulated psychic waveform broadcast at and into a specific subspace domain (of which there are a near-infinite number), at infinite speed. Thus, as long as one operates a device with a subwave broadcaster and subwave receiver (or a subwave transceiver, that handles both functions), and can attenuate it to the same modulation and the correct subspace domain, then all information transmitted in that signal can be read and converted back into a logical signal to be conferred to a humanoid (or otherwise) brain, or to textual, auditory and other appropriate sensory inputs for the recipient.

It is possible to establish private signal modulations that share one domain (privatised networks) or to establish the same modulation in another domain. This would be similar to changing a radio dial, except that with a near-infinite number of domains possible, it is highly unlikely for any species to be able to accidentally stumble on both the harmonic frequency of the modulated subwave signal and isolate the domain in which it is being broadcast. An accurate pre-knowledge of both is essential in order to transmit or to receive the signal.

If one has this capability, then they will find that sending or receiving information via this method allows for truly instantaneous communication, including instantaneous through transferral, to anywhere in normal space.

Connection nodes operate via a telepathic relay, and only those who use this kind of relay (rather than accessing the *subwave* via entirely manual means) contribute to the whole. There are many kinds of nodes, as follows:

Freestanding Terminals: These devices afford the public (e.g. citizens) access to the *subwave* network, and are placed in commonly trafficked areas, commons and in most public and many enterprise buildings throughout the empire. These terminals are about 1.2M tall, with a circular area inside, shielded by a curved wall, and some have a frosted door that may be closed. Citizens may always use them at no cost, whereas non-citizens may be required to pay for access, depending on the Region in which they are located.

Such terminals are generalised, and have an angled, curved interface with a palm control panel, a holographic emitter for displaying visual information, and a genetic Type-II Psychic Link Node, as well as a Mark-14 Subwave Transceiver.

Most also have a currency acceptor built into them, unless in regions where near-zero alien traffic is expected. Many are equipped with a genetic profiler to match the user to a citizen profile, and some have a retinal profiler as well, although this is less secure. The palm device is also often capable of a simultaneous genetic, handprint, and bodily rhythm scan.

When using a public terminal, the subject merely steps inside or onto the device (as some may not be fully-enclosed) and places one hand on a palm control panel, which activates the device, and scans the user in an attempt to match the user to his profile, should one exist. Devices with retinal scanners will also activate these at the same time to do likewise.

Should the user have access to a private modulation in a domain that the device can utilise (i.e. a subspace domain), then the system will permit use of the general domain, and any domains that user can normally access. If the user has access to a waveform modulation in a private domain, then unless the system is equipped with a Transceiver capable of using that subspace domain, the user cannot utilise it without an additional transceiver module. Public terminals have a General Use Port for a personal transceiver module, or other standard accessories, for the user to utilise, as a standard feature.

These freestanding terminals have their own computing core for performing operations, with a Rating of 12 (not substantially high for a T16 civilization), however the user may access the subwave network as a whole, and thus all computing functions may be shared across every terminal in the Empire, with The System monitoring and allocating processing time and resources as needed.

Personal Terminal

A Personal Subwave Terminal is a device that anyone may purchase, looking like an angled 'C'-shaped object with a holographic emitter on the top, and two sets of SUPs. These perform all of the functions of a public terminal, but are small and lightweight, best fitted for placement on a desk or table. Their design differs, but the most common (sold via *Simeond Intergalactic's 'HoloTech'*) has a stepped design in a black casing with a blue emitter crystal.

It is possible to order this device with keyed entry, either via a mechanical keypad, or a holographic keypad.

The highest selling point is that the device may have a computing power of its own, ranging from 16 to 40 and this may be augmented with modules connected to the SUP, so that information may be processed without being shared on the subwave network.

These devices are all also assigned a unique Subwave Key, so that datum may be sent along a standard subwave modulated signal in a public domain, but only shared on devices that have that key. This 'key' is an algorithmic metaphor, and can be anything set by the user that the user wishes, and has an encryption rating of DC 500 (SRPG -15).

Information sent to a unique device is always still floating in the subwave signal, however without the key present, it cannot be recombined into a single signal. If a device access the subwave network that has the appropriate key, then that device may draw upon any signals encrypted for that coding. A user need not need to know the key to encode a signal: *The System* knows each and every key, and when sending a dispatch meant for a unique person or unique terminal as its destination The System will determine the appropriate key for the recipient, and encode the signal for that key used by that person or that terminal.

A SUP add-on that allows a personal key to be used in public terminals also exists as an accessory.

Headband Terminal

This is a featherweight and extremely portable application of the subwave system, built into a metallic headband with a singular ocular node. The ocular node is transparent (often green or yellow-green) and projects holographic information directly into the retina, as to make it appear to be floating in front of the user at all times.

It does not have any direct manual interface, but it has both a wireless SUP and a single normal SUP for the use of other devices. The most common wireless SUP accessory is a set of gloves that allow for manipulation of projected images, with full sensory feedback. Thus, if viewing the image of a cube, while wearing sensory node gloves, the user will be able to feel and turn the cube, although no-one else will see the object they appear to be manipulating.

Raw computing power is the trade-off, and the highest rating available on this device (commercially) is a power rating of 26, although it may also be connected via the SUP interface to other devices to share computing power.

In some societies, these are sold in various forms and have become a fashion accessory, and the most fashionable and exotic pieces carry a steep cost mark-up.

Subwave Implants

An implanted version of the subwave network device exists, placed inside the brain of compatible species. This has a computing power capping at 24, due to its small size, however it is also the easiest to link with an internally implanted AI augmentation. The device connects via a telepathic link to the subconscious of the user and will access the subwave network to find any facts that the user needs to know in order to understand whatever task they are doing at present, however it does not permanently make this information part of the memories or knowledge of the user.

The user may always make conscious queries to the subwave, as normal. This device has a micro-SUP for connecting to other implants, and is most commonly coupled with the following augment accessories:

Octal Implant: This replaces one of the user's eyes, and projects displays of subwave and other information as if floating anywhere in the field of vision of the user. It also allows for monoscopic examination and enlargement of any detail with a total magnification power ranging from 500X (the basic versions) to 120,000X (the highest commercial, non-military versions). With magnification off, normal sight is not hindered at all. If magnification is on, the device can project a seemingly holographic image in a frame while simultaneously maintaining normal vision. A stereoscopic version of this is also possible.

Sensory Implant: These nodes, implanted subdermally (often on the hands) allow for manipulation of any object that the octal implant displays, with results furnished either by the computing power of the subwave implant (and any supplementary power from an AI attachment) and from the subwave network *metamind*, or both. They allow the subject to touch or feel any object and receive realistic sensory feedback. They are usually installed with a pain-limiter cut-out, to prevent neural damage from accidentally or intentionally feeling horribly painful (e.g something like a plasma flare).

AI Implant: A more extreme implant, this AI replaces parts of the brain of the subject, wiring into neural pathways and connecting to any other augmentations and the central nervous system. It is usually equipped with a governor to maintain a unique identity, where information it knows is partitioned away from the mind of the user (as failing to do this has been found to be mentally debilitating).

The user assigns it a personality, gender and other traits as the user wishes, communicating with the user via a quasi-telepathic and quasi-mechanical process by sending both psy-wave and natural neural signals to the brain of the user. It can be easily connected to an implanted subwave device and thus allow very rapid thought-based control over the subwave.

Because it shares both a conscious and subconscious connection to the user, it will access the subwave network to find any facts that the user needs to know in order to understand whatever task they are doing at present, storing them in its own memory partition, so that they will be available for future consideration. This means that disconnected from subwave access, the information is still available, making it invaluable for anyone working in environments that have subspace shielding of any kind.

Terms

Standard Use Port (SUP): A connecting port on a device that allows devices to be coupled in a daisy-chain mode, sharing the resources of any and all connected devices.

Common SUP Devices

Personal Subwave Key

Personal Tablet Device

Payment Authorisation Processor

Manual Input Panel

Xeno-Species Input and Operations Terminal

DAC Encoder

Octal Imager

Weapons Targeting Scanner

Lockout Controller

Visual Projector (Holographic)

Holographic Film Embedder (Produces a permanent hologram on specially designed film)

Document Imager (Produces printed documents on media)

Holocystal Encoder (saves holographic images, stationary or moving, to a data crystal)

Synthetic Generator (Produces objects on a sub-molecular level out of other materials or out of pure energy).

Medical Bio-Scanner

Medical Procedure Tools Controller

Submolecular Scanner

Microscanner

Macroscanner

Micro-tool Imager & Controller

Submolecular Modifier

Macro-Tools Controller

Molecular Bonder

Steady-state Microwelder: Steady-State Microwelding, also known as *atomic welding*, bonds materials at the atomic level by creating atomic bonds between compatible particles.

Saerosian Equipment and Tools

Before starting any mission, you will be provided with the appropriate tools for that mission, as well as rations to cover you for 20-standard-days, in addition to an allotment of **5,000 Requisition Points** that you may use before you embark on your duties. Players may pool their resource points to procure expensive items, shared within their cell.

A pool of Character Requisition Points (per person) at 5,000 per character means, the players may between people for a shared pool for a team. Thus, a team of 8 has 40,000 Requisition Points. Requisition values can be lowered through successful negotiations with the ship's steward, armoury officer and supply officer, or other appropriate official. It is also possible to *negotiate* for custom equipment or *bonus equipment*. Failed negotiations halve the requisition points for that character, and successful negotiations increase points by 2,500, for 7,500 points for *that individual*.

Each character must negotiate for their increases. If the *entire group* instead wishes to negotiate, they can do so for a total increase of 5,000 Requisition Points, with no penalty for failure. Only one character makes this check, and the situation must be role-played, and the result is permanent. (That is, if one player fails, another cannot try in his stead.)

Flys: *Flys* are small, 12mm-diameter crystal orbs that can be controlled with psychic ability. The mind of the user is linked to a crystal via a hand-held device with three switches. The user selects one or more of three *flys* and can mentally move them in any direction and see (omni-directional) using them. This can be disorientating, and requires a Reasoning score of 14 or better to avoid instantly taking slight *sanity damage* (1d4) per attempted use.

Flys move at a velocity of up to 100K/H, fly (perfect), but are very fragile. Striking them against any hard surface at a velocity greater than 1K/H will shatter them, and thus they have no use as a weapon. If they hit a soft surface, or even water at full speed, they must make a fortitude save (DC 20) or be destroyed.

They are composed of a special psychic crystalline lattice, fitted internally with a transparent crystal D-Transmitter and D-Receiver that broadcasts both instructions and datum to the receiver unit. The receiver unit is fitted with a true psychic interface and is genome-coded (while in use and touched) to the person holding it, so that it is impossible for others to see out of the *flys* used by the user of that specific controller while it is in use.

Requisition Value: 1,000pts.

Energy Pistol, Saerenan Imperial Scientific & Exploration Corps (SISEC): A hand-pistol that fires a focused high-energy discharge in a (non-photonic) pulse-beam. This weapon has selectable energy discharge settings as follows:

1d6, 2d6, 3d6 Lethal damage or;

2d6, 3d6, 4d6 Stun (non-lethal) damage.

These are set by two switches on the weapon: One rotary switch with three positions, and one two-way switch between lethal and stun settings. The default setting is '3d6 Lethal', and the weapon delivers its damage upon a successful hit to a target, and has a critical threat-range of 20/x3. It also features a safety-lock switch, and can be fitted with either or both) a *fixed genome coder* and/or a *psychic link lock* for an extra cost.

It uses a **Type-B E-Clip** by default which gives the weapon **50** shots on one full charge of energy (one-shot = 2-charges). It is possible to modify the weapon to use a Type-E energy clip, however this may damage the weapon.

Requisition Value: 250pts.

Energy Rifle, Saeranan SISEC: A two-handed operation rifle that fires a burst of high-intensity energy at a target as a (non-photonic) pulse-beam. This weapon has selectable energy discharge settings as follows:

6d6 Lethal damage or

10d6 Stun (non-lethal) damage.

These are set by a single switch, ('Lethal' or 'Stun') on the weapon, and a second switch on the weapon is used as a safety-lock. It can be fitted with a fixed genome coder and/or a psychic link lock at an additional cost.

It uses a **Type-B E-Clip** by default which gives the weapon **20** shots on a full charge of energy (1 shot = 5-charges).

Further, it is possible to add a *mystic-attachment* of various types to the weapon. This is inserted into a secondary compartment on the side by removing one of the cover plates and connecting the desired mystical device. The basic *mystical converter* changes the normal high-energy-discharge into a mystical-energy discharge via a selector switch. See '*energy weapon mystic converter*' for more details.

Requisition Value: 550pts.

Energy Clip, 'Type B': This is an energy clip (*E-Clip*), which holds 100-charges of mundane energy, like a capacitor, and is made of a crystal lattice and superconductor materials. It holds a specific amount of energy and can be recharged at a proper recharging facility.

Requisition Value: 100pts.

Refuel Cost: 40 Requisition Pts.

Energy Clip, 'Type E': This is an energy clip, which holds 100-charges of mundane energy, like a capacitor, and is made of a crystal lattice and superconductor materials. It holds a specific amount of energy and can be recharged at a proper recharging facility. This E-clip is normally used on Zorian weapons, and holds twice the maximum current output of the 'Type-B' clip.

A 'Type-B' weapon can be modified to use a 'Type-E' E-Clip, which can be configured to either give double the amount of charges, or deal double the weapon's normal amount of damage per shot with the normal amount of charger, however doing the latter severely shorten the weapon usability lifespan as the additional energy transferal causes damage to the weapon circuitry.

Requisition Value: 500pts. ; **Refuel Cost:** 80 Requisition Pts.

Fixed Genome Coder Lock: This device can be fitted to many pieces of electronic equipment (and weapons) and limits their use only to the person that has added his genetic sequence into the fixed genome decoder. This is a security device that prevents unauthorized use, but can be removed or disabled with an appropriate skill check. This can be combined with a *psychic-link lock* for added security.

Requisition Value: 180pts.

Psychic-Link Lock: This is another sort of security device, to which a person connects mentally, leaving an echo of their own unique psychic patterning. This prevents unauthorized use, and must be addressed via a P.A. roll to unlock. It is smaller and harder to notice or to remove or disable than a fixed genome coder lock, however characters with a low P.A. score may find it too difficult to use. It can be combined with a *fixed-genome coder lock* for added security.

Requisition Value: 200pts.

Wrist Communicator: An audio/video subspace communicator and locator beacon. Each has a unique identity key and works via sending subspace transmissions, relayed via a central point. This device has a miniature lens and can be used for two-way visual communication, or for multi-way audio communication. For missions, they are normally programmed with the frequencies of all personnel and thus a single individual can always be easily reached via a set of small controls on the device. The energy cell of this device provides enough power to last for one-year before it needs to be recharged.

Requisition Value: 25pts.; 1 automatically assigned to each crewman and officer for 0pts.

Emergency Beacon: A transmitter that you can activate in a worst-case scenario that broadcasts your location via subspace relays to all friendly (and possibly non-friendly) recipients. This device functions on ambient dimensional energy, and may be augmented by using a Type-B E-Clip (if ambient energy is not available) for up to 6-hours of sustained use.

Requisition Value: 150pts.

Torch: A small, pocket torch that has an internal energy cell, which holds up to 30-days of continuous charge. Useful for providing light in dark places, or for telling eerie stories with additional dramatic effect, or for making shadow figures. It functions on an internal power source for up to 1,000-hours of sustained use.

Requisition Value: 50pts.

Torch, Headband: A small torch that you can wear on your head. Useful for working on projects in low-lighting conditions, or for hands-free navigation in the dark, or for marking your head as an easy target. It functions on an internal power source for up to 1,000-hours of sustained use.

Requisition Value: 60pts.

Archaeology Tools: Brushes, small picks, canisters, and the like for an archaeological survey mission. Comes in a large, metal tool case.

Requisition Value: 130pts.

Toolkit, Scientific (Standard): A set of normal tools for scientific fieldwork. Includes screw , fastener and pin extractors, sonic lances, soldering tools, mini testing tools and the like.

Requisition Value: 175pts.

Micro-Tools: A set of tools for working on very small items, and includes analogue magnification glasses, a set of digital magnification goggles, micro-picks, micro-feelers, micro extractors, a micro-welding tool, and a sonic extractor.

Requisition Value: 400pts.

Chalk: A box of 20 plain'ol white chalk sticks. Useful for alchemists, wall-scrawlers and people named 'Kilroy'.

Requisition Value: 5pts.

Chalk, coloured: A box of 20 colourful chalk sticks. Useful for alchemists, wall-scrawlers and people named 'Kilroy' who want to make prettier designs. Includes two white sticks and two each of yellow, blue, pink, green, violet, red, orange, teal and black.

Requisition Value: 12pts.

Pocket Computer: A small computer with a touch-screen interface that can easily fit into a pocket. It has a power-rating of (4) and contains many database functions. It is possible to interface it to other equipment via wireless means and to use it for audio and video recording, however the quality is not as good as true recording equipment. It uses a fixed-energy cell that lasts for 30-days without charging.

Requisition Value: 150pts.

Tablet Computer: Larger and more powerful than the pocket computer, this can still be used quickly and easily with a touch-screen interface, but it is bulkier. It has a power-rating of (5) and an A.I rating of (Zoria 1, SRPG 1). It uses a 'Type-S' e-clip that powers it for up to 50-days. (1-day = 2 charges)

Requisition Value: 225pts.

Portable Computer: This is more like a traditional 'laptop' system, and can be interfaced either wirelessly or via direct (wired) interfaces to scientific or other equipment. It has advanced sensory software and can do many more complicated tasks. It has a power rating of (6) and an A.I rating of (Zoria 2, SRPG 2). It uses a 'Type-B' e-clip that powers it for up to 20-days (1-day = 5 charges).

Requisition Value: 450pts.

Holobar (Personal Terminal): A Subwave terminal, in the shape of a black, angled 'C'-shaped object with a holographic emitter on the top, and two sets of SUPs. These perform all of the functions of a public terminal, but are small and lightweight, best fitted for placement on a desk or table. Their design differs, but the most common (sold via *Simeond Intergalactic's 'HoloTech'*) has a stepped design in a black casing with a blue emitter crystal.

It is possible to configure this device with keyed entry, either via a mechanical keypad, or a holographic keypad.

For the purposes of requisitionable equipment, the standard *Holobar* has a power-raring of (20) and an A.I raring of (Zoria 5, SPRG 5; with subwave access; otherwise, A.I. Zoria 1, SRPG 1) and this may be augmented with modules connected to the SUP, so that information may be processed without being shared on the subwave network.

These devices are all also assigned a unique Subwave Key, so that datum may be sent along a standard subwave modulated signal in a public domain, but only shared on devices that have that key. This 'key' is an algorithmic metaphor, and can be anything set by the user that the user wishes, and has an encryption rating of DC 500 (SRPG -15).

Information sent to a unique device is always still floating in the subwave signal, however without the key present, it cannot be recombined into a single signal. If a device access the subwave network that has the appropriate key, then that device may draw upon any signals encrypted for that coding. A user need not need to know the key to encode a signal: *The System* knows each and every key, and when sending a dispatch meant for a unique person or unique terminal as its destination The System will determine the appropriate key for the recipient, and encode the signal for that key used by that person or that terminal.

A SUP add-on that allows a personal key to be used in public terminals also exists as an accessory.

Requisition Value: 500pts.

HoloVisor (Headband Terminal): This is a featherweight and extremely portable application of the subwave system, built into a metallic headband with a singular ocular node. The ocular node is transparent (often green or yellow-green) and projects holographic information directly into the retina, as to make it appear to be floating in front of the user at all times.

It does not have any direct manual interface, but it has both a wireless SUP and a single normal SUP for the use of other devices. The most common wireless SUP accessory is a set of gloves that allow for manipulation of projected images, with full sensory feedback. Thus, if viewing the image of a cube, while wearing sensory node gloves, the user will be able to feel and turn the cube, although no-one else will see the object they appear to be manipulating.

For the purposes of requisitionable equipment, the standard *Holobar* has a power-raring of (10) and an A.I raring of (5; with subwave access; otherwise, A.I. 1), although it may also be connected via the SUP interface to other devices to share computing power.

In some societies, these are sold in various forms and have become a fashion accessory, and the most fashionable and exotic pieces carry a steep cost mark-up.

Requisition Value: 1,000pts.

Subwave Implants: An implanted version of the subwave network device exists, placed inside the brain of compatible species. For the purposes of requisitionable equipment, the standard *Holobar* has a power-raring of (15) and an A.I raring of (5; with subwave access; otherwise, A.I. 1). The reduced computing power is due to its small size, however it is also the easiest to link with an internally implanted AI augmentation. The device connects via a telepathic link to the subconscious of the user and will access the subwave network to find any facts that the user needs to know in order to understand whatever task they are doing at present, however it does not permanently make this information part of the memories or knowledge of the user.

Requisition Value: 2,000pts.

The user may always make conscious queries to the subwave, as normal. This device has a micro-SUP for connecting to other implants, and is most commonly coupled with the following augment accessories:

AI Implant: A more extreme implant, this AI replaces parts of the brain of the subject, wiring into neural pathways and connecting to any other augmentations and the central nervous system. It is usually equipped with a governor to maintain a unique identity, where information it knows is partitioned away from the mind of the user (as failing to do this has been found to be mentally debilitating).

The user assigns it a personality, gender and other traits as the user wishes, communicating with the user via a quasi-telepathic and quasi-mechanical process by sending both psy-wave and natural neural signals to the brain of the user. It can be easily connected to an implanted subwave device and thus allow very rapid thought-based control over the subwave.

For the purposes of requisitionable equipment, the standard *Holobar* has a power-rating of (1) and an A.I rating of (Zoria 20; **SRPG 10**). Because it shares both a conscious and subconscious connection to the user, it will access the subwave network to find any facts that the user needs to know in order to understand whatever task they are doing at present, storing them in its own memory partition, so that they will be available for future consideration. This means that disconnected from subwave access, the information is still available, making it invaluable for anyone working in environments that have subspace shielding of any kind.

Requisition Value: 5,000pts.

Octal Implant: This replaces one of the user's eyes, and projects displays of subwave and other information as if floating anywhere in the field of vision of the user. It also allows for monoscopic examination and enlargement of any detail with a total magnification power ranging from 500X (the basic versions) to 120,000X (the highest commercial, non-military versions). With magnification off, normal sight is not hindered at all. If magnification is on, the device can project a seemingly holographic image in a frame while simultaneously maintaining normal vision. A stereoscopic version of this is also possible.

Requisition Value: 1,000pts.

Sensory Implant: These nodes, implanted subdermally (often on the hands) allow for manipulation of any object that the octal implant displays, with results furnished either by the computing power of the subwave implant (and any supplementary power from an AI attachment) and from the subwave network *metamind*, or both. They allow the subject to touch or feel any object and receive realistic sensory feedback. They are usually installed with a pain-limiter cut-out, to prevent neural damage from accidentally or intentionally feeling horribly painful (e.g something like a plasma flare).

Requisition Value: 750pts..

