

## Gilfel Notes

**Climate and Geography:** Gilfel is emerging from one of its ice ages so a vast swath of both the north and the south of the globe are covered in enormous ice sheets and glaciers. The equatorial regions are still quite hot, so there's a rather small temperate zone in the whole world.

With so much water frozen up, the oceans are currently quite low (they used to be lower and will be higher in the future, potentially causing havoc in some seaside cities). This, together with all the ice around the poles, has actually divided the oceans into at least two entirely separate ones along with a number of large inland seas that may someday join the outer ones. The world thus has a lot of strategically important and economically inconvenient isthmuses which may someday have canals built through them. In the current era though, such massive projects are rarely undertaken because it's not clear the builder will actually control the finished canal long enough to profit by it. That it is actually impossible to sail all around the world has made air travel even more important than it would otherwise have been.

**Demons:** Demons are the strange and varied inhabitants of another world, though they doubtless have other names for themselves and technical terms for them abound among those knowledgeable about them. Although some people- and some demons- would deny it, the consensus view is that all demons without exception are evil and not to be trusted. Those who say otherwise almost always turn out to be trying to hide their own demonic dealings or pass them off as not actually dangerous.

Some demons are fairly open or direct in their malevolent intentions, but the truly dangerous ones are secretive and subtle with mysterious long-term plans. The only certainty is that somewhere along the line, a demon's goals are inimical to humanity. Just what most are after is rarely really clear- a few seem to simply be greedy or sadistic or otherwise have understandable motivations, but most are far stranger- but theirs seems to be a calculated and self-interested brand of wickedness in general.

Exactly what are demons like? It's hard to say. For one thing, every type- and there are many types- is quite different, but many are too strange to really learn much about at all. A few, when present in Gilfel, simply look very ugly or menacing but some don't look like anything at all. The eye slides off or over them without perceiving anything it can make sense of. Some give the impression of being bizarre geometrical shapes or random amalgams of strange objects or being holes in reality or things even less comprehensible. Carrying on much of a conversation is usually impossible. Some demons don't seem to perceive time in the same way people do and others have their own peculiarities. Then too they are known to be liars and so nothing they say about themselves or their world can really be trusted. Thus little or nothing is really known about Hell, The Demon Realm, or any of the other names by which it is called. No magician who tried to find a way to travel there has come back alive. Likewise their society, culture, and so on remain a mystery.

Few demons seem to be able to enter Gilfel on their own, but those that somehow or other manage it often operate in very different ways. A few simply walk around as demons, killing at will until some hunters banish or slay them. These are a tiny minority. Most demons that actually appear as demons

hide out and bide their time, working through intermediaries to accomplish whatever it is they're after in subtle ways. Even these are relatively easy to deal with compared to some of the others. Some demons can change their form at will, even appearing as humans, while others can possess a man and control his actions more or less stealthily, yet others can exercise a more subtle sort of manipulative control, and so on. None of these different methods seems to mark a type of demon as stronger or weaker. There are many different sorts of possessive demons, many different sorts of shapeshifters, and so on. Most of what demon hunters (and a few others) are trained to do is identify even the smallest and subtlest clues of demonic influence which normal people would be unable to notice.

Since it's a much more efficient way to accomplish their mysterious goals, many demons try to get control of whatever kind they can over powerful political, religious, military, or business figures. This is a potentially major problem in many places and leads to all sorts of demon tests to be eligible for office or to vote in Seforad and other lands. It also fuels numerous conspiracy theories about demons secretly controlling everything.

So what does one do with a demon when it is found? Many, if not all, demons can be killed, though since so little is known about what demons are it is not clear if this is as permanent as killing a human, and any that were brought into this world by magic can usually be banished back to whence they came. Some demons can simply be hacked or shot to death, but others have formidable defenses magical and otherwise or no normal physical form to act upon. Just as many substances and particular kinds of wounds are especially dangerous to humans or other animals though, demon hunters have found things toxic or otherwise inimical to demons over time. These vary from type of demon to type of demon, but a good demon hunter will know nearly all of them or be able to guess from the vulnerabilities of similar demons. Some are slain by silver weapons, other by extracts from some plants or particular minerals, and so on. In the modern era, some demon hunters work closely with alchemists to develop newer and better chemicals and weapons for slaying their foes.

