

THE PALADIN CODE
ESCAPE FROM VERIDIAN
1ST EDITION

An Epic Science Fiction Adventure

Bradley C. Heer

THE PALADIN CODE

BOOK III

ESCAPE FROM VERIDIAN

2ND EDITION

THE EPIC
SCIENCE FICTION ADVENTURE
CONTINUES . . .

Bradley C. Heer

FictionFun™ Publishing

THE PALADIN CODE • ESCAPE

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THE PALADIN CODE • ESCAPE

*For Dawn D. Heer
Of Topeka, Kansas
My sister, steadfast supporter, and believer.*



Thank you for all the support and love.

To Mom & Dad who were always there for me.

To Young Choi who made it possible to publish this book.

To 'Cat' Catherine Mercer, a friend, support, and wise woman.

To my family and friends who encouraged me through the years.

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VERIDIAN



*The end
is also the beginning . . .*

PROLOGUE

PALADIA • KOFAR • LIBRIUM • SILVERIA • OPERARIA
• NOVA • OMEGA

“Paladia, Kofar, Librium, Silveria, Operaria, Nova, Omega,” with those seven words Silvia had set into motion the destruction of the Paladin Library and everything she loved. In a desperate attempt to save their lives, Silvia had taken Elizabeth, Tim, Conner, and Mia to flee into the jungle of Veridian.

Pursued by those who would kill them, they escaped into the mountain sanctuary of the Rhann, where she hoped to find the second part of the Paladin Library that had been backed up and hidden from those who would use the knowledge of the Paladins to destroy the galaxy.

Silvia was still haunted by those words. With those seven words, she had destroyed everything that she loved. In a blinding explosion, she had ended her life as she had known it.

The Eternal said to her in comfort, “You did not end the future, you gave the Paladins a chance to have another future. Instead of being cut off and ended.”

Memories drifted through Silvia’s mind. She saw The Darkness leap at her again, raking its poisonous claws across her face. She struggled in her unconscious state. Questions drifted through her fevered mind as she engaged in a life and death struggle. Were the kids okay? Had they also been attacked by The Darkness? Where was the piece of the Library she had come for?

CHAPTER I

Silvia stirred restlessly in a feverish coma. Her body temperature was rising in an attempt to burn off the poison coursing through her veins. The poison was working its way relentlessly towards its goal. It moved through her body, killing cells as it went. This was the work of the evil Dr. Keith. She had designed the biopoison to kill brain cells and cause damage to other cells as it traveled to the brain.

The poison would erase Silvia one cell at a time. Her memories and knowledge of being a Paladin would disappear bit by bit. It was a form of torture inflicted by the mad, mechanical scientist. Once again, Dr. Keith had created another abomination she had loosed on the galaxy.

Silvia's body fought valiantly against the intruder, to no avail. It kept moving inexorably towards her brain. In that moment of despair, Silvia fled to the place where she had always found solace. She fled into the spirit.

Usually, the spirit was a place of light, but it was just as dark here as it had been in her body. Winds swept over her. She could hear the rushing of it all around her. Dark rain pelted her, making it impossible to think or breathe. She raised her head, her hair soaked. In that moment, she screamed, "Help me!" Silvia reached out with everything she had to the only source of help she knew. "Help me," she whispered into the wind. The wind caught her plea and snatched it away as she sank to her knees in despair.

But the Maker of everything, the One who is always present even in the darkest of places, heard her. The Eternal came to Silvia in her pit of defeat. The Eternal surrounded her with unconditional love. He took her in His arms and held her gently but securely in His presence. "I am here," he reassured her, His voice a balm to her wounded soul.

She began to cry. She let the tears spill out of her in great sobs. "I have failed. The part of The Library I was searching for is lost. I am defeated. I am dying," her words came out in great sputters of sound. The

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Eternal let the emotional storm pass over her. When it was gone in the space of a breath of stillness, He answered her.