Recording Equipment: A set of audio and video recording equipment, based around a mobile flying, tetrahedral recording device with four stereoptic lenses. You may have as many of these active at one time, and they record 3-D video which can be later linked to a projection chamber for a holographic recreation of an environment. It functions on an internal power source for up 100-hours of sustained use, and may be augmented by a Type-B E-Clip that grants an additional 10-days of use in such case that it runs out of energy.

Requisition Value: 300pts.

Glow-globe: A lighting device, that when activated can be tossed up and floats in position to illuminate an area. It acts as an omnidirectional flood-light up to 250-meters. It functions on an internal power source for up 10-Days of sustained use.

Requisition Value: 150pts.

Climbing Gear: Traditional hammer, piton and harness climbing and scaling equipment.

Requisition Value: 40pts.

Uniform: Your *SISEC* uniform, with insignias and the like. Officers and crewman both have uniforms, and each is a different colour to designate their position. Crewman are a deep blue, and officers are white with black trim. These are made of a synthetic fibre, however versions exist for personnel who are allergic, and a version exists for cold-weather exploration.

Requisition Values: Standard, 5pts (automatic at 0-pts for crewman and officers at one uniform per person); Natural Fibre 15pts; Cold-Weather 20pts.

Water Packet: A sealed, foil packet containing 200ml of distilled water; has an eqsy-tear strip.

Requisition Value: 5pts.

Nutrient Cube: 1cm per size cube of high-protein and high-carbohydrate food-product, suitable for space-exploration and interplanetary missions. Comes in a variety of flavours.

Requisition Value: 5pts.

Stimulant-Pack: Available as powder to be mixed in water (or other liquids), or as a solid mini-cube (0.25cm per side, or as a liqui-pack, this substance is like a mixture of caffeine, nicotine and cocaine. It is guaranteed to keep a person awake, refreshed and active, but is *highly addictive*.

Requisition Value: 25pts.

Containment Canister: A hermetically sealed (self-sealing) canister for containing samples. Available in three sizes, tiny (petri dish) , small (100ml) and large (250ml).

Requisition Value: 25pts, 50pts, 100pts respectively.

Energy-Blade: This blade of steel is energized with a type-B E-Clip. It has two settings, 'On' and 'Off', set by a switch, and when set to 'On', it deals +1d6 energy damage upon a successful strike, in addition to the standard damage of the blade. It is available in several configurations:

Regalium Blade: A standard-issue light model, which is a rapier or sabre type sword. This is common and standard-issue to swordmasters and members of the Imperium. This weapon deals 1d6 damage on a successful strike, plus an additional 1d6 of energy damage when energized, plus the muscle modifier of the striker (e.g. a muscle of 14 adds +2, whereas a muscle of 9 subtracts -1 from the damage). This weapon has a critical threat range of 18-20/x2; energy damage is also doubled. The E-Clip can deliver up to 50 charges of energy before it needs to be recharged.

Jhardo Blade: This is a heavy version of the above weapon, modeled more along the lines of an 18th-century claymore, this version has a base damage of 1d8, with the same energy and critical dynamics as the Regalium model, but is far more expensive to produce. It has a basket-hilt and grants +1 versus disarm attempts.

Twinblade: A long dagger, with parallel, single-edge blades and a long gutter. Very useful to parry in combat, and for bypassing shields.

Requisition Value: 200pts. (Regalium), 2,000pts. (Jhardo), 150pts. (Twinblade)

Sonic-Knife: A vibrating knife suitable for easily cutting through materials, or for extreme sadists. The sonic pulse that causes it to vibrate can be set to 'On' or 'Off' with a switch, and must be set to 'Off' when stowed, else it will be quite uncomfortable and will slowly damage whatever is being used as a container/holster. This weapon strikes for 1d3 when not active, but becomes 1d5 when active.

It also has a rather numbing effect on the hands after extended use, and the user must make a fortitude save after every 5-minutes of use (DC15+1 per 5 minutes of continued use) or have his hands start to numb. It cuts quickly through straps, rope, and other similar materials and is primarily used for this purpose, especially in case of an emergency where your gear is choking or restraining you. It also uses a Type-B E-CLip, but in normal use, this will last for months or better.

Requisition Value: 100pts.

Sonic Lance: This is a sonic cutting tool, useful for cutting off plates, panels or into machines. It can also be focused to be used as a small sonic drill. If used as a weapon, it deals 1d6 damage per round to a target. Sonic energy ignores material hardness. It also uses a Type-B E-Clip, but in normal use, this will last for months or better.

Requisition Value: 225pts.

Oxygen Suit: This is a sealed environmental suit that has its own O² tanks. It provides up to four hours of breathable oxygen, and protects against either the vacuum of space, or other harsh environments. It is made of a substance that resists acid at 10, but it is very encumbering and both halves movement and reduces effective dexterity by 5.

Requisition Value: 500pts.

Oxygen Vest: A light vest with an oxygen supply, with directional breather blowers, and an attachable breathing mask. This is useful in environments where breathing is possible, but otherwise difficult. The oxygen capacity is 4 hours by blower, for environments with only a slight oxygen deficiency, and 2 hours by mask, where you need more available oxygen. It is not very encumbering and carries no penalty for use.

Requisition Value: 175pts.

Bio-Suit: A hazardous materials suit; this protects against mild radiation or other toxic substances, but does not have an oxygen supply. It is only slightly encumbering, reducing movement by 2 and effective dexterity by 1.

Requisition Value: 300pts.

A.I. Translator: This handy device can learn and translate alien (or non-local) languages. It makes a reasoning check every 10 minutes when examining a written language or hearing a spoken language to try and translate it, but it needs a decent basis of vocabulary to attempt translation.

The device has an A.I Rating of (5) with a Reasoning Score of 22, a Knowledge of 24 (Memory 96%), and an Intuition of 18 and makes checks using these modifiers. It has 10d100 languages built-in at creation to use as a basis. Generally, each successive 10-minutes of communication that it observes, or successive 10-minute of scanning written text adds +1 to its check to translate a new language. It has an accuracy rating starting at 5%, and each successful check adds 5% to its base when learning something new.

This device has an internal power source capable of running continually for up to 500-hours before needing to be recharged.

Requisition Value: 275pts.

Tool-Pocket Vest: A vest for holding small tools and items; useful for scientists during field or lab work.

Requisition Value: 50pts.

Multi-Wavelength Goggles: Goggles that can see UV, IR and Radio emissions as well as heat and normal light. Each wavelength can be independently controlled, or switched-off to provide the desired image. The *sensory instruments* skill is very helpful in using these goggles. These function on a Type-B E-Clip for up to 100-hours of sustained use. These goggles also provide up to 10x optical and 50x digital magnification/zoom capabilities.

Requisition Value: 300pts.

D-Spectrum Goggles: These goggles can see dimensional disturbances, such as fractures, holes, rifts, and other anomalies. They can also sense ley-line energy emissions, and ley-line energy as well as other forms of dimensional energy. These function on a Type-B E-Clip for up to 24-hours of sustained use. These goggles also provide up to 10x optical and 50x digital magnification/zoom capabilities.

Requisition Value: 1,000pts.

Portable Chemistry Lab: A medium-sized field-lab for chemistry work, containing test-tubes, analysers, and a variety of tools, scopes and the like. It comes in a metal D-cabinet that is dimensionally transcendental, providing many tools in a compact space, including 20 tiny sample canisters, 10 small sample canisters, and 5 large sample canisters.

Requisition Value: 4,500pts.

Grav-Lift Kit: A set of devices that you may attach to a large object to negate gravitic forces. They allow you to lift up to 2-tonnes per device, and both may be attached to a single object to permit two people to shift up to four tonnes, however they may only be used on single, solid objects, not on debris. The kit includes two devices, shaped like handles. This device can function for up to 100-hours before needing to be recharged, and can be augmented by a set of Type-B E-Clips (one per handle) for an additional 24-hours of use.

Requisition Value: 2,000pts.

Floater Disc: An anti-gravity disc 1.5m in diameter that can hold up to 2 tonnes of material. It comes with a controller device to manipulate it, directing its movement up, down, or in any sideways direction. The controller also has a pair of knobs to alter the pitch of the disc, however the disk will automatically adjust to be flat unless otherwise directed. This device can function for up to 100-hours before needing to be recharged, and can be augmented by a Type-B E-Clip for an additional 24-hours of use.

Requisition Value: 1,000pts.

Holding Sphere: A globe approximately 24cm in diameter that is dimensionally transcendental. It can hold 2m cubed of material, and the aperture will permit inserting any object up to 2m on any side through the event horizon. This device functions on ambient dimensional energy.

Requisition Value: 3,000pts.

First-Aid Kit: A very basic medical field kit for first-aid use. Includes bandage paste, pain relievers, burn treatment gels, and the like.

Requisition Value: 300pts.

Medical Kit: A full medical kit, that also includes proper medicines, and medical tools such as micro-surgical tools, but for field use. It comes in a metal D-cabinet that is dimensionally transcendental, providing many tools in a compact space, and contains everything a doctor may need on the field, including portable scopes, lighting devices, a floater bed, and a medical scanner.

Requisition Value: 7,000pts. (Includes value of: D-Cabinet at 4,000pts.; Scanner at 1,500pts., Floater Bed at 1,000pts., plus other tools and medicines and required energy sources)

Medical Scanner: A portable medical scanner to use on human or other anatomies. It provides a clear look into the subject, and can detect toxins, diseases or other problems with ease. This device functions on an internal power supply and is good for up to 2-months of field operation before needing to be recharged.

Requisition value: 1,500pts.

D-Cabinet: A metal cabinet that is larger inside than outside. It has many compartments, each capable of holding a large variety of items; often used for tools or portable science labs. This device functions on ambient dimensional energy.

Requisition Value: 4,000pts.

Drafting Pens and Pencils: A set of drafting pens (like *Rapidograph* pens) in a variety of colours, plus mechanical pencils and leads of various sizes and colours.

Requisition Value: 100pts.

Shield Belt: This belt provides the wearer with a personal inertial-dampening and energy-negation field, deflecting blows by neutralising the inertial and high-intensity energy. It reduces all damage done to the target, however it has a maximum charge and as it neutralises energy, its power-source is depleted.

It can negate up to 50 point of damage before it runs out of juice, and works off of a Type-B E-Clip that can be recharged or replaced as needed (2 charges = 1 damage negated). It is possible to delivery a very special type of attack that can bypass its negation, requiring training that is done in a very slow manner (to get past the inertial dampening field). Many swordmasters are trained in this technique. A shield-belt has no encumbrance value.

Shields of this sort deflect high-velocity attacks, but slow, and careful attacks can bypass the special warping. High-intensity photonic energy discharges interact with these space-warping shields to cause a potential catastrophic photonic explosion.

Requisition Value: 2,500pts. This cost includes one Type-B E-Clip; replacement, extra E-Clip and recharge values are at the normal cost for Type-B E-Clips.

Personal Shield: This device is similar to a *Shield Belt* except that instead of using energy to neutralize energy, it warps space in a way that deflects attacks. Thus, it has a very long-lived power-source (measured in years), however, while shields of this sort deflect high-velocity attacks, slow, and careful attacks can bypass the special warping. High-intensity photonic energy discharges interact with these space-warping shields to cause a potential catastrophic photonic explosion.

Requisition Value: 2,000pts.

Pens and Pencils: Available as standard inkpens, fountain ink pens, standard pencils (plain or coloured) and mechanical pencils (plain or coloured). Ink for fountain pens is at an additional cost.

Requisition Value: Standard pencil 5pts per 20; Coloured standard pencils 25pts per set of 50 different colours; black inkpen 2pts. Each; coloured inkpen (4pts each (specify colour)); inkpen set (black blue, green and red) 5pts; fountain pen 15pts. Ink for fountain pens 10pts per bottle (specify colour); mechanical pencil (available in 3mm, 5mm, and 7mm sizes) 1pt each; Box of 20 leads (standard; specify size) 2pts.; Box of 20 leads (coloured; specify colour and size) 4pts.

Jhem'takh Armour: This set of field armour protects both against physical attacks and energy attacks, absorbing some of the damage inflicted. It is powered by two Type-B E-Clips and each time it absorbs damage, one charge of each is depleted (for up to 100 total uses). If it runs out of power, it will still function, but the armour itself takes the damage that it absorbs, rather than simply negating it. If reduced to 25HP, the damage that it absorbs is halved—at this point it may still be repaired or recharged. If merely recharged, the absorb rate is not restored, but it may absorb damage another 100 times. If reduced to 10 HP or less, it becomes useless (destroyed) and must be replaced. It has the following specifics:

Absorb Rate (normal): P 10 ; S 5; B 2 ; E 10 ; HP 50.

Absorb Rate (damaged): P 5 ; S 2; B 1 ; E 5 ; HP 25 (to HP 11).

Non-functional: 10HP or less

It has light encumbrance, reducing speed by 5 and effective dexterity by 1. It further reduces all defense and parry checks by 2.

The Jhem'takh armour does not interact well with a shield-belt, as the energy fields intermingle with a risk of damaging the wearer. If both are used at one time, each time the shield-belt uses its energy field to negate damage, roll a fortitude save (DC15) for the armour, as the energy negation field that the shield belt releases interacts with the armour, possibly triggering an overload of the Jhem'takh E-Clips. If it fails, it detonates, dealing 1d4 damage to the wearer per charge remaining in its E-Clips, for a maximum of 200d4 energy damage, in a 5m radius.

Requisition Value: 6,500pts. This cost includes two Type-B E-Clips; replacement, extra E-Clip and recharge values are at the normal cost for Type-B E-Clips.

Sonic Bomb: This eradication bomb releases a charge of sonic disruption energy that deals 10 to 50d6 sonic damage to everything in a radius of 1m to 10m (damage and area set by user). The bomb itself is not harmed by the discharge, as it is protected by a one-way energy shield. This release only damages physical structure, and is blocked by energy barriers. The bomb functions on two Type-B E-clips and uses all of the energy of both in its detonation, but as with all devices based on E-Clips, it can be re-used by replacing them. The *demolitions* skill is required for its proper use.

It can be modified to use Type-E E-Clips, doubling the damage and range to 20d6 to 100d6 and 2m to 20m, with an appropriate applied science skill check. The difficulty of operating the enhanced version using demolitions is higher as well.

Requisition Value: 7,500pts.; Type-E version 15,000pts. These costs include two E-Clips of the appropriate type; further E-Clips or recharging is at the normal cost.

Geometry, Drafting and Drawing Tools: This set of tools includes straight-edges, angles, a set of compass tools, and a variety of mechanical pencils, leads for the compasses and pens in a n assortment of colours. It is invaluable to an alchemist, and to anyone interested in engineering or drafting.

Requisition Value: 200pts.

Writing Journal:A basic writing journal, standard paper (A4) sized. It is available in lines, quadrille and blank paper types. Vellum is also available at an additional cost. It is further available in either perfect-bound or spiral-bound. Books contain 100 pages of standard paper, or 50 pages of vellum paper. Vellum is always blank (unruled).

Requisition Value: Standard paper (any ruling style) 25pts.; vellum 40pts.

Writing Paper: Loose-leaf pages available ruled with lines, quadrille or merely blank paper types. Vellum is also available at an additional cost.

Requisition Value: Standard paper 5pts. per 20 sheets; vellum 5pts. per 10 sheets.

Ledger Paper: A2 paper, available as loose, perfect-bound, or spiral-bound. It is also available as standard paper either blank or quadrille, or blank or quadrille vellum.

Requisition Value: Loose standard paper (either rule) 15pts per 20 sheets; Loose vellum (either rule) 30pts per 20 sheets; Bound standard paper 50pts for 100-pages (either binding, any rule); Bound vellum 100pts. for 50 pages (any binding, any rule).

Handling Computer Power Ratings and A.I. Ratings in Simple-RPG

Power Rating: This reduces computing tasks in time. Divide the time required by the Power Rating.

AI Rating: This increases checks made with the device by the number of the AI rating; increase the skill they are rolling by the A.I. rating of the device they are using.

This, if a character is making a *Technology Use* roll, and has *Technology Use* at **12**, with a device that has an A.I. rating of 2, treat their statistic as if they had *Technology Use* (**14**). Likewise, if making a *Knowledge* or *Lore* check, their score would be increased by the value of the A.I. rating (not to exceed 18).

Saerosian Substances [v0.5]

Psychoanaline

Psychoanaline (*Sy-ko-an-a-leen*) is a synthetic, psychotropic narcotic that forces the mind of the subject to numb toward most things, while being able to focus on specific tasks. Under its influence, anything that the subject is not actively focused upon is made distinctly out-of-focus, allowing a person in a laboratory where frightening creatures, objects or procedures are routine to avoid sanity damage, and allowing one to focus on work in other very distracting environments.

The substance is a bluish-grey serum and is injected into the subject. While the chemical itself is not directly addictive, the effects are moderately addictive and it is advised not to give regular doses to those who do not need them.

Administering it triggers a fortitude saving throw, with a base DC of 35, escalating by potency with a maximum safe potency for humans giving a saving throw DC of 55.

While under the influence of *psychoanaline*, the subject receives a +20 bonus to horror saves against visual and auditory triggers, a +20 will save to remain focused, a +10 bonus on search checks, and a -20 penalty to listen checks, spot checks, and reflex saving throws.

The drug does not directly enhance mental abilities, but it does grant a +5 circumstance bonus towards any one project on which you are entirely focused while under its influence. A standard dose begins to break down after two spans, halving its effects, and wears off in about four spans.

Neurolydine

Neurolydine (*Noor-oh-lie-deen*) is a substance that repairs cellular damage to nerve cells in most humanoid (carbon-based) species. By reading the genome encoding, a virus-like organism penetrates the cellular membranes and rebuilds the cells from the inside-out. It does not restore memories lost due to damaged brain cells, but it can restore brain function in subjects, and repairs nerve damage in other areas of the body.

The substance is a bright green liquid solution, containing a suspension of a micro-organism as well as a nerve-growth inducing hormone and a pain-numbing agent to prevent shock while nerve cells are rebuilt. It can be targeted towards only specific types of nervous tissue, and can be attuned towards a specific species.

If used on the wrong species, there is only a 60% chance of success, however, if Neurolydine is first adjusted to the genetic chemistry of a species, it rises to a success rate of 95%. In either case, cellular damage is restored in an exponential process and the micro-organism multiplies. One dose typically repairs most minor nerve damage in 1d8 hours, whereas greater damage takes 2d8 hours, and severe damage (including brain damage) takes 1d3 days to repair.

Neurolydine can repair any nerve damage caused by a variety of effects, *except nerve damage or impairments stemming from genetic defects*, as the substance uses the genome base to reconstruct nerve cells, and the inherent flaw in a genome will be replicated. In these circumstances, Neurolydine can actually accelerate any degenerative condition by replacing still-viable nerve cells with defective cells read from the genome of the subject.

A pre-treatment of the genetic structure of the subject to remove the defect before administering Neurolydine has a 90% success rate in using Neurolydine to repair defective nerve cells in such a subject, by reading the new genome. The greater the number of genome strands repaired, the better. If the micro-organism in Neurolydine is first programmed with the new genetic sequence, it may be administered to reconstruct a nervous system with the new genetic changes as a mutagen.

Neurolydine can also be deployed by using this technique as a weapon, to mutate the nervous structure of any organism into a desired pattern, however it has only a moderate success rate. When injected, the success rate is 80%, and when used as a gas weapon, the success rate drops to 65%.

The fortitude saving throw for basic medicinal Neurolydibe (injected) is DC 50; when genetically paired to a specific individual is DC70, and when used on a subject of a species for which it was not pre-prepared is DC35.

When used as a weapon, an injection of Neurolydine has a fortitude saving throw DC 50, and when deployed as a gas it has a DC of 35. If it has not been attuned to the species against which it is deployed, the DCs drop to 35 and 20 respectively,

Mortrianine

Mortrianine (*More-tri-a-nine*) is a narcotic agent targets nerve receptors in the brain responsible for the production of pain but not for pleasure or other sensation,. It is a narcotic that is heavily addictive, and its greatest uses are as a treatment for soldiers in the field (to keep them fighting when seriously wounded), as a life-enhancing narcotic (often for recreational use) and as an anaesthetic.

The substance is a dark solid usually dissolved in water or saline before administering, and may be injected, taken orally, or inhaled by burning the substance and breathing the fumes. All thee methods have similar effects, but take different levels of exposure. The solid substance may also be taken orally, but ingestion of high-concentrations of Mortrianine may be lethal.

Liquid Mortrianine

A subject *injected* with a liquefied suspension of Mortrianine begins to feel the effects in 2d6 rounds, with a fortitude saving throw DC of 45; the substance lasts for 2d4 hours.

A subject injected with a high-potency suspension of liquid Mortrianine begins to feel the effects in 1d6 rounds with a fortitude saving throw DC of 60; the substance lasts for 4d4 hours and when it fades, leaves the subject in a state of withdrawal (DC 45 to overcome, with a -5 to the DC for each 1d6 hours after withdrawal sets in).

Solid Mortrianine

A subject that ingests solid suspension of Mortrianine begins to feel the effects in 8d6 rounds, with a fortitude saving throw DC of 60; failure by 10 or more requires a second fortitude saving throw (DC 45) vs. shock. Failing this, the subject goes into shock, and 2d6 rounds later must make another fortitude saving throw as follows, with the effect listed being the result.

DC 50: The subject begins to recover, but takes a -10 penalty to all actions for 2d6 turns.

DC45: Shock, and inability to appropriately function. The subject cannot take any actions, but remains conscious.

DC40: Shock, unconsciousness.

DC35: Shock; the subject falls into a coma.

DC30: Shock, the subject falls into a coma and takes 2d6 damage each to Intelligence, Wisdom, and Charisma from the resulting nerve trauma.

DC 25: Death; immediate.

Solid Mortrianne lasts for 6d6 hours, and when it fades, leaves the subject in a state of withdrawal (DC 60 to overcome, with a -5 to the DC for each 1d6 hours after withdrawal sets in).

Mortrianine Smoke or Vapour

A subject that inhales a gaseous suspension of Mortrianine, whether in smoke or vapour begins to feel the effects in 3d6 rounds, with a fortitude saving throw DC of 45.

Gaseous Mortrianne lasts for 2d6 hours, and when it fades, leaves the subject in a state of withdrawal (DC 40 to overcome, with a -5 to the DC for each 1d4 hours after withdrawal sets in).

Addictive Effects

A subject that uses Mortrianine can easily become addicted. The basic level of addiction is based on the type of Mortrianine consumed, and the number of pervious times that the subject has used the substance. The following table illustrates the base DC to resist addiction, the amount the DC increases with usage frequency, the minimum number of doses before addiction begins, and the ramifications of missing doses.

Type	Base DC	DC Increase/Frequency	Minimum
Liquid, Consumed	30	+2 / 4 Doses	20
Liquid, Injected	35	+1 / Dose	10
Solid, Consumed	40	+2 / Dose	5
Gaseous, Inhaled	30	+1 / 4 Doses	30

Failing any save puts a subject in a state of withdrawal, and mental dependency. The subject must make a will save, at their total addiction DC to avoid taking *any actions* to obtain another dose. Failing this, they will do whatever they can to obtain more of the substance, even if it ordinarily contradicts their personality, ethics and morals.