A few demons are simply too powerful for a demon hunter to take down directly under normal circumstances, but these are exceedingly rare. Normal demons do everything they can to avoid ever ending up in a fight with a demon hunter because it is almost certain to end in their death or banishment.

When making a demon antagonist, decide what kind of technique they have for hiding out in human society, what kind of magic they can use (generally assume a demon can use spells of up to a certain magnitude at will. Cantrips for a weak one, first level spells for a normal-strong one, second level spells for an extremely powerful one), then decide how resistant they are to normal weapons and substances and give them a protection value (like armor) against those sorts of attacks, then based on that decide how much HP is appropriate (Probably 5 for either a weak demon or one with very large protection, 10-15 for stronger ones with more reasonable protection, and so on).

**Dragons:** Dragons are a terrifying, everyday sort of threat in many parts of the world. Even in the modern era, vast numbers of people still live with the knowledge that a dragon might swoop down on them at any time. Generally the inhabitants of cold or very civilized regions are safe, but as the world

has slowly warmed dragons have spread and as civilizations grow weak or decadent dragons encroach on them.

Just what IS a dragon? No one really knows, though several theories are commonly put forth with great enthusiasm by their believers: 1) Dragons are a type of demon that happens to be dumber than usual and capable of living in Gilfel for extended lengths of time if not their whole lives. This would explain some of their supernatural capabilities and their deliberate cruelty and evil. 2) Dragons are a natural animal with some very basic ability to do magic- not entirely unlike humans in that regard. 3) Dragons are a curse sent by X god to punish humans for Y.

Dragons are not exactly the same the world over and it is probable that there are multiple sub-species. Most are something like this though:

In size a dragon is roughly the size of a bull (though much lighter and less muscular). Both larger and smaller specimens are known, and a few very large ones have been reported (Possibly these are simply very old dragons of a normal variety and dragons grow indefinitely like many reptiles). About 99.9% of dragons are between a tiger and a rhinoceros in size, and more than 90% are close to the size of a bull as mentioned.

Dragons are somewhat reptilian in appearance, but have enough distinguishing characteristics that most natural historians would class them separately (even if they don't believe dragons to be demons). Most have 4 legs- the front two rather small and scrawny but the back two enormously strong for launching the dragon into the air from a standing start. A cornered dragon often puts its rear toward attackers so it can bring these very strong legs to bear on them. A few specimens with more legs have been reported.

Dragons do not, contrary to popular belief until the last century, actually have scales. Instead they are covered in a thick, slick hide against which bullets and arrows are almost completely ineffective. Examined under modern microscopes, this hide has been revealed to be a thick web of tiny fibers which distribute any blunt impacts over a very wide area and so render them ineffective. Cutting implements however can shear right through the hide as if it weren't there. For that reason, modern dragonslayers still use blades and swords and try to fight their quarry in close combat. They do occasionally use special bladed harpoons and other projectiles as well. After the brief boom in dragonslaying 50 years or so ago, there was a large increase in the availability of dragonhide armor for officers and other wealthy people who wanted to be bullet proof. With dragons much rarer now and no way of synthesizing the stuff yet discovered, its availability has declined again. Since dragons attack almost exclusively from the air, their underbelly and wings are the most heavily armored parts of them, with their back much more vulnerable- though still proof against small arms fire. Dragon skin is resistant, though not proof, against heat and flames.

Dragons have a fairly short tail with a prominent fin atop it which helps them to steer through the air. A few specimens with a much more powerful tail which they use to launch themselves along with or in place of their hind legs have been reported though.

They have very long- about half to 2/3 of their body length- and serpentine necks ending with a smallish head which is nearly all jaws bristling with fangs. There's barely any room on their small heads for their red eyes- which have vision the match of any eagle's- and none at all for a developed nose or ears. Dragons rely almost entirely on their superb vision.

Dragon wings are enormous, many have something like a 25 foot wingspan and not unlike those of pterosaurs. They rely largely on thermals to soar on and their powerful legs to launch them in the first place, but can fly well enough by flapping for a little while when they need to.

