

Land and Sky

Astronomy, Weather, Climate, and Geography on Haven



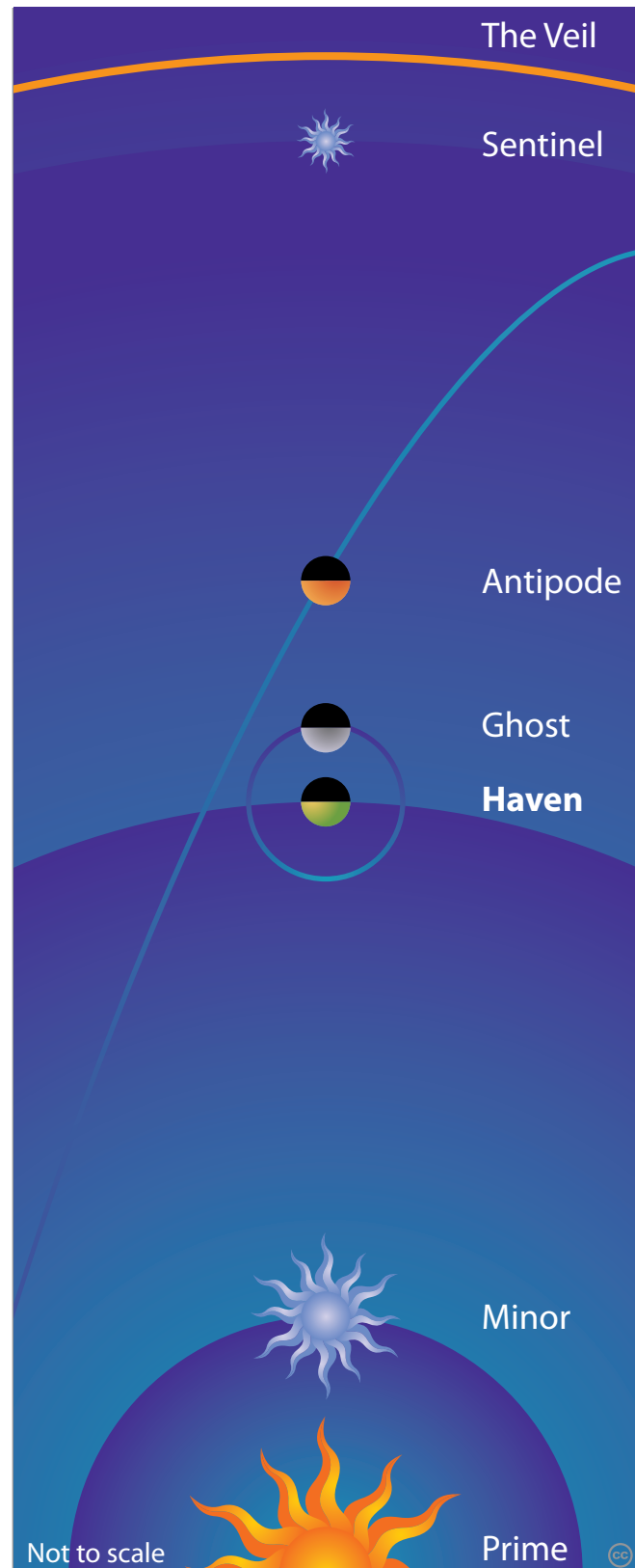
The Skies Above Haven

The living world of Haven circles a pair of stars in a trinary system. Orange-gold **Prime**, the larger of the two, is orbited by tiny blue-white **Minor** in a tight ring, while beyond the orbit of any planet, **Sentinel** patrols the edge of the system. Haven and her pale twin **Ghost** orbit each other while making a nearly circular orbit of Prime. Cutting through the system in an extreme elliptical orbit is **Antipode**, the only other planet. The Prime system is practically devoid of anything else —no comets, asteroids, or planetoids— until one gets beyond the orbit of Sentinel and encounters **The Veil**, a particle cloud with mysterious properties that is thought to be somehow connected to Mother Haven herself. A shimmering ring appears to surround Sentinel when its light interacts with the particles of The Veil.

Depending on the time of year, Minor will sometimes hide behind Prime in Haven's sky, creating a "Golden Season" when everything is lit in gold, mellow hues and only casts one shadow. In other seasons, Minor sometimes rises before or sets after Prime, creating "Blue Dawns" and "Blue Dusks". There are times when Ghost covers both Prime and Minor, creating eclipses that can last for hours or days.

To observers on Haven, Ghost often takes up a large part of the sky with its pale silvery disc. With the aid of a telescope, numerous cities, some in ruins, some perfectly intact, appear in soft greys and whites. Ghost takes on a variety of tints at dawn and dusk throughout the different seasons of the year.

Every 49 years, Antipode crosses the orbit of Haven and Ghost. Some passes come closer than others, so much so that on some crossings, the glowing red crevices cracking its black pearl surface can be seen with by unaided human eyes. On particularly close passes, Haven gets rocked by seismic activity, and some of the dangerous creatures from Antipode actually try to cross the void between both worlds to land on Haven. There is evidence to suggest that ages ago, the inhabitants of Ghost were wiped out by an invasion from Antipode.



The Weather on Haven

Just like some of its 30 meter-plus high tides, much of the weather on Haven is similar to Earth's, only more dramatic, more often. In addition, The Living World has some unique weather phenomena all its own:

Dream Mist

In certain temperate zone valleys at night, a sparkling violet mist can rise up in the middle of the night. Anyone caught sleeping outside in this mist who fails a Willpower check vs. a **Great** mental attack will have elements of their dreams mix and blend together in a great shared dream. Anyone still awake during this time will see nebulous elements from this shared dream form from the violet mist, and rise up to interact with them, with **Great** traits—for better or worse. The mist has the **Great** ability to seep through soft materials to affect those sleeping inside a typical tent or yurt. In the light of dawn, the sparkling mist, the shared dream, and all of the elements it created, just fade away.

Blue Frost

In the arctic skies, in the worst of winter, there sometimes form fat funnel clouds that rapidly drop to the ground, only to rise back up again and dissipate in the space of ten turns or less. Anyone on the edge of one of these sudden storms is exposed to **Outstanding** cold and high wind, as a blue-white frost coats everything. Those caught in the eye of such a storm are able to look up and see stars, even in the middle of the day, and must make a successful Endurance check vs. **Ou(+3)(20)** cold or be flash-frozen into suspended animation within a shell of **Ou** super-dense blue ice. Only sustained exposure (ten turns) to a **Great** or stronger heat source will make the blue ice crystals lose their integrity, melt instantly, and revive their captive. Some people have been discovered in glacial caves, been successfully revived, and then found to have been in suspension for over 100 years.

Poison Fog

An apparent side effect of some Lutin industrial experiments, poison fog is an olive-colored foul-smelling fog that sometimes forms in Lutin settlements and inflicts **Dreadful** to **Good** damage per turn to anyone that breathes it and fails an Endurance check. In some Lutin settlements with recurring poison fog problems, there may be a persistent level of air pollution that automatically inflicts **Dreadful** to **Good** poison damage on its inhabitants every day, effectively killing off over time all Lutins without unusually strong Endurance traits, and weakening the rest.

Devouring Fog & Blood Rain

A dangerous and poorly understood phenomenon, the rust colored devouring fog tends to rise at night over places where a great many Humans died violently or tragically, or where they were eventually buried. It forms spiralling tendrils that seek out living creatures and act as **Great** Vampirism on contact, draining 15 Health Points per turn from any living creature whose exposed flesh they touch, becoming streaked with bright crimson as they drain away a person's blood. The tendrils only move with **Weak** speed, so they can be outrun by some people—but not by most. At some indeterminate

point, usually when the fog is more crimson than rust, it will rise into the air, and then soon after, blood will rain down from the sky, while a chorus of maddening wails fills the night.

Golden Fog

An extremely rare form of weather, the golden fog starts out as a few pulsing golden dust motes blowing by in the wind that become more numerous until everything is obscured in a golden fog of pulsing lights. Anyone caught up in this fog who tries to perform any violent act must resist a **Wondrous** Willpower every turn in order to do so. Once the fog thins out and moves on, everyone touched by it will be as well rested as if they'd just had a full night's sleep, as well fed as if they'd just eaten a full meal, and healed as if they'd been touched once by someone with a **Wondrous**-level Heal power.

MageStorms

Magestorms almost always form around Haven's great desert. A lingering side effect of the long-ago magical accident that depowered Humans, they can rain down bouncing spheres of magical fire, lightning, frost, or even negative energy. More exotic spheres have also been reported, such as ones that cast a shapeshift spell on anyone they hit, and some storms can produce more than one type of sphere. The effects of these spheres can range in level from **Dreadful** to **Great**, but the spheres themselves can be dodged in the first ten turns of a magestorm, before the rain of magic becomes too thick. The Magic power or any Mental power of anyone caught under a magestorm, even in shelter, will act as if it either has a **Good** to **Wondrous** Sensitivity limitation, or a **Poor** to **Wondrous** Side Effect limitation, just as if the character was somewhere inside the magically chaotic great desert. The type and level of the limitation is completely random and lingers for a full day after the storm passes.

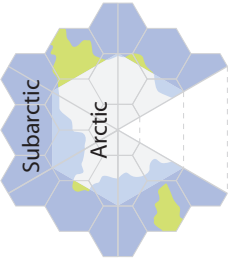
Climate and Terrain

On the following pages are a map showing the different climates on Haven, plus a whole series of maps showing the terrain of Haven.

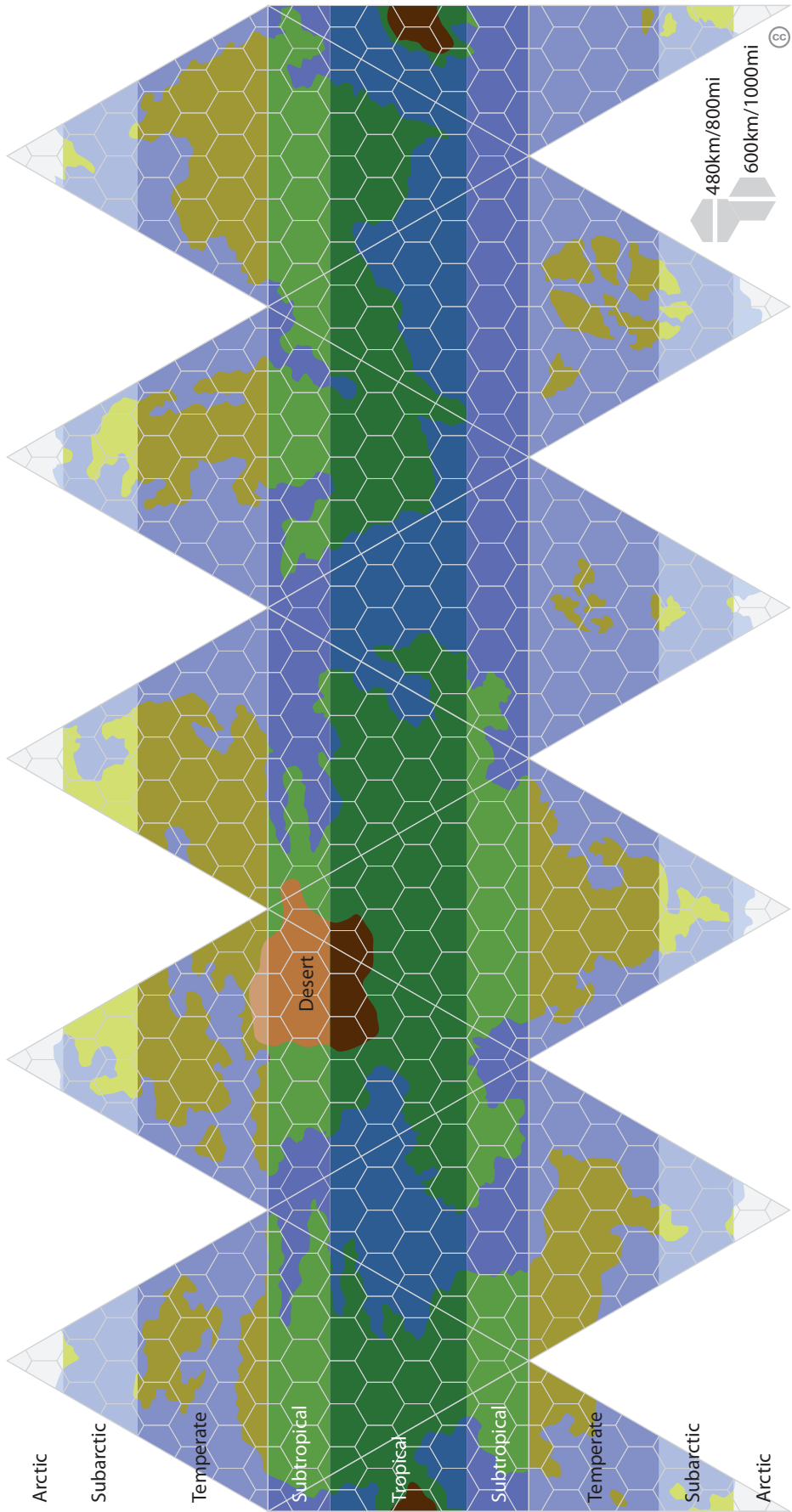
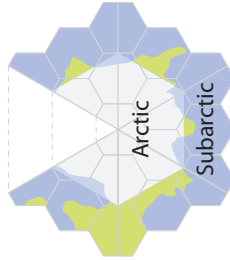
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Climate