“Yes, this is true, for the moment. But it does not have to stay that way.” Silvia looked up into His face. He smiled back at her. She found herself falling into His eyes. She didn’t think it was possible to feel any more loved, but here she was surrounded by more. More than she could possibly imagine.

Silvia huddled in the arms of ultimate safety. She began to calm down. Snuggling into the warmth and love, her soul relaxed and felt at peace. She sighed deeply, allowing fear to leave her. “Where were you?” she asked.

“I was with you all the time. You just couldn’t feel me through all the fear.” The light emanating from The Eternal’s being began to illuminate their surroundings. The stars began to blink on in the sky above them. Soon, she could see colors floating through a sea of stars. Blues, greens, and purples waved at her in the most beautiful of ripples. She felt the soft grass under her feet. It tickled her toes, sending delightful sensations of joy into her. As she looked around, she could make out more plants and shrubs. The light spread out, running along stems and petals to reveal flowers of all shapes, sizes, and colors. They rippled and sang in the wind of the Spirit and the Light of Life.

Abruptly Silvia’s gaze fell upon a pair of yellow eyes. She tensed, recognizing that baleful stare. It was the gaze of The Darkness. Those eyes focused on her, targeting her. She tensed, ready to run.

“Where are you going to run to?” asked The Eternal. “You couldn’t be more safe than here with me.”

Silvia heard the words and let them sink into her. They were true words. She relaxed, letting her body rest against The Eternal. “What is that doing here?” asked Silvia. She felt The Eternal smile.

“Redemption,” The Eternal responded. “Redemption that you made possible.”

“But I wanted it destroyed,” Silvia said incredulously.

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“Hmm, curious,” responded The Eternal. “It wouldn’t be allowed here if not with your permission. Let’s go see it.” The Eternal took her hand and started walking towards the yellow orbs, looking at them. Silvia shied away from the yellow eyes staring at her from the shadows. “It is all right, you can come out,” said The Eternal. The eyes looked at The Creator. They turned golden as The Maker of all things looked upon them. They blinked and glanced away hesitantly. Then a tentative paw appeared from the shadows, which was followed by another clawed paw. Soon a muzzle appeared, followed by a face.

There, standing before Silvia and The Eternal, was The Darkness. It was black from head to foot. Every part of it was black. Its teeth and tongue, even the claws on its paws, were dark as pitch. But Silvia no longer feared it. Its menacing appearance was no longer. Instead, the creature’s demeanor was meek and dejected. It hung its head as if in shame. It could hardly maintain eye contact as it glanced nervously her way. Much to Silvia’s astonishment, it spoke to her.

“I hope I’m not disturbing you, but I wanted to come and say I’m sorry,” The Darkness apologized. “I was held captive by evil that mutated and turned me into something wicked. I’m sorry,” the creature said, looking away.

To her own surprise, Silvia heard herself speak words that came straight from her heart. “I forgive you.” As she whispered those words, The Darkness turned its gaze upon her. From within the creature, Silvia could see the beginnings of a smile forming.

Silvia reached a hand out to pet it. As she felt its coarse fur under her fingers, color began to emerge from its dark coat. Blues and dark purples appeared first. Then the black began to fade into grays. The creature’s dark whiskers swayed in front of her eyes. Starting at the very tips of those whiskers, specks of pure white began to appear. That bright white quickly spread down the whiskers to its nose and muzzle. Silvia found herself gently scratching the creature’s now soft, pure white chin. The color spread down its head and neck to engulf its body. The Darkness shook itself, as if shaking off water, causing the white to spread even

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faster until the very tip of its tail gleamed bright white with the Light of Life. It stretched and sat before Silvia. Blue eyes now stared at her with the reflected love of The Eternal. Stripes of every color imaginable created a symphony of beauty across its shiny coat. The creature nuzzled Silvia's cheek with its head. She felt silky fur under her hands and fingers. As she petted it, it spoke once more. "I am made new by your grace," it said to her.