Atrtonagen

Atrtonagen (*Ar-tron-a-jen*) is a suspension of Artron particles combined with a micro-organisms that reads the genetic structure of most tissue cell types, and rebuilds the body of a recipient based on their genetic structure. It repairs almost all cellular damage, but must be completely attuned and programmed with the genetic data of the subject before use. Failing to do this reduces its effectiveness to 2%, with a 5% (96-100) chance of causing mutations.

Atrtonagen takes 1d6 segments to reconstruct a subject, but the overall effect may change their outward appearance and mannerisms by activating dormant portions of their DNA, and rearranging neural pathways and rearranging neuron bonds in the brain.

The neural trauma can also cause sanity damage or psychosis. The subject must make a fortitude saving throw (DC 45) or take 1d6 point of sanity damage; failing this by more than 10 causes an additional 2d6 sanity damage for every 10 beneath the DC. That is:

DC 35:	3d6 <u>total</u> points of sanity damage.
DC 25:	5d6 <u>total</u> points of sanity damage.
DC 15:	7d6 <u>total</u> points of sanity damage.
DC 5:	9d6 <u>total</u> points of sanity damage.
Critical Failure:	18d6 Sanity Damage

Dimensional Elements

Some elements of the periodic table are of a dimensional, interdimensional, intrdimensional or extra-dimensional nature. The most basic forms of these elements, or the subatomic components of these are as follows:

Erevumega – A particle of mystical-dimensional force, of the boson group; The mythical-dimensional equivalent to a photon, that flows from Erevnotic space along ley-lines, which when slowed, becomes a charged or uncharged particle.

Umega – a subatomic particle of mystical-dimensional nature, of a nature similar to a Quark, which is formed when an Erevumega is slowed in spin and forms the base mass of a Erevnon or Umion.

Ereva – a subatomic particle of mystical-dimensional nature, of a nature similar to a Lepton, granting the a mystical force charge.

Fermionic Particles: Quarks, Leptons and their appropriate sub-groups. These are often supplemented or replaced by forced particle-decay or particle transmutation by ley-line activity. For example, bombardment of Erevumega particles may convert a quark into an umega particle.

Umega – A particle of mystical field energy that has a neutral charge, similar to a neutron.

Erevnon – A particle of mystical energy from the Erevnotic dimension with a positive charge, similar to a proton.

Arevnon – A particle of mystical energy with a negative charge, similar to an electron.

Chronon – A particle of temporal energy from the temporal dimension.

Anti-chronon – A particle of antitime, from a dimension of anti-time / pure entropy.

Tachion – A particle that transverses the temporal field backwards at any velocity.

Anti-tachion – A particle that travels forward in time, but at a velocity faster than light that may also travel through the temporal field (forward)

Artron – A temporal particle that stabilizes causal points and paradoxes.

Gravitron: A sub-atomic particle that generates a gravitic field.

Erevnotic energy (composed of Erevumega, Umions, Erevnons and Arevnons) is represented in equations with the value Umega, which appears as a horse-shoe shaped U.

As explained above, ley lines attract mystical energy. This attraction pulls in erevnons, as well as arevnons and umions and replaces normal electrons, neutrons, and protons, as well as other subatomic particles with them, or merely bonds these subatomic particles to normal subatomic particles in atomic matter to alter its atomic structure. If particles are lost (expelled), the base material loses atomic weight, however if particles are added (or transmuted), the material gains atomic weight.

The forced attraction may also pull in gravitons, as well as temporal particles or other weird matter, bonding it at the subatomic level. The arrangement of such particles gives the material its mass and properties.

The process begins by adding small amounts of these particles to a mass of heavy material, such as lead, iron, or other metals, altering them slowly over time to become another substance. The less exotic and lighter materials morph more rapidly into actual dimensional materials, but there is an intermediate stage whereby they become a material that has no evident mystical properties, but has unusual natural (or possibly supernatural) properties. The base of this begins with the formation of Adamantium, Mithril and Cold Iron, which later progress to form other materials of true mystical nature as further particles are attracted to them and are bonded to the structure of their atomic makeup.

Cold Iron (Ferronobilium) is a prime example, as where Iron is the bane of daemons, used to bind them and control, Ferronobilium, which has a mystical charge creates improved seals, or can seal greater daemons, and will harm them immensely when it touches them. It also has profound effects on the Fey, which have a similar reaction to iron.

Other materials that are already heavy lose matter or energy in exchange for erevnotic matter in a process halfway between particle decay and transmutation. Cobalt, for example, becomes Azurite, which loses its radioactive properties to become mystical in nature. Gold, which is already heavy becomes Virium, and Radium (and similar material become) Solarium.

Adamantium progresses and grows into Sirium, whereas Mithril becomes Aerium; likewise, with enough ley-line activity, Sirium eventually becomes Virium, and Aerium will become Lantrium or rarely, Coraeum. Sirium can also produce Coraeum, Lantrium and Moraem with a burst of continual energy sufficient enough to split the bonds that form it, separating out the negatively charged arevnon matter, which bonds to the heavier particles in the structure (forming Moraem) from the positively charged erevns (forming Lantrium) with trace amounts of Coraem in the ore deposits that contains mostly Umions with some Erevns and Arevns.

This may be artificially induced with enough ley-line activity, or with special structuring of the ley-lines to form the correct attraction balance.

Eventually, with a constant supply of erevnotic dimensional energy, all Sirium will become Virium, or break up into Coraeum, Lantrium and Moraem. Coraeum is attracted to itself, and the Coraeum deposits will slowly descend to the centre of the mass, attaching to it, and increasing the mystic field of the planet or star, thus increasing the speed of the process on a whole.

Other materials such as Zinnium are composed of Chronons, tachions and anti-tachions; Constantanium is likewise comprised of antichronons. The Extradimensional materials between, such as Xzerium are comprised of gravitons, umions, and other particles of void matter or extradimensional matter. Hence, their mass is truly awesome, and working with them inside the normal planes of reality is quite dangerous. Such materials also form when ley lines are drawn into a singularity, compressing the umions, erevns and arevns along with gravitons into a solid substance. Xzerium forms at the core of such a singularity.

Wheres a photon has a subatomic attraction mass of $+1/2$ when at rest, -1 when spinning, and $+1$ when in motion (and thus a relative attraction mass of 0 when spinning and in motion), an Erevumega has a subatomic attraction of $+1$ when at rest, and a $-1/2$ when spinning and a $+1$ when in motion, thus having a net positive attraction mass. The mass of a Erevumega may be reduced to zero by forcing it to spin at twice its normal velocity, or by permitting it to spin with no relative linear motion. A spin-wave Erevumega energy flowing across lay-lines has a relative attraction mass of $+1/2$, and thus a double-spun wave would have a relative attraction mass of 0 .

When these particles combine, either with one-another, or with other types of subatomic particles, they create a series of exotic elements, often deemed as *extra-dimensional, or mystical, substances*.

Extra-Dimensional and Mystic Elements

Avo'jhano / Morium / Mithril

Difficulty 5

Weight 0.45

Uncommon

15 Hardness

20 HP

Requires: None

Appearance; Bright, white metal, like Palladium.

MEA per Gram: 0

This lightweight metal can be forged into weapons, armour and tools that are lighter and stronger than steel.

Zhen'jhamo / Adamantium / Orium

Difficulty 8
Weight 1.88
Very Uncommon
20 Hardness
40 HP
Requires: Line Trace / Proximity
Appearance: Dull-grey metal, with lustrous glints.
MEA per Gram: 0

This dark, heavy metal is prized for its durability and strength. It also readily absorbs mystical energy, and any mystic item forged of it takes 25% less MEA to create and energize.

Jhamo-Calzo / Ferronobilium / Cold Iron

Difficulty 10
Weight 1.07
Very Uncommon
30 Hardness
30 HP
Requires: Line Trace / Proximity
Appearance: Steel-grey with bluish tinge.
MEA per Gram: 0

This rare metal must be cold-forged to maintain its properties: Any weapon or tool forged out of it acts as a *bane* weapon to fey and deamons, and enchanting such an item as *bane* upgrades it to *dread* at the cost of a *bane* enchantment.

Hal'ja / Aerium / Eldritch

Difficulty 10
Weight 2.75
Rare
40 Hardness
40 HP
Requires: Line
Appearance: Silvery with opalescent sheen.
MEA per Gram: 2

This material is the first of the true mystical elements. It supplies 2 MEA per gram toward to creation of any magical item made of it.

Sael'jhek / Rhodinium / Nalucent

Difficulty 12
Weight 3.05
Rare
40 Hardness
40 HP
Requires: Line
Appearance: Reddish to Mauve with tinges of silver.
MEA per Gram: 2 / 4 for Fire

This is a form of Aerium aligned with fire, and supplies 2 MEA towards the cost of making any magical item out of it, however if the item is fire-based, it provides 4 MEA instead of 1 MEA per gram of material used. It also provides protection from the cold if clothing, armour or protective gear is made of it.

Q'Hrellium / Resonium / Aurent

Difficulty 14
Weight 3.22
Rare
40 Hardness
80 HP
Requires: Line
Appearance: Coppery orange and highly reflective.
MEA per Gram: 2 / 4 for Sonic

This is a form of Aerium aligned with sound and conductivity, and supplies 2 MEA towards the cost of making any magical item out of it, however if the item is sonic-based, it provides 4 MEA instead of 1 MEA per gram of material used. It is also a radical mystic-energy conductor: It can conduct mystical energy along any pathway made of it as copper does electricity, but without absorbing that energy. It is also possible to combine it with Coraeum to make a MEA superconductor.

Ere'jhek / Sirium / Starmetal

Difficulty 18
Weight 4.05
Very Rare
50 Hardness
75 HP
Requires: Nexus (Node)
Appearance: Vibrantly-Opalescent, silvery metal.
MEA per Gram: 4

This material is the second of the true mystical elements. It supplies 4 MEA per gram toward to creation of any magical item made of it. Further, any weapon made from it deals damage to *outsiders* and *horrors* as if it was a *bane* weapon and enchanting such an item as *bane* upgrades it to *dread* at the cost of a *bane* enchantment.

Del'jhek / Guarium / Verdaum

Difficulty 12
Weight 8,72
Incredibly Rare
60 Hardness
90 HP
Requires: Nexus (Node)
Appearance: Vibrant, emerald-green metal.
MEA per Gram: 4 / 8 for Earth/Sonic

This is a form of Sirium aligned with earth and sound, and supplies 4 MEA/g towards the cost of making any magical item out of it, however if the item is Earth-based or Sonic-based, it provides 8 MEA instead of 4 MEA per gram of material used. It is also an excellent material for mystic shielding and termination, and is used in mystical circuitry.

Reva'jhek / Virilinium

Difficulty 16
Weight 2.05
Incredibly Rare
50 Hardness
70 HP
Requires: Nexus (Node)
Appearance: Sky-green metal with sparkles of white light.
MEA per Gram: 2 / 8 for Air & Sonic

This is a form of Sirium aligned with air and electricity & sonic energy, and supplies 4 MEA/g towards the cost of making any magical item out of it, however if the item is Air/Electrical-based, it provides 8 MEA instead of 4 MEA per gram of material used. It is also an excellent material for making techno-mystic devices.

Gal'jhek / Solarium / Verdance

Difficulty 30
Weight 12.92
Rarified
70 Hardness
100 HP
Requires: Nexus (Vortex)
Appearance: Glowing, pale-green metal with starry refractions.
MEA per Gram: 10

This is the evolution of mystical elements (after) Sirium and supplies 10 MEA/g towards the cost of making any magical item out of it. It is also very useful in any divination-based item, or protection-based item, and supplies 20 MEA/g on making items using the *divination* and *abjuration* schools of magic.

Calmaro / Azuritime / Selenium

Difficulty 44
Weight 29.28
Rarified
80 Hardness
120 HP
Requires: Nexus (Choir)
Appearance: Glowing, Electric-blue metal.
MEA per Gram: 10 / 20 for Water or Earth

This is a form of Solarium aligned with Water/Cold and Earth/Acid, and supplies 10 MEA/g towards the cost of making any magical item out of it, however if the item is Water/Cold-based or Earth/Acid it provides 20 MEA instead of 10 MEA per gram of material used. It is a superior grounding material for mystical devices.

Tzeritime / Stormmetal

Difficulty 50
Weight 15.35
Rarified
75 Hardness
100 HP
Requires: Nexus (Choir)
Appearance: Sky-blue to electric-blue with streaks of white energy.
MEA per Gram: 10 / 20 for Air or Fire

This is a form of Solarium aligned with Electric/Air and Fire/Heat, and supplies 10 MEA/g towards the cost of making any magical item out of it, however if the item is Water/Cold-based or Earth/Acid it provides 20 MEA instead of 10 MEA per gram of material used. It is a superior conducting material for mystical devices.

Erevnajh / Erechaluum / Coraeum / Skymetal

Difficulty 50
Weight 0.48
Nearly Nonexistent
80 Hardness
100 HP
Requires: Nexus (Orchestra)
Appearance: Dark-silvery metal with starfields.
MEA per Gram: 50

This is the next stage in the evolution of mystical element (after Solarium) and is the most mystically-attractive force in normal space. All mystical energy ley lines flow towards and through points of coraeum, which pulls in the ley-line energy by curving Erevnotic space into the space-time dimensions. If used to make a mystical item or to fuel a spell, it supplies 50MEA per gram of material, however it is equally useful in forming artificial ley-lines.

Thyn'jhek / Moraeum / Thatorium

Difficulty 30
Weight 3.45
Incredibly Rare
60 Hardness
90 HP
Requires: Nexus (Vortex)
Appearance: Flat-black metal.
MEA per Gram: 5 / 15 for Darkness
Coin size 30.41g / (☉)☉-150

This subset of coraeum is aligned towards darkness and death, and supplies 5 MEA/g towards the cost of making any magical item out of it, however if the item is Darkness-based, it provides 15 MEA instead of 5 MEA per gram of material used. It can be used to funnel mystic energy as a negative pole in any mystical circuit.

Y'ea'jho / Lantrium / Celtian

Difficulty 30
Weight 1.85
Incredibly Rare
60 Hardness
90 HP
Requires: Nexus (Vortex)
Appearance: Flat-white metal.
MEA per Gram: 5 / 15 for Light

This subset of coraeum is aligned towards light and life, and supplies 5 MEA/g towards the cost of making any magical item out of it, however if the item is Light-based, it provides 15 MEA instead of 5 MEA per gram of material used. It can be used to funnel mystic energy as a positive pole in any mystical circuit.

Levja / Virium / Mazricite

Difficulty 60
Weight 41.75
Very Rarified
100 Hardness
100 HP
Requires: Nexus (Orchestra)
Appearance: Chromatic, glowing metal.
MEA per Gram: 35
Coin size: 285.8g / ☉-☿-10,000

This is a side-step in the evolution of mystical elements, parallel to coraeum. It supplies less MEA per gram than coraeum, at 35 MEA/g of material used, however it has other properties. Unlike coraeum, which pulls energy in and redirects it, Virium is useful in refracting and breaking down mystical energies. It is a very useful component for making items with many properties of differing schools of magic, and removed any penalties for making such an item.

Galevmo / Chromorium / Azricite

Difficulty 80
Weight 207.38
Nearly Nonexistent
150 Hardness
300 HP
Requires: Nexus (Augment)
Appearance: Glowing, chromatic metal with starfields or flickers of white light.
MEA per Gram: 50

This is an evolution of Virium, which supplies 50 MEA/g of mystical material used. It can only be made artificially, by constructing a ley-line *augment nexus* (6-lines intersecting), unless one can be found in nature. Coraeum is normally used to make such an *augment* and therefore more MEA is bound to the Virium, making *Chromorium*.

Tiyamume / Xzerium / Haczite

Difficulty 150
Weight 522.90
E-D
200 Hardness
500 HP
Requires: Void / Singularity Event Horizon
Appearance: Flat black metal with stationary starfields.
MEA per Gram: 0 / 100 for Darkness / 500 for Void

Tiyanthyne / Yberium / Starzite

Difficulty 250
Weight 867.53
E-D
400 Hardness
750 HP
Requires: Void / Erevnotic Dimension cusp (or Phenomenon)
Appearance: Dark, blackish metal with a chromatic sheen and stationary starfields.

MEA per Gram: 100 / 200 Darkness / 200 Light / 400 Void

Chaluumjhek / Yx / Skycrystal

Difficulty 400

Weight 2,097.04

E-D

750 Hardness

1,500 HP

Requires: Void / Universal Event (or Phenomenon)

Appearance: Chromatic, crystalline-like substance with bright starfields.

MEA per Gram: 500

PPE per Gram: 400

Constantanium / Entropium / Godsbane

Difficulty 500

Weight 5.03

E-D

800 Hardness

500 HP

Requires: Time (Anti-Time) Universal Event (or Phenomenon)

Appearance: Vibrant blue with white or black sparkles.

MEA per Gram: 100 / 500 Destruction / 1,000 Anti-Time & Antigenesis

Aldorjha / Zelenium / Timemetal / Stargold

Difficulty 80

Weight 1.43

E-D

200 Hardness

1,000 HP

Requires: Time, Universal Event (or Phenomenon)

Appearance: Glowing, golden metal with golden-green and golden-orange tinges and white or black sparkles.

MEA per Gram: 100 / 500 Creation / 1,000 Space / 1,000 Time

Mavo'chaluum'jhamo / Zynnium / Protomatter

Difficulty 1,500

Weight 5,000

E-D

2,000 Hardness

5,000 HP

Requires: Universal Creation (Megaphenomenon)

Appearance: Glowing white crystalline metal with black starfields or sparkles.

MEA per Gram: 5,000

Talyxium (Clear)

Difficulty 30

Weight 0.75

Incredibly Rare

50 Hardness

50 HP

Requires: Cosmic Event
Appearance: Clear crystal substance.
MEA per Gram: 5
PPE per Gram: 5

Talyxium (Light-Blue)

Difficulty 30
Weight 0.75
Rarified
50 Hardness
50 HP
Requires: Cosmic Event
Appearance: Pale-Bluish-clear crystal substance.
MEA per Gram: 10
PPE per Gram: 10

Talyxium (Green)

Difficulty 30
Weight 0.75
Very Rarified
50 Hardness
50 HP
Requires: Cosmic Event
Appearance: Sky-green to Emerald-Green, clear crystal substance.
MEA per Gram: 5
PPE per Gram: 40

Talyxium (Red)

Difficulty 30
Weight 0.75
Very Rarified
50 Hardness
50 HP
Requires: Cosmic Event
Appearance: Ruby-red, clear crystal substance.
MEA per Gram: 40
PPE per Gram: 5

Talyxium (Black)

Difficulty 30
Weight 0.75
Nearly Nonexistent
50 Hardness
50 HP
Requires: Cosmic Event
Appearance: Jet-black, opaque crystal substance.
MEA per Gram: 75
PPE per Gram: 150

Talyxium (Blue)

Difficulty 30

Weight 0.75

Nearly Nonexistent

50 Hardness

50 HP

Requires: Cosmic Event

Appearance: Royal-blue, clear crystal substance.

MEA per Gram: 150

PPE per Gram: 75

Saerosian Arena Combat:

Whether for entertainment, challenge, sport, gambling, profit, or vendetta; or for the securing of title, power or property, one of the prime forms of competition in the Empire is a specialist type of arena combat *Jhek'viy*. Most forms of *Jhek'viy* operate on a point-awarded combat system, with faults in the rules that each carry an associated penalty.

The Arena:

The *Jhek'viy* consists of an arena, a triangle 10M on a side, filled with grey (or silver, or Adamantium). A 2M perimeter outline shall form around this, split into three segments, one per side. The North segment shall be Black, the East White, and the West Red. These three sections are the Own Area for the combatants of these colours. Around this a 1/2M outline in silver shall outline all, which serves as an Out-of-Bounds marker.

The pattern is similar to a *Kingsfall* board, and with good reason: Facing each of the three colours, black, white and grey, in the arena, shall be an entrance bearing marks of similar colour. Should participants be of differing castes, then all military caste members shall be assigned red, all ruling caste members assigned black, and all divine caste members assigned white. Otherwise, the caste order for preference is in the order thus: Imperial, Mystic, Divine, Sciences, Military, Artisans, Mercantile, Medical, Alien-Visitor, Servitor.

In all cases, if any member of Ruling caste is participating in arena combat, they are assigned the black entrance and black Own Area. If more than one member of any caste is involved, their hierarchy shall allow them choice of colour. By default, colour priority is Black, White, Red.

Rules of Engagement:

All combatants are to treat each-other with due respect and dignity, entering into their Own Area, and awaiting the Adjudicator's signal to commence the match. Opponents shall salute from their starting position in their Own Area at this time, and then must enter the neutral area and begin combat.

The three segments of bordering colour are private space for the combatants; each combatant is assigned a colour, and this space is considered their Own Area, and in most cases it affords temporary protection for strategic planning.

Faults:

Three types of fault categories exist, Minor, Moderate and Major. Each has the repercussions of awarding points to your opponents, or a possible forfeiture (and thus loss) of a match for the offending combatant.

Minor Faults:

Losing your weapon, or breaking your weapon (or an opponent disarming you or breaking your weapon): This grants two points to your opponent in a two-person match. In a three-combatant match, the points are awarded to both opponents if you merely lose grip of your weapon, however if you are disarmed by one opponent, that opponent receives the full two-points.

Degrading an Opponent during combat: The Adjudicator may deduce one point from your score, or assign one to your opponent if any insult is uttered that is not clearly both an observable truth and related to the combat performance of an opponent.

Moderate Fault:

Dropping a weapon or other object into an opponent's Own Area:

As a sheer accident, this fault awards two points to the combatant that is assigned to the colour of Own Area into which the weapon falls, and the weapon is unavailable to the offender that lost it, unless their opponent kicks it back to them.

The intentional dropping of a weapon into the Own Area of an opponent:

In an attempt to place a trap for that opponent entering their Own Area:

This fault temporarily halts the match, awards three points to the opponent that had their Own Space violated, and that opponent may decide to keep the weapon (perpetually, even after the match), or toss it out of bounds. The opponent that had their space violated may also kick it back into neutral space, in reach of the opponent at fault, for an extra point (four points total).

A Major Fault: *These faults cause forfeiture of a match for one or more opponents and are detailed in the rules for each form of combat.*

Own Area:

A combatant may enter their own boundary area, to rest or recover during a match. While in this area, they may not attack, and no-one may attack them. If they have an active opponent, staying in their boundary area for more than one Uspan is considered a forfeiture of a match.

In a two-combatant match, the boundary colour that is not owned by an opponent is neutral space, and no considered the Own Area of any combatant, and this affords no safety for occupation, nor any forfeiture for occupation.

Attacking a combatant who is in their Own Area is considered a violation, and results in *forfeiture* of the aggressor.

Attacking an opponent in a neutral area, while a combatant is in their Own Area is likewise a *forfeiture* on behalf of the aggressor.

If both combatants are in their respective Own Areas with neither in a neutral area, and in reach of one-another (a situation possible at the points of the triangular perimeter of the arena) they may, engage in combat. In this case, stepping into a neutral area while two opponents combat from their respective Own Areas is a forfeiture of the combatant entering neutral space, and being pushed out of bounds is a forfeiture by any combatant leaving the boundary of the arena, marked by a silver, 1/2M thick triangular outline. One step into this outline is Out of-Bounds, and any opponent so much as touching the Out-of-Bounds area is considered to have lost the match.