South Pole



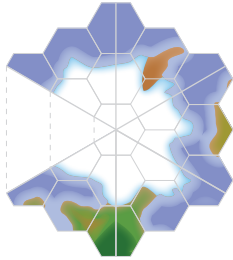
North Pole



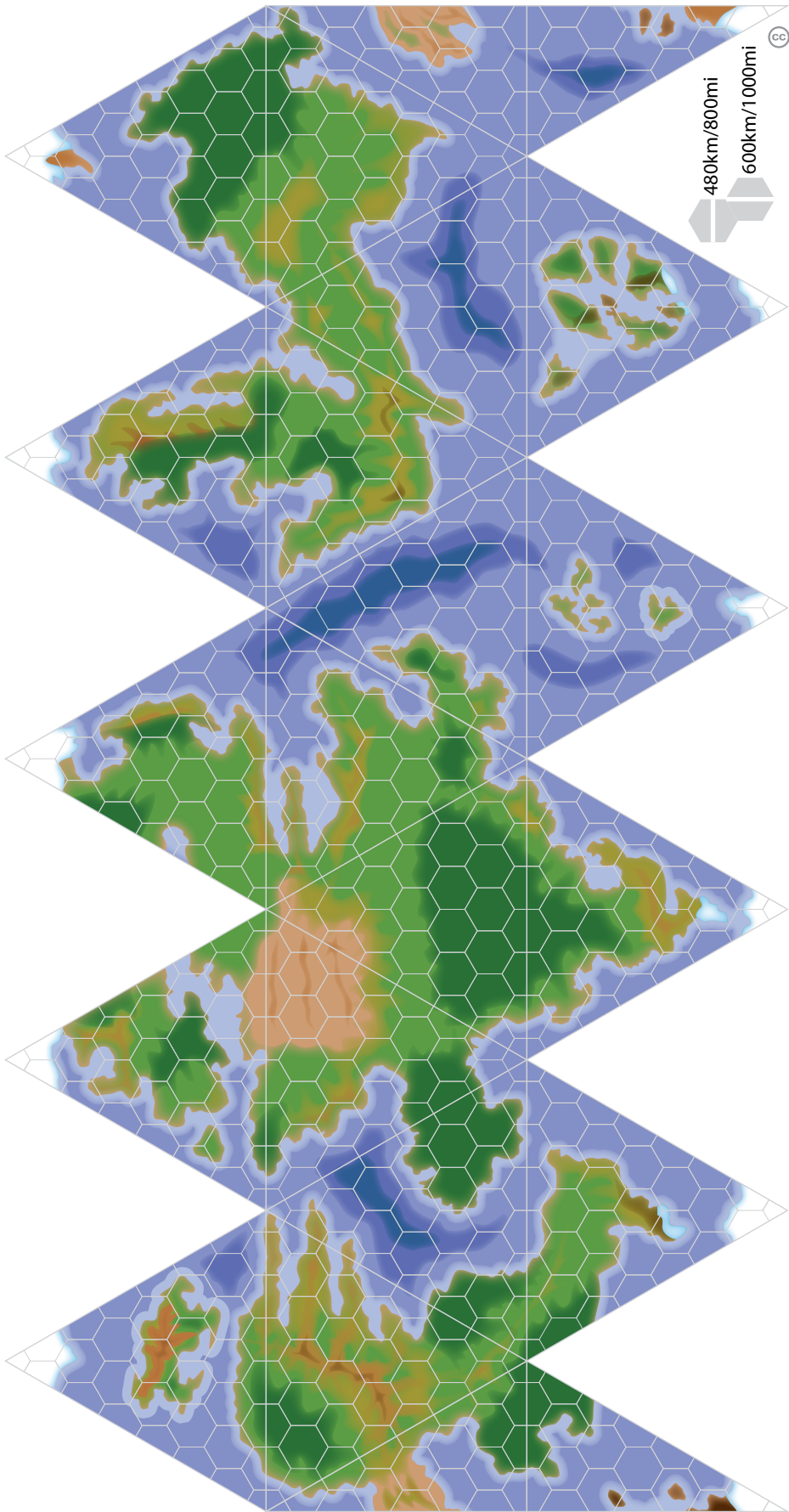
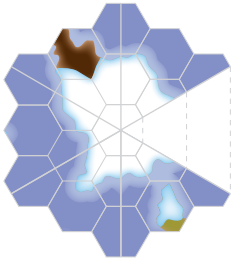
Terrain

- | | |
|--|----------------|
| | Ocean Trench |
| | Deep Ocean |
| | Ocean |
| | Coastal Waters |
| | Glacier |
| | Mountain |
| | Desert |
| | Steppe |
| | Bush |
| | Rain Forest |