Before her sat a new creature. Out of the shadows strode a second Darkness. Its mate had come. The female nuzzled the new creature, and the light from the first swept away the dark color of its mate to be replaced by a beautiful coat of multiple hues.

The Eternal stood beside Silvia. "What will you call them?" The Eternal asked.

"I shall name them "Guardians", for they will guard the Paladins and keep them safe," stated Silvia.

"So it will be," said The Eternal. The two watchers sat down on the grass in the now bright light. A blue sky stretched overhead, dotted with white clouds. "Come sit with me before you go back," said The Eternal.

The two sat down on a bench. Silvia still felt the poison moving through her body. "Can you stop the poison from killing me?" she asked.

The Eternal turned to her. "I cannot undo what has been done," He said gently.

Disappointment filled Silvia's countenance. "Then I will die," she said flatly.

"No," The Eternal said emphatically. "No you will live. That has already been decided. Whether your body lives or dies will be up to you." Silvia looked confused. "I have so much for you to do. The young people around you need your guidance and care. They are not yet ready to be on their own. You should go back. You are needed there."

"But the poison is killing me and cannot be stopped," she said, flustered.

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“I never said it can’t be stopped. I said I can’t undo what has been done. What can happen is that the poison that was meant for death can be changed into something new. Just like The Darkness was made new, the weapon Dr. Keith formed can be changed into something that brings good.”

The spirit world around her began to fade as Silvia’s spirit began to return to her body. “How do I do that?” Silvia asked beseechingly.

“We will find a way,” The Eternal whispered into Silvia’s spirit.

Scrap walked down one of the many dirt streets of Shamble Town. He was headed into Veridian City on his day off from working at Aunties Inn. He could have gotten a ride, but he decided to walk and then take public transportation within the city. He took a winding path along back streets and through alleyways.

Occasionally, a familiar face would recognize him and wave. Scrap enjoyed observing the comings and goings of Shamble Town. He noticed a few more empty houses and some new suspicious activity near one of the abandoned buildings beside the Old Spaceport. He finally arrived at the new bridge that crossed over to the islands comprising Veridian City. He paused as he traversed the wide bridge to watch a fishing boat from Shamble Town pass under it, heading out to sea for the day. Shamble Town was home to the best fishermen on Veridian. The fish market had the finest seafood on the planet. Nothing quite compared to a freshly battered, fried fish, hot from a local fish shack.

Once across the bridge, he found himself in a different world. Behind him lay the dirt streets and humble buildings of Shamble Town. He was surrounded by paved boulevards, busy with shiny new vehicles. Flowers hung from the lamp posts and spilled from large planters along the sidewalks. Modern high-rises surrounded him, their glass surfaces reflecting the blue sky. He made his way to the monorail system that ran from island to island in a large loop. He was headed to Treasure Key where the large hotel towers stretched up into the sky. Treasure Key was

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where the wealthy and famous stayed. All the best shops on Veridian were along Bay View Lane.

The monorail doors closed, and Scrap took a seat on the side facing the bay. That side offered the best views of the ocean. It was a sunny day with small clouds dotting the sky. Days like this are what used to draw people from across the galaxy to vacation on Veridian. That was before the explosion of the Paladin Monastery.

Scrap looked across the car out the opposite window. You could still see the blackened scar that marked the location of where The Monastery had once stood. Occasionally, there was a bright light as the sun would reflect off the crystal structures that had formed from the molten remains of The Monastery. Today, there were rainstorms coming down from the mountain. For a brief moment, a rainbow appeared over the scar where The Monastery once stood.

Scrap's thoughts took him back to more pleasant days. Days that he once had taken for granted as mundane and boring had been good, filled with the people he loved. His mind wandered through the halls and walkways of what once was. He was brought back to the present as the monorail glided into a station inside one of the wealthy hotels. It paused briefly to let people on and off, then with a whoosh, whisked on its way along the silver track.