If two opponents are engaged in combat from their mutual Own areas, and one wishes to be able to reenter the neutral space, the opponent must make an active attempt to regain their *Own Area*, and pause all aggression, before re-entering a neutral space, taking no less than one Ispan, and no more than one Uspan to regain their composure, and reassert themselves in their Own Area. This must be followed by followed by a **blade-salute** to their opponent(s) to indicate they are re-entering neutral space.

The grey (silver, or Adamantium) area in the centre of the three Own Areas is always considered the Neutral Space. Most combat occurs here.

The outermost silvery perimeter is *Out-of-Bounds*. Any combatant that crosses this line by any means is considered to have forfeited the match.

Rules of Combat, Own Area Boundary Markers, Out of Bounds, and Neutral Space:

Combatants entrance on their colour of the arena. This area is known as the Own Area for that combatant.

If there are only two opponents, the unused section of the three perimeter Own Areas is considered a neutral boundary.

To engage combat, each opponent must pass their entry mark boundary and stand upon the neutral (grey, silver or Adamantium) arena, and salute their opponent in the manner traditional to their caste and heritage; failure to do so within one Uspan is considered a forfeiture of the match.

Engaging in combat before issuing a salute may also result in a forfeiture of the match. Attacking an opponent during their salute is considered **treason** and punishable as such. Once two or more combatants have entered the neutral space, and performed any required salutes or niceties, combat begins and may not end until there is a clear victor, according to the rules, or until an opponent forfeits. Draws of any kind are not allowed, and the issuance of an accord of a draw is punishable as **incitement for rebellion**.

During combat, all opponents must remain either in the adamantium arena, in their respective **Own Area boundary marker**, or in a neutral boundary marker. In a match of three opponents, each has their Own Area, and only the centre is neutral, whereas in a match of three combatants, each has their Own Area, and only the centre is neutral space.

In **paired matches**, where pairs of two people enter combat together:

If there are four total combatants, each team of two shall be assigned one colour for their Own Area, leaving one colour of the perimeter as neutral space. If there are three teams of two combatants, each team shall have their Own Area, leaving only the centre neutral.

There are two variations of this kind of combat. In the primary, the team must follow the standard rules at all times. In the second, only one member of each team may be in either neutral space, or in their Own Area at any given time, except for a single Ispan, during which the two members of a team are in that space in order to switch places in the duel.

When this happens, one member of a team enters their Own Area, and the other steps out to resume combat. Otherwise if both members of a team simultaneously occupy any neutral space, or if both simultaneously occupy their Own Area, it is a forfeiture of a match, unless at the same time an opponent crosses into Own Area of an opposing combatant team. In this case, the Adjudicator calls if the match is forfeit by any one side, by more than one side, or if a penalty is called (loss or gaining of points for one side), and the match resumed.

In any event, or any type of match, entering **any opposing boundary marker** (i.e. the Own Area of an opponent) is considered an instantaneous loss of the match and a forfeiture for the opponent making the transgression. It is a common practice to attempt to lure an opponent into a position to force them to cross such a boundary, or to throw them outside the arena, or otherwise force them into an opposing boundary marker. This kind of loss is more shameful to the loser, and more valourous to the victor, than a loss by points.

I: Non-Death-Matches:

In martial combat with weapons capable of drawing blood, one point, out of a total of five points is awarded for each occurrence that draws blood.

Generally the only weapons permitted are twin-knives, sabers, and other light blades, unless both opponents agree to heavier weapons, or polearms. E-Blade sabers and E-Blade twin-knives are always permitted, but may never be set to a stunning setting, and must always deal true, physical harm. A combatant may carry no more than two weapons into the arena. In place of one of these two weapons, they may take a hand-held shielding device, or one additional piece of protective gear than held by their opponent. They must have at least one weapon, of which the twin-knife is the preference, as it is easier to bypass shielding devices with it.

Shield devices are permitted, as is protective gear, but it is considered poor taste to have any special advantage other than skill. Thus, no weapons or shields of mystical or psychic origin greater than those that can be made by normal, mundane scientific means are permitted in a match, unless the combatants agree to permit them otherwise. (This rule does not apply to matches composed entirely of members of the Imperial Ruling Caste; further, if a match is composed entirely of members of the Caste of Mystics, then mystical items are permitted. If a match is composed entirely of psychics, they may use psychically augmented weapons, and if a match is composed entirely of members of the Divine Order (Caste of Divinities), they may use divinely enhanced or enriched items.

In the case of any mismatch, of any kind, unless the combatants agree to the match under special provisions, revealing the abilities of their weapons and protection in full, and all participants agree, any weapons or protection must be of like capability, affording no supernatural, mystical, or psychic edge. The use of prescient powers whether natural, psychic, or mystical is however, not a violation of any rule, as this is considered a skill tactic.

In a blood-drawing (non-lethal) type of match, should no forfeiture or default occur, the first opponent to reach five points is the victor. A lethal blow is considered an automatic victory.

At the end of a bout, the Adjudicator shall decide if wounds are to be treated on behalf of the Arena. If a lethal blow is landed, the Adjudicator shall determine if the combatant should die. Provision may be made before any match to revive a combatant, or treat the injuries of a combatant after they are removed **entirely** from the grounds of the arena in shame, should the Adjudicator turn a downward thumb to them, refusing any aid.

II:- Lethal Matches:

In a **lethal match**, *no points exist*. The rules for non-lethal combat all still apply, however combat is simply to the death, and should an opponent die, the arena shall not revive them. Some special provisions extend to how to handle forfeiture due to declaration or due to faults.

If an opponent enters an opposing boundary marker, they are considered to have forfeited the match, and shall stand to be executed by their opponent. Failing to do this is punishable by any form of death by torture as decided by the Adjudicator, as well as a formal stripping of all rank, title, and assets of the combatant. In a two-party duel, the opponent may elect to spare the life of their opponent in such a position, and permit them to resume the match. In a three-party duel, all other participants must agree. Team-duels are not permitted in Lethal Matches.

The combatants may provision for revivification after the match, but only after their remains are removed from the arena. The outcome of any such duel, and any agreements made or arising from it, must stand for a full *Galmenzial Orbit plus One Galmenzial Cycle*, even if the losing party is revived. That party may not re-challenge the result for the extent of that period. If an opponent does re-challenge, the time delay between re-challenges is doubled each time that opponent loses.

An opponent who forfeits a lethal match by declaration, rather than by a fault, is executed, with no rights to re-challenge. This execution may be carried out either by the challenger, with no right to object, or by one selected by the Adjudicator.

III: Bloodless Matches:

If a match is engaged with no *weapons that can draw blood*, points are instead awarded by the Adjudicator for precision and grace of blows.

Each strike that lands true is worth between one and three points, and a knockout strike is worth a full ten points. In this type of match, the point count total is doubled, (up to ten points per opponent) and the first to reach ten points wins the match.

As with any other form of match, if an opponent enters into any non-neutral area, they lose the match.

Variations on this method include the following:

Blunt-Weapon Combat

Hand-to-Hand Combat

Combinations thereof are permitted.

IV: Pressure-Wrestling

This form of combat is akin to *Sumo*, where the objective is to throw or push the opponent out of the ring. In Pressure Wrestling, points are awarded for forcing an opponent out of the neutral space. One point is awarded for throwing an opponent out with a legal throw, and two are awarded for pushing an opponent out of neutral space.

A popular variant exists where, unlike the traditional arena, the black, white and red boundaries all count as non-neutral space, thus ensuring that the third colour is not neutral.

Right of Challenge

Anyone who pays to enter a match may challenge or decline to challenge an opponent in that match. Refusing to challenge forfeits both the entrance fees (if any) and forfeits any victory awards, asserting automatic victory to the opponent. If any agreements stand on the outcome, between the two opponents, the combatant refusing the challenge automatically consents that their opponent has won and must enact any provisions of any agreement with that opponent as if his opponent had won.

Any outside business transactions based on the match where a combatant refused the call of the challenge are void.

In a stadium arena, for non-lethal events, those in the stands may also issue a challenge. If the match is lethal, only members of the same caste as the participants may issue such a challenge.

Awards shall be given both to pre-entry champions, who have been scheduled at least ten spans before they enter combat, and to match champions, even if they are not pre-entry candidates.

Spectators who challenge are considered add-in combatants, and are not subject to the normal awards, or normal transactions. Should they be victorious, they receive an award entirely decided by the Adjudicator of the arena, and they may in turn be challenged. If they refuse any challenge, they forfeit $\frac{3}{4}$ of their award to the challenger that they refused.

Only awards for pre-entry candidates shall be disclosed openly.

Awards for pre-entry candidates are based on the amount of opponents they overcome before being defeated, as long as they are the victor at the end of a match, or are the victor other than add-in combatants (e.g. spectators).

Pre-entry Victors receive back their original entry fee, plus half of each entry fee from every defeated opponent, and any other award that the Adjudicator deems appropriate.

Entry Costs:

Routine, Daily Match entry fees are 100MK per entrant. Professional Matches may range from 500MK to 20,000MK per opponent. Champion Challenges have an entry fee of 100,000MK per opponent, and each opponent must have been a victor at a Professional Match.

Other challengers awards, such as those to spectator challengers, are based on the amount of their entry, and the Adjudicator's overall satisfaction with a match. A spectator who challenges must present their payment for entrance before initiating combat, to ensure that the funds are collected, in the case of their demise, or later refusal.

This is measured by the number of points that they accumulate, and is given if no further unannounced or pre-entry challenger contests their victory. Spectators are not required to accept challenges after a victory, but should they decline, they forfeit half of their winnings back to the arena Adjudicator. Should combatants who are not pre-entry combatants accept a challenge from other non-pre-entry combatants, the process repeats.

Should a victorious non-pre-entry combatant go on to combat against the pre-entry combatants, and be victorious in the end, the last pre-entry opponent (the Victor amongst pre-entry opponents) shall receive half of the award, and the non-pre-entry combatant receive the other half of the award.

Any business transactions or wagers based on the match shall award those who wagered or made a transaction of any kind based on the victory of the pre-entry combatant, the precise award or end-result of such a transaction based on the last victorious pre-entry combatant.

The Adjudicator shall declare both the Victorious Pre-Entry Combatant and the Victorious Combatant of each match at the end of that match.

Any entry payment made is forfeit on loss, if a challenger backs out of a challenge for any reason.

General Entry Fees for *Non-Lethal, Bloodless, and Pressure-Wrestling* matches are usually *100Mk per combatant*.

Entry fees for ***Lethal Matches*** are *5,000MK per combatant*.

Special Challenge, Entry Fee: To be decided by all challengers on the occasion, with half going to the arena as payment for use.

Ya'Barsjhari (Sport) [v1.2]

Ya'Barsjhari is a ball-based sport, like a cross between water polo and hockey, practised in the Saerosian Empire. It takes place in a pool, called the *Yabashi*, which is 40M long and 8M wide, with a V-shaped basin, so that the goals are in water shallow enough to stand in, but the middle of the playing field requires the participants to swim using their legs.

Yabashi

The Yabashi has markings at several points, first divided in half, and then each half divided into halves, making quarters that are 10M long. These quarters are the Neya and the Qya, which are closest to the centre of the Yabashi and closest to the Qyba of the Yabashi for each team, respectively.

A barrier, either made by complex technology or other sciences (e.g. forcefields, mystical fields) or by primitive means (e.g. a fence or net) is erected around the Yabashi, and above it, enclosing it on all sides, and from above to prevent the Mya from being able to be struck out of bounds.

Mym

The Mym is the ball used in the game of Bashari, and is 20cm in diameter, made of clear red acrylic. The sphere is hollow with triangular holes to allow water to pass through it and is often illuminated so that it is easy to notice,

Jashar

The Jashar is a type of bat, made of light metal, and with holes running through its surface: These allow water to pass through the Jashar, and reduce the force required to use it. It is similar to a cricket bat, or a hockey stick, and is held with both arms behind the back and the force of the body turning is used to make the Jashar cone into contact with the Mym.

Yaja

This is a rod with a cupped end, used only for blocking or passing the Mym. This has slits in the cupped end to allow water to pass through it as well. In one format of the game, the Yaja must also be held behind the player, while in the other, it may be held in front. Penalties may be applied to using the Yaja inappropriately

Qyba

At each end of the pool, there is a goal (a Qyba) that is 2M wide, and netted. There is no direct defender, although it is standard to keep players on a team nearby to defend the goal, despite not being required.

Players

Jaspel

These are the players who use Jashar to strike the Mym. They make the offence of each team, and each team has eight of them: Only Jaspel are allowed to score points.

Yapel

These are the players who use the Yaja to block or catch the Mym, If catching, they may attempt to hurl it to a player with a Jashar as a Qym (pass). Each team has four Yapel.

Object of the Game

The point of this sport is for each team to score points, which are earned by managing to net the Mym in the Qyba of the opposing team, and the value of the points is based on the linear distance covered between striking the Mym with a Jashar and the Mym being netted in the Qyba of the opposing team. Netting a Mym from the

Neya of the opposing team is worth one point, and netting the Mym of the opposing team from the Qya is worth two points. Likewise, netting the Mym from the Neya of your own team into the Qyba of the opposing team is worth four points, and netting the Mya into the Qyba of the opposing team from your own Qya is worth eight points.

Reverse Points

Accidentally netting the Mya in your own Qyba reduces the points of a team by the value of the distance, using the same points value system as netting it in the Qyba of your opponent. Thus, if you accidentally strike the Mym into your own Qyba from your own Qya reduces your score by one point, and somehow managing to net the Mya into your own Qyba from the opposing team's Qya zone reduces your score by eight points.

Fouls

Netting the Mym into any Qyba with a Yanashi is worth negative points at double the penalty that it would normally be worth. If it would normally award one positive point, it instead awards two negative points; if it would normally award one negative point, it awards two negative points.

Swinging a Jashar from in front of your body, rather than from behind, automatically awards your opponents one point. If the Jashar makes contact with the Mya, the game is stopped, and possession of the Mya is changed to your opponents. If the Mya enters a Qyba, your team earns negative points as if it was struck with a Yanashi in addition to the one point penalty, and possession still changes.

Time of Game

Bashari is a time-based sport. The game lasts for exactly four spans, and a break is allowed every span to switch up to three players, either by calling in reserve players or changing player assignments from Jaspel and Yaspel assignments. This break lasts for one Ospan.

Winning the Game

The team with the most points when time expires is the victor, Should there be a tie at the end of this period, the game enters Ae'bal, and the next Jaspel to strike the Mym into an opposing Qyba wins; or, if a score is reduced by negative points, then that team loses.

Saerosian Fables

It is said, that the creators designed man so that he may in his life, make three terrible mistakes. For the first grievous error a man makes, he should lose his primary hand; for the second, he shall lose his secondary hand; and for the third, having no hands left, with which to defend himself, he shall lose his head.

In a great field, a herdsman of grazing animals lived in a small dwelling. There came a time when he wished to expand his dwelling, but his level of income and prosperity did not allow him such an expense. He thus brokered with a man from the East, and sold to him, half his land in trade for building upon his dwelling.

The man arrived, and surveyed the land, and saw that part of it was wooded, where the rest, that laying closest to the homestead of the herdsman was flat, plains of tall grasses. He agreed to trade half of the domain of the herdsman, that land, particularly with the densest forest, for the labour and materials for the herdsman to expand his dwelling, and he placed on the land a tall black stone. 'This is the boundary between what was yours and is now mine, and what is yet yours.', and to this, the herdsman agreed.

After some time, the Easterner felled some of the trees, and from this, the Easterner had completed the construction of not only the expansion of the herdsman's home, but also built one for himself on his stretch of land. The home of the Easterner looked strange to the herdsman, and all was made of only the outermost trees, leaving still the dense forested area, that the herdsman valued little, for his flock could not graze there under his attention.

Not long after, the herdsman began hearing howls of carnivores coming from the wooded area. No predators had before existed on his land, and he wondered at from what they could have come. The herdsman wandered over, across the boundary, and saw that a flock of wild canines were abundant in the place. He ran to the homestead of the Easterner, in fear and rage, knowing that he must be responsible.

The herdsman pounded on the strange oval door, and the Easterner answered: 'Why do you wake me?', he asked, in a calm tone.

'You have brought wild beasts into my land, and they shall eat my flock! You deceived me!', the herdsman demanded.

'Not so,', the Easterner replied, 'for I too am a herdsman of a sort. Those creatures are under my care, for I am domesticating them to be hunting beasts under the control of a huntmaster. I am the tender of my flock, as you are the tender of yours.'

'Yet, they shall devour my animals,', the herdsman demanded, 'as they have no way to defend against such beasts!'

The Easterner looked at him sternly. 'I will make you this deal. We are each the caretakers for our flock. If one of our flock errs, then it is we that have erred. Should a beast cross the boundary stone, and cause mischief, then it is our fault for not caring for that beast. If this happens, we shall accept the wrath of the creators, and lose a hand as is deemed right, and pay recompense to them for failing our duties.'

The herdsman was surprised to see this man, say so calmly that he would give a hand if his wild beasts took the life of a grazing animal. 'I agree.', he said, and returned to his land and dwelling.

A winter passed, and in the spring, the herdsman had increased the size of his flock, and had married. In the early months of the third month, he was tending his flock when he saw that a lone beast from the Easterner's land had crossed the boundary, and was tracking the herd of animals. In a flash, it was on them, and it bit out

the neck of a grazing beast. The herdsman was frightened, but soon after he also saw the Easterner take aim with a longbow and fell his own beast.

Both of the animals lay dead.

The Easterner returned to his home, and the next day, the herdsman came to his door, banging and demanding the Easterner to leave his domain.

The door opened, and he saw that the man had indeed, cut off his left hand. A brass collar was attached to his wrist, and the severed hand was nailed to the wall of the entryway.

The Easterner replied, 'I will not go, for I have done as I vowed to do. One of the pups of my flock escaped from my sight, and I allowed it to invade your land: No longer can I hold a bow. Now leave me in peace.' At this, he slammed the door on the face of the herdsman.

The herdsman was both furious, and amazed, but now knowing that the Easterner could never again fell a beast that strayed onto his land, he made for himself several bows, and many arrows.

Many months passed, and the next annua opened with joy for the herdsman, for his wife had begot him a son. Yet, in the spring of that annua, again a pup strayed onto his land, and this time, before it could kill any of his flock, he shot it down himself.

Bringing the carcass to the Easterner, he again pounded on the door. This time, he knew he could force the man to leave, as he would not be willing to lose both of his hands!

He heard the heavy boots of the Easterner walking down stairs, and the door opened. The herdsman could see that the Easterner had added a set of strange brass hooks and ornaments to the brass collar on the stump of his left wrist.

'What is it now?', the Easterner asked. 'One of your beasts has again crossed onto my land, and I have slain it. I again, ask you to leave my domain.' A middle-aged woman stepped down the stairs, and was witness to this conversation.

'What is this, husband?', she asked, 'How dare this man demand us to leave, and what proof do we have that the animal was his land and not our own?'

'We have the proof of his word, and his anger.', the Easterner replied, and then said the herdsman, 'No, I shall not leave, but I will keep my vow. Return three days hence, and you will see the proof.' He closed the door in the face of the herdsman.

The herdsman left the carcass of the beast on the door of the Easterner, and returned to his home. For two days and nights he tossed in his sleep, in anger and frustration, and then, on the third day, he returned to the home of the Easterner, and pounded on his door.

The wife of the Easterner opened the door, and inquired, 'Is it the custom of this land to bang in fury on the doors of your neighbours? Do you not have the courtesy to pull the chime cord?'

The herdsman looked to his right, seeing the strange, woven cord with many tassels, and looked ashamed, as he had not know the reason for it hanging there, thinking it some strange decoration from far away lands.

The lady stepped out, and pulled on it, and a metallic and crystal tinkling noise could be faintly heard from the rooms above. This was followed by a creaking sound, as the Easterner came down a flight of stairs, and as he

came into view, the herdsman was abashed that his right hand was now gone. Another, matching collar, with metal devices was in its place.

The herdsman, seeing this, ran away, back to his own home in shame, and from the money he had been making, built a fence between the two stretches of land, with several gates to allow one-another to pass onto the land of their neighbour, but so that the pups could no longer easily enter the fields in which his animals grazed.

Several annua passed without incident, and his son was now old enough to aid him in the fields. He had taught the boy to do much of his work for him, and the herdsman began go become fat from his idleness.

One day, in the sixth month, he heard the sound of cracking at his window. He looked out, and saw that the Easterner's wife was tossing small stones up to crack at the wood.

He went downstairs to speak with her, and when he opened the door, she said, 'I wish you to come with me.' The herdsman followed her, sensing that something had happened, and expected that the beasts raised by the herdsman must have killed more of his flock. He grew angry again, and when he saw the Easterner standing outside the door of the odd homestead, he said 'Are you finally ready to leave my domain?'

The herdsman merely shook his head from side to side, and said softly, 'Come with me.'

He began walking into the woods, and the herdsman, and the wife of the Easterner followed. In a glade, he saw that his son was tied with a collar to a tree. Several grazing animals lay dead all around him, and the hunting animals were sitting around him in a circle, standing guard on him.

The Easterner said 'This time, you are the one who has trespassed. I see five of your animals on my land, led here by your son, who killed part of my own herd with one of your bows. All the proof is before you: Three transgressions at once.' At this, the wife of the Easterner drew from under her robes a bronze dagger.

The Easterner said in a low voice, 'Child, your father has made his three errors, and I hope that when you inherit his land, you do not do the same.', then turning to the herdsman he said 'I have kept my vow, and I shall now see you do the same.'

'I prefer to leave and to give you my land.', the herdsman said in a frightened voice.

The Easterner raised up his two brass-cuffed stumps. 'No, should I accept that, I would be breaking a vow to the creators. I made my mistakes in life, and I learned from each, and now you must teach this lesson to your son, who is the leader of your flock, and the promise between us falls on him.'

The feeling of icy metal, and a slight pain, was the last thing the herdsman felt. The poison that the Easterner's wife made, and laced on her dagger was quick and merciful, for the law of the creators was meant to teach wisdom, not cruelty, and there was of course that chance that, perhaps the boy would learn from this, and not repeat the errors of his father.

Section 1 The Saeroisan Empire shall be divided into castes of citizens; each caste shall have a specific function both as a community and as individuals, determining their occupation and education, and individual rights; conversely, the level of education of a person may permit them to be eligible for another caste, the wearing of the colours of another caste in addition to their own, or by can , by joining the family of another caste, permit them to transfer to that caste as defined in section 1(b) through 1(e).