North Pole



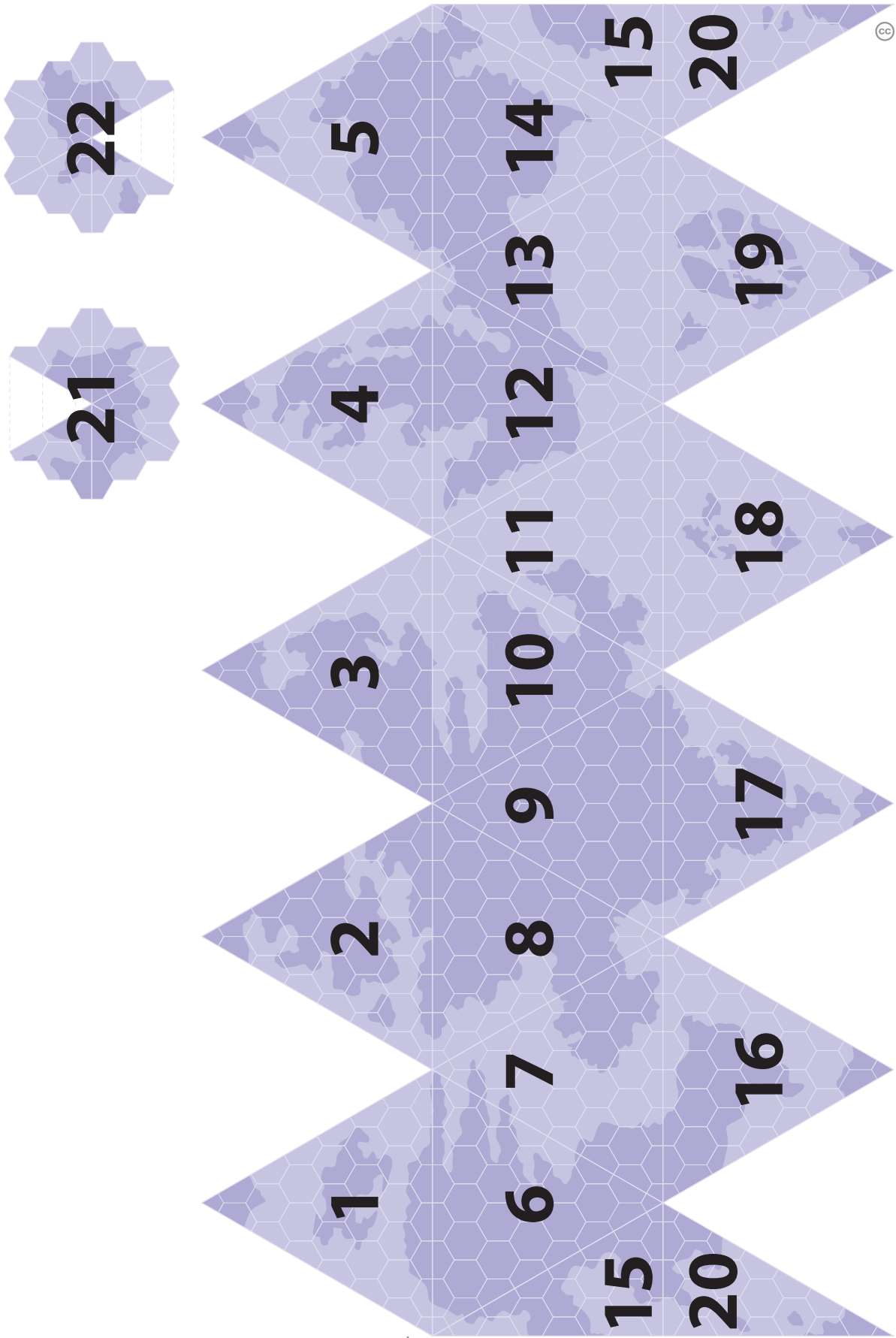
South Pole



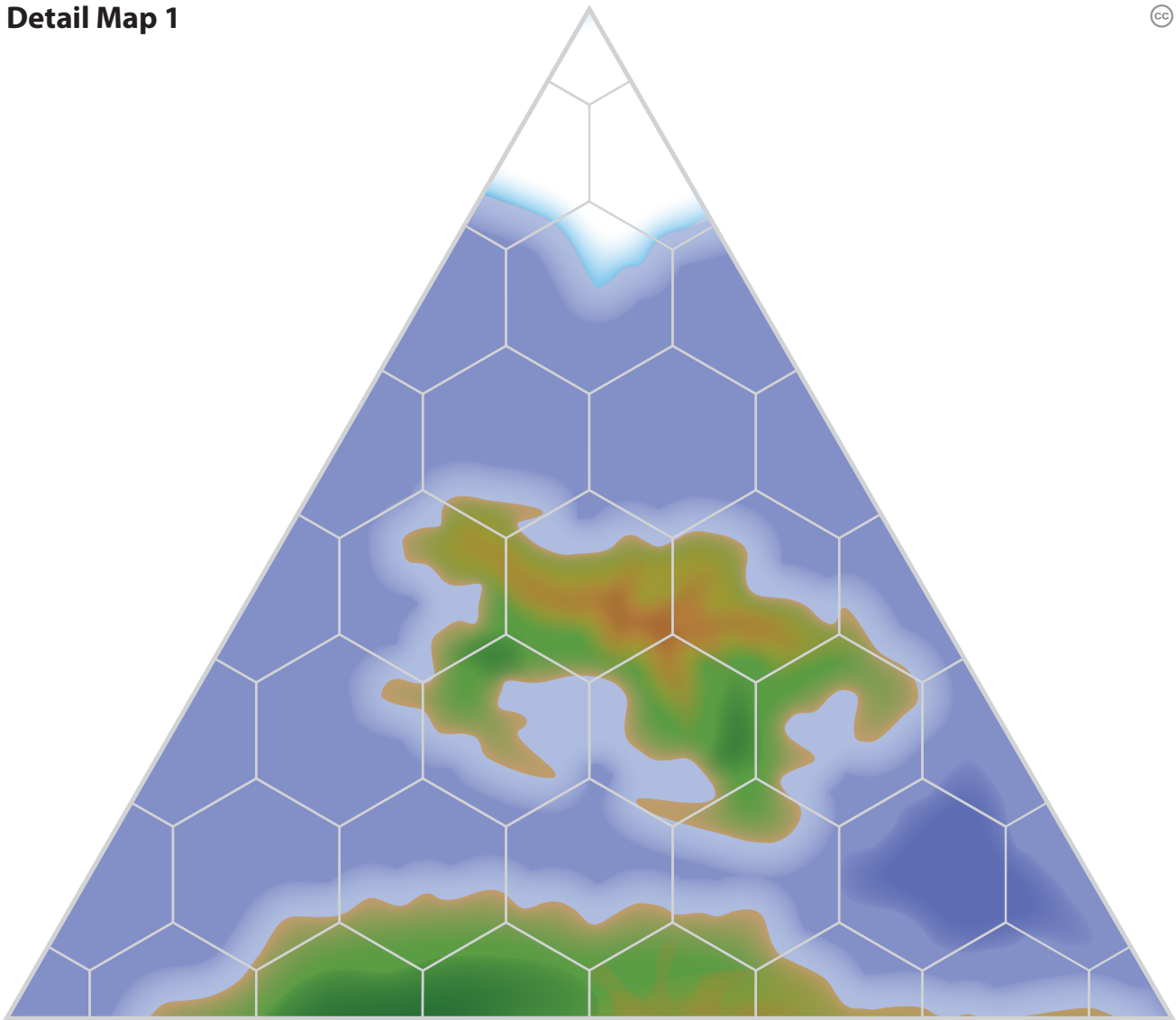
480km/800mi
600km/1000mi

CC

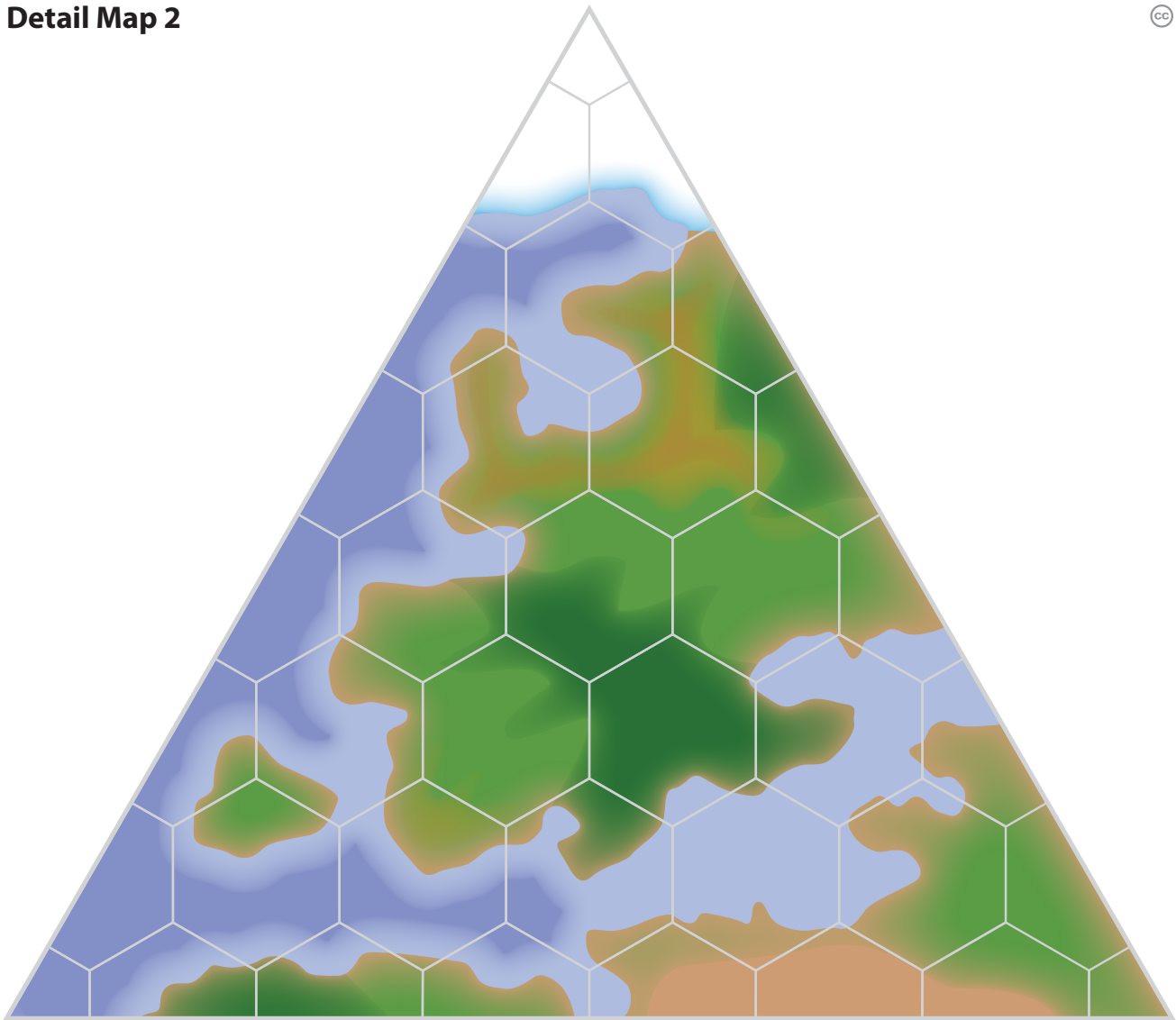
Index to Detail Maps