Scrap looked out to see if he could spot The FairWind. It was an excursion yacht that he owned with Sam, who was a local guide. There it was on the bay, headed to one of the barrier islands. Its bright maroon triple sails filled with wind, taking it out on a morning excursion. The monorail crossed over the turquoise waters into the heart of Treasure Key. He was surrounded by gleaming glass towers. The last of the damage was being repaired. Veridian City was once more a shining jewel on the edge of one of the galaxy's most beautiful oceans.

The monorail stopped, and Scrap got off as the automatic doors opened for him. He found himself above the most expensive real estate on Veridian, Bay View Lane. The street was not as bustling as it usually

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was at this time of year. The accident had driven the tourists away, even though the winter season on Veridian was when most people came.

A balmy tropical breeze blew through his cream-colored linen shirt. Winter days in Veridian City were almost ideal, except for the occasional afternoon storm; there was little that interfered with the idyllic island lifestyle. Tall palm trees lined the thoroughfare. Expensive trans drove down the new pavement. Bright flowers filled the planters in front of the shops. A few stores were closed down with “Space for Rent” signs in their windows. Not every shop owner had survived the downturn in the economy. Scrap walked along casually, window-shopping as he went. He was not due to meet Jixx for another quarter time. He stopped at a street vendor selling thin pancakes filled with whipped cream and fruit. Scrap decided to have one filled with tropical fruit while he waited for his friend.

The batter was spread very thin and had a high sugar content, so when it was baked, it was brittle. The store owner then shaped it into a cone and filled it with ice cream and whipped cream, along with tropical fruit. Scrap was munching on this delicious Veridian delicacy when he heard his name being called.

“Friend Scrap, friend Scrap! I’m over here!” shouted the diminutive little mammal known as Jixx.

Ah-Varr, the war leader of the Rhann, immediately assessed the situation and determined that the most pressing need was to get the old Star Woman to the shaman. Varr was a Rhann, who were the indigenous people of Veridian.

The Rhann were large mammals twice the size of most humans. There was nothing delicate at all about a Rhann male or female. Their skin was thick and gray green, with wrinkles and folds. Thick limbs ended in three fingers and a thumb. The only thing that might be considered petite was their prehensile tail that acted like a fifth limb that the Rhann used to swing through the trees. They looked heavy from head to foot. One would think they belonged on the ground, crashing through

the underbrush, not swinging from branch to branch. Their faces were full with a blunt snout accentuated by four tusks that grew out of their mouths. The only expressive thing about a Rhann was their eyes, which sparkled with intelligence and wit.

Ah-Varr barked out several guttural orders to the warriors around him, flashing yellow across his shoulders to convey the urgency of the situation. With that, he scooped up Silvia and Elizabeth with one sweep of his strong arms.

Elizabeth's main focus was on Silvia. She had managed to get the bleeding under control but knew that the poison inflicted by The Darkness's claws was racing through Silvia's body. There was little Elizabeth could do at the moment. Her herb bag was unreachable since the two of them were in the arms of the large Rhann which was racing through the treetops.

Varr had run out of the great temple, leaping down the steps in fantastic bounds. He was met by his feline friend Verash at the foot of the temple. The jungle cat was lithe and dappled with the shading of the jungle. The Rhann raced across the plaza to vault into the trees. Verash followed on the ground. The feline seemed to know that they were racing towards their home, the Rhann village.

Varr was swinging from branch to branch, using the long vines that hung from the tall trees. Elizabeth had caught her breath as they had soared mid-air over the river. But the Rhann seemed at ease and was moving swiftly through the tropical cloud forest.