The caste shall be as follows: The Ruling Caste, consisting of the Imperial family, and those put in direct authority of a Kingdom, Planet, Star System, Dominion or Regium, and the Hierarchy of Senators; the Caste of Mystics, being all those who primarily work with mystical energies; The Caste of Engineers and Sciences, including scholars, philosophers, engineers of any sort, and any scientists including linguistic or exotic sciences; the Medical Caste, including physical and mental medicine of any kind, and the research and administration of medical chemical compounds; the Divine Servants, who shall wear white, as any servants, priests, cultists, religious figures or channelers of divine power relating to any religion recognized by the Empire; The Saerosian Security Forces, including a standing army, research and investigation of crime, military bodies, espionage agents, and special security agents, including those operating covertly with the express permission under orders of the Empire for the purpose of security or military functions; The Caste of Craftsman and Arts shall consist of those who work to produce any wrought product or concept of a non-scientific and non-medical nature that requires skill and talent, and not merely manual labour; the Caste of Labourers shall consist of anyone performing manual labour that does not require special talents

including construction, farming, transcription services, systems operation not requiring a scientific background, repairs of mechanical or electronic devices not requiring a special scientific background, and similar manual labour; the Caste of Servitors shall be any who are in service as slave or indentured servants.

1(a) The primary castes shall all have a unique colour, and all members of these castes shall wear this colour for their garments whenever in the view of the public, in any place where they may be seen by members of any caste other than in their own private residence, or on video transmissions

1(a)1 An exception is made for performances in plays, filmed or video productions, or theatrical performance, whereby during the production of such a performance, as long as there is no intent at sedition, the performers may wear garments befitting their roles in the performance.

1(a)2 The Royal Families and Ruling caste, shall wear black. Those of the Royal lineage may wear Symbology illustrating their lineage, in the form of embroidery, embossed decoration, epaulets with symbology, pendants, amulets, circlets, patterning or similar devices. Such illustration shall be in white, silver, or metallic green, metallic red or metallic blue, based on the colours of house from which they descend.

1(a)2(a) Marks of rank, position or otherwise defining the function of the wearer may be used on uniforms on bandoleers, worn diagonally across the chest, or on epaulets worn as a pair on the right and left shoulder of the uniform, or in the form of medallions, amulets, circlets, rods of authority, staves, or embroidery on the attire of the wearer.

1(a)2(b) Members of the Ruling caste may wear an commendation that certifies their abilities to function in another caste, in the same manner as outlined in Section 1(b), except that the

decoration may be up to three types in place of two.

1(a)2(c) Symbols of Imperial Houses may also be worn with or in place of those marks permitted under Section 1(a)2(a).

1(a)3 Members of the Caste of Mystics shall wear purple, or violet apparel. Those who are devoted to Erevystanya may wear her symbol on their apparel in a plainly-visible manner.

1(a)4 Those who are members of the Caste of Engineers and Sciences shall wear blue. This shall be a blue compared to mixing the blue of the deep ocean with white to form a medium to light blue shade.

1(a)4(a) Marks of rank, position or otherwise defining the function of the wearer may be used on uniforms on bandoleers, worn diagonally across the chest, or on epaulets worn as a pair on the right and left shoulder of the uniform

1(a)5 Members of the medical caste shall wear sky-green.

1(a)5(a) Marks of rank, position or otherwise defining the function of the wearer may be used on uniforms on bandoleers, worn diagonally across the chest, or on epaulets worn as a pair on the right and left shoulder of the uniform

1(a)5(b) Members of the Medical Caste shall not wear any shade of green that is metallic or iridescent in nature.

1(a)6 Members of the caste of Divine Servants shall wear white, no-matter their religion or beliefs. They may wear other colours only when performing services in a duly-designated temple devoted tot heir deity, as outlined by the beliefs of their religion. They may wear the symbol of their region on their garments in public, which must be

white, or silver in hue, no-matter how it is displayed.

1(a)6(a) Marks of rank, position or otherwise defining the function of the wearer may be used on uniforms on bandoleers, worn diagonally across the chest, or on epaulets worn as a pair on the right and left shoulder of the uniform

1(a)7 members of the Saerosian Security Forces shall wear crimson attire. Members of the Saerosian Elite may wear whatever attire is assigned to them by the Emperor.

1(a)7(a) members of the Saerosian Security Forces in direct service to the Emperor must wear insignia as defined by the Emperor on their crimson uniforms.

1(a)7(a)1 This must be a black insignia or device on a crimson uniform.

1(a)7(a)2 members of the royal Lineage that act as if they were members of the Saerosian Security forces shall wear inverted colours, with crimson insignia or decoration on black.

1(a)7(b) members of the Saerosian Security forces, no-matter their distinction who are operating covertly under direct order under the authority of the Empire may wear attire fitting to the needs of their covert operations.

1(a)7(c) Armour and camouflage attire assigned to Saerosian Security forces may be of any colour or pattern if crimson is not deemed a beneficial colour under the circumstances, but shall ever be solid black without some type of sign or insignia.

1(a)7(c)1 Solid black attire under section 1(7)(c) may be of no other colour as long as it displays an embossed or other visible insignia to illustrate clearly that the wearer of the attire is not a member of the

Royal Lineage. This shall be an embossed, either incuse or extruded, downward-pointing equilateral plain triangle on the chest, that occupies no less than three-eighths of the chest of the wearer, in black on black.

1(a)7(c)2 Designs other than that prescribed by Section 1(a)7(c)1 may be approved for use by Saerosian Security officials under specific dominions or Regium, who serve a specific Imperial House, which may also include a symbol of association as decreed by that Imperial House, however such insignia must be either black on black or white on black, embossed, either incuse or extruded and occupy no more than three-eighths of the chest, positioned thereon, or as symbols on epaulets.

1(a)7(d) Marks of rank, position or otherwise defining the function of the wearer may be used on uniforms on bandoleers, worn diagonally across the chest, or on epaulets worn as a pair on the right and left shoulder of the uniform.

1(a)8 members of the Caste of Craftsman and Arts shall wear blue attire. This shall be a blue anywhere compared to that of the ocean, darker than the Caste of Engineers & Scientists, but not easily mistaken for being black.

1(a)9 Members of the Labourer caste shall wear pale yellow attire.

1(a)10 Members of the Servitor Caste shall wear grey attire.

1(a)11 Those of the house of Larandra may wear metallic-green, black, or any combination thereof as their primary colours.

1(b) Members of a caste who routinely perform functions within their caste that are normally associated with another caste may wear a decoration in a form that is easily visible that illustrates their specific skills. A mystical engineer in the Scientific caste could therefore wear a blue uniform with a violet tripe or

trim, illustrating that he is a scientist involved with mystical research. The trim may occupy no more than one-fourth of the total design of the apparel worn, so that one may easily distinguish the primary caste of the individual.

1(b)1 Should a member in a caste have skills that extend into two castes, they may wear insignia or trim colours as outlined in Section 1b, for a second talent. A member of the scientist caste who is also involved with mystical research and medical research may wear a blue uniform with both violet and sky-green trim or decoration. Binary decoration must occupy no more than one-fourth of the entire apparel of the individual in total, not one-fourth per decoration. Thus, both colours combined as trim or decoration may not occupy more than one-fourth of the entire garment.

1(b)2 Members of the Royal Lineage who are members of another caste, such as the Imperial Security Forces of the Imperial Sciences caste may wear a black decoration to show their lineage that may occupy one-half of the total makeup of their apparel.

1(b)3 Members of a caste that directly serve the Royal Families as elite servants may wear a diagonal stripe of black or a black collar on their uniform to illustrate this distinction. This may occupy no more than the width of two fingers in size.

Section 2 In addition and coexistent with castes, the Empire shall have levels of citizens and non-citizens from the Ruling Class, with degrees thereof and areas and limitations of power, to the upper-class, followed by middle and lower-class citizens.

2(a) Alien races shall be permitted into the territory of the Empire, however they shall not be granted the rights or privileges of a citizen unless their civilization formally joins the Empire and adheres to its laws and

leadership.

2(b) The ruling class shall consist of bodies, persons, titles and realms of authority as defined in Section 3, which apply to specific areas of land or space as defined in Section 4.

2(c) All citizens shall be protected by the Imperial Degree of Rights, and the articles contained therein.

2(d) All citizens are required to follow the laws of the Empire. The Empire shall use whatever force and methods that the Empire under the rule of the Emperor deems necessary.

2(e) The ruling Emperor is the final, absolute authority in the Empire and may overrule any other law, regulation or decision as a final resort.

2(e)1 The ruling Empress, should there be no Ruling Emperor, is considered to be The Ruling Emperor until such a time when there is a Ruling Emperor.

2(f) The Empire shall have a standing army, formed from the Saerosian Security Force caste, and members of other casts with a Saerosian Security Force rating, badge of office, or decoration.

2(f)1 The Saerosian Security Force is at the command of the Emperor. Sections or groups of men from the Saerosian Security force may be assigned to any Kingdom, Planet, Star System, Dominion or Regium by the Emperor, or to any Royal House, and thereafter they serve their assigned faction in Dutiful Service to the Empire.

2(f)2 Kingdoms, Planets, Star Systems, Dominions and Region may employ their forces against each other, but never against the Empire itself, nor against the Imperial Seat Worlds and Kingdom.

2(f)2(a) The Emperor may call a

cease-fire on any action taken under Section 2(f)2 at any time, and may resolve any disputes caused thereby at his discretion.

2(g) The Empire may compose colleges for each caste, including multiple colleges for different fields of study.

2(g)1 Colleges shall be staffed by members of the castes that they represent, including members of their castes with commendations of skill that ally them with another caste as defined in Sections 1(b) through 1(b)4.

2(g)2 Colleges shall have an overseer of the royal Bloodline that is in the Ruling caste, and has an commendation appropriate tot he field of study at that college, as outlined in Sections 1(a)2(b).

2(g)3 Should a person as required under section 2(g)2 not exist, then a person of the Royal Line, who is a member of the caste that the college in question serves shall be its Overseer. This Overseer shall wear the normal attire of his caste with a diagonal black stripe or a black collar, no wider than three fingers wide, bearing plainly the mark of a white triangle.

2(g)4 An overseer may wear a mark or insignia of his college, either on the front of his uniform, or on epaulets upon his shoulders, or in the form of a medallion of Office.

2(g)4(a) An Overseer must relinquish such objects displaying his office if he ceases to be an Overseer for any reason.

2(g)5 Colleges must accept any member from their caste to study thereat without fee. If the subject fails his education, he may retry a maximum of two times, for a total of three attempts.

2(g)6 Should a student fail his education a third time, he may be expelled from his caste and required to be examined by the Empire for another caste or be assigned to a caste fitting what his proven abilities were during

the course of his education, as deemed appropriate by the Empire.

2(h) All citizens are guaranteed protection from crime and war by the Empire. This shall be in the form of the Saerosian Security Forces, and the Imperial Armada. At least one starship under the control of the Saerosian Security Force shall be maintained on each planet in the Empire for the protection of its citizens, with additional starships and deployments of artillery, weapons, technology and manpower based on the population of that planet.

2(h)1 Citizens may bear any weapons designated for civilian use. Any weapons designated for military use may only be used either by members of the Saerosian Security Forces caste and the Ruling caste, or those decorated as either. Weapons designated for the Imperial Ruling Caste may only be used by members of that caste, and not merely those bearing commendations of decorations thereof.

2(h)2 It is illegal for citizens to create a private militia for any reason.

2(h)3 it is a treasonous offense for any citizen to incite rebellion against the Empire.

2(h)4 It is a treasonous offense for any citizen to attempt, by force or threat of any sort, outside the bounds of law, to attempt to change or repeal a law, or to attempt to change or repeal a law by any means other than by the due-process that permits a citizen to present their affidavit of request formally to the senate, whereupon it shall be considered as deemed appropriate by the Empire.

Section 3 (Classes of citizens)

3(J) Military Induction. A citizen of any caste may become a member of the Saerosian Security Forces, following procedures outlined in law.

3(J)1 Requirements: A citizen who is

born into a family already part of the Military Caste may be inducted by their family, and enter the Imperial Military to be checked for physical qualifications. Should they pass this physical and mental evaluation, they will begin training. Should they pass only the mental qualifications, they may return after one Imperial annua for physical re-evaluation. If they should fail the mental valuation, they must undergo mental treatment as prescribed during their evaluation, supervised by a certified PsyDoc, until such time as that PsyDoc or one properly certified and qualified agrees that they may be re-examined for candidacy in the Military caste.

3(J)1(a) A citizen not born into a family belonging to the Military caste may make a petition, based on their qualifications, to the Military caste to be considered for application to the Military caste. Should this application be granted, the citizen may apply to the Military caste, whereupon they will be tested and evaluated with extreme rigour, in order to determine if a change of their caste is appropriate. Afterwith, they must undergo physical and mental examination. Should they pass this physical and mental evaluation, they will begin training. Should they pass only the mental qualifications, they may return after one Imperial annua for physical re-evaluation. If they should fail the mental valuation, they must undergo mental treatment as prescribed during their evaluation, supervised by a certified PsyDoc, until such time as that PsyDoc or one properly certified and qualified agrees that they may be re-examined for candidacy in the Military caste. Until they are accepted and inducted, they are considered to have abandoned their caste, and are to wear grey attire, as a member of the servitor caste, adorned with the colour of their former caste, and the colour of the caste to which petition for consideration of admittance. Upon acceptance into the Military caste, the citizen must immediately display their new caste

colour, however they may be permitted to display a secondary colour, based on their former caste, as long as they maintain the requirements of belonging to that caste. In any case, their primary colour must match the caste to which they belong in full, and other colours must be worn appropriately as decorations denoting ability and status.

Section 4 (Regiiums, Dominions, Star Systems, Planets and Kingdoms)
Section 5 (Star-ships)

Section 104 : The empire shall permit a due-process hearing system by establishing a special ministry for this procedure. This ministry shall be called The Ministry of Truth.

104(a) The Department of Truth consists of a board of Imperial Overseers on Saeroa Prime, with agencies on each planet in the Empire.

104(a)1 Individual Regiums may administer special conditional laws that pertain to that Regium, as long as they do not directly conflict with the laws of the Empire; such laws only hold in local Dominions.

104(b) Each major city, consisting of ten-thousand or more sentients, shall have no less than one Ministry of Truth official per 10,000 citizens, and a central location out of which the Ministry is staffed.

104(b)1 Each of these locations shall be assigned one Coordinator, one Overseer, one People's Advocate, and one Arbiter, plus three Tribunals in addition to any other staff mandated under Section 137.

104(b)1(a) Tribunals shall be of any caste and occupational training, but shall be required to pass an examination as outlined under section 137(d)4. The other positions may be of any caste, other than the Labourer Caste and must pass an examination as outlined under Section 137(d)4 and Section 137(d)5.

104(c) All filings requesting hearing in accord with due-process under the Ministry of truth shall take the form of

an application, entered by the party making a claim for due-process, who shall be called the applicant citizen.

104(c)1 All applications may be processed either in-person, by special advocate, as outlined in Section 137(e)1 through Section 137(e)14, or by Subwave Transmission in line with Regulation-3 under Section 412(a), unless a submission is made by a member of the Ruling Caste, in which their application must follow Regulation-1 under Section 412(a) or follow Regulation-3 under Section 412(b).

104(d) Special hearings and submissions by Subwave pertaining to already-made decisions must follow Regulation-2 under Sections 413(c) through Section 414, whereas special hearings on already-decided matters made in person must be in accord with Section 138, or by special advocate under Section 138(d) and following the avocation guidelines under Sections 137(e)01 through Section 137(e)14, conducted in normal process as outlined in Article XIX of the Imperial Decree of Rights covering Appeals.

104(d)1 Applications for considerations not covered in Article XIX for any reason must follow local due process as mandated by the Dominion, Regium, or Empire, subjectively based on location of the applicant.

Section 137: The premise of an application and the purpose thereof determines its precedence in matter of law; jurisdiction is handled by the Imperial Ministry of Truth and rests solely on that Ministry for accepting or rejecting such an application. The import of any such application is weighed by its validity, its impact on society, the source of the application, the representing caste and the benefit of the application to society.

The appointed ministry People's Advocate will examine such applications in a manner fitting the ministry, and pass recommendations

to the Coordinator for approval or denial thereof, which then shall be viewed by the Overseer for final consideration in a likewise fashion.

173(a) Applications to the ministry may be rejected by failing to meet approval in the process as outlined in Section 137.

173(b) A citizen may submit a demand for reply to outline the reasons that their application was denied, and the ministry must respond to them by permitted means within two Imperial months.

173(c) Applications may be presented in person, either in writing, written testimony, oral testimony, or mental testimony at a ministry office by a citizen involved in the subject of the application.

137(d) A citizen may select a Special Advocate, if they are unable to present their application in person for reasons of health, incompetence or ineptitude, but not for reasons of time-required by the citizen applicant or distance of the citizen applicant to the nearest ministry facilities. In this case, the citizen selects the advocate, and thereafter all decisions are made by the selected advocate; the citizen may not change his advocate or make any further decisions regarding his application once a special advocate is assigned by that citizen.

137(e) A special advocate is any citizen of the same cast as the citizen making the application, who by selection of the citizen making such an application dutifully accepts the premise and responsibility of filing the application.

137(e)1 A special advocate may be held accountable with equal penalty to the citizen applicant for any penalties imposed on the citizen applicant by the ministry in line with the due process of hearing the application of the citizen applicant.

137(e)2 A special advocate may not be selected who is an established party to the application.

137(e)3 A special advocate must be of fit mental health to be qualified to act on behalf of the citizen applicant.

137(e)3 Should a special advocate fail to comply with his duties, he may be penalized by Court Procedure-1, Court-Procedure-2, or Court-Procedure-3, based on the defining nature of his failure.

137(e)4 An advocate may abandon his application as if he was the applicant. Should he do so, he may separately apply for a hearing to avoid punishment.

137(e)5 A special applicant may be selected only from the same Regium as the citizen applicant, unless no other possible candidate exists in that caste.

137(e)6 A special applicant shall be selected from the same caste of the citizen applicant unless no other candidate exist from that caste.

137(e)7 Should no candidate accept the position within six Imperial months, the citizen applicant may request the Ministry to appoint one for him, which the Ministry shall do within one Imperial month following receipt and review of the request of such facility.

137(e)8 A Ministry-appointed special advocate for the applicant citizen is not subject to regulations under Section 138(e)1.

137(e)9 If a special advocate dies before the conclusion of the application, another may be appointed to replace him.

137(e)10 The ministry may require a mental reading of the special advocate of any time to determine of any form of coercion or falsehood has been employed by, for on on the special advocate.

137(e)11 No mystical, technological, or psychic methods may be used to influence the outcome of the application by the special advocate, except those that directly reveal evidence.

137(e)11 The ministry may require a mystical examination to determine of the special advocate is using any form of mystical power to influence the outcome of the application.

137(e)12 The ministry may require a psychic analysis of the special advocate to determine of the special applicant is capable of, or is actively or passively using any psychic abilities to influence the outcome of the application.

137(e)13 Use of mystical or psychic abilities to influence the outcome of the application by the special advocate warrants the immediate commencement of Court-Process-1 on the special advocate.

137(e)14 Use of any mystical, technological or psychic device by the special advocate that is deigned or intended to influence the outcome of the application immediately warrants commencement of Court-Process-2 on the special advocate.

Section 138 The applicant may make his request via the Standard Imperial Subwave Network, using an application form as provided by the Ministry on the Imperial Subwave Network.

138(a) The Ministry shall provide a suitable application form on the Standard Imperial Subwave Network.
138(a)1 Subwave applications may be given a lower-priority than applications made in person.

138(a)2 The Ministry shall accept such transmissions as if they were made in person.

138(b) The ministry may employ technological, mystical or psychic

means to sort through applications made via Subwave communications.

138(c) Applications made using the Imperial Subwave Network must be made to the Ministry in the Dominion or Regium of the applicant.

138(d) A special advocate may use the Imperial Subwave Network on behalf of the applicant, as outlined in Section 138, and 138(c).

Section 412 All Subwave transmissions shall be made using Subwave carrier signals and Subwave networks as approved by the Empire.

412(a) The Empire has the right to establish both private and public Subwave networks. And regulate the production, usage and distribution of devices that utilize each, following these regulations:

Regulation-1 – The Ruling Caste of the Empire may establish its own Subwave network and devices pertaining thereto that may not be accessible by any other caste.

Regulation-2 – The Empire may establish additional private Subwave networks for security matters, accessible only be specific organizations or castes.

Regulation-3 – A public Subwave Network, deemed the Standard Imperial Subwave Network shall be made available without charge to any citizen.

412(b) use of the subwave network may be restricted or limited in bandwidth by caste under the following regulations:

Regulation-1 Scientific, Imperial and Security Castes shall have no limitations.

Regulation-2 Non-citizens may be limited in any way the Empire deem fitting and appropriate, or be barred from using the Standard Subwave Network entirely if the Empire deems it necessary.

Regulation-3 – All other castes may have bandwidth limitations or special datum restrictions, but shall be granted guaranteed access to the Standard Subwave Network.

412(c) Public access terminals shall be available in all cities, with no less than one public terminal per 10,000 citizens.

412(c)1 Public terminals shall be maintained by the Empire at its own expense.

412(c)2 There shall be no cost for any citizen to operate a public terminal.

412(d) a citizen may operate any privately owned terminal or device to access the Standard Subwave Network at no charge.

412(d)1 All costs associated with owning and operating a private terminal or device as outlined in Section 412(d) shall be paid by the citizen that owns and maintains it.

Section 413 The subwave networks may be used for the processing of legal matters normally done in person.

413(a) The Empire may require an any action that is permissible by Subwave to be done in person.

413(b) Applications permitted via any agency or ministry done by Subwave transmission may be investigated or verified in person.

413(b)1 The Empire may send an agent of the appropriate caste to handle such an investigation or verification.

413(c) Any decisions of law or decree made via Subwave under Section 413 will stand as fact, as if they were done in-person, under the following regulations:

Regulation-1 – All representatives in any filing done by subwave accept that the submission is genuine and any presentation made therein is of equal standing and authenticity to one made by any other means.

Regulation-2 – All representatives and parties to any transmission who use the Subwave are subject to being examined in personal as deemed proper by the Empire.

Regulation-3 – The Empire may investigate any claims in regard to invalid representation by Subwave format.

Regulation-4 – Submissions by Subwave that are invalid, or fictitious shall be punishable in the same manner as those accepted by any other means.

Section 414 Submissions made via a Subwave format shall be available to all examining Imperial officials upon demand at any time.

414(a) A Commissioner of Subwave Investigations shall be established on each planet in the Empire.

414(a)1 All Commissioners of Subwave Investigations shall be required to pass an examination to prove their fitness, judgment ability, rationality and investigative capacity. Submissions shall be handled by the Regent of their Regium, or his appointed staff.

414(a)2 A Regent may assign a position to oversee the Commissioner outlined in Section 414(a) if he deems it required. Such overseers shall be handled by the local laws of that Regium.

414(a)3 The Empire may remove any person under Section 414(a) from their office if they fail to meet the expectations or to follow the laws and conduct befitting their position s observed by the empire.

414(b) Submissions may only be made on authorized Subwave networks. Any unauthorized usage of a subwave network is punishable as covered by Section 401.

414(c) Special hearings and submissions made by Subwave pertaining to already-made decisions

must follow Regulation-2 under Sections 413(c) through Section 414, whereas special hearings on already-decided matters made in person must be in accord with Section 138, or by special advocate under Section 138(d) and following the avocation guidelines under Sections 137(e)01 through Section 137(e)14, conducted in normal process as outlined in Article XIX of the Imperial Decree of Rights covering Appeals.

The Imperium shall supply each city in the Empire with unlimited energy at no cost to that city.