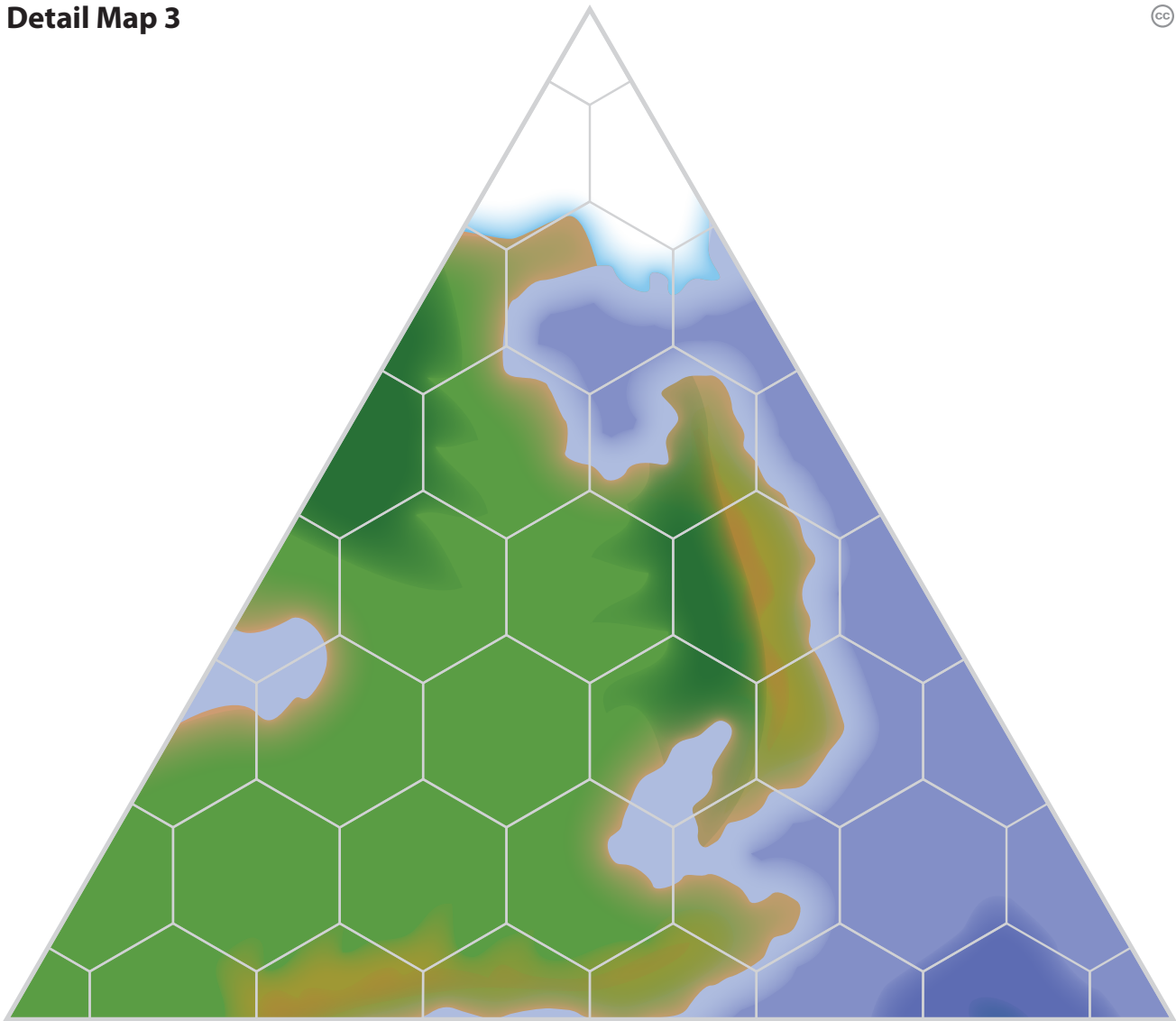
Detail Map 1



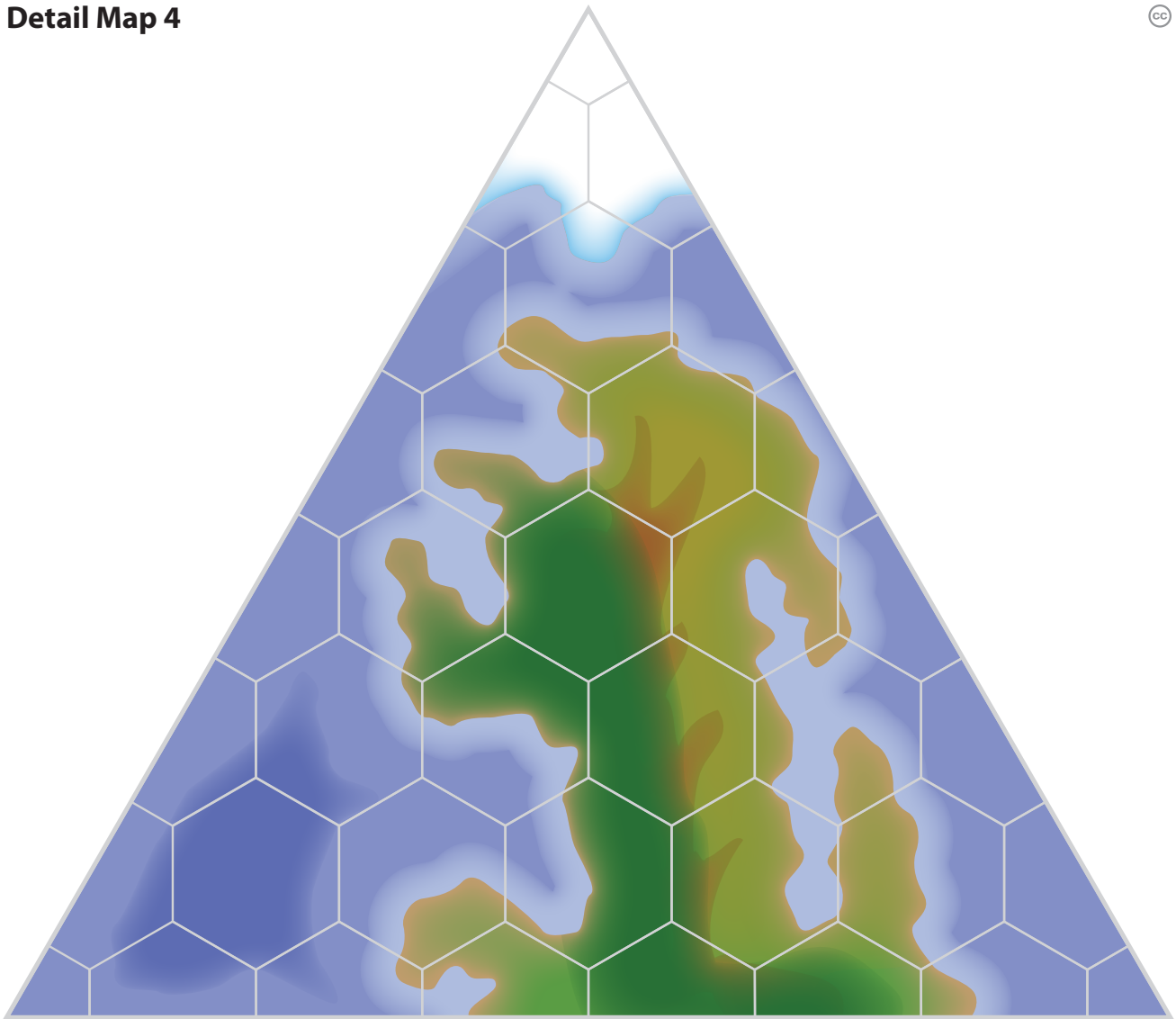
Detail Map 2



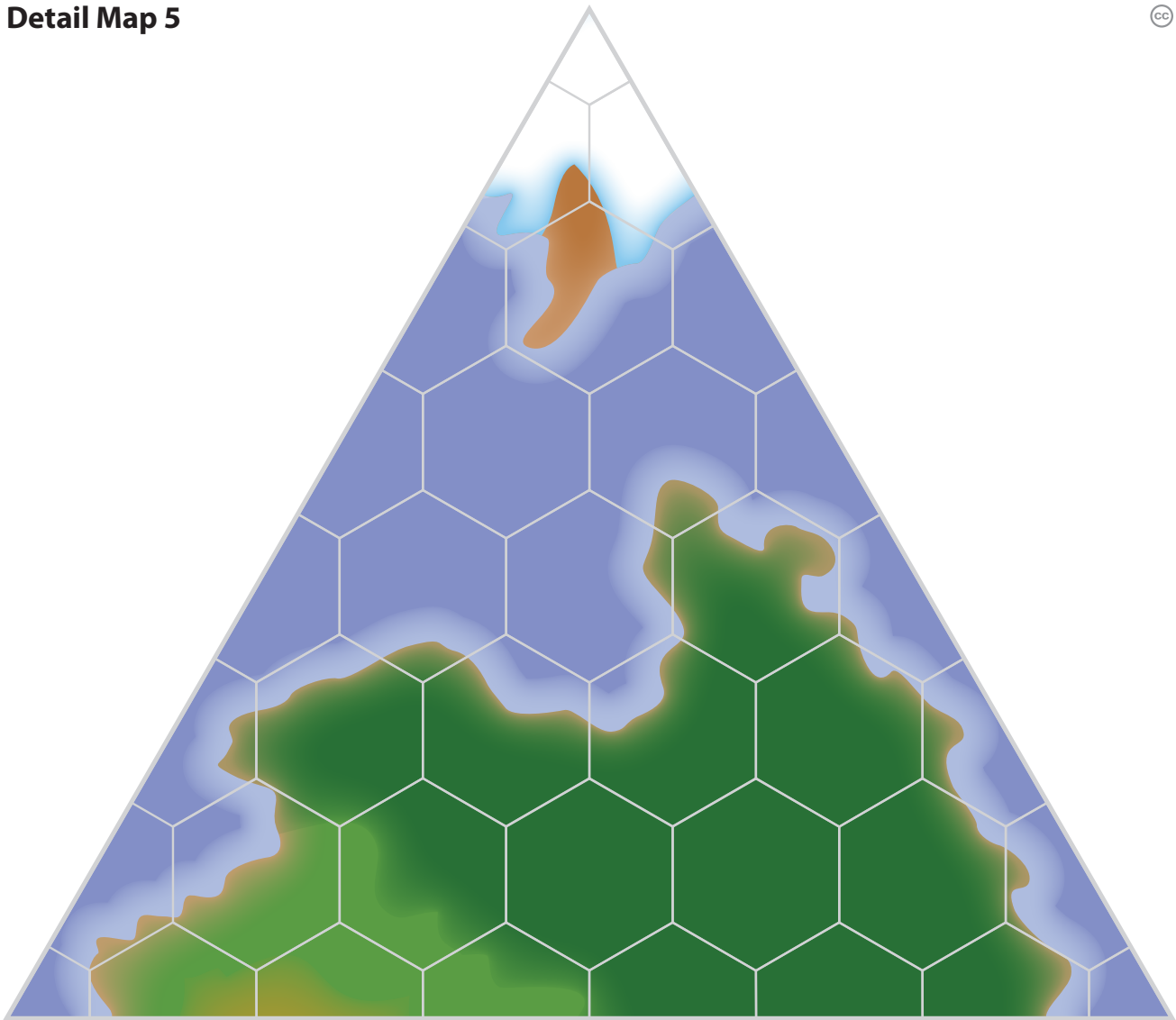
Detail Map 3

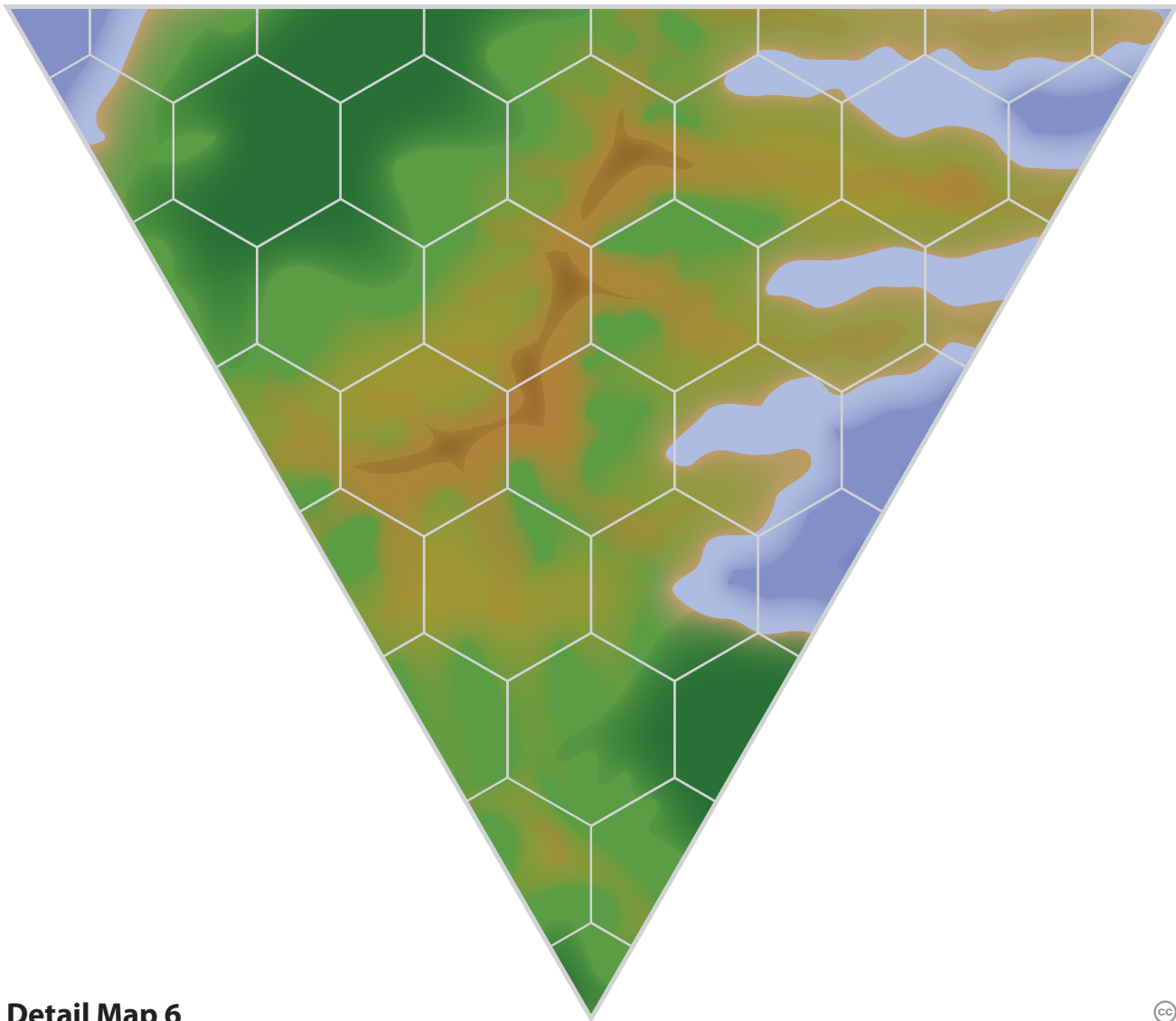