The rest of Silvia's band had also been caught up and was being transported swiftly through the trees to an unknown destination. Conner felt helpless as he was held in the strong grip of a particularly fierce Rhann warrior. Tim had a huge grin on his face as he was enjoying the journey through the trees. He sensed in the Spirit that even though all was not well, it would be all right in the end. Mia had been screaming when she wasn't frozen in terror at being in the clutches of one of the Rhann. She held on for dear life as she shrieked at the top of her lungs. The girl's loud, unfamiliar voice sent small animals scurrying, and flocks

of birds fleeing into the air from their perches. The Rhann leapt into the air as they soared over the rapids of the river. They effortlessly grasped the branches of giant trees on the other side of the river. Mia was silenced by fear at the jump over the river, even though the Rhann held her firmly in its grasp. The creature seemed to sense her fear and tried to calm her nerves by making comforting sounds. As the two soared through the air, Mia became aware of a gentle purring sound emanating from the Rhann who held her. It soothed her racing heart and calmed her worst fears.

Hunter could see what was about to happen to him. So he opened up his large pack and whistled for his two canines, Castor and Pollux, to come. They raced to him, and both of them popped into the bag to snuggle down together. No sooner had Hunter's boys settled in than he too was lifted off the ground by one of the remaining Rhann. The creature ran after its companions. He had relaxed his body to go with the flow of the latest twist the universe was throwing at him.

Elizabeth held onto Silvia, pleading with The Eternal to keep her friend and mentor alive. Even as she did so with life-or-death urgency, she felt at peace that Silvia was in good hands.

Ah-Varr held the two women as he raced upward into the upper reaches of the understory in the tropical forest. Here, under the canopy of leaves, the air was still and humid. The branches of the trees twisted and intertwined, creating a highway of sorts high above the ground. The Rhann seemed to know the way along wide branches that led up and through the towering trees of the jungle.

They passed by hanging flowers dripping with sweet fragrances. Small forest creatures scurried out of the way of the band of Rhann making their way through the forest. Birds took flight in surprise at the passing natives. Ah-Varr and his fellow Rhann moved deeper into the towering jungle, carrying the Star People. They all moved swiftly like the wind until they heard the loud alarms of the outer watchtower of the village.

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Jixx greeted his friend with a wave of his tiny paw as he exited his gold-colored luxury trans. The little Ardinian smiled warmly, cane in hand. His bodyguards opened the door and stood nearby, scanning the street for any threats. Jixx was a very successful nightclub owner and businessman. Several attempts to kidnap the small alien had already occurred. The local crime syndicates had been targeting Jixx for some time.

Jixx held up his golden cane in greeting to Scrap. “Friend Scrap, I’m so glad you met me here! I have a surprise for you inside the shop.” Jixx exclaimed with a grin as he pointed to a high-end clothier shop.

“Let me finish my fruit wrap. Do you want some?” asked Scrap.

“No, no, those give me gas,” replied Jixx with a chuckle.

“We wouldn’t want that. Especially in a fancy place like this,” said Scrap, who downed the last bit of crunchy deliciousness. He wiped his hands with a napkin and tossed it in a nearby disposal hamper. The napkin was quickly sucked into the hamper, causing Scrap to jump a bit. He would never get used to the efficient pneumatic disposal system used in Veridian City. The napkin was whisked away to the disposal center to be recycled or destroyed, depending on the item. This left Veridian City very neat and clean, unlike Shamble Town, which some called “earthy” which meant dirty.

The doors to the clothing store opened silently, letting a cool breeze drift out into the warm day. Jixx and Scrap walked into the climate-controlled environment. Scrap instantly felt underdressed. The walls and ceiling were lit with soft lighting that dramatically highlighted the items for sale with a stylish flair. The latest fashions from across the galaxy were displayed for purchase in the most elegant of exhibitions. The colors were muted earth tones. Comfortable seating was available around the room. The mannequins were made of metaballs that changed poses and interacted with customers.

One of the mannequins greeted them. “Hello, welcome in. May I offer you a seat and some refreshments?”