What really makes dragons dangerous and feared is Dragon Fire. Contrary to popular belief, dragons do not actually breathe out flames. Rather, they spit a liquid that ignites on contact with air and burns furiously thereafter. This slimy substance clings to flesh and leaves horrendous burns which are usually fatal and often leave the victim disfigured for life. Like dragons themselves, it has a horrible sour stench unlike anything else in the world which is also likely to dog the victim for a very long while. Dragon fire is plainly not a natural flame; it seems to be under mental control from the dragon and can burn ANYTHING no matter how impossible. Rock, water, *air*, anything at all can be burned if the dragon concentrates hard enough. During this stage the fire burns a blinding blue. If the dragon ceases to concentrate however, the fire immediately begins to burn like a natural flame in whatever normal colors for that substance would be. This means it immediately snuffs out if it was burning something impossible. Since dragons can burn anything given enough time, keeping them captive by normal means is quite impossible. Exactly how fast dragons can replace the chemicals used to create dragon fire is not known, but it is evidently long enough that they do not use it willy-nilly.

Dragons however are not just some flying, firebreathing predator. They are cunning and *malevolent* beasts driven entirely by a bottomless hatred of humanity. They will eat animals to live and ignore plants but will go out of their way to make people suffer in any way they can. Anything people value or prize they try to destroy or befoul or carry off and hide so that no one may have it. They delight in slaying children, burning crops, poisoning wells, stealing hoarded wealth, destroying homes and villages, and above all else in slaughtering anyone they can. The beasts are not reckless enough to get themselves killed easily however and exhibit an intelligence comparable to that of dogs or dolphins or chimpanzees. They have no language for example but have some grasp of basic tactics and are deft at catching people by surprise or hiding their lairs or avoiding dragonslayers. Most are solitary, though mated pairs and slightly larger family groups are not entirely unheard of and are extraordinarily dangerous.

For stats, dragons have about 10-15 HP but have about 4-8 protection against bullets and other non-cutting weapons, enough to be completely impervious in many cases. They can fly very quickly but not particularly nimbly. At GM's discretion, a shot to their more vulnerable back will use a lower protection value than their underbelly. A dragon's bite does about 1d6-1 damage, as do the claws on each of its hind legs. The front claws do only about 1d2 damage. Attacking with just legs or bite gives them about +2 to hit. Trying to do both at once gives them +0 to hit overall. Dragonfire has a range increment of about 20 feet, +2 to hit, ignores any armor, and deals about 2d10 damage on first contact. At will, the dragon can divide this damage among multiple targets in a reasonably small area to set them all on fire. They then take the same damage every round until both the dragon can no longer focus on keeping it

burning unnaturally and they (or someone else) can spend a round extinguishing the flames. Other objects nearby of course also catch fire and so the whole environment can soon become dangerous. It is best to take all possible precautions to avoid being hit by dragonfire at all. Generally a dragon can breathe fire about once every 3 rounds and in between they try to fly around and keep their fire doing the work for them. They can typically not breathe fire more than 3 times in any kind of close succession and it may take days or more for them to fully recover their supply.

**Magic:** Magic has always been part of Gilfel, though it was never as well understood in the past as it is today and it has accumulated a great weight of superstition and folk practice over the ages that have nothing to do with its core functionings.

At root, all magic is probably the practical application of demonic power. Not everyone knows this and there are many who would deny it fervently. Even some magicians believe that not all magic is demonic. Just because most or all cantrips and first magnitude spells involve no direct negotiation of any kind with demons doesn't mean a transaction doesn't take place however. Second and third magnitude spells always involve direct, face to face, and often extended negotiations with at least one demon however. Notably, demons will rarely grant the power for 2<sup>nd</sup> or 3<sup>rd</sup> level spells that are actually against their own interests but generally are willing to allow mages to use 1<sup>st</sup> level spells however they please. Furthermore, most things a magician actually does to invoke a spell from ritual chanting to strange hand gestures to burning incense are just a means of getting the attention of a powerful enough demon and then conveying what he or she wants.

Demons will accept all sorts of things in exchange for lending their power, but mages prefer to give a rather odd, ephemeral stuff that is represented in game by magic points. Just what is this stuff that goes by so many names from mana to magicka to spellblood? No one is entirely certain. It seems to be a spiritual substance of some source that a human body or soul produces over time which, for unknown reasons, nearly all demons want. Giving it up doesn't have any known, direct, harmful effects on the mage in question. Then again, a lot of mages don't live all that long. And there's no telling what the demons are doing with it. Many spell prices can be negotiated down as outlined in the rules because for whatever reason doing these other things also pleases or helps the demon in question in some way.

Notably, unlike in the book, 3<sup>rd</sup> level spells cost 20 magic points or 15 if the cost is reduced.