Detail Map 4



Detail Map 5

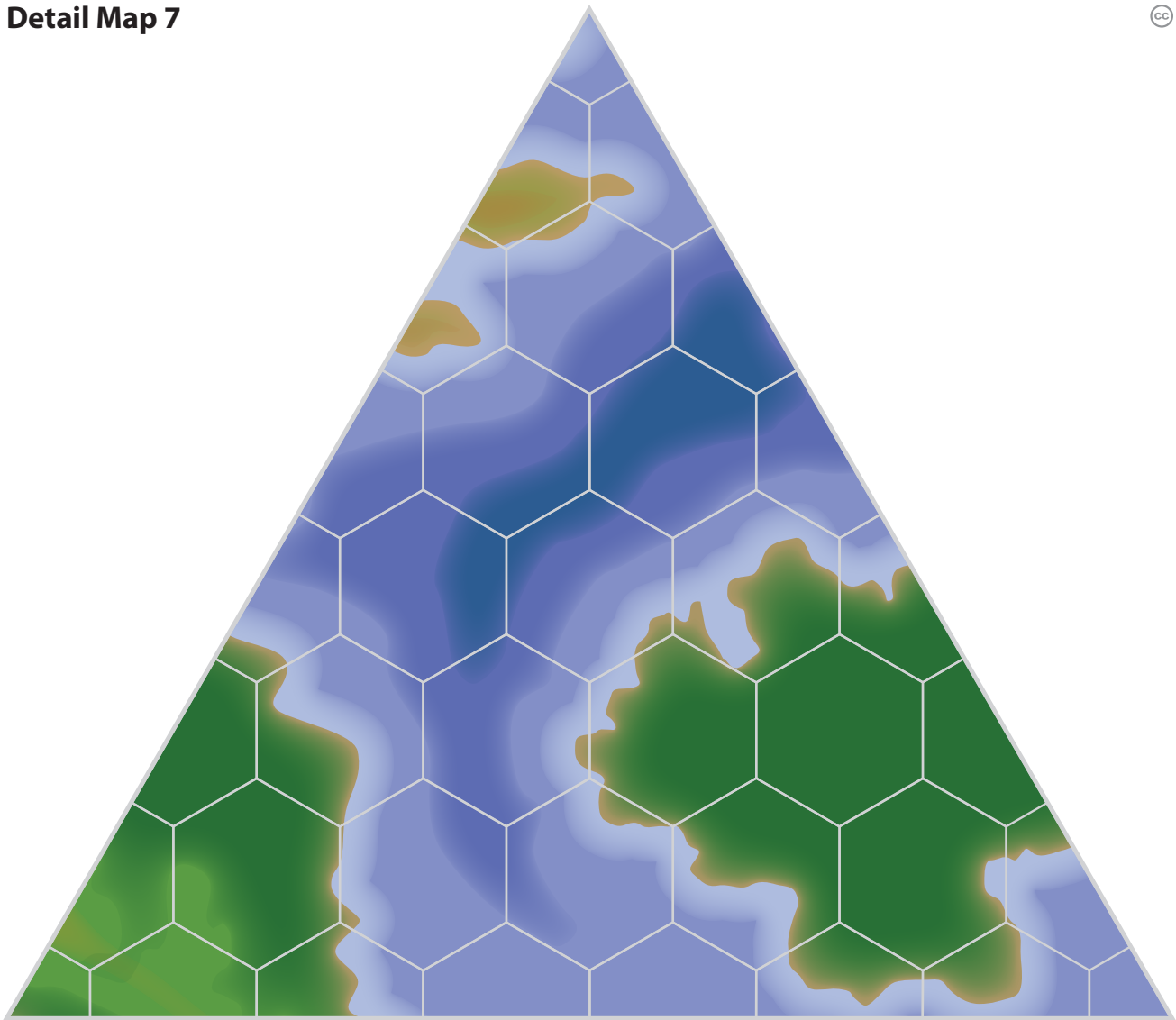


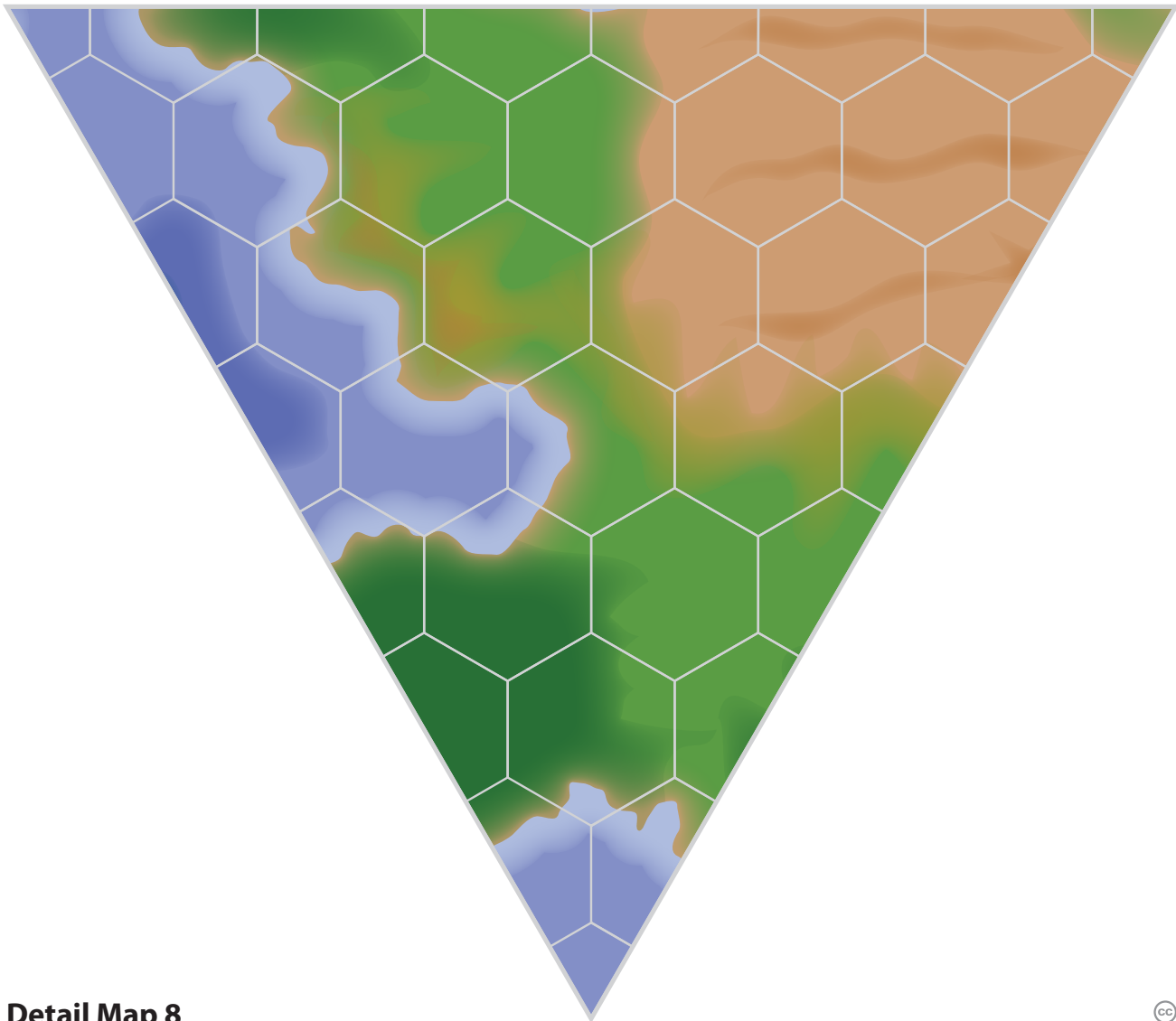


Detail Map 6



Detail Map 7

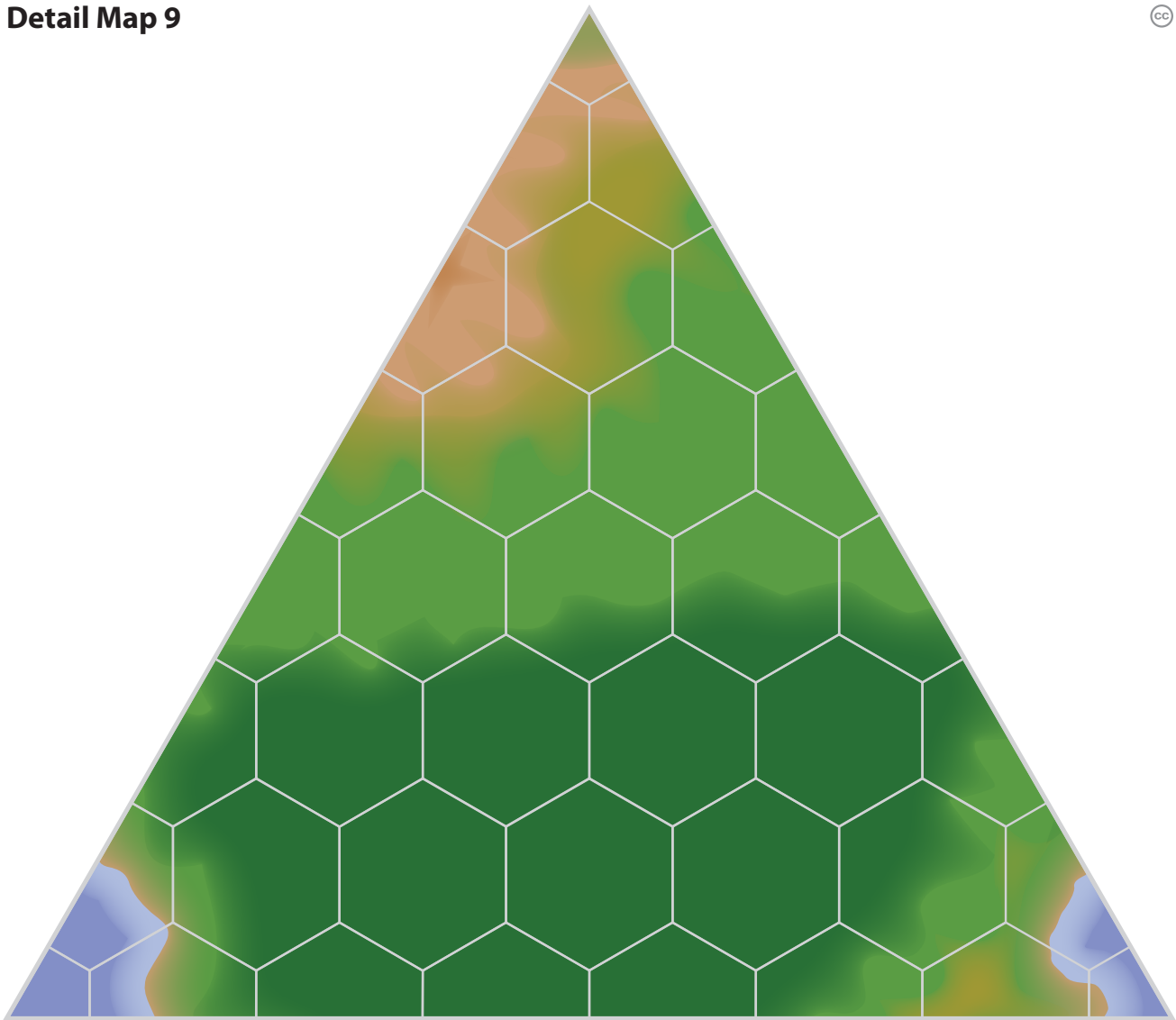


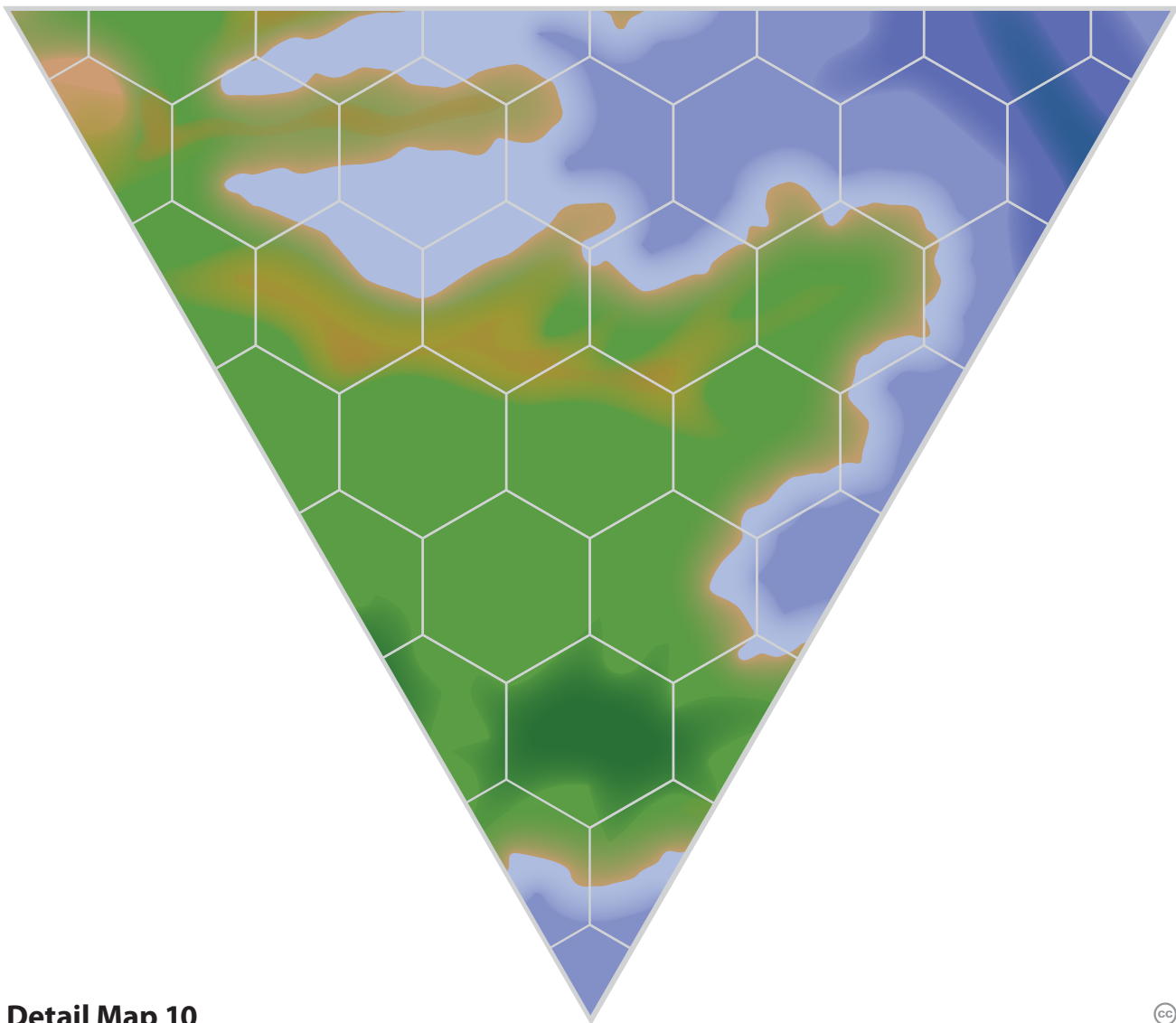


