

A Blended Jorune Campaign Idea

One of the most common questions for Sky-Realms of Jorune is "How do I get my current team of players to try Jorune?" This issue spends some time on Keeper Rods, which may give a mechance to use your current players, your current system (but probably new characters if they are attached to their most recent personas).

It would require the Sholari to spend some time working up a way to use Isho in your current system. Many of the most popular systems have had system conversions for Jorune published to the web over the past 25 years. They can give you a full Isho system – or at least suggest a way to build your own.

It requires effort on the part of the Sholari.

Your current science fiction team can discover Jorune independently of the Earth astronomer's public acceptance of the planet, but on *this* Jorune they will find none of the Earth-based lifeforms: Shantha, Thriddle, Ramian, Cleash, Scarmis, Corastin and Croid only, with their food animals and plants. Explorers will find two completely unrelated biologies - native and Lammorid (unknown for this team's discovery).

To be clear - No Thivin, Human, Muadra, Boccord, Blount, Bronth, Woffen, Crugar, Cygra, Acubon, Salu, Tologra, or any other trace connection to the Colonials. To start.

You have the option of a standard romp on an alien world to loot some goodies, which might include Lammorid artifacts from the Mountain Crown, or Shanthic devices involving Isho, but samples of other items of interest - Corondon thalians, Cleash capsules, or other personal favorites.

But as the Sholari you have to manipulate a confrontation with Shantha - as protectors of a site, or by a direct attack (by either side on the other). In the course of their adventure, this team could discover some of the basic Jorune game action. In the process they finally piss off some Shantha and are sucked into a Keeper Rod. All together. The Shantha just went through the Lamorri invasion, the Tragedy of the Gift, and are not in the mood to deal with more aliens wanting to come visit.

Four thousand years into their own future, your team is freed when someone breaks their Rod (possibly found at the Mes Dig) and are set loose on Jorune *we* know it, to discover the world, a little at a time.

There will be a problem with language. Entren is close enough to English to make the transition. (Treat it like the difference between Old English and Modern English. You do not have to speak funny to make your point – unless your good at that. Just give them what they understand with comments of like "It sounds like they are saying something about ... (object, person, location, etc)."

This will require some work for the Sholari to adapt Jorune to the game system used for their basic science fiction game. You will need to incorporate Isho, how it is used, and how the players relate to it .

But you could have some fun. Remember fun?