Citizens of the Empire may use this energy to power any devices that they own, or are permitted to use by the owners of such devices.

A fee may be charged by the owner of a device for the use of that device, but not for the energy that it consumes.

Weapons & Technology

A citizen may own, use and carry any weapon that they can afford, or otherwise procure, except weapons expressly prohibited in the Empire in Section 11-1.

A citizen may be held accountable for any damage to property or any loss of life caused by any weapon they own, even if they did not directly use that weapon, if the weapon is of a standard, power output, explosive yield, and/or ability to cause destructive results in any way, equal to or higher than weapons assigned as standard issue to members of the Military Caste, or any Military Grade device. A charge ranging from assisting a terrorist or assisting an assassin, to full Treason Against The Empire, may be laid onto the owner of such a device if it is used by any individual to meet these goals.

If such a weapon is stolen from a citizen, and they report the theft immediately, such obligations are mitigated to the charge of empowering a terrorist or empowering an assassin.

If the citizen actively attempts to assist the Empire in retrieving the stolen weapon, the charge may be further reduced as deemed appropriate by The Empire.

Natural Stupidity is not a valid defense against such charges as outlined in this section.

Section 11

11-1 Banned Weapons and Technology.

All weapons, of any definition of the word based, on either atomic or basic fission, and/or atomic or basic fusion are prohibited. No member of any caste, including the Imperial Caste, may own, create, operate, or transact such a device for any reason, at any time

Technology, or any kind of method, that permits temporal travel is regulated and a permit is required to employ any form of temporal manipulation.

Technology capable of circumventing the abilities of The System is expressly prohibited. Anyone owning, using, building, or otherwise transacting in such goods is guilty of Treason Against The Empire.

Technology used to scan private Subwave domains without the permission normally required to access those domains is prohibited. Anyone owning, using, building, or otherwise transacting in such goods is guilty of Treason Against The Empire.

Any use of any form of science or technology to probe the mind of a member of the Imperial Caste by a member of any other caste is a treasonous offense.

Any attempt of any member of any caste to probe the mind of the Emperor or Empress is an act of High Treason Against The Empire. Triad process is instantly refused, and only the reigning Emperor or Empress may decide the fate of any person taking this action.

Assassination

It is permitted to assassinate only members of your own caste. You may do this on your own, or contract an assassin.

Assassination is legal only if any when a member of your caste, of a higher or equal degree to your own, acts in a way detrimental to your caste, the Empire, or the citizens of the Empire.

You must be able to prove to the satisfaction of the Empire (or the System) that your act of assassination was justified for it to remain legal. If The System or The Empire finds that your act of assassination was not proper, you will be found guilty of murdering a superiour.

A contracted assassin may be of any caste, and is not liable for any crime, unless he knowingly assassinates someone for reasons that are known to be false; if he is aware that any reason provided by the citizen contracting the assassin is either invalid or false; or if he knows that the target of the assassination is not legally valid.

A non-citizen and/or an alien-citizen may not legally contract an assassination.

The Sernarani (v3) [v0.2]

In the Time Before this Universe, the great mystic artificer Gil-Daris, who had refused to become the ruling Zan of the Zorian Empire, as he felt it best left to the hands of one who possessed in equal qualities the balancing forces of the Universe, and no personal desire to rule, but with the ability to govern, chosen by destiny rather than by mere power, devised a relic of Talyxium that he could pass to the chosen Ruler of Destiny.

This relic, the *Sernel*, or *Star-Stone*, was of immense power, capable of granting access to each sphere of sorcery, at no limit in degree, granting a massive amount of refreshing MEA to the wearer, and augmenting their psychic powers to the utmost, when worn in a crown, designed as a coronet with a slot to mount the jewel.

As soon as knowledge of its existence grew, many fought in terrible wars to gain the status required to obtain it. This, realising that such immense power would ultimately only corrupt any person to whom it was gifted, Gil-Daris struck such a blow upon the *Sernel* that it shattered into seven pieces, and displayed them, now greatly diminished, for all to see. The *Sernel* was effectively destroyed, although some amount of power still existed in each fragment.

Still desiring that one day, a person with the qualities to rule such an Empire would come to be, Gil-Daris retreated into the Dark Places, and for a long time, seemed to vanish from all existence. He had seen how much corruption could stem from a single powerful object, and also realised that the division of that power could be its salvation.

In the destruction of the *Sernel*, Gil-Daris saw a fragmentation into seven pieces, and, modelling this after the six prime facets of reality, crafted six new jewels, each empowered with one of those facets, and a seventh, empowered neutrally, but with as much power as the other six combined.

He planned to select a bearer for each, who in personality was as most alike to the facet of reality tied to each stone, and leave the seventh with no bearer, for any to find. Thus, allowing destiny to take its course, allowing the six gifted with stones to do what they would, the power equally divided, until a person could come to find the seventh, *Master Stone*, who would be given enough power to stand against the bearers of the other six, and in the process, develop the traits needed to overcome each, gaining the qualities needed to master each of the other six stones, and eventually possessing all seven, after gaining these qualities and fulfilling the premise of the *Ruler of Destiny*.

Gil-Daris named these six jewels the *Sernarani* (singular, *Sernaran*), the *Stones of the Kings*, and the master stone ruling over all. All seven are commonly known as *The Sernarani*, although his own name for the master stone was said to mean 'The Balance of Power'.

For each of the seven, Gil-Daris devised an individual *Sernarani Coronet*, into which a stone may be set, and worn upon the brow, but in secret, he also prepared his *Grand Coronet*, for the day when one would claim all seven jewels, and all seven can be set into the *Grand Coronet* at one time, amplifying their power, with the potential corruption mitigated by the temperance required to acquire all seven of the ancient relics.

Each of the six *Sernarani* is charged with a facet of reality, including a facet of the *Guardians* and a facet of Mystical Power. Each also amplifies one discipline of Psychic Power that is most closely associated with the other abilities of each stone.

The seventh, Master Stone, is charged with more neutral powers, designed to balance out against the other six, and amplifies psychic potential in general. It is also said that it maintains an eternal link to the mind of Gil-Daris, so that the bearer may commune with him, or even that Gil-Daris himself in the end retreated into a dimension within the Master Stone itself, waiting for the time when his vision would finally come to pass.

Certainly, the *Sernarani* are the last known creations of Gil-Daris, who also forged such relics as *The Source* and *Cryst'el*. After their creation, the greatest artificer even known among the mortal races of the Universe seemingly vanished entirely from space and time.

In order to master the powers of any one *Sernaran*, a person must possess certain qualities, ethics and morals most associated with the facet of reality to which the stone is aligned. Each stone also grants bonuses to certain skills aligned with the idea of the stone, but none increase any physical, mental or spiritual abilities. Powers accessed via the stones are used via a special pool of MEA (the *Sernaran MEA Pool*), which does not stack with any other MEA pool that the bearer has. You cannot use other spells with this MEA pool, or use powers of a stone with your own MEA pool. Mystical effects are essentially channelled via and from the

Sernarani and have no relation to any outside source of mystical powers, however any PPE or psychic amplification granted by the *Sernarani* is directly added to any PPE pools and PR score of the bearer.

Each of the six *Sernarani* give the bearer 1,000 MEA per each +1 bonus of their Reasoning Score Modifier, plus 1,000 MEA per each +1 bonus of their Willpower Score Modifier, plus 1,000 MEA per each +1 bonus of their Influence Score Modifier, plus 1,000 MEA per each +1 bonus of their Soul Score Modifier, plus 1,000 MEA for every five levels/HD/ Should any of these modifiers be negative, the amount given is reduced proportionately, and therefore a -3 Influence modifier reduces the total given by 3,000 MEA.

In essence, total your Reasoning, Willpower, Influence and Soul score modifiers, then multiply that sum by 1,000. Thus, a character with a Reasoning Score of 19 (+4), a Willpower of 15 (+2) an Influence of 20 (+5) and a Soul of 7 (-2) has a net modifier of +9, granting them 9,000 MEA. After this, divide their combined levels and/or Hit Dice by 5, rounding down, and grant +1,000 MEA by the result; therefore a Level-14 character has +2,000 MEA, and at Level-15, this amount increases to +3,000 MEA.

This is a special MEA pool, usable only with powers in any *Sernaran* that they possess. The pool stacks with that granted by any other *Sernaran*, but not from any other source, and if a character has more than one of the *Sernarani*, they may use powers in any of them from the combined pool.

The Master Stone was designed to be an equaliser against all six of the other stones, and this grants *six times the power* of any other stone, thus multiply any result in its MEA pool by x6. Therefore, a Level-10 character with a Reasoning Score of 20 (+5), a Willpower Score of 12 (+1), an Influence of 8 (-1) and a Soul of 10 (+0) adds +42,000 MEA to their *Sernarani MEA Pool* (of which 30,000 is from their ability scores, and 12,000 is from their levels).

A *sernarani* must be held in the hand to be used, unless one possesses a *Sernarani Coronet*, into which a stone may be placed, and worn upon the head, allowing access to it directly with a mental link. In this situation, the amount of energy remains the same, however it also provides half the same amount of energy in PPE as it does in MEA to the bearer. The PPE can be used for any Psychic Powers that the bearer has, and each *Sernarani* further adds +10 to the PR rating of the bearer if the *Sernarani* is worn, set in a *Sernarani Coronet*; the Master *Sernarani* adds +60 to the PR of the wearer in the same circumstances..

If one possesses the *Grand Coronet of Gil-Daris*, he may wear the Master *Sernarani* and the six Minor *Sernarani* at one time, magnifying the amount of MEA and PPE granted tenfold (multiply the totals by x10), including multiplying the PR bonus, granting a +1,200 PR as an *amplification bonus* to the wearer.

The *Sernel*, or Star Stone, which is the prototype for the *Sernarani* originally had as much power as all the *Sernarani* combined, and if all its pieces are found and assembled, it could be reforged to provide as much power as all the *Sernarani*, and placed into a special coronet, could provide the same effect as having all seven *Sernarani* in the *Grand Coronet of Gil-Daris*.

Gil-Daris devised this, but decided to destroy it, fragmenting it into seven pieces, of which six are irregular shards, and the seventh is a small chip, where it was struck to break it. This inspired the idea to break up the power of the sacred jewels into individual components, to ensure that the power was divided and that no one person would be able to gain access to it without having all the qualities needed to rule an empire.

Even as shards, the fragments of the *Sernel* still hold some power, and each of the seven fragments grants a special pool of MEA (that is compatible with the MEA granted by the *Sernarani*) equal to 1/10 the amount of MEA that a *Sernarani* grants, along with limited access to certain spheres of power.

If assembled and reforged, and then used in conjunction with the *Sernarani*, the *Sernarani MEA Pool* and all PPE and PR bonuses are increased as if the bearer possessed all seven of the *Sernarani*, except that the *Sernel* grants no special skill bonuses.

Light

Darkness

Chaos

Law

Truth

Imagination

Power / Balance

The Eightfold Paradigm [v2.5.1]

The *Eightfold Paradigm* is a consensus of many beings, who through combining their souls, maintaining a perpetual metaconcert (mental link) and via psychic and divine amplification, as a whole, act as a deity of sorts, based on the concepts of absolute freedom, including freedom of expression, passion, lust, desires and hedonism of any sort. They receive energy from those who pray to them, and allow their subjects to do whatsoever they wish, as long as they offer prayers, even and including tormenting or murdering their subjects, who they will resurrect.

In a complex manner, the original eight founding members (*i.e.* Barryi, Chivane, Draax, Ragnaroc Amethyst, Shimmer, Jasmine, and Illia) each represent one of the *Eight Sins of Mortals*, and ***simultaneously***, represent one of the *Eight Virtues of Mortals*, providing a balanced, yet chaotic and disjointed equilibrium. Neoni, who falls in the centre as the ninth member, is essentially neutral, and a mediator of thoughts in their mental matrix, and with their secondaries, who may have their own combinations of virtues and sins, and the *Children of the Paradigm*, the offspring of the primary members, some of which are their *secondaries*.

The *Eightfold Paradigm* is not intrinsically good or evil on the moral axis. Each member, and the consensus, is capable of performing on either end of the spectrum. Further, although many of their actions are chaotic, there is a strong binding ethos both between the members, who are in fact a unified (*e.gi* married) ‘family’, and their patrons. They support those who worship them in many ways, and although they meddle, some members refuse to try to persuade others from worshiping them, while others actively try to gain more followers.

This places them on the extreme axis of morals and ethics, making The Eightfold Paradigm ***completely multi-aligned***. They accept followers of any moral or ethical outlook, but the primary consensus between them all is that people should do what they feel is *right to do*, from the perspective of each and every individual person. In terms of ethics, the idea of *imposing* a set of societal rules is held in disdain, and although a few members believe that their subjects should follow their rule, the balancing force of personal liberty and freedom outweighs this aspect. Therefore, in terms of societal reflection, they are often seen as a force of chaos, and in fact, their influence can disrupt many types of societies, particularly those that enforce strict laws based on specific moral or immoral legal codes.

In line with this, The Paradigm will also grant the wishes of their most devout subjects, and are usually seen as an unwanted and disruptive (extremely chaotic) influence in most societies. This wish-granting must of course be requested by the proper means, although should an *ephemeral* be inside the divine realm of *The Eightfold paradigm*, or otherwise outside the rules that prevent deities or ascended, or even quasi-ascended beings from interfering with ephemerals, they may grant any request.

Some, such as Chivane, Amethyst and Ragnaroc may require payment or some kind of extreme exchange for this act, and others such as Barryi, Shimmer and Illia may do it simply because they feel like doing it, with some amount of personal flair added, or additional (non-requested) effects. Draax and Jasmine are less heavy-handed, and also the least likely to grant any special request unless they see some real need for it, but are the most likely to grant it accurately. Ragnaroc may pervert a request out of mischief, Chivane out of sadism, Barryi for dramatic flair, Amethyst for amusement (keeping with the exact words of the request, *rather than the true intent*), Shimmer to better please the recipient (and possibly fail to do this), and Illia out of misplaced child-like kindness. This includes granting supernatural abilities, changing the species of another, creating an object (including potent artefacts), or fulfilling some lifelong dream or desire. Draax is most likely to give exactly what is requested, and Jasmine for the sake of curiosity of the outcome.

The most common religious icon is a complex mandala, which is identical to the real mandala that *The Paradigm* use for channelling energy.

The *Eightfold Paradigm* derives its name from the eight founding members, although it actually has more than eight in most of its later history. In fact, each member has two Secondaries—members selected to work under one of the founding members—and auxiliary members, or slots open for up to two if they do not already have these chosen, marking the spots of the centre of the diorama and both the main and the core of the Ragnaroc position of the mandala.

The mandala is an octagram,, inside an octagon. Each face of the octagon is also connected to the centre—where there is a circle—by a direct line to that circle (but not intersecting it), and the other end of each of these lines terminates at the middle of each of the eight faces of the octagon, ending in a small metal sphere. A line connects from the centre of each metal sphere to form another octagon, inscribed within the main octagon, so that the centre of each face of the smaller octagon is parallel to the points of the larger octagon.

The large octagon is circumscribed by a circle, at a moderate distance from the large octagon, and an angled line connects the points of the large octagon, through the circular rim, to a large round point: Each large round point represents a primary member of *The Paradigm*, with one of these containing a smaller circle within it, connected to the outward circle with a single line that extends out from the line that connects that circle to the inner ring.

To each primary circle, two smaller circles are connected via lines extending at 45° from the vertical baseline of the line that connects the large circle to the inner-ring, and each set of two smaller circles is further connected by a third direct line, making a triangle.

One of the smaller circles is set inward, and the other further away, connecting it to the outmost ring of the mandala. The inner-most smaller circle of each node is connected by a curved line to the base of the next large circle in series in a clockwise fashion, touching the large circle and the point at which that circle connects to the inner-ring and the line that connects that large circle through to the large octagon inside the inner-ring.

Each large circle, including the one at the core is dedicated to a primary member of the *The Paradigm*. The eight large circles in the inner-ring are each dedicated to a specific member of the *The Paradigm*, and are distributed evenly around the inner-ring.

The octagonal portions are a crystal blue, and all the lines of the frame are a golden-coppery colour. The large circles are all red, and the outer circles for each have unique colours in pairs, with these colours giving further indication as to the member of *The Paradigm* assigned to each.

Starting with the circle for *Ragnaroc*, which is the only one with an inner-ring for the half-draconic offspring of *Ragnaroc* (name needed), and going in clockwise fashion, the dedications, and the colours of the primary circles and the circles for *Secondaries* are as follows:

Ragnaroc:	Red, with a red core; mottled red and grey for Secondaries.
Amethyst:	Red, with violet smaller circles for Secondaries.
Shimmer:	Red with smaller blue circles for Secondaries.
Illia:	Red, with smaller pale green circles for Secondaries.
Jasmine:	Red, with smaller amber circles for Secondaries.
Chivane:	Red, with smaller red circles for Secondaries.
Barryi:	Red, with prismatic smaller circles for Secondaries.
Draax:	Red, with smaller emerald-green circles for Secondaries.
Neoni:	Core of the mandala; no Secondaries.

The *Secondaries*, effectively high-priests that share a portion of the power of the *Paradigm* (to date) for each primary member of *The Paradigm* are:

<u>Ragnaroc:</u>	None
<u>Amethyst:</u>	Queen Elvaria (at present, partly turned against <i>The Paradigm</i> by Maltasar)
<u>Shimmer:</u>	Tsvarius (expelled); two needed.
<u>Illia:</u>	Midnas Valmo (candidate); one further required.
<u>Jasmine:</u>	Fayn'zo; one further required.
<u>Chivane:</u>	None; two required.
<u>Barryi:</u>	Taziel (abomination daughter), Boereth.
<u>Draax:</u>	Lady Nariel T;Nessir (candidate); one needed.
<u>Neoni:</u>	None; possibly son or daughter in the future.

Paradigm Primary Members

Barryi

Name: Barryi of The Eightfold Paradigm

Species: Necrerotiphant (an Undead of very special origins); originally human, transformed into a Quasi-Incubus by a lesser deity, and converted self into an Ultimate Necrerotiphant.

Gender: Hermaphroditic female form (both genital sets); originally male; can assume any gender, including exotic or alien genders at will.

Measurements: 5'9", 36DD/E (perky, small slightly purple orioles), 24, 34. Skinny toned thighs, and toned arms; versed in martial arts and dancing.

Skin tone: Opalescent white with slightly scaled appearance.

Eyes: Violet, Red and green miasma, with prismatic sparkles; black cornea; can cause them to illuminate.

Hair: Waist length black, with red and white (mixed) shock on right side)

Limbs: Two hands, two arms; normal feet; tail (devilish, violet) with bony violet ridge extending up spine.

Horns: Golden, long, slightly curved devilish horns, about 6" long (including one circular loop), that are banded, with the golden bands about $\frac{3}{4}$ " wide, wrapping them, and a faint violet glow seen between the bands.

Teeth: Fanged canines.

Tongue: Very long, serpentine.

Wings: Violet, feathered, ending in tips of flame.

Special: Body fluids may be any colour, but are generally an opalescent, clear violet.

Clothing: Very transparent (almost invisible) violet scaled dress, waist-up (hem just above genitals), with garters connecting to matching leggings.

Eye-gear: Steampunk (welding-type) brass goggles with ear lops and violet lenses; may be worn on eyes, over head (up) or not worn, depending on mood.

Jewellery: Black ring with fire opal (oval) on right wedding finger. large amulet with blue octagonal crystal.

Belt: Fine links of golden and black metal on which hangs a scabbard:

Scabbard: For *Nightfall* made of Chromatic crystal with golden starfields.

Weapon: *Nightfull*, a bastard sword made of Xzerium and Zynnium with a hilt of golden and black metal: Its bade is black with starfields in it; the hilt is made of Xzerium, and wound with Zynnium (golden metal with black flares).

Accessories: Opalescent white Tri-corn (pirate) hat; may be removed, and will not be worn if glasses are on head (in up position, not over eyes).

Demeanour: Lusty, greedy, arrogant, creative, wrathful, protective of possessions and lovers (same thing), chaotic, keeps promises.

Talents: B&D, S&M, Immortal (can be impaled or cut, and will ooze a clear violet fluid.), shape-shifting (any form), chaos magic, absurdly powerful pheromones, hypnosis, indulgence, seduction, martial arts and dancing..

Married / Unified To: Chivae, Draax, Ragnaroc, Amethyst, Shimmer, Jasmine, Illia, Neoni.

Accomplishments: Founded and organised the Paradigm, and is responsible for making most of the psychic and mystical items that boost their power, as well as their weapons and other relics. Destroyed another rival pantheon.

Portfolio: Hedonism, Craft, Geometry, Alchemy, Pleasure, Vengeance, Loyalty, Bards, Life, Undead, Freedom, Trickery

Spheres of Channeling: Alchemy, Artifice, Creation, Erotica, Song, Charm, Necromantic

Sin Representation: Lust

Virtue Representation: Gallantry

Draax

Name: Draax of The Eightfold Paradigm

Species: Feline Humanoid (Zo'rani)

Gender: Female; can assume any gender, including exotic or alien genders at will.

Measurements: 5'10" 36DD (slightly bouncy), 26, 34; skinny (non-toned) from little manual labour, with long fingers.

5'9", 36DD/E (perky, small slightly purple orioles), 24, 34. Skinny toned thighs, and toned arms; versed in martial arts and dancing.

Skin tone: Covered in snow-white fur.

Eyes: Emerald green; black, feline cornea; feline reflectivity.

Hair: Short white hair on body, long white hair on head, fluffy white tail.

Ears: White, feline.

Limbs: Two hands, two arms; normal feet; tail (feline).

Teeth: Feline canines.

Tongue: Slender, narrow and somewhat rough.

Clothing: Multicoloured robe, with an entirely open and revealing front.

Jewellery/Accessories: Black ring with fire opal (oval) on right wedding finger. 1.5M staff made of semi-liquid dull-grey metal dull grey, capped with a cats' claw of the same material clutching a spherical topaz. A bracelet of that same semi-liquid metal (flowing metal) with another large topaz surrounded by wings that wrap around the bracelet.

Belt: Dull-grey, semi-liquidic material in the form of an oroborus; aliws gender changes.

Weapon: *Catspaw*, a set of white gloves is composed of a hybrid of leather and metal, woven together, with a metallic green eye symbol on each. The gloves function as a weapon, and on command, eight-inch razor-sharp claws made of white metal extend from each.

Accessories: None visible.

Demeanour: Curious, inventive, scientific, inquisitive, secretive; aspirations for power.

Talents: Artifice, mystical theory, business spent centuries in limbo, patience for long-term plans.

Married / Unified To: Chivae, Barryi, Ragnaroc, Amethyst, Shimmer, Jasmine, Illia, Neoni.

Accomplishments: Created pandimensional space with an artificial nexus point and flexible timeflow. Became Immortal using own powers.

Portfolio: Magic, Knowledge, Felines, Secrets, Sexuality, Community, Craft

Spheres of Channeling: Artifice, Geometry, Knowledge, Mentalism, Numbers, Thought, Travel

Sin Representation: Envy

Virtue Representation: Patience

Chivane (Old)

Name: Chivane of The Eightfold Paradigm

Species: Quasi-Succubus; originally human, converted into a quasi-succubus by a lesser god.