Detail Map 8



Detail Map 9

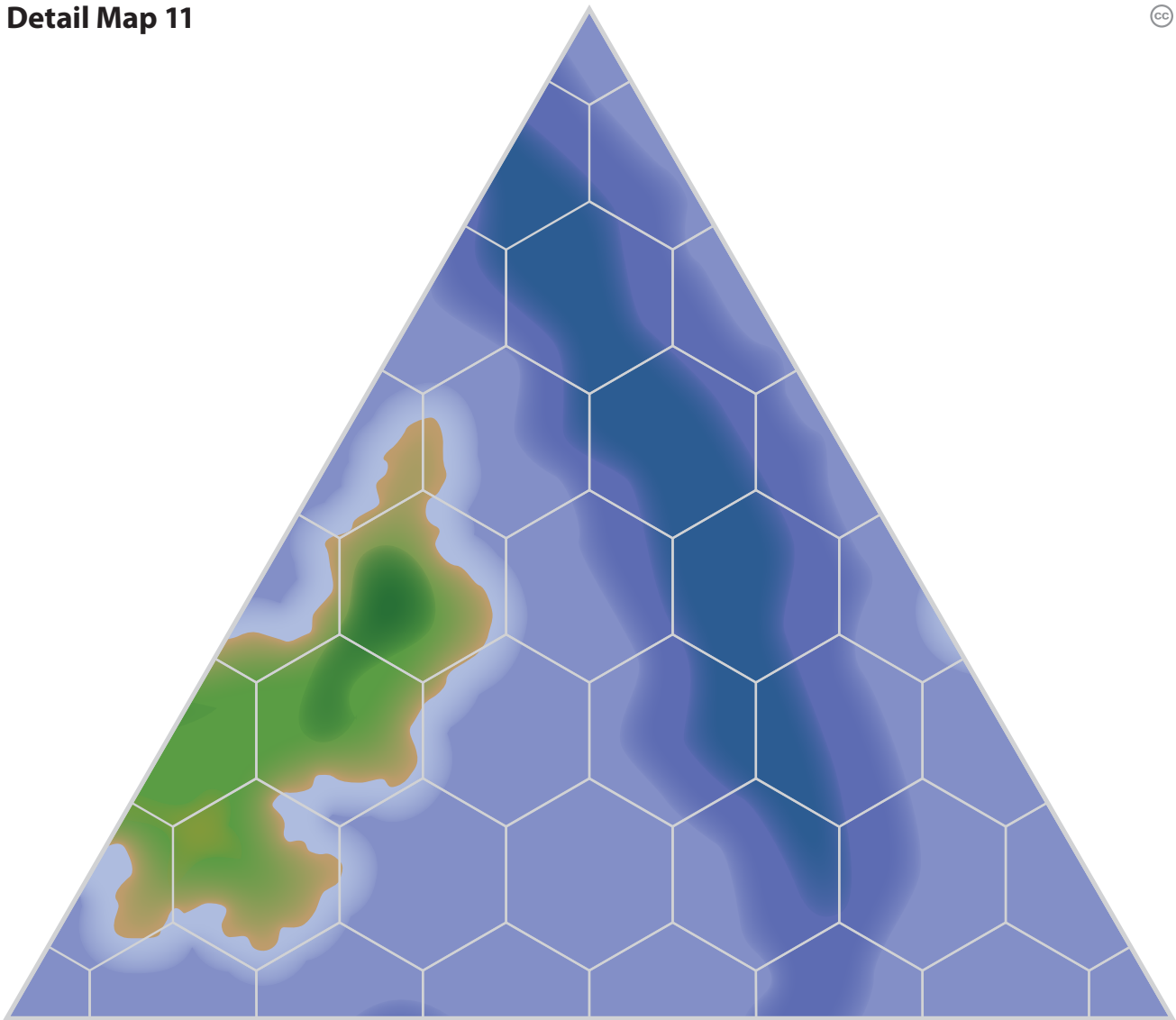


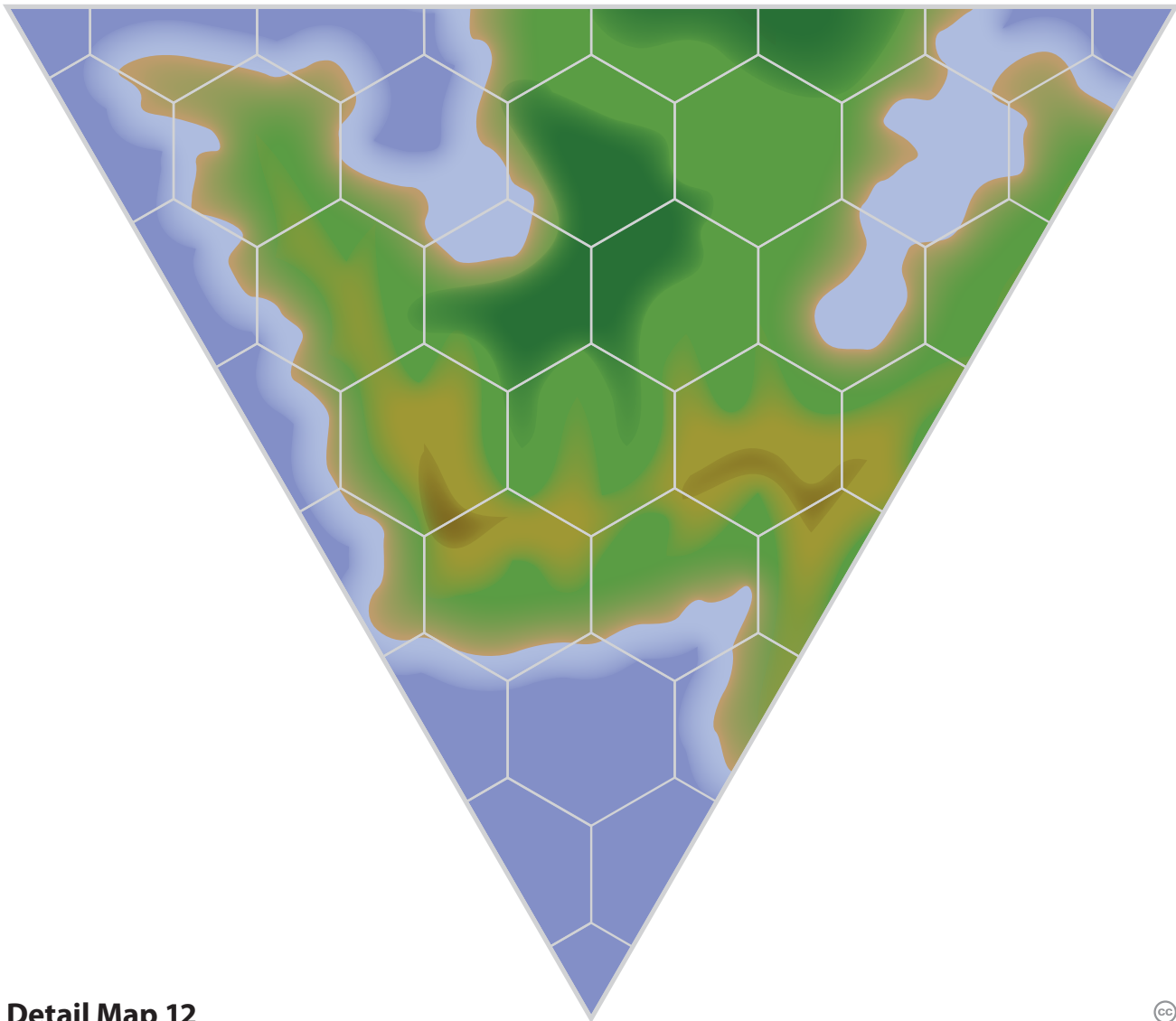


Detail Map 10



Detail Map 11

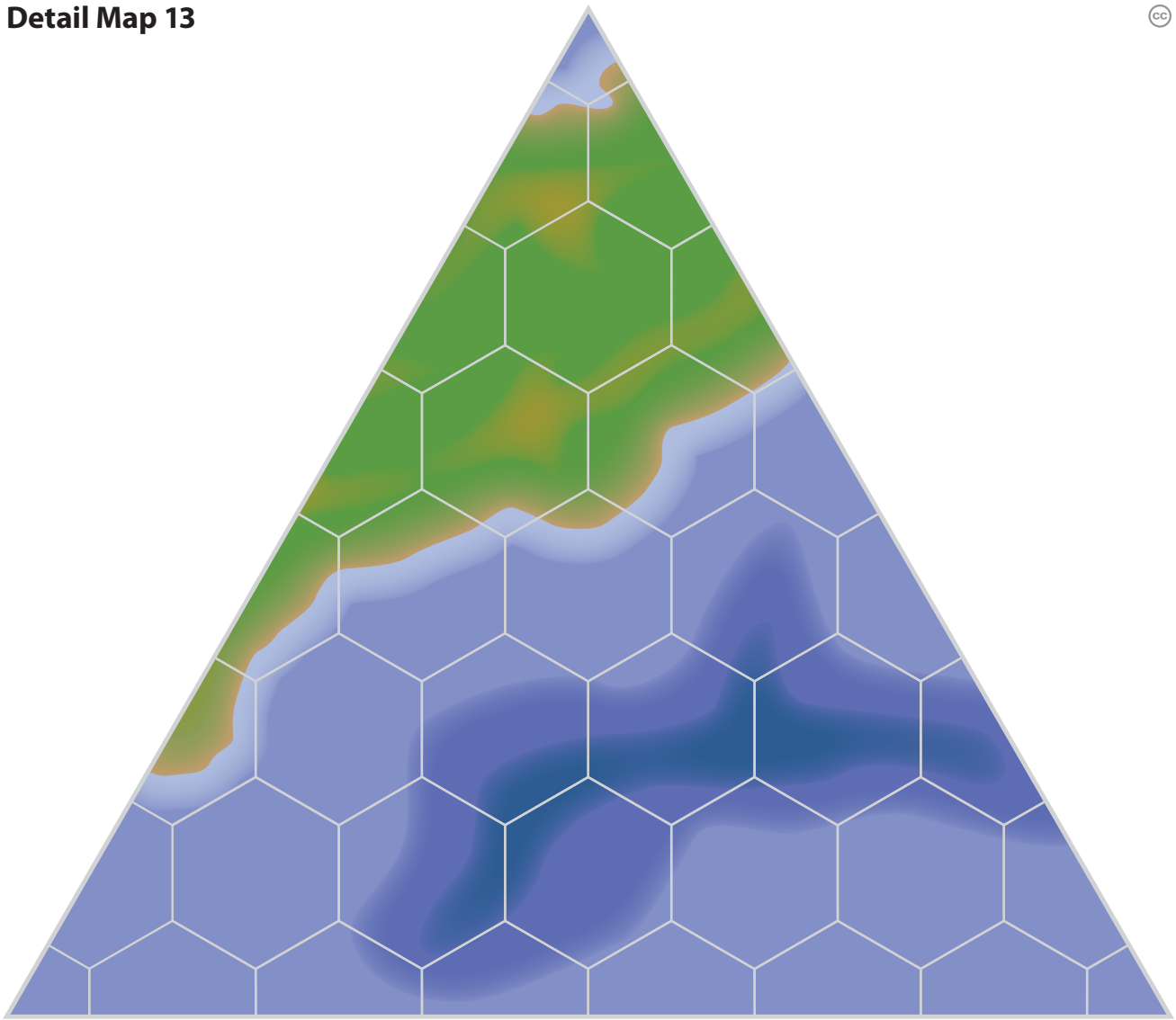


