

Yori

## Sophonts

There are three sophont groups on Yori, all descended from an extinct people called *Zurphani Yrgud*, or just *Zhurphani* "Ancestors". Each has adapted to a different environment over the course of millions of years.

**History.** The Zurphani lived 2,000,000 years ago on Yori, which at the time had a number of small seas. An innate natural craftsmanship coupled with a strong drive to create resulted in a world-spanning network of canals which fed catchbasins and reservoirs for agriculture, flanked by tall, elegant cities. As the seas dried up, the canal cities were gradually abandoned for whatever water sources remained: oases and springs, mostly. Nothing remains of their efforts except their stonework: massive blocks of stone expertly carved with painstaking effort. There were seamless walls, gently curved canal troughs, airy chambers, and dizzyingly tall spires, some of which still exist. Parts of the Ancestors' Structural Complex define historical trade routes that are still occasionally used, and have probably been used continuously since the time of the Ancestors.

Zurphani were probably evolving into specialized forms before the cities were abandoned. At any rate, none of the three current sophont species claim ownership of the ruins of the Ancestors from which their species descend.

**Technology.** The Yoris aren't industrialized, and so do not have technology as we know it. Yori's tech level is an analogue, and applies to the quality of craftsmanship enjoyed by the local cultures. For example, though their firearms are primitive by modern standards, and are not mass-produced, yet they are of heirloom quality. Items are built to last centuries, are highly reliable, easy to use, ergonomically crafted, and so safe that it's practically impossible to do something wrong with them. The level of craftsmanship approaches that of Art.

Code	Weapon	Range	Mass	Q / B	Damage	Cost
ASnS-8	Adv Snub Musket	4	2.2	+5 / -5	Bullet-5	900
AVhSMP-7	Adv Vh Musket MP	7	13	+5 / +2	Bullet-9	3,000

## Sophont 6FS-B1Y "Little Hunters"

6FS-B1Y is a desert-adapted omnivore hunter. It has three genders (Egg Layer, Activator, and Bearer), trilateral symmetry, and a small frame. The Bearer is tiny and very weak physically. All members enjoy a higher than average intelligence. However, they have somewhat short lifespans (62 years) and have slightly weakened senses, and with no sense of smell at all. Their small bodies have a cartilage-based interior structure, making them even more able to squeeze through small openings and rest in small spaces. Their feathery pelt keeps them warm in the coldest temperatures without weighing them down.

Their intelligence makes them quick thinkers, and therefore formidable as merchants or scholars.

Hunters live in bustling, chaotic towns skirting the great deserts, along traditional trade routes. Some of these routes have vestiges of a great canal system which crisscrossed Yori a million years ago.

Their language phonology has three vowels ("continental a", "short e", and the schwa) and various harsh voiced-consonant clusters (b, nb, mb, g, ng, mg, h, j, l, m, n, q, nq, mq, r, w, y, zh).

A sample of their language:

Jewb@n hea@reb e@ben@a q@gm@gleg@g@myaj  
E@a @aenadjh@@ m@jar ejemma  
Begah@ baaale me  
A laan@ n@qema  
@@e ram@w@gha@e r@mg@m@@hej ha@nagawg@j adj@wle hema@  
B@gagelbaa eje@ae h@na beragelemera  
Anayeja r@an@  
R@eal@yajhe w@@ ey@qaa ayaheer@h lallene  
R@gbemem  
Wan@melemmadjla a nabmaaeaw@b

"By the shores of the exalted salt pans  
On the Eastern shores of Ejemma  
We waited there  
For the great one  
Whose radiance outshines the suns at double-noon  
Who lights the god-machines.  
They come  
Trampling the cities to dust;  
Trampled,  
The worlds pass away."

### **Sophont 6FS-KKA "Flyers"**

6FS-KKA evolved in the badlands between the deserts consisting of rough, broken, barren ridges and cliffs. 6FS-KKA's front limbs are elongated, and the skin between the digits stretches and covers what used to be hands; the result is a set of fully-developed wings. They are carnivores with lightning-quick reflexes, striking unexpectedly from high altitudes in terrifying attacks. The wings plus a second set of forelimbs (arms) under the wings may provide clues about its sister species' feathery pelt and trilateral symmetry.

6FS-KKA is the largest of the three sophonts, half again as large as a human. To see these sophonts in flight reminds one somewhat of the Ael Yael. They also boast the best sensory apparatus, with all categories represented satisfactorily, and they are a gifted people, the females being natural Craftsmen, and the males having an uncanny ability to Memorize. However, they also have the shortest lifespan (46 years). Being flyers, their bones are hollow.

Their Craftsmen consistently produce high-quality goods.

Flyers live in breathtakingly beautiful cliffside aerie-cities carved from living rock. Some of their cities overlook valleys where, a million years ago, Ancestral cities and canals were built.

Their language phonology is standard, and they have no trouble speaking languages such as Anglic and Solomani.

## **Sophont 6FS-K2Y "Tuskers"**

6FS-K2Y is a strange breed. Adapted originally to the patches of greenery which once existed on Yori, this sophont catalyzes Yori's soil and sun for its energy and survival. This development went so far that it became a solitary gender as well.

6FS-K2Y is average size, with a pair of arms and a pair of legs, and a prehensile tail. They are the longest lived of the three sophonts (74 years). Their sensory apparatus is very similar to 6FS-KKA (the flyers), except it lacks Awareness. They similarly have a standard speaking capability. The species protects itself with tusks and a covering of spines -- plainly the struggle over the fading bits of green land on Yori must have been intense.

A single, puzzling gift of this species is MemScent -- the perfect recall of smells. Perhaps this was originally valuable in locating sources of water and minerals.

These sophonts are generalists, able to do anything a human can do. Due to their natural defenses, some may find work as mercenaries on a low-tech world.

Tuskers live in colonies built near oases and salt pans. Some of these locations are near the sites where there were once Ancestral cities or canals.

## ***Zhurphani: The Ancestors***

The Ancestors were bilateral Producer-Collectors with two pairs of arms and one pair of legs. They had three genders: EAB. Their characteristics were SDEITS / 222222. They were roughly human sized. The Ancestors' senses were most like the Tuskers: Vision, Hearing, Smell, Touch, plus the Flyer's Awareness. Their life stages were [ 1/2, 2, 2, 2, 1, 2, 1, 1, 2, 2 ]; a 62 year life span.

Special Abilities And Features. The Ancestors were natural and gifted Craftsmen, and probably had rather tough skin (the climate was still hot).

Finding links between the three descendant sophont populations is daunting, to say the least.

The trilateral symmetry and feathery pelt of the Hunters is an adaptation, as is the wings of the Flyers: namely, three sets of two limbs that morphed into two sets of three.

The tiny size, large brain, and stunted senses of the Hunters is explainable by the desert climate, I think.

What about ecological niche? "Omnivore" (the Hunters) makes sense in a desert environment and in scarcity in general. "Carnivore" (the Flyers) makes sense with a flyer. The Tuskers are the most bizarre, but assuming Yori had greener days, that makes them a vestige of Yori-that-was. So the Ancestors were Producer Collectors.

Genders. I think it's more reasonable that the Flyers (#2) lost a gender, while the Tuskers (#3) lost a set of arms and two genders. So the Ancestors had 3 genders - EAB.