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A human hostess approached them. “Welcome in, Mr. Jixx. It is so good to see you again,” she said pleasantly. “We are expecting you. Please come right this way.” She escorted them to a private back room decorated with expensive art and lavish furniture. Jixx’s bodyguard took up defensive positions at the entrance of the room. The establishment was very accustomed to high-end clientele with bodyguards.

“May I take your coats and cane,” she asked.

“Here is my coat, but I prefer to keep my cane,” stated Jixx. Scrap handed his jacket to the attendant as she ushered them into a private room with seating. Ever since the kidnapping attempt, Jixx kept his cane with him at all times. Inside the small cane was a laser weapon. Jixx could use the cane as a rapid-fire weapon or dial it up to melt a small transport into a flaming molten mass.

“Mr. Jixx we have prepared a couple of versions of the uniform that you had ordered.” Two live attendants brought out boxes and opened them to show Jixx their contents. Inside were two uniforms. They were both a deep blue in color. One had ornate gold embroidery down the lapel of the jacket. The other was a more simple design.

“What do you think, Scrap?” asked Jixx.

“I’m not sure. Could I see them out of the box?” asked Scrap.

“Of course,” replied the hostess. She made a hand gesture, and the mannequins walked over to the boxes. Their forms liquefied to extend into the boxes and slip on the clothes. They then reformed into a mannequin state to model the uniforms.

Scrap and Jixx looked them over carefully. “I think I prefer the simpler design,” stated Scrap. “It seems a bit small.”


“The pants, shirt, and jacket are made of a stretchable material that fits the form of the individual. It is lightweight and breathable but very durable.”

“Why don’t you try one on,” said Jixx.

“There are changing rooms right over there,” said the hostess.

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“I will try that one,” said Scrap. Scrap walked to the fitting room, followed by the meta mannequin. A VR curtain surrounded Scrap while Jixx chatted with the hostess about a costume for next month's concert.

A decorative horizontal line with a central black dot and tapered ends.

APPENDICES

THE PALADINS CODE

Love The Eternal with all your being.

Love others as much as you love The Eternal.

All life is precious, treat it as such.

Make every day a hallowed one.

Tell the truth always

Don't take what is not yours.

Honor those whom The Eternal has brought into your life.

CHARACTERS

Major Characters

Silvia “Of the Forest” • 76 sc (standard cycles)

Planet of origin - unknown

One of the last remaining Paladins. A woman who loves books who was the Librarian of the Paladin Library. She has led an adventurous life for a librarian. On various sabbaticals through the years, she has explored countless planets and discovered many cultures. She finds herself in charge of a group of young people. Silvia must protect and guide these summer students through yet-to-be discovered danger.

Elizabeth Alexandra “Eternal is my oath” • 16 sc

Planet of origin - Ophthar

Elizabeth is the fourth of eight siblings from a large family farm. Everyone helps out to get the work done. She is kind and compassionate, jumping in where needed to get work done. She has aspirations to become a vet and work with animals. Elizabeth is very aware of her surroundings, watching over the group. Her kind and considerate heart keeps the group balanced.

Mia Steel “mine”, - Amira Basma “smiling princess” • 17 sc

Planet of origin - Jardor

Mia is a real galactic princess. She catches every boy’s attention. She comes from a very wealthy family who helped to establish The Paladins. Her parents died in a terrible tragedy when she was young. Her uncle took over and now runs everything. She is bright, but haughty. Because she has been spoiled, she is very selfish and thoughtless. She knows all about design and fashion, the latest trends, and the finest things in life amongst the wealthy. No one would have ever thought that she would be a help in the group's survival, least of all herself.

Timothy Celest “To honor The Eternal” • 14 sc

Planet of origin - Agabar

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He is a technical and scientific wizard. He loves knowledge, which he got from his parents who are both scientific nerds. His mind is always pondering the next puzzle, finding the next question to ask. Tim is comfortable around computers but awkward with people. He is most comfortable with AIs. He is a bit clumsy because his body is changing on him so fast he can't keep up. His awkward looks are rapidly changing into a handsome, self-assured young man.

Conner Aldar “To be heard” • 22 sc

Planet of origin - Canopus

Conner is Mia's security guard. He is the oldest of the summer students. He is retired from the armed forces due to injuries from a battle with pirates. Conner is courageous and very skilled in self-defense. He wrestles with the ghosts from his past experiences in battle. He has the heart of a warrior, willing to do whatever it takes to defend those he cares for.

Scrap “Beloved”, - **Ari Thar** “The Eternals Lion” • 17 sc

Planet of origin - Veridian

Scrap is a teenager with dreams of becoming a Paladin. His past is a mystery. He was orphaned at a young age and lived on the streets of Shamble Town. On those tough streets, he learned to watch quietly, wait, and observe before taking action. Scrap was taken in by the Paladins. With his good looks and easy nature, he is a born leader in the rough.

LAD “Library Attendant Digital”

Planet of origin - Veridian

The AI of the Paladin library and a personal friend of Silvia. He holds the secrets that will destroy the Paladins but also save them in the end. The enemy relentlessly hunts for the knowledge that he holds. But he is unaware of what that knowledge is. He is a brain with an ever-changing holo persona.

The Paladins

Hunter • A bounty hunter whose specialty is finding things.

Castor & Pollux • Hunter's tracking beasts.

Seeker • The name of Hunter's ship.

Loewen (David) (Löwēn) • Paladin child rescued by Scrap.

Anne, John & David Destin • A young Paladin couple and their toddler.

Joe • The handyman for the Park of the Empire.

Maria • Cook for the Paladins

Dr. Magnolia • Physician of the Paladins.

The Enemy

Salusasecunda (sālūsāsēcūndā) • An ancient evil that wishes to reconquer the galaxy.

Dr. Keith • The chief servant of Salusasecunda.

General Riss (Rīss) • The primary military leader of the Skree.

The Skree • A race that is descended from Therapods. They served Salusasecunda in the Galactic Civil War.

Augustus Steel • Mia's uncle. Up and-coming galactic politician.

Miz Primm • Representative Steel's assistant.

Mr. Pink • Crime boss on Veridian.

Pug • Main thug.

Inno (Īnnō) • Evil inventor.

The Rhann

The Shaman, (Ah-Avicula) (Ăh-Ăvĭcŭlă) • Rhann leader and healer.

Ah-Varr (Ăh-Văr) • Leader of the Rhann warriors. Son of Ah-Neph

Verash (Vērăsh) • Faithful companion of Varr and jungle panther.

Ah-Neph (Ăh-Nĕf) • Village headmistress and daughter of The Shaman

Ah-Nem (Ăh-Nĕm) • Nephew of Ah-Neph.

Merritt-Hass (Mĕřĭt-Hăs) • Assistant to Ah-Neph and The Shaman.

Sutt-Nem (Sŭt-Nĕm) • Assistant to Ah-Neph and The Shaman.

Others

Ailith (Ălĭth) • “Noble warrior” The Lava Dragon.

Oracle of The Eternal. Protector of The Monastery

Auntie Mae Thar • The owner of a tavern and inn in Shamble Town. She has the best breakfast in town.

Captain Byron • A smuggler out of Shamble Town.

Colleen • An archeologists form Thonis.

Eric & Amy Doland • Orchard farmers just below the Monastery.

Erynn, Peter • Farm family from the highlands.

Granny Good • An old trader who has been around the galaxy more than once. She specialized in items that are difficult to acquire. **Old Reliable** is the name of Granny’s ship.

Jixx • An Ardinian who is a small mammal and the owner of the Stardust.

Robbie • Once the Paladin med bot, now faithful companion of Ari.

Sam • A fishing guide and friend to Scrap.

Diane DeZrally • A friend and partner of Maggie in the intel trade.

Maggie • A mysterious intel trader.

MAPS
VERIDIAN



SANCTUARY