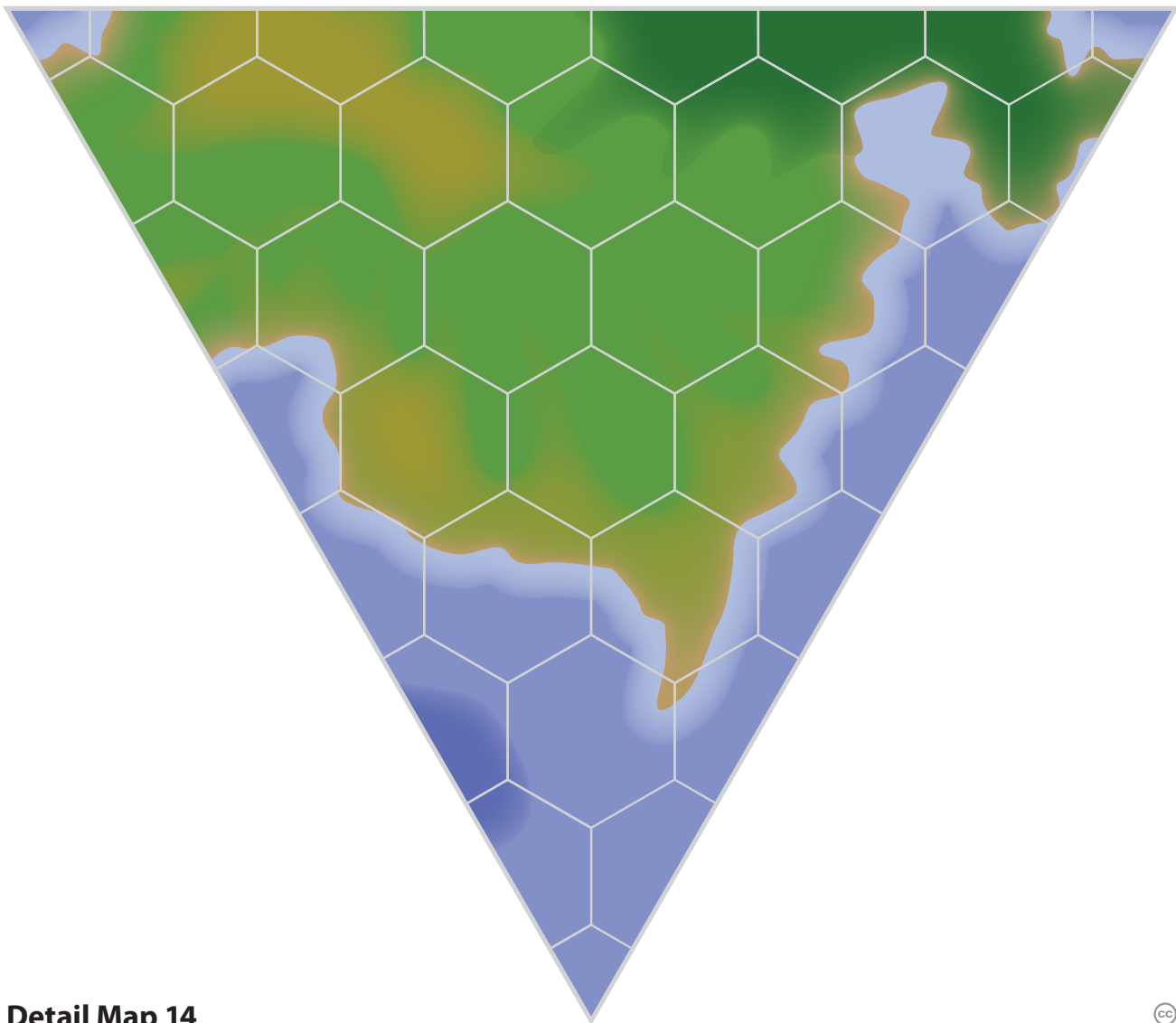


Detail Map 12



Detail Map 13

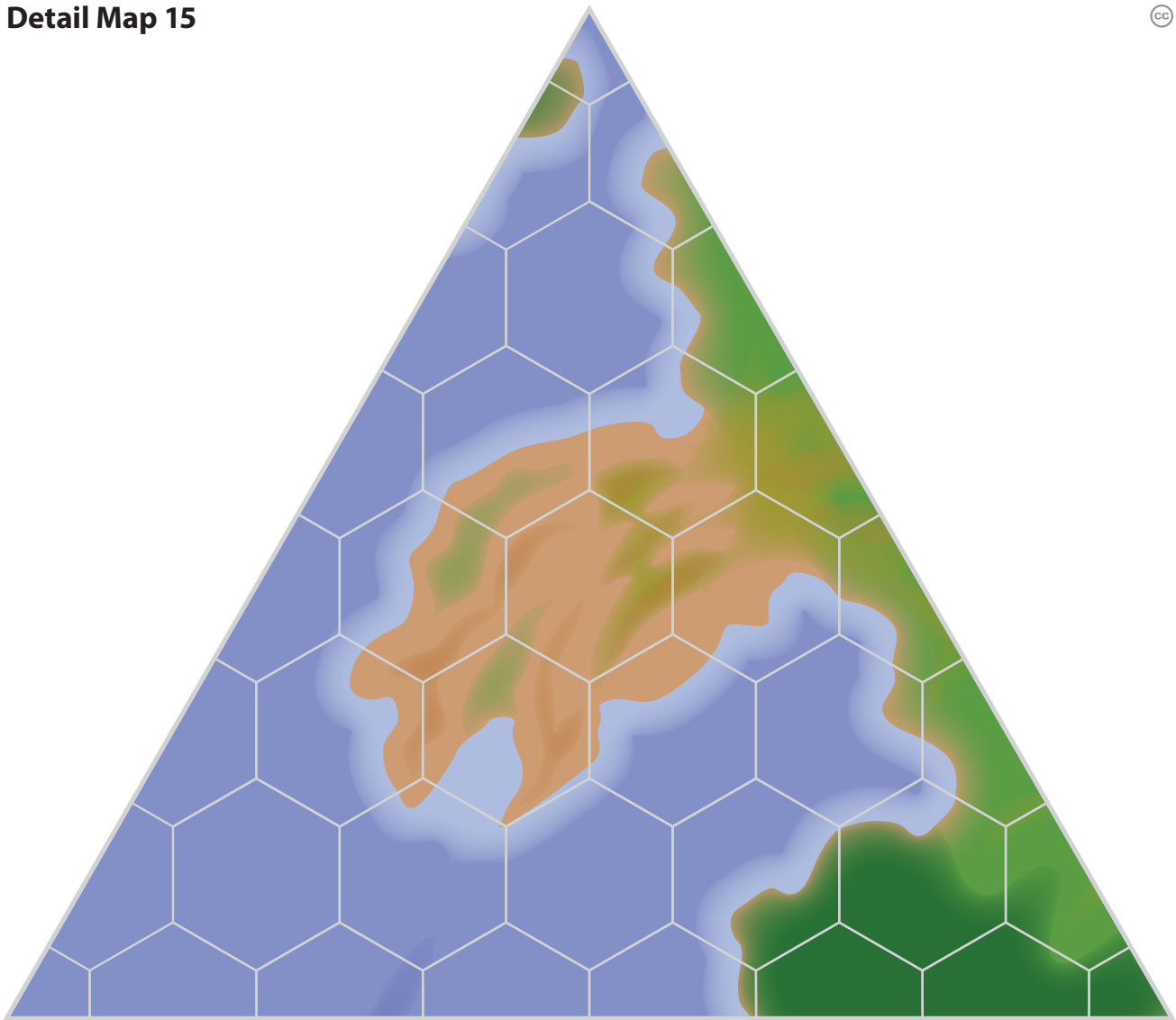


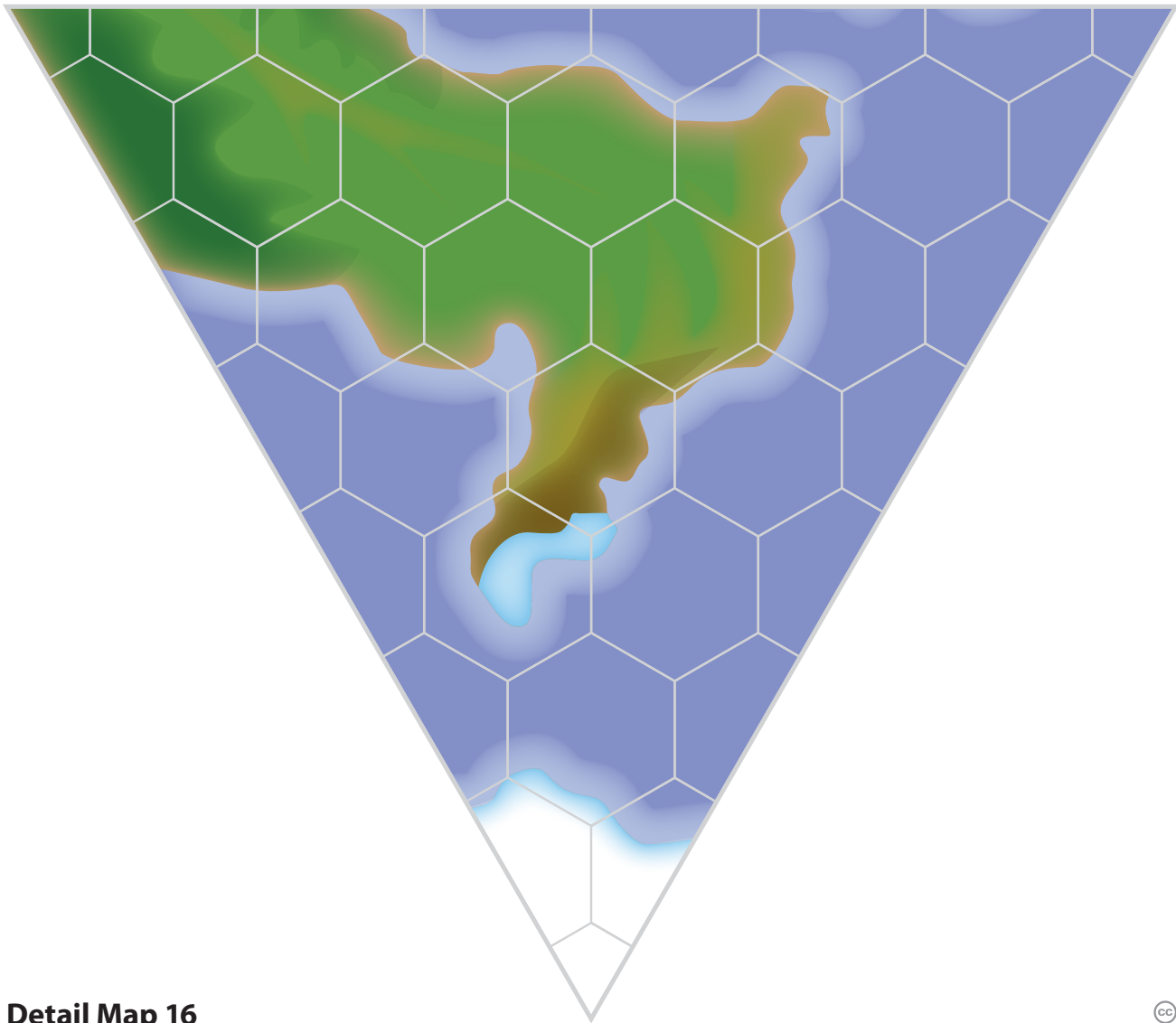


Detail Map 14



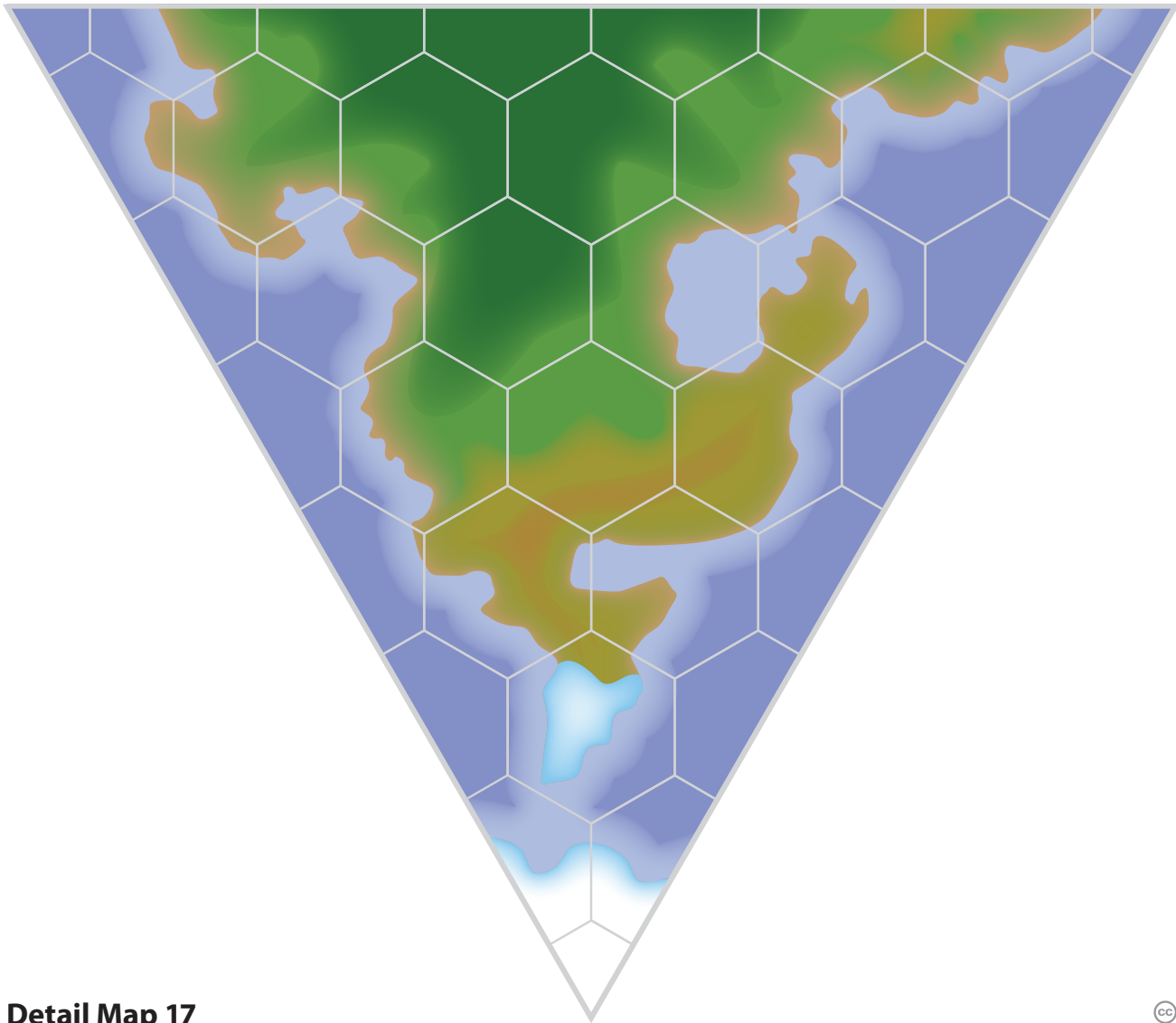