Priests claim that their own brand of somewhat different magic comes from their deities, but there is no independent evidence whatsoever to support this –or even the existence of their gods in the first place. It may be that they practice precisely the same forms of demonic magic as magicians with slightly different trappings but that the demons granting them power find it helpful to keep them in the dark about this matter.

**Alchemy:** Alchemy, the transmutation of one material into another by a mixture of chemical and quasi-magical means, has not always been possible in Gilfel. About 164 years ago, a bizarre and world-changing event called The Change took place in which physics and chemistry began to work differently under some circumstances. What precisely happened is partially conjecture because everyone directly involved seems to have been killed in the event.

It is now believed that the great archmagician, King Alreon Alras of the small country of Balen, and his also skilled courtier magicians worked together to craft a spell of unprecedented power- doubtless with the help of demons of unheard of and unprecedented power as well. What it was for has been reconstructed from the vague testimony of servants who were not there at the time. It seems that Balen was being invaded and the king wanted a spell to protect his kingdom. Rather than blast the enemy army directly as a conventional mage would have done though, he instead tried to have a demon convert a load of iron ore into gold so he could fund a bigger army and fight a conventional war much better. Converting iron into gold was of course impossible then, but no longer. Whichever demon or demons he contacted granted his wish, but rewrote many of the laws of physics- probably without asking him if that's what he really wanted- to do so. The tremendous energy of the spell destroyed Alreon's palace and him and all his courtiers and much of the countryside around.

The effects were not really noticed elsewhere for quite a while. In their labs though, early chemists began to notice reactions that did not proceed as they used to. Gradually they began comparing notes and realizing that something fundamental had changed. The world academic community took quite a while to piece together what that was and it took a very long time indeed for alchemists to learn to exploit the change. The means by which lead could be turned into gold was not at all an obvious one; to discover it they had to first build on much more basic alchemical processes of transmutation discovered early and by accident. Alchemists are now constantly working away trying to discover new materials and new means by which old ones can be changed. Some pursue their craft like a science, others with more sorcerous or religious or philosophical trappings.

Not every material can be changed into every other material; alchemists are quite certain of that point. Instead, any given material can usually be changed into about 4 or 5 others each of which can be turned into any other from the same group but not into materials outside the group. For example, iron can be turned into gold and therefore it is certain that gold can be turned into iron. And if one can be turned into estrite (neither can) then so can the other. It is simply a matter of determining the materials and circumstances needed to make that happen.

The results of alchemy however are not entirely reproducible by outsiders. Even following exactly the same process in the same conditions, a non-chemist would probably end up with whatever products would have been created before the change. This is now explained by the theory that alchemists themselves unwittingly supply some other reagent of a spiritual nature, represented by alchemy points.

Besides making it possible to turn old materials into other old materials, The Change also brought into existence and made possible entirely new substances. Some of these have had a major influence on world history, though in general the full effects of The Change and alchemy have yet to be felt because the field is so young that its possibilities are just being tapped.

**Religions:** There are of course many small and local religions in Gilfel, but only a few of global significance.

Perhaps the most famous because it was spread at swordpoint wherever the empire of Seforad went is Sefordam. This is the cult that sprang up around the great liberator Sefora about 2000 years ago, quite

possibly promulgated by him. It holds that he either was or was chosen by the divinity they call the High Lord who is essentially an amalgam of many other of the region's deities. Further, despite appearances, he did not actually fall in battle but is instead merely in hiding deep within the sacred mountain Altakor, waiting for a day when the world is worthy of his returning to rule it. Seforad's whole government claims to be essentially a regency for him. This religion teaches above all that Zetians, one of the many related ethnic groups of what is now the heartland of Seforad, are superior to and divinely meant to rule over all other people. Besides this aspect, most of its other practices draw firmly on the older religions of the area for its teachings about how to defeat demons and magicians and exactly how to worship and so on. The church of Sefordam was once tremendously powerful, but has gradually been supplanted by secular authority and has split somewhat into fractious factions. They have both a traditionalist and a reform wing vying for power now, as well as the rather problematic Osala sect. This group of radicals preaches that the empire should be abandoned entirely because it has led to pollution of the pure Zetian bloodlines and culture with foreign filth of all sorts. Osalans advocate abandoning all colonies immediately and kicking out anyone who can't prove pure Zetian heritage from the heartland as well as implementing even more strict checks for demonic influence when trying to vote or run for office.