Gender: Female; can assume any gender, including exotic or alien genders at will.

Measurements: 6', 36D (very firm with violet areolas), 26, 38, muscular.

Skin tone: Crimson.

Eyes: Violet.

Hair: Long, black.

Horns: Golden, long, slightly curved devilish horns

Teeth: Fanged canines and pointed incisors.

Tongue: Very long, serpentine, snake-forked..

Wings: Black feathered.

Limbs: Two hands, two arms; two legs, normal feet; tail (demonic).

Clothing: Red and black leather, BDSM-esque, metal greaves, burgundy stilettos, spiralling red metal bracers..

Jewellery/Accessories: Black ring with fire opal (oval) on right wedding finger. Black and red whip with electrical prongs. A ruby-red metal amulet shaped like a preying mantis.

Belt: Black leather belt with ruby-red, metal decorations; allows gender change at will.

Weapon: *Nocturne*, a longsword is made of pure black moraeum, with a recurved blade, etched with serpentine patterns, inlaid in red metal. The moraeum crossguard is shaped like fully-extended batwings, and the pommel a female devil head, with black diamonds for eyes and red metal inlay for the lips; also a jet black longbow and black arrows with crimson fletching in a maroon quiver.

Accessories: Hidden knives and daggers.

Demeanour: Sadistic, domineering, demanding, greedy.

Talents: Assassination, thieving, politics, poisons; B&D, S&M, torture, seduction.

Married / Unified To: Draax, Barryi, Ragnaroc, Amethyst, Shimmer, Jasmine, Illia, Neoni.

Accomplishments: ?

Portfolio: Sexuality, Murder, Stealth, Souls, Thieves, Combat, Beauty, Wealth, Domination

Spheres of Channeling: Chaos, Darkness, Destruction, Erotica, Hex, Shadow, War

Chivane (Updated, post Selmenos Encounter)

Name: Chivane of The Eightfold Paradigm

Species: Succubus; originally human, converted into a devil by a lesser god, and elevated to a full Succubus by *Selmegos*.

Gender: Female; can assume any gender, including exotic or alien genders at will.

Measurements: 5'9", 36E (very firm with violet areolas, pierced with Nalucent bars), 24, 36, very lean, very curvy.

Skin tone: Chalky white, with pink, blushing tones; can change as desired.

Eyes: Orange irises, flickering with amber and red inner flame.

Hair: Long, black.

Horns: Swirled golden and platinum, long, slightly curved devilish (ram) horns

Teeth: Long, fanged canines.

Tongue: Very long, serpentine, snake-forked; can curve to any shape, fold, and coil.

Wings: Shiny black, feathered with tips of fire.

Limbs: Two hands, two arms; two legs, normal feet; tail (2.2M long, demonic, with violet tip and violet ridge up spine).

Clothing: Silver-threaded dress.

Jewellery/Accessories: Black ring with fire opal (oval) on right wedding finger. Black and red whip with electrical prongs. A ruby-red metal amulet shaped like a preying mantis.

Belt: Nalucent metal belt (silver, with streaks of burgundy, red, and amber) belt with ruby-red, metal decorations; allows gender change at will.

Weapon: *Nocturne*, a longsword is made of pure black moraeum, with a recurved blade, etched with serpentine patterns, inlaid in red metal. The moraeum crossguard is shaped like fully-extended batwings, and the pommel a female devil head, with black diamonds for eyes and red metal inlay for the lips; also a jet black longbow and black arrows with crimson fletching in a maroon quiver.

Accessories: Hidden knives and daggers.

Demeanour: Sadistic, domineering, demanding, greedy.

Talents: Assassination, thieving, politics, poisons; B&D, S&M, torture, seduction.

Married / Unified To: Draax, Barryi, Ragnaroc, Amethyst, Shimmer, Jasmine, Illia, Neoni.

Accomplishments: ?

Portfolio: Sexuality, Murder, Stealth, Souls, Thieves, Combat, Beauty, Wealth, Domination

Spheres of Channeling: Chaos, Darkness, Destruction, Erotica, Shadow, Souls, War

Sin Representation: Wrath

Virtue Representation: Courtesy

Ragnaroc

Name: Ragnaroc of The Eightfold Paradigm

Species: Dragon (Magma Variety)

Gender: Female; can assume humanoid or draconic form.

Measurements (Humanoid): 5'10", 32C (soft), 24, 32

Measurements (Draconic): 32-feet nose to tail.

Skin tone: Black and glowing red/orange scales..

Eyes: glowing molten red (like molten metal).

Hair: Scarlet in humanoid form.

Horns: Three black horns, left, right and centre, with centre being the longest, forward curved..

Teeth: Draconic.

Tongue: Very long, serpentine, in either form.

Wings: Black & dark grey with veins of fire (only when in in draconic form)

Limbs: Two hands, two arms; two legs, normal feet; tail (humanoid), four limbs with claws, and wings (draconic).

Clothing: None.

Jewellery/Accessories: Black ring with fire opal (oval) on right wedding finger/claw. *Molten* a unique set of red and black scale *nalucant* armour is far more than it appears on the surface. Although for an average person, it is merely an amazing set of scale mail, for those that know how to use it, it is a masterpiece that grants draconic powers and features to the wearer.

Belt: None.

Weapon: *Magma Stream* (erupts from mouth), claws (draconic form only) and *Dragonspell*.

Accessories: None,

Demeanour: Extremely greedy, arrogant, proud; loves luxury and praise. Somewhat childish.

Talents: N/A

Married / Unified To: Draax, Barryi, Chivane, Amethyst, Shimmer, Jasmine, Illia, Neoni.

Accomplishments: Impregnated by a Necrerotiphant (Barryi); has laid an egg; spent centuries in limbo.

Portfolio: Greed, Pleasure, Sensuality, Fire, Debauchery, Lust, Earth

Spheres of Channeling: Chaos, Charm, Elements (Fire), Elements (Earth), Hex, Mentalism, Protection.

Sin Representation: Greed

Virtue Representation: Diligence

Shimmer

Name: Shimmer of The Eightfold Paradigm

Species: Serpentine Humanoid

Gender: Female; can assume any gender, including exotic or alien genders at will.

Measurements: 5'6", 34C (very firm with blue areolas)..

Skin tone: White with slight prismatic shimmering..

Eyes: Ivory, with flecks of colour; black corneas..

Hair: Long, dark blue-green.

Teeth: Serpentine.

Tongue: Long, serpentine, snake-forked..

Limbs: Two hands, two arms; two legs, normal feet; tail (lizard).

Clothing: None.

Jewellery/Accessories: Black ring with fire opal (oval) on right wedding finger; and a green metal collar with an aquamarine jewel.

Belt: Silver, chain belt with many, coloured jewels; allows gender change at will.

Weapon: ?

Accessories: None.

Demeanour: Liberated, scholarly, sensual.

Talents: Poison breath (as desired).

Species: Serpentine Humanoid.

Married / Unified To: Draax, Barryi, Ragnaroc, Amethyst, Chivane, Jasmine, Illia, Neoni.

Accomplishments: Laid eggs once, after being raped by a slave under her; that slave was killed; was a former slave of Barryi, purchased at auction and learned that slavery isn't always a bad thing.

Portfolio: Reptiles, Family, Magic, Sensuality, Poison, Slavery

Spheres of Channeling: Animal, Elements (Earth), Erotica, Guardian, Protection, Wards

Sin Representation: Vainglory

Virtue Representation: Charity

Jasmine

Name: Jasmine of The Eightfold Paradigm

Feline Humanoid (Zo'rani)

Gender: Female; can assume any gender, including exotic or alien genders at will.

Measurements: 5'9", 34D (soft), 24, 34, somewhat muscular.

Skin tone: Covered in snow-white amber with leopard spots.

Eyes: Amber; black, feline cornea; feline reflectivity.

Ears: Feline

Hair: Short leopard hair on body, medium length, fluffy orange hair on head, leopard tail.

Limbs: Two hands, two arms; two legs, normal feet; tail (feline).

Teeth: Feline canines.

Tongue: Slender, narrow and somewhat rough.

Clothing: Grey, black and violet robes, revealing cleavage with slightly transparent overall look.

Jewellery/Accessories: Black ring with fire opal (oval) on right wedding finger. An amulet of polished ivory with two spectral hands crossing each-other.

Belt: Shiny white metal links; can use to change gender at will.

Weapon: *Shadowclaw*, a mighty scimitar is made of a translucent mixture of sirium (rainbow-sheen silvery metal) and Adamantium (dull-grey metal), giving it a shadowy, crystalline appearance, Folded to enhance its sharpness and enchanted both to be magically sharp and light, with inlaid moraeum (black) and lantrium (white) runes of power. The crossguard is s-curved, shaped like an outstretched leopard, and made from ferronobilium (metallic blue-grey), which is also translucent, but to a lesser-degree than the blade, with a pommel set with a bright mystically faceted stone made of mixed emerald and topaz. The blade is enchanted so that it, and its hilt can be individually set to any level of transparency, from opaque to completely invisible.

Accessories: Mithril collar.

Demeanour: Reserved, jovial, enjoys flying (and sexual encounters in flight).

Talents: Channeling positive necromancy.

Married / Unified To: Chivae, Barryi, Ragnaroc, Amethyst, Shimmer, Draax, Illia, Neoni.

Accomplishments: Deathmage; former slave of Barryi.

Spheres: Death, Life, Souls, Felines, Battle

Spheres of Channeling: Astral, Charm, Elements (Air), Erotica, Necromantic, Shadow, Souls

Sin Representation: Sloth

Virtue Representation: Humility

Amethyst

Name: Amethyst of The Eightfold Paradigm

Species: Dark Elf

Gender: Female; can assume any gender, including exotic or alien genders at will.

Measurements: 5'7", 36DD (soft), 24, 36, lean.

Skin tone: Tanned.

Eyes: Bright Magenta

Hair: Past shoulders, violet.

Teeth: Normal.

Ears: Elven pointed (not long).

Tongue: Normal.

Limbs: Two hands, two arms; two legs, normal feet.

Clothing: Skimpy, purple leather.

Jewellery/Accessories: Black ring with fire opal (oval) on right wedding finger; mithril collar, engraved with an octagram in side of which is an octagonal amethyst at the centre.

Belt: White metal chain belt, studded with cut amethyst stones; can use to change gender at will.

Weapon: *Dominator*, a rod of power is approximately one half a metre in length with a small taper, a handle drip, and a head shaped like a spiral with thorns; it is composed of black moraeum, with a wrapped design of feathers and chains in violet-tinted aeriium (slightly chromatic silver), and the swirls and thorns on the head are made of a glowing red-orange metal.

Accessories: ?

Demeanour: Controlling, honourable, sincere, devoted.

Talents: Legal matters, divine power, seduction, B&D, D&M.

Married / Unified To: Draax, Barryi, Ragnaroc, Chivane, Shimmer, Jasmine, Illia, Neoni.

Accomplishments: Forged pacts with extra-dimensional beings. Wrote a soul-bonding pact; priestess.

Portfolio: Elves, Lust, Community, Law, Night, Stars, Devils, Daemons, Trickery, Illusion, Domination, Slavery, Contracts

Spheres of Channeling: Darkness, Erotica, Divination, Elements (Electricity), Healing, Hex, Summoning.

Sin Representation: Pride

Virtue Representation: Temperance

Illia

Name: Illia of The Eightfold Paradigm

Species: Undying Necrerotiphant; originally human, converted into a Necrerotiphant by Barryi, and made Undying instead of Undead by *Kaalana Saeroa*.

Gender: Female; can assume any gender, including exotic or alien genders at will.

Measurements: 4'7" 32C (very perky), 20, 30 (very petite).

Skin tone: Average to Fair.

Eyes: Green

Hair: Short, pink.

Teeth: Normal.

Tongue: Normal.

Limbs: Two hands, two arms; two legs, normal feet, tail (pink, kitty).

Wings: White, feathered, angelic..

Ears: Pink, kitty ears.

Special: Body fluids may be any colour, but are generally an blood red..

Clothing: Very transparent (almost invisible) and skimpy, or body paint (purple).

Jewellery/Accessories: Black ring with fire opal (oval) on right wedding finger; green leather collar; a tiara and a matching ring (both with triangular red jewels), both made of dull-grey metal.

Belt: White metal chain belt, studded with cut amethyst stones; can use to change gender at will.

Weapon: ?

Accessories: A jade green tattoo of flowing leaf-like designs on her left shoulder.

Demeanour: Sweet, innocent, masochistic, simple, gets off from extreme pain.

Talents: Natural world, B&D, S&M, Immortal (can be impaled or cut, and will ooze a blood-red.), shape-shifting (any form), absurdly powerful pheromones, hypnosis, easily influenced..

Married / Unified To: Draax, Barryi, Ragnaroc, Chivane, Shimmer, Jasmine, Amethyst, Neoni.

Accomplishments: Originally a savage, captured by Barryi & co., then broken by them to enjoy pain; lover of Midnas Valmo; pregnant with his child.

Portfolio: Nature, Learning, Humans, Plants, Animals, Day, Light, Servitude

Spheres of Channeling: Animals, Astral, Celestial, Erotica, Lights, Plants, Travel

Sin Representation: Gluttony

Virtue Representation: Kindness

Neoni

Name: Neoni of The Eightfold Paradigm

Species: Nathair Stoirl

Gender: Female; can assume humanoid or serpentine form.

Measurements (Humanoid): 6'5", 36DD (soft), 28, 38

Measurements (Serpentine): 750-feet nose to tail.

Skin tone: Black with flecks of red and blue.

Eyes: Black with starfields.

Hair: Black with shimmering white, red and blue points of light.

Teeth: Slightly pointed in humanoid form.

Tongue: Very long, serpentine, in either form.

Limbs: Two hands, two arms; two legs, normal feet; knee-length tail (humanoid), four limbs with claws, and wings (draconic).

Clothing: A form-fitting black robe.

Jewellery/Accessories: Black ring with fire opal (oval) on right wedding finger/claw; and *Xzerium* circlet (black metal with starfields).

Belt: None.

Weapon: None.

Accessories: None,

Demeanour: Fascinated by time; family-oriented.

Talents: N/A

Married / Unified To: Draax, Barryi, Chivane, Amethyst, Shimmer, Jasmine, Illia, Ragnaroc.

Accomplishments: Immortal; capable of regeneration; had temporal link with offspring.

Portfolio: Space, Time, Darkness, Night, Protection, Family, Childbirth, Serpents, Water

Spheres of Channeling: Creation, Dimension/Space, Elements (Air), Elements (Water), Knowledge, Time, Weather.

Sin Representation: Acedia (Apathy)

Virtue Representation: Chastity

Associates, of the Paradigm

Children of the Paradigm

Taziel

Name: Taziel, Child of The Eightfold Paradigm

Species: Hybrid, Genetically Engineered, part Necrerotiphant and part many-other-things.

Gender: Female form (both genital sets); can assume any gender, including exotic or alien genders at will.

Measurements: 5'8", 36C (very perky with bluish-grey areolas), 24, 36.

Skin tone: Very pale violet.

Eyes: Emerald green.

Hair: Past shoulders, dark violet and silver.

Limbs: Two hands, two arms; two legs, normal feet; tail (devilish, light violet with dark violet bulbous tip).

Horns: Golden, short, goat-like.

Teeth: Normal

Tongue: Long, very flexible.

Wings: Violet, feathered, angelic.

Special: Body fluids may be any colour, but are generally clear-white..

Clothing: Very transparent (almost invisible) violet satin dress, does not cover below waist.

Jewellery: Black ring with fire opal (oval) on right wedding finger. Large amulet with blue octagonal crystal.

Belt: None

Scabbard: For *Kromio*, made of green and white metal that is embossed with designed of naked women.

Hilt of sword (bastard sword) of intertwined golden and black metal.

Weapon: *Kromio*: The blade always sheds a multicromatic light, and is made of *chomorium* and *virium*, which means it always dances with multicoloured metallic hues with the flicker of frosty stars on its surface; however it will glow more brightly in different additional colours (an outer-aura) for each type of creature near it as follows:

Outsider-types (White)

Dragon (Orange)

Undead (Violet)

Human-types (Blue)

Fey (Teal)

Animal (Tan)

Monstrous Creature (Pink)

Aberration (Yellow)

Construct (Sky Blue)

Magical Beast (Purple)

Ooze (Grey)

Vermin (Chartreuse)

Plant (Green)

Horror (Gold)

God (Opalescent)

(Overlapping auras will cause a shimmering effect of each aura colour.)

Accessories: Opalescent purple Tri-corn (pirate) hat; may be removed.

Demeanour: Lusty, curious, childish, impatient, chatty.

Talents: B&D, S&M, Immortal (can be impaled or cut, and will ooze a clear violet fluid.), shape-shifting (any form), , absurdly powerful pheromones, hypnosis, indulgence, dancing; can shift genders and form; always maintains a female appearance with desired genitals

Relationship to Paradigm: Complicated relationship; child of the pantheon; genetically engineered with DNA from Barryi, Jasmine, Amethyst, Illia, Chivane, Jasmine, Draax and Ragnaroc. She is less than one week old but fully grown to adulthood in a machine.

Status as an Associate: Child of the Paradigm, and *Secondary of Barryi*.

Accomplishments: Created by Barryi in a genetic sequencer, using the genetic material from Barryi, and some traits from others, and some animal (e.g. goat, bird) genetics. Given 98% of the memories and experiences of the Paradigm members as genetic memory, her mind shattered at creation and formed a very perky, girlish, and childlike personality as a shield against the horrors of her memory.

T'Ambar

Name: T;'Ambar, Child of The Eightfold Paradigm

Species: Dark Elf / Necrerotiphant cross-breed with Necrerotiphant traits.

Gender: Female form (both genital sets); can assume any gender, including exotic or alien genders at will.

Measurements: 5'6", 34D (very perky with bluish-grey areolas), 22, 36.

Skin tone: White, with a light opalescent tone.

Eyes: Di-Chromatic Deep-Magenta (right) and Amber (left).

Hair: Past shoulders, violet with a chromatic streak.

Limbs: Two hands, two arms; two legs, normal feet; tail (devilish, white with blue stripe from base of spine, ending at the tip).

Horns: Golden, small, pointy.

Teeth: Fanged canines.

Ears: Elven pointed (not long).

Tongue: Normal.

Wings: Silver, feathered, angelic.

Special: Body fluids may be any colour, but are generally clear-white.

Clothing: Semi-transparent (65% visible) violet and silver satin dress, barely teases in all aspects.

Jewellery: Ring of Talyxiuj with eight beads of Coraeum around in equilateral positions.

Scabbard: n/a

Weapon: n.a

Accessories: Tattoo of the Mandala of the Eightfold paradigm (violet) on chest, right above bust.

Demeanour: Friendly, well-mannered, free-spirited, outgoing, talkative, helpful, pleasant, enjoys pleasing others; somewhat ashamed of parents; interested in metaphysics; enjoys experimentation and trying new things.

Talents: B&D, S&M, Immortal (can be impaled or cut, and will ooze a clear violet fluid.), shape-shifting (any humanoid form), very powerful pheromones, debate, indulgence, dancing; politics, can shift genders and form.

Relationship to Paradigm: Genetic offspring of Barryi and Amethyst; Barryi carried the embryo.

Status as an Associate: Child of the Paradigm, and *Secondary of Barryi*.

Accomplishments: Created by Barryi in a genetic sequencer, using the genetic material from Barryi, and some traits from others, and some animal (e.g. goat, bird) genetics.

Status and Participation in the Saerenan Time War: Negotiated a time of peace, which lasted a mere sixty years, but ultimately failed. Thereafter, she tried to give moral and spiritual guidance wherever possible, and went with the others in exile.

Between Draax and The Lady Nariel IV

Draax seduced Lady Nariel IV while on Saeroa Prime, and convinced the Ruling Lady to enjoy the mystical gender altering magic that she used. In an arrangement that would allow nariel monetary profit, and tempting access to mystical knowledge from another realm, Draax was able to persuade her to try. In this, The Lady Nariel impregated Draax, and under the care of Maltasar, the pregnancy was carried, although not without difficulties.

The male child, *Nadriel*, has a form halfway between a human and a feline humanoid, with white hair, a tail, and clear grey-blue eyes. She resembles a feline humanoid, with more humanoid facial characteristics, short white fur on her body, a tail with a fluffy tip, and feline ears. She wears an amulet of the Paradigm, made of pure sirium (silvery metal with sparkling rainbow hues, and tends to wear martial-arts styled clothing, similar to a silk kimono, in violet and blue.

Between Illia and Midnas Valmo

In their meeting on the streets of Occamercanterra, Midnas became attracted to Illia, who in turn is attracted to anyone and anything. Midnas has no intentions or interest in the other Oaradigm members, and often finds them distasteful and annoying. Through intervention by an ascended Kaalana, Illia was able to convert both herself and her new lover into a form of Necrerotiphant beyond the scope of even normal divine mystical powers. Illia regained the status of a living being, and Midnas gained all True Necrerotihpant traits, without losing his mind, spirit or humanity in the process.

He rarely uses any of them, save by Illia's whims for her own enjoyment, preferring himself as he was. Both are also linked via an intrinsic commingling of their souls, and the normal pleasure that Illia may gain from contact with her own bodily fluids, or those of others is muted, while instead, she received emotional reactions to any physical contact with her mortal lover.

Kaalana did this as an experiment, to see if a divine or ascended being could somehow create offspring with a mortal without the devastating side-effects that ultimately destroyed her mother Kadriana. She continually monitors the progress of the experiment from the shadows of other, higher realms.

With the help of Maltasar, a solution was injected into Illia regularly. This produced a very painful response, but allowed the foetus to continue to grow.

The female child was born with Necrerotiphant traits, but is otherwise human. She has a very advanced mind, and additional genetics that would allow for ascension, should she choose that path. Her divine abilities are buried in her genetics, and not available to her unless she chooses a path to ascension. Her appearance is essentially human, born with golden hair and violet eyes, but she can shapeshift as if she was a *True Necrerotiphant*.

Illia, Midnas and their child, despite having necrerotiphant traits, are neither compelled to lustful acts, or subject to the will of an *Ultimate Necrerotiphant*.

Child One:

T'Faela

Female, 5' tall, silvery eyes, ginger hair, fair skin.

Between Jasmine and Barryi, and Shimmer and Barryi

Barryi, having witnessed others in the paradigm having offspring, realised that these ‘children’ had the potential to become the *secondaries that he wanted* and decided to breed with the other Paradigm members. The initial two matings were between Amethyst and Barryi, with Barryi carrying the child, and between Barry and both Shimmer and Jasmine, with both of them being impregnated, after multiple attempts.

Between Shimmer and Barryi

Five Offspring, four males, one female. Of these only one male was born with necrerotiphant traits, while the others are a hybrid between a serpentine lifefork and a quasi-incubus. They are born with scales and black feathered wings. The fame has a devilish tail, two males hae serpentine tails, and one male has a serpentine tail. Two males and the female have hair, the third male is bald, and the last can shapeshift and often has alternating appearances.

Ea'talius

Child One (Male, hybrid between serpentine and quasi-incucus)

5'8" tall, red hair, hazel eyes, skin tone changed to a paired partner, base skin tone pure white and scaled.