Detail Map 15





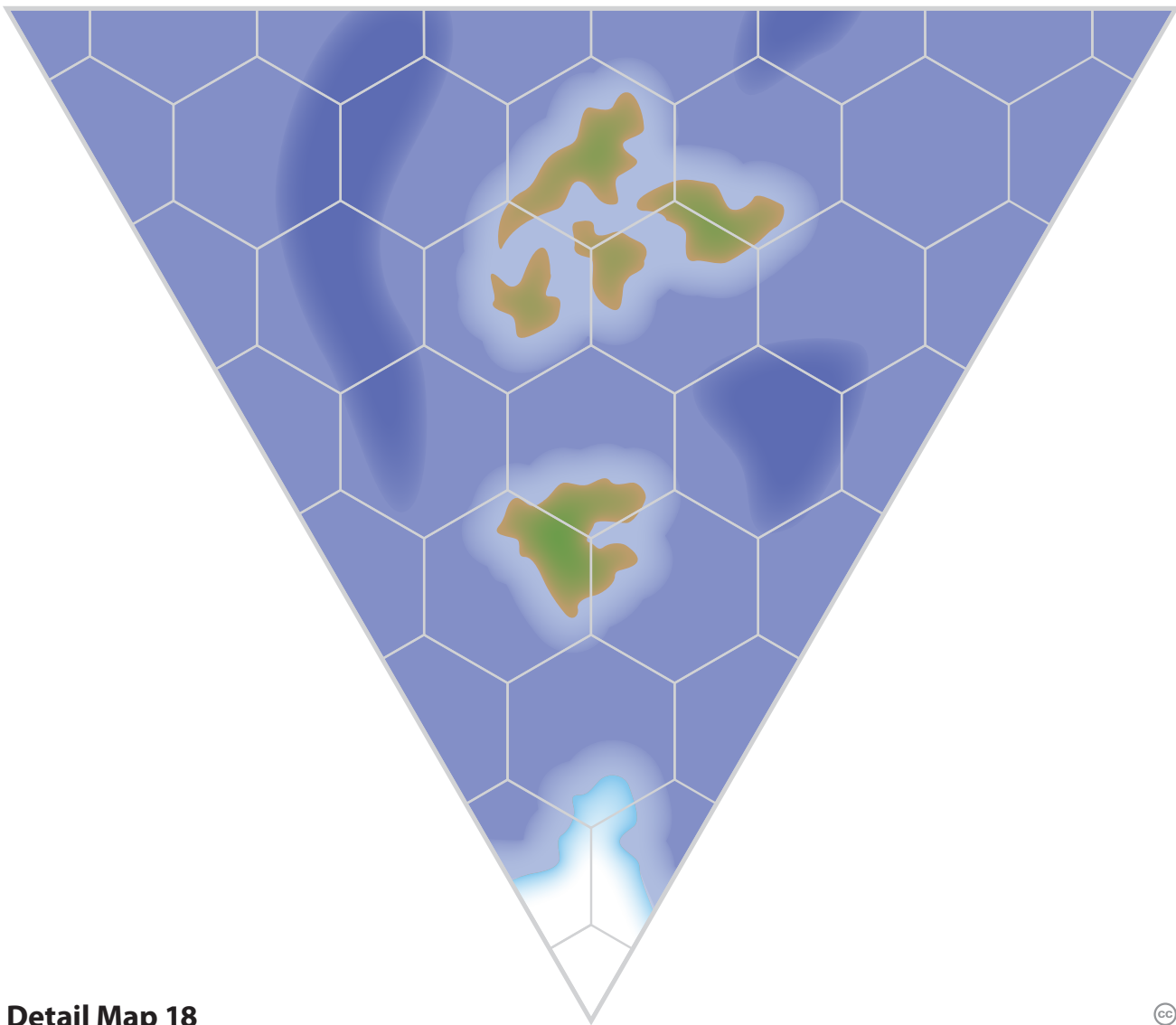
Detail Map 16





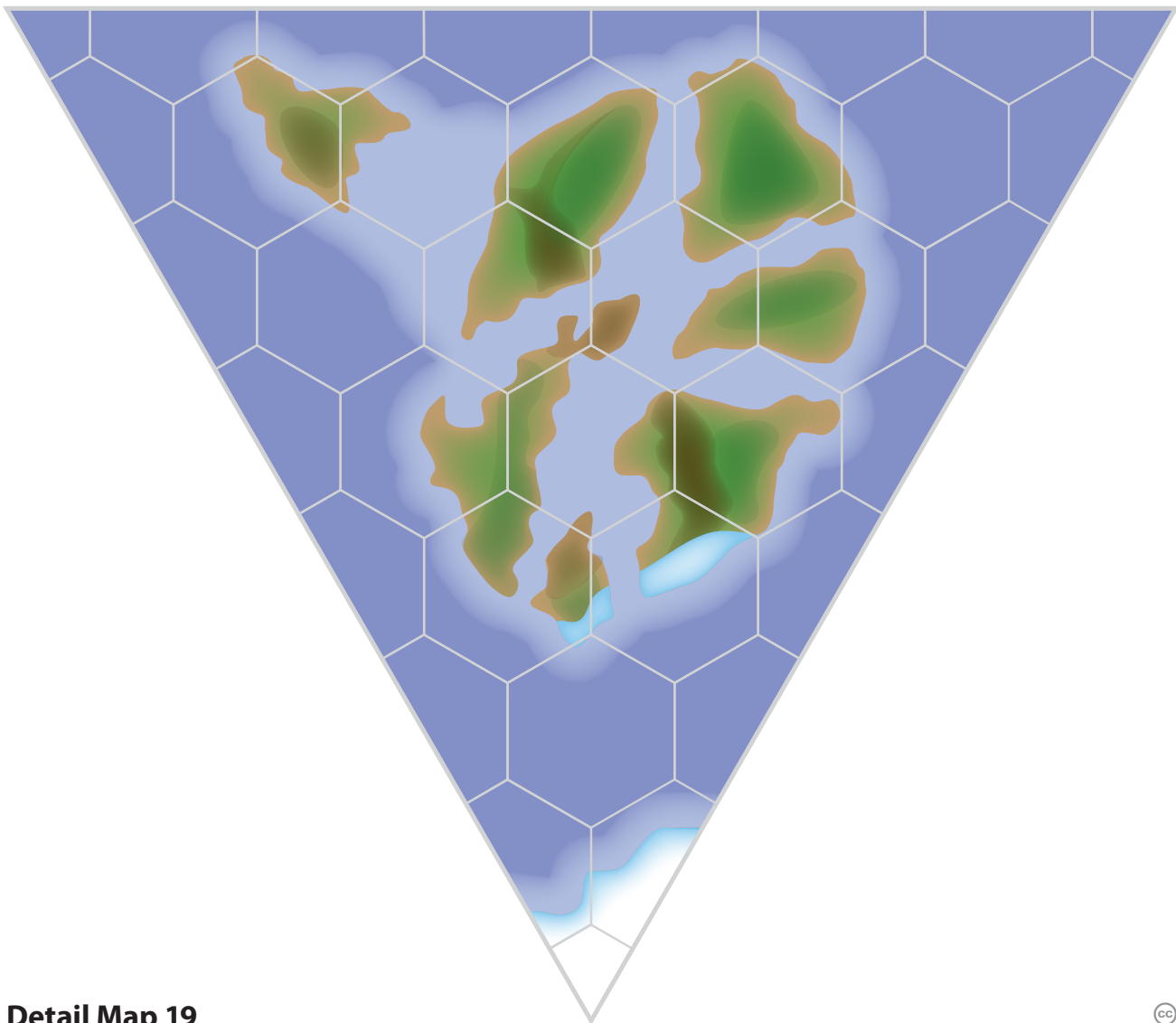
Detail Map 17





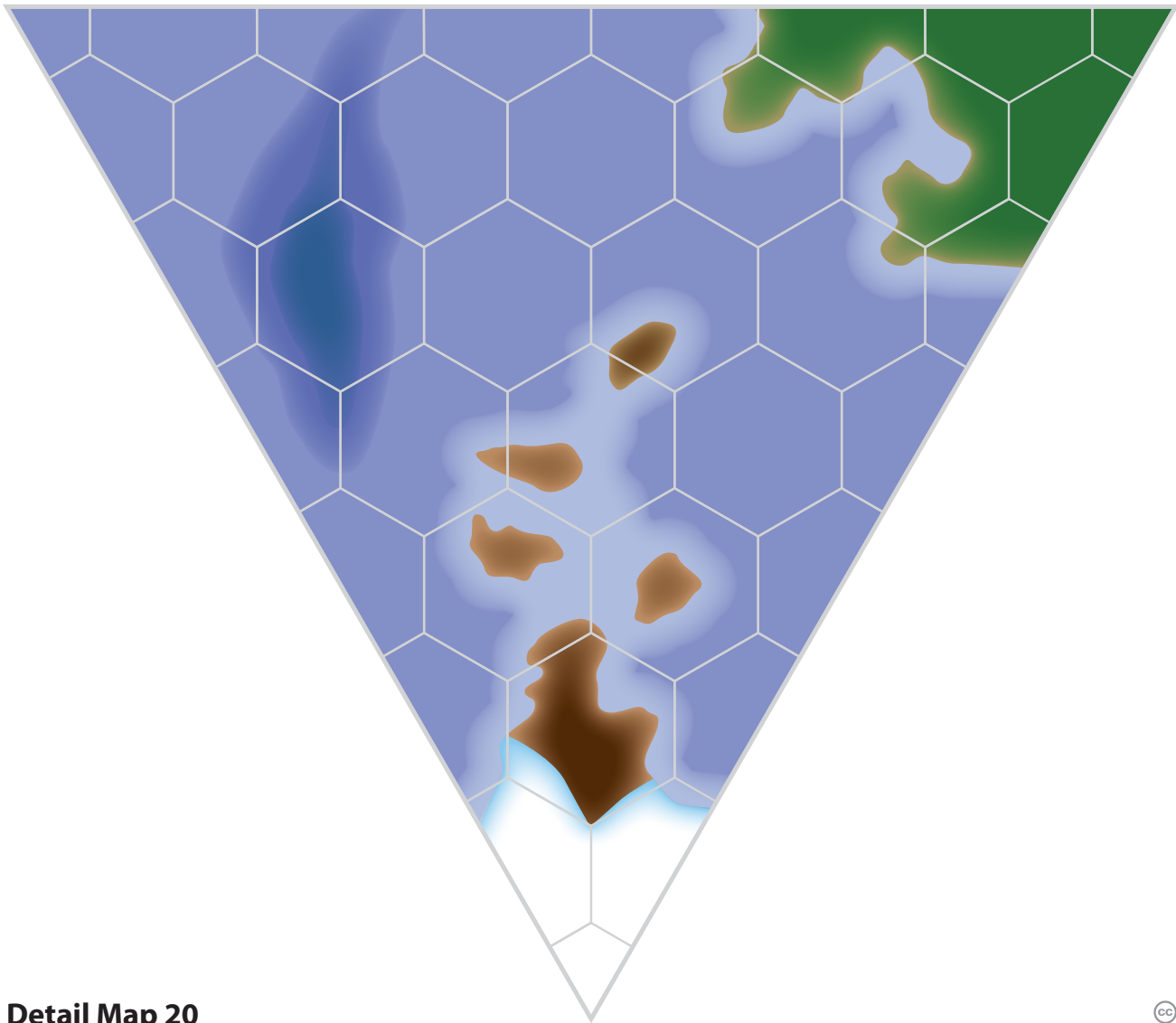
Detail Map 18





Detail Map 19