Obviously, the doctrine that some other group of people are superior to one's own was not particularly popular in the colonies. A number of syncretic and related religions have sprung up all over Seforad's former empire. These generally keep many of the worship practices of Sefordam and veneration of the High Lord as well as possibly Sefora himself as deities but sometimes add other local gods to the pantheon or simply blend them in. They generally drop or revise the teachings about Zetian racial superiority and are sometimes also laxer in their opposition to magic and at least less stringent in acting against demons. This is no doubt because many of these religions, collectively referred to as Zomofeer (Roughly, soft heresy in the Zetian tongue because all of these watered down and blended religions were dismissed as such by Sefordam's leaders), were based in large part on local religions that placed much emphasis on magic. Indeed, in many parts of the ancient world no distinction was drawn between the magic of priests and the magic of sorcerers.

The mystical religions of Asur are rarely known about in other parts of the world, but are generally a bit more unabashedly polytheistic. Some may even be animistic.

In some places, demon worship is present if not prevalent. This is much hated and railed against by nearly every other religion in the world as well as basically anyone with any sense. Demons are, however, famously a bit more willing than any putative gods to lend out their power.

Perhaps the last major religion on the world stage is Experism. Exper was one of the less scientific (and successful) alchemists in the period after the change and he began to preach a very complicated and often incomprehensible philosophical doctrine. The gist of it seems to be that all people, like all materials (this is fervently denied by most knowledgeable alchemists) are actually one and the same and could perhaps be transmuted into each other. Indeed, Exper claimed to be a transmuted version of several prior historical figures including Sefora and even more ancient ones. He argued that upon death the soul is simply reshaped into one appropriate for a new person while remaining essentially the same and that in theory there is no reason it couldn't be made back into the way it was. Much of his dogma is

similarly strange, not factually grounded, and couched in bizarre language and allusions to previous religions. The upshot though is that he and his followers are opposed to hierarchicalism of any kind because they say that people in power are essentially the same as doubtless less powerful past figures they have been and that people exploited were no doubt once great people themselves. They are strongly opposed to any and all magic- including priestly magic- as demonic in nature and are in favor of any and all action necessary to put an end to it. Exper preached that there were only about 200 years until magicians in their foolish dealings with demons would inevitably doom the whole world if not stopped in fact. All these beliefs as well as their often offensive claims that Exper is basically a newer and better version of previous religious leaders make Experites a hated and persecuted group in many places. They reciprocate by often being radicals and revolutionaries worldwide and making trouble wherever they go.

**The War:** Currently being called the Phinean-Seforadian war, this conflict just started about 2 months ago and has as yet seen only a little fighting. Phinea and Seforad have never had good relations since Phinea seized independence 350 years ago but have also never directly fought each other in any serious way and have often carried on a lot of trade despite political opposition.

Phinea began to become very powerful after The Change 164 years ago because it provided them some new natural resources, as well as making some of their old ones more useful. In the same period, Seforad has gotten much weaker as its political system falls apart internally and their colonies bloodily broke free one by one. Seforad is still a formidable military power and Phinea still a young and mostly untried one, but Phineans are increasingly eager to try their strength abroad. In recent decades they have expressed verbal support for many anti-colonial movements and have given financial support behind the scenes to others.

The large and important colony of Olbarron is one of the latest to make a bid for independence, largely because its key position means Seforad worked very, very hard to keep it from breaking free before. It occupies an isthmus between the oceans and also has the important and very large city of Cutlelasta which is the world's second biggest supplier of Estrite. Phinea would very much like to separate Seforad from this colony because if they do, Seforad may well immediately lose most of their other colonies in the far ocean. Additionally, they will be without Estrite for their navy (or anything else) which will leave Phinea in control of nearly the whole world supply of it.

The Olbarron rebellion is a country one primarily because the countryside has benefited very little from Seforad's control and has suffered badly from dragon attacks in recent years as Seforad's forces were stretched thin. Seforad is somewhat more popular in urban areas- not coincidentally, that is where their armies are now concentrated. However, their general brutality in putting down minor protests has turned the people against them and given Phinea another reason to get involved. The inhabitants of Cutlelasta are pretty fiercely loyalist though because Seforad is the main buyer of their Estrite and if they come into the Phinean sphere they will be completely overshadowed.