Aenahm

Child Two (Male, hybrid between serpentine and quasi-incucus)

6'5" tall, bald, green eyes, skin tone changed to a paired partner, base skin tone deep green.

Salorius

Child Three (Male, necretotiphant traits, cross between serpentine and quasi-incubus by heritage)

5'8" tall, white hair, violet eyes, predisposed to mystical arts, skin tone changed whatever desired, base skin tone pale shimmering blue.

****Introduced, needs details****

Demeanour: ssertive, curious, adaptive, show-off.

Aktos

Child Four (Male, hybrid between serpentine and quasi-incucus)

6'2" tall, silver hair, red eyes, skin tone changed to a paired partner, base skin tone medium green.

Vidial

Child Five (Female, hybrid between serpentine and quasi-incucus)

5'2" tall, silver hair, pink eyes, skin tone changed to a paired partner, base skin tone very dark blue.

****Introduced, needs details****

Quiet, enjoys company of others, integrative, helpful, sensual.

Between Jasmine and Barryi

Seven offspring as one litter, *six males and one female*, of which two males and the female have necrerotiphant traits as if they were *True Necrerotiphants*, and the rest are hybrids between Zo'Rani and a Quasi-Incubus. Three of these have more feline traits, and two more quasi-incubus traits.

R'Itom

Child One (Male, necrerotiphant traits, cross between Zo'Rani and quasi-incubus by heritage)
5'7" tall, cherry red and golden leopard spotted fur, turquoise eyes, with a feline tail, red-feathered wings and no horns.

R'Sano

Child Two (Male, cross between Zo'Rani and quasi-incubus, feline dominant.)
6'2" tall, auburn and orange striped fur, brown eyes, with a devilish tail, no wings and no horns.

R'Korinyo

Child Three (Male, necrerotiphant traits, cross between Zo'Rani and quasi-incubus by heritage)
5'8" tall, golden hair, blue eyes, with a devilish tail, black-feathered wings, and platinum horns.

T'Zanien

Name: T'Zanien, Child of The Eightfold Paradigm

Species: Hybrid between Zo'Rani and a Quasi-Incubus Necrerotiphant, inheriting living DNA traits (no Necrerotiphant traits; Zo'Rani almost entirely dominant); Necrerotiphant traits (as *True Necrerotiphant*).

Gender: Female; can assume any gender, including exotic or alien genders at will.

Measurements: 4'9", furry, and very sensual figure at 36D/24/36.

Skin tone: Short white fur.

Eyes: Emerald green.

Hair: Short, white on body; fluffy tail and long fluffy white hair on head.

Limbs: Two hands, two arms; two legs, normal feet; tail (cat-like, fluffy white.)

Horns: Twirled, golden, medium.

Teeth: Fanged canines.

Ears: Cat-like and furry.

Tongue: Normal, feline rough, with a forked end.

Wings: White, feathered, glossy.

Clothing: None.

Quirks: Trills and rolls consonants; rarely uses Necrerotiphant powers.

Jewellery: A collar of Zelenium, with the Paradigm symbol, and a blue jewel in the centre.

Scabbard: n/a

Weapon: n/a

Accessories: n/a; prefers not to wear symbols of status.

Demeanour: Talkative, deeply intellectual, curious, persistent, focused.

Talents: A very powerful channeler, with interests in metaphysics and dimensional physics, conversational, persistent. .

Relationship to Paradigm: Genetic, fourth offspring of Barryi and Shimmer; Shimmer carried the embryo.

Status as an Associate: Child of the Paradigm, and *Secondary of* ?.

Accomplishments: High Priestess of the Paradigm, representing the aspects of patience, ???, and ???.

Status and Participation in the Saerenan Time War: helped on some of the projects that were meant as a defense for the Saerenan Empire. After going into exile, she assisted with the building of useful *Terrainaspheres*, and helped provide insight into the dimensional forces at work in the space to which the Empire was exiled.

R'Suivus

Child Five (Male, cross between Zo'Rani and quasi-incubus, feline dominant.)

5'11" tall, dark brown and amber striped fur, silvery eyes, and a devilish tail instead of a feline tail, and no horns.

R'Mahar

Name: R'Mahar, Child of The Eightfold Paradigm

Species: Hybrid between Zo'Rani and a Quasi-Incubus Necrerotiphant, inheriting living DNA traits (no Necrerotiphant traits);

Gender: Male

Measurements: 5'9", somewhat toned..

Skin tone: deep maroon, with small leopard-like spotting that is dark maroon, and somewhat hard to notice at a glance, but notable when looking with any attention.

Eyes: Entirely jet black.

Hair: Short, cropped, deep brown.

Limbs: Two hands, two arms; two legs, normal feet; tail (cat-like, brown, with a lion-esque puff the end.)

Horns: None

Teeth: Fanged canines.

Ears: Cat-like and furry.

Tongue: Normal, slightly rough.

Wings: None

Clothing: White, with crimson and silver trim.

Jewellery: An amulet with the Paradigm symbol made of Naluscent (his channeling focus).

Scabbard: Naluscent and red Talyxium; holster on belt.

Weapon: Jha'Saelde, A scimitar of Naluscent, with a gutter of Virium. It is aligned with fire and earth; also carries a military stazer.

Accessories: Jhem'tak armour in white and crimson; an earring with seven alternating clear red and frosted white beads.

Demeanour: Boisterous, eager for dueling, challenging, jovial, easily offended.

Talents: Excellent in combat, and proficient in channeling; argues his points with veracity.

Relationship to Paradigm: Genetic, sixth offspring of Barryi and Shimmer; Shimmer carried the embryo.

Status as an Associate: Child of the Paradigm, and *Secondary of ?*.

Accomplishments: Priest of the Paradigm, representing the aspects of pride, joy, conflict.

Status and Participation in the Saerenan Time War: Fought in the battles, and remained in exile.

R'Zarynth

Name: R'Zarynth, Child of The Eightfold Paradigm

Species: Hybrid between Zo'Rani and a Quasi-Incubus Necrerotiphant, inheriting living DNA traits (no Necrerotiphant traits; quasi-incubus almost entirely dominant);

Gender: Male

Measurements: 5'11", slender.

Skin tone: Ruddish, maroon.

Eyes: Fiery red, cat-like.

Hair: Very long, deep violet.

Limbs: Two hands, two arms; two legs, normal feet; tail (slender, devilish, with a puff of violet fur at the end.)

Horns: Swirled, medium, shiny jet black.

Teeth: Fanged canines.

Ears: Cat-like and furry.

Tongue: Normal, slightly rough.

Wings: Jet black, feathered.

Clothing: White, with silver major trim, plus violet and pale blue secondary trim.

Jewellery: A rather plain, Adamantium ring with Paradigm symbol (his channeling focus).

Scabbard: n/a

Weapon: *n.a*

Accessories: Earring with eight, frosted white crystals.

Demeanour: Passive, lazy, somewhat greedy, had no interest in combat unless absolutely necessary; enjoys conversing about trivia.

Talents: Very proficient channeling abilities, some scientific and alchemic talents, and minor mystical abilities, the latter he rarely uses; extremely proficient in summonings..

Relationship to Paradigm: Genetic, seventh offspring of Barryi and Shimmer; Shmimmer carried the embryo.

Status as an Associate: Child of the Paradigm, and *Secondary of?*

Accomplishments: High priest of the Paradigm, representing the aspects of apathy, greed, deep thought, and foresight.

Status and Participation in the Saerenan Time War: Spoke out against aggression, but was never proactive. Went into exile because not doing so would severely limit his resources, enjoyment of life, and other desires.

Secondaries and Prospective Secondaries

Boereth (secondary of Barryi); female, 5'3", sandy brown hair, slightly tanned, 34D/28/36, hazel eyes. Clothing unimportant, but wears a necklace with a small boat as a charm; baker of erotic confections/artisan, and loves boats and vessels and sweets.

Midnas Valmo (Boyfriend/Lover of Illia--deeply in love, and cares nothing for her 'other relations', possible secondary for Illia); Originally male human, now an Undying necrerotiphant, but retains human appearance. Black hair and sky blue eyes, dressed in dark (royal blue); artist; quirky, nervous, but retains dignity and composure when protecting Illia; *he doesn't know she is a demigoddess*, or that any of these people have divine powers. *Can shift genders and form; but only does so if Illia requests it*; has a fobwatch and a matching ring (with a triangular red jewel), both made of dull-grey metal.

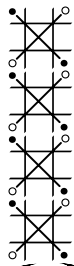
Lord Maltasaristrovanalonius / Maltasar (for short); (male Timelord, romantic association with Elvaria); 6'2" (this regeneration), dark brown hair, hazel eyes, wears a suit with a back coat with pale green and sky blue stripes, a violet vest, black pants, a silvery fobwatch in vest, and shiny black shoes with dull grey metal clasps; scientist and espionage expert; has his own TARDIS. Former director of the *Celestial Intervention Agency*.

Regenta Minoria, and Ruling Lady Nariel T'Ness'r (associate of Pantheon; she impregnated Draax with the help of a mystical spell to grow an additional set of genitals; otherwise a virgin. female, 5'8", black hair, steel grey eyes, dressed in black silk with a violet hem; mage; wears a necklace and amulet with ornate symbols, in a coppery metal.

'Queen' Elvaria (associate of Pantheon; romantic attachment to Maltasar); female dark elf (tanned skin), 5'11", 34D/26/36, muscular, dark purple hair and violet eyes; wears dark colours in the blue/green ranges; assassin/mage; wears a locket of black and white metal and a coronet with jet and jade stones.

Fayn'zo (secondary of Jasmine); 6'9" male, feline humanoid, jet black and shadowy. Wears armour made of darkness, or nothing, by default.

The Zoreac Glyphs



Aldus (Time); A: as A in Normal (Ah sound)



Ainohm (The Past); Ai: as I in Kite



Aegas (The Present); Ae: like A in Ate,



Auvo (The Future/Decline) ; Au: Like “Ow”



Balda (Death); B: as B in Boy



Bval (The Soul); Bv: Pronounced in one sound, guttural. Halfway between B in Boy and V in voice.



Calmenos (To Join); C: Always hard, like C in Coal



Chaluum (Beginning/Origin); Partway between Ch and Sh



Delde (Nature); D: as D in Dog



Dsari (Trade); Ds: Pronounced in one sound, guttural. Halfway between D in Day and S in Sand.



Erevystyx (Stars/Sorcery); E: as E in Beg



Évas (Space); É: Pronounced Long and Short, long first; “EE-Eh”



Ëma (Realm); È: Pronounced Short and Long, Short first: “Eh-EE”



Felosa (Beauty); F as F in Fig



Fvelo (The Moon); Fv: Pronounced in one sound, guttural. Halfway between F in Fox and V in voice.



Galda (The Sun); G as G in Gold



Haldor (Knowledge/Wisdom/Understanding); H as H in Halo



Hvylaxt (Power/Splendor/Energy); V: as V in Victory (slightly voiced H trilled V)



Imandi (Divine/The Gods); I: long E sound, like the Latin I if in first syllable or if followed by a u, short like I in Tin in latter syllables, except if the last symbol in a word.

† Jh'kar (Craft); Trilled J sound J: as J in Jest - Jh: Pronounced in one sound, guttural.

⤵ Kheldor (War); K: Guttural, like C in Crash ; KV:

⦿ Kvebv (The Aftermath); Pronounced as two separate sounds, KVEZ=Keh'Vez

⦿ Llalo (Change); Extended and trilled L

⦿ Levian (Chance/Luck); L: as L in Latin

○ Merla (The World); M: as M in Mermaid

○ N'Tra (The Centre/In-Between); N: as N in No

⦿ Omande (Balance/Truth); O: Always hard, like O in Omega. (Ö: Guttural O. Halfway between Oh and Ugh if preceded by an H or if in last word syllable.)

⦿ Peldin (The Mortals); P: as P in Power

⦿ Qevas (Travel/To Move); Q: always as KW sound. Does not need a U following. QU is KWOO.

△ Revistas (Mental Balance); R: as R is Rain

⦿ Saleos (Fire) / Selmenos (To Cross); S: as S in Sam

⦿ Sheakh (The Unknown); Sh: As Shore

○ Thynghos (Darkness/Night); Th as in Thorn

⦿ T'Zyef (Electricity/Storms); T as T in Tang

△ Umände (Unbalance/Sorrow/Pity); U: Long U, like "oo" in too.

⦿ Weldankh (Destruction); W: as W in Wild

⦿ X'Yva (Dreams); X: Bussing X, always like KS, never like Z, even as leading letter, thus Xiva=KZEEVAH

⦿ Yeave (Water/Life); Y: as old English "Ye".

△ Zhen (Exalted); Zh; Like Sh (or Jh), but with buzzing Z sound dominant.

○ Zoran (The Mind); Z: like Z in Zero

Word association markers: These symbols following any word or series of glyphs assign a relationship between that word or series and their target.

o

Po (Me)

oo

Ti (You)

o

Do (With/For)

△

Vo (Belonging to, of, originating from)

●○

Word link (- or ‘, links two words or symbols and shows their relation)

⊙ ⊖ ⊗ ⊕ ⊗ ⊙ : Yea’pas

Contextual argument markers: These symbols dictate the end of words, lines and entire subjects, as well as define the flow of a body of text or allow for the insertion of multiple tiers of mathematical formulae.

⬤⬤⬤ Begin concept/subject.

⬤⬤ End of concept/subject.

End of word.

●● End of line.

⋮ Formulae Container

●●● Formulae Container

⋈ Proper Name

⋈⋈ Referenced Divinity

Note: Zoreac is indifferent to flow direction or orientation. You may transpose any symbol in any direction or at any angle and yet, it remains unique. Zoreac may flow top to bottom in columns, which is typical, or bottom to top, right to left, left to right, or diagonally. You can recognize the flow by finding the appropriate beginning and end of subject markers and reading their contents, appropriate to the direction indicated by the same.

Notes on pronunciation:

Vowels:

A: as A in Normal (Ah sound)

E: as E in Beg

É: Pronounced Long and Short, long first; “EE-Eh”

Ë: Pronounced Short and Long, Short first: “Eh-EE”

I: long E sound, like the Latin I if in first syllable or if followed by a u, short like I in Tin in latter syllables. .

Í: Means to treat next I as long E sound instead of short: Mítrius=Mee'tree'us

O: Always hard, like O in Omega.

Obix obix anos, Oh-bicks, Oh-bixks, Ah'nohs

Ö: Guttural O. Halfway between Oh and Ugh.

U: Long U, like “oo” in too.

Û: Resonating U, like U-Turn.

Ai: as I in Kite

Ae: like A in Ate,

Y: as old English “Ye”.

Au: Like “Ow”

Double vowels: Voiced twice.

Consonants:

B: as B in Boy

C: Always hard, like C in Coal

D: as D in Dog

F as F in Fig

G as G in Gold

H as H in Halo

J: as J in Jest

Jh: Pronounced in one sound, guttural.

K: Guttural, like C in Crash
 KV: Pronounced as two separate sounds, KVEZ= Keh'Vez
 L: as L in Latin
 M: as M in Mermaid
 N: as N in No
 P: as P in Power
 Q: always as KW sound. Does not need a U following. QU is KWOO.
 S: as S in Sam
 Sh: As Shore
 T as T in Tang
 V: as V in Victory
 W: as W in Weld
 X: Bussing X, always like KS, never like Z, even as leading letter, thus Xiva=KZEEVAH
 Z: like Z in Zero
 Zh; Like Sh (or Jh), but with buzzing Z sound dominant.

Double consonants, e.g. LL are elongated resonating sounds; said almost twice. Callo=
 CAL LOW ❖)(❖) ❖ I❖❖
 Examples:

Xeio, Kx'eh'ee'oh
 Tuus: Two, oohs.
 Queza: Kwoo'eh'za

Syllable Stress:

Stress is always on the second syllable in three or more syllable words, but on the first in words with two syllables.

Pauses: an apostrophe indicates pause in pronunciation: Y'Vos = Ye (pause) vohs.
 T'Zyef = Teh (pause) Z'Ye'ef.

Ulo (Universal) – Clear

Uma – [Good] – White splotches
 Felso – [Evil] – Black splotches
 Alna – [Lawful]– Blue splotches
 Levnath - [Chaotic]– yellow splotches
 Saelo [Fire] – Ruby Red Sparkles
 Tzo [Electricity] – Yellow sparkles
 Kubol [Acid] – Green sparkles
 Aabasa [Sonic] – Purple sparkles
 Qexi [Cold] – Blue sparkles
 Kara [Force] – Silver sparkles
 Aldoze [Time] – Golden sparkles

Svao [Fear] – Grey sparkles
Namo – [Mind Effecting] – Green splotches
Balo – [Death] – Dark grey splotches
Vaso – [Lang. Dependant] – teal splotches
Galo – [Light] – White sparkles
Yees – [Water] – Blue wavering streaks
Ano – [Air] – light blue wavering streaks
Merkath – [Earth] – green wavering streaks
Thyn – [Darkness] Black wavering streaks

Umi/Umin (Conj) - Blue

Y'va (Healing) Very Light Blue
Jhanto (Creation) – Deep Blue
Eni (Summoning) – Dark Blue
Qevo (Teleportation) – Sky Blue
Aldoz (Time) – Royal Blue

Obix (Evoc) – Red

Vau-Nai (Trans) – Orange

Qevo (Teleportation) – Golden orange
[Air] – Lt Blue Sparkles

Eto/Etos (Abj) - Yellow

Moro (Necr) - Violet

Septo (Illus) - Teal

Quel (Glamer) Teal
Ago (Phantasm) Greyish teal
Teek (Figment) light teal
Thalta (Pattern) – blue green
Netu – [Shadow] – dark teal

Kel/Callo (Div) – Green

Halne (Scrying) – Light Green

Vasto (Enchantment) – Indigo

Naas (Compulsion) – Dark Indigo
Plaani (Charm) Light Indigo

Words of Power Dictionary

Here lie in the composite of the ancient Words of Power, founded on the ancient Zoreac, or Saerosian language from which, are derived the speech of all languages of magic. Be with caution when vocalizing this most excellent of dialects, for the word improperly spoken is as dangerous as the word inaptly selected.

A Pattern: Thalt

A ray or bolt: abad
A sensor: noz
A servant: concur'u
Acid: aalos (sizzle)/kubol (melt)
Advice: supas
Afterlife: aldane
Air: Sar (wind/breathable air)/Ano (gas)
All: mosomori
Almost: nen
An illusion: Septe
An object: miso
And/plus: som
Animal: delesimu
Anti/against: -'pas (against life: yea'pas)
Armor: vo'jhum
Arrogant: derkas
Astral (plane): isilmador
Aura: sil
Avatar: Imapelos
Bad fortune: levka
Balance: vokyr
Banish: qomasakil
Bark: delontro'nesh
Barrier: jhoz
Battle: jhekva
Beauty: fela
Black feyn
Bless: hay'e
Blind: seipho
Bog (Swamp): kraan
Bolt (of energy) voz
Break/unmake: 'wem
Chain: jhokel
Change: llemar
Change: nyx
Chaos: le
Charming (adj.): Planom
Claw: delak
Claws: del'vu
Closed: zei
Confusion: wom
Corpse: balso
Creature: pelzara
Crystal: ta/to
Crystalline: talyx
Curse: kelma

Darkness: thyn
Deaf:
Deep: chasta
Destroy: keloz
Destruction: welmakh
Discord: ätreä
Doubt: hajho'pas
Dream : Xy
Earth/stone: Jhara
Electricity: T'zar
Elements: alam
Emperor; Zanaz
Energy: ameer
Enhance/augment: su'jhasa
Enlarge: naz
Ethereal: peliaz
Evil: fe / fel
Exalted: zhen
Familiar: ermakh
Fear: Svao
Field (of energy) tasum
Finger: epelom
Fire: saeloz
For: do'
Force: obo
Form: kuru
Form: noro
Freedom: umano
Fully: tau
Future: aldäm
Gas: Ano
Gas: matel
God: Imozuë
Good: ha/um
Great/very: ial
Hall: korom
Hand: epe
Harmful: weldhu
Hate: kelu
Heal: Y'va
Healing: y'va
Hear: zalu
Hell: Tormaz
Horrid: my
Human: pelios
I/me: po

Ice/frost: feh
Imagination: Teek
Insight into..: ne' (e.g. ne'jhekva is insight into battle)
Insight: halos
Instant: ayos
Invisible: haeldedu
Just battle/holy war: avan
Knowledge: haldo
Language: Va
Law: Aln
Law: jha
Life force: Mor
Life: y've
Life: yea
Light: galo
Lightning: t'zef
Location: dedu
Lock: jhalu
Lock: shepu
Made to be: eleth
Magic: everos
Magma: saekur
Master: gis
Mend/repair: ekos
Mental fatigue: ko'hale
Mercy: uma
Might: jhekano
Mirrir: tipthele
Mist: sytor
More/better: desedal
Murder: kelda
New: la
Objects: domazé
Of: vo
Open: yx
Outside entity: suimos
Past: aldum / Ainohm
Peace: umina
Perfect: Darsha
Person: pelom (or pel'im)
Phantasm: Ago
Pit: kraan
Plant: deldesoma
Pleasure: yeo
Positive energy: auro
Present (now): aldim

Prison: din
Prison: dín
Psionic power: za'kyr
raging: konoz
Reality: ima
Resist: oma
Restore: umanesa
Restrain: Kema
Restructure/repair: tos'liquia
Reverse: queloz
Rope: copa
Saeros: tas'nyn
Seek: qim
Sentient: uvol
Shadow: Netu
Sharp: luré
Shift: vas'amor
Shock (from electricity): amer
Shrink: nam
Sight: hal
Sign/sigil: micros
Silver: eyn
Skin: nesh
Sky: ma
Slaughter: Weldankh
Sleep: xymar
Smoke: saelmat
Sorcerer: evnan
Spirit: pelim
Spiritual: pelimoru
Strength: vaagar
Surety: hajho
Sword: jhek
Tentacle: duyopelom
The Void: Mava
Them: vo
Time: aldoze
To animate: tamo'qi'ya
To atone: umanjhol
To be: kas
To burn: avados
To call or summon: Eni
To charm: Plaani
To Compel: Naas
To create: mitra
To Depend: so

To endure: jhul
To frighten: nees
To give: rhom
To grab: Le-o
To make: kobo
To Phase (in and out): qam
To protect: etos
To restore life: liquia
To sap/drain: umial
To scry: Halne
To see a distance: hamoqevis
To see afar: hamoqemora
To see clearly: hamara
To see: hamo
To Show Mercy: umandadas
To stare: vaih
To strike: abo
To transfer life: y'vono
To transfer: vono
To transport/teleport: Quvo
To wait: vale
Toobscure; tymo
Torment: krath (as in Sae'kreth, the Torment of Fire)
Touch: lo
Travel: qu
Tree: delontro
Undead: n'tro'balo
Undead: netroz
Unerring: anos
Universe/Space: metriux
Unlock: queva
Unseal: kobo
Us: Les
Violet: derku
Wall: mund
Water: yama
Weakness: agara
Weapon: jes
Will (I will you): ekir
Wish: erkyr
Word: zape
You: ti