

I always liked the idea of Lhomarr and the Great War with the minions of the outer beings. However even with a large military force they would have needed something else to be so successful against the Carnifex hordes and their dark magicks. Whereas Alphatia is known for magic I see Lhomarr as being known for great engineers and artificers (even though Lhomarr also had access to some powerful magic). Most of these inventions were not created or heavily utilized until the waning years of the empire during the war against the Carnifex.

*“My sons, do not forget the stories of our ancestors. Within them are the keys to our birthright. When our enemies return we must bring back all that was lost so that we may see our nation survive. Do not rely solely on your sword and shield, our ancestors were great craftsmen and creators, that is the key to our victory!”* Last words of the scholar Purimedes, disciple of Illaria, on his deathbed to his students after he was found poisoned in the ruins of his workshop in Annurios.

**Orichalcum** (or aurichalcum) is a magical metal alloy that is very resistant to corrosion. The process to create Orichalcum was discovered during the “Golden age” of Lhomarr, its use was primarily ornamental as the metal seemed to glow like fire when hit by sunlight. The doors of the old temple of Xeron and some palaces were plated in Orichalcum. Its use during the war was often limited to specialized or elite units due to the cost and time involved with its creation, although more than a few Lhomarr officers and champions carried orichalcum weapons or armor. The metal is nearly as strong as steel and slightly less than the weight of bronze. It has the added benefit of giving a bonus to attack and defense against creatures carrying the taint of the outer beings. A few talented metal smiths/metallurgists and a priest of Xeron could recreate the process from the scattered documents remaining in Selhomarr. Some prominent families of Selhomarr ceremoniously display a sword or helmet that seems to glow with fire when under direct sunlight. On the surface world there are still a few dozen intact spear heads, short swords and pieces of armor buried in scattered ruins.

**Bronze Clad Warship** – a large war galley with bronze plating covering the top and sides down to just below the water line. A very effective warship in harbor defense and river patrol. However they were relatively easy to outmaneuver on the open ocean. They are armed with a battering ram on the prow, archer slits along the sides and “war fire” funnels mounted on the sides, front and rear. There are some bronze clads on the ocean floor in pieces which if excavated could be used to design one.

**War fire** or “Xeron’s wrath” as it was often referred too, was an incendiary weapon primarily used by the Lhomarrian navy, but during the Davania continent campaigns saw frontline use by the Lhomarrian infantry. Naval vessels used it to great effect against opposing ships; powered

by bellows and able to stay lit when wet, essentially a flame thrower when employed on the oceans. However infantry troops would carry a vial or two and throw prior to close engagement or at critical junctures, then throw a lit torch to ignite their foes.

**Lhomarr-Ballisitia** an early version of a heavy automatic crossbow mounted on a small hand drawn cart. Typically operated by two soldiers, it was invaluable in defensive actions due to its portability. However its employment in offensive actions had to be supported by additional troops to defend it during jams or reloading.

**Smelter** a semi portable bellows and war fire cache loaded on a hand drawn cart. Functioning like a flamethrower it could burn out entrenched defenders during city sieges. Like the Lhomarr-Ballisitia it could be moved around the battlefield or to defend key areas. Operated by a crew of three soldiers it also required additional troops for protection when employed.

**Eye of Xeron** The “eye” itself is made up of a cluster of polished crystals and a few large glass lenses held together in a bronze/brass framework. It was usually mounted on a tower or high fortification. When under direct sunlight the crystals would absorb energy from the sun and the glass lenses would then focus and direct that energy in a single line outward as directed by the operator of the device. When not in use a shroud covered the crystals to prevent accidental mishaps. The eye could be devastating to any siege equipment or massed formations approaching it, but was ineffective against scattered skirmishers. There were a few experimental horse-drawn and ship mounted variants of the eye but none remain intact or salvageable on the surface world. The Lighthouse does have a copy of the design plans molding away in a corner of their library within the Hollow World. A few intrepid adventurers could discover enough of the scattered documentation in Selhomarr or the single remaining bronze tablet detailing the plans at the bottom of the ocean within the old Lhomarr archives to recreate the technology.

**Aurimaton** a 7 foot tall bronze golem. This device was an ingenious combination of Lhomarr artificers and magic. The cogs and wheels built into the joints allowed for unprecedented mobility and agility while magic powered its movement. A bronze staff with one of the two control words etched into it (the other control word was kept secret by the owner) allowed the user to direct the aurimaton’s actions as if the user were the aurimaton. Originally used to assist in construction and dangerous mining underwater, they were converted to military use to fight the Carnifex. When utilized for construction and mining the aurimaton could work tirelessly for hours performing the labor of scores of men. While in combat it was a terrible sight to behold on the battlefield as it cut through dozens of the enemy with ease. Barely a hundred were created before the great cataclysm struck and as time and death (natural or otherwise) struck the possessors, the control words and the aurimatons themselves were lost to the ages. There are a few intact aurimatons within the ruins of sunken Lhomarr with control staves relatively close by which could be read by someone literate in Lhomarrian, but magic would be needed to discern the second control word.

**Lhomarrian Wave Rider** A bronze plated iron wood submersible with a sturdy thick glass front porthole. This submersible, while not as advanced as the later Alphatian models was useful for short range covert monitoring and insertion behind enemy lines via waterways. Wave riders

were instrumental in slipping the vanguard of the invasion force unnoticed onto the docks of Azhat-Ith during the Lhomarrian assault. Typical crew of 10-12 "rowers" operated the corkscrew propeller device and had room for 6-8 Lhomarrian marines or could be outfitted with a crude electrolysis device for longer duration submerged missions. The high maintenance requirements and short range prevented heavy employment of the wave rider during the war. A few partially intact models still litter the ocean floor at various points around Davania and submerged Lhomarr.