Probably fighting between Phinea and Seforad over Olbarron will spread elsewhere to Seforad's other colonies, but neither power seems eager to really get involved in a direct war against the other. That might well destroy or badly damage them both.

**Notable Unusual Materials:** Alchemists have created a great number of new chemicals and substances that did not exist previously and The Change made some of them appear in nature. Most of them have fairly limited applications or just do a better job at something there was already a material for. A few have had more dramatic consequences however.

Gold- once used as a currency standard, it has lost almost all value since alchemists demonstrated that it could be created easily from quite a few common materials. This caused economic havoc in Seforad.

Estrite- Estrite is a pinkish, crystalline metal. It is found native in some very rare mines and is suspected to be present in certain ores elsewhere but no one has yet found a way to extract it properly.

Furthermore, no more common material can be turned into Estrite as far as current alchemists know.

Anything it can be transmuted into is rarer yet or even does not exist in nature. Most of these materials have few or no known uses. Estrite is fairly soft and easily crushed or shaped. It is a very poor conductor and in general is fairly unusual for a metal because of its particular crystal structure. What really makes Estrite valuable is the extremely exothermic reaction it has with many common salts- including NaCl.

When this reaction was discovered only a few decades after early steam engines were developed using coal for fuel, it soon began to replace them. Using nothing but estrite (nearly all of which can actually be recovered after the reaction given enough time rather than being entirely consumed and lost) and seawater provides enough energy to spin turbines for power or run engines directly. Any modern ship that can run on the estrite-seawater reaction since it requires so much less fuel and space than coal burning steam engines. An estrite ship can carry more men or go faster or carry better arms and weapons than a steam powered ship because of this advantage. However, such engines are only useful in situations where massive amounts of salt water are freely available and so Estrite engines see little or no use on land or in the air. As luck would have it, Phinea's mountains have some of the world's best-or at least most accessible- estrite deposits and these have made the country rich and its navy strong. Seforad has little to speak of in its heartland but has an excellent source in the mountains of its colony of Olbarron. Estrite has maintained the city of Cutlelasta there as one of the biggest and most prosperous countries in the world.

latheerium- Not unlike silicon in many respects but much lighter, latheerium is a bronzish metal only synthesized for the first time a few decades back. The process for creating it is still rather expensive and time intensive. It has a number of applications, but the most notable arises from the way its electrons flow when energized. Alchemists and electrical engineers in Phinea quickly realized that it could be used to power an electrical engine with sunlight. Since then it has been used to replace or supplement other kinds of engines where it is feasible. Dirigibles in particular make use of latheerium to cut down on the amount of coal or other fuels they must carry. It still cannot provide enough power to fully replace these fuels though.

Coal- An important fuel which Seforad has much more access to than iatheerium and Estrite and which therefore they use extensively for their ships and airships alike. Other powers, like those in the Northern Wastes, use it even more extensively.

Gasoline- Developed only a few decades back along with the internal combustion engine in general, the substance was derived from coal gases- proudly by chemists rather than alchemists. They are at work trying to find efficient ways to make it from oil at the moment, but Seforad, its main consumer, has a great deal of coal anyway. Phinea primarily uses gasoline for its planes and cars, relying on estrite for ships.

Gaufar- Named for the alchemist who created it, though he preferred his brand name 'Dragonfire.' It is a white, oily yet gritty substance the making of which is still a secret of his company. Upon exposure to oxygen, the substance immediately combusts with a heat that may actually exceed that of a dragon's fiery breath. It does not, however, possess dragon breath's magical properties of burning absolutely anything if concentrated upon. Gaufar himself was a very patriotic Seforadian and has been willing to sell his product to his country at a greatly subsidized rate. Nearly no one else can afford to purchase it. It was used at first primarily for incendiary shells and bombs, which it is nearly matchlessly useful for. Over time, other uses have been explored including engines. Gaufar is more weight-effective than gasoline currently, but not more cost-effective usually. It has thus seen usage mainly in the engines of Seforadian planes where weight is a tremendously important issue. Some have tried to make flamethrowers using it. However, the substance is very dangerous since it can explode at the slightest contact with air and so its use is not widespread.

Emosh- an alchemically constructed fabric made of treated silk (or more recently from artificial silk). Takes the place of steel cables because it is lighter and stronger for many purposes (though vulnerable to cutting and for this reason is often further treated with a hard, glassy outer layer). Is naturally powder blue. Has been around for quite a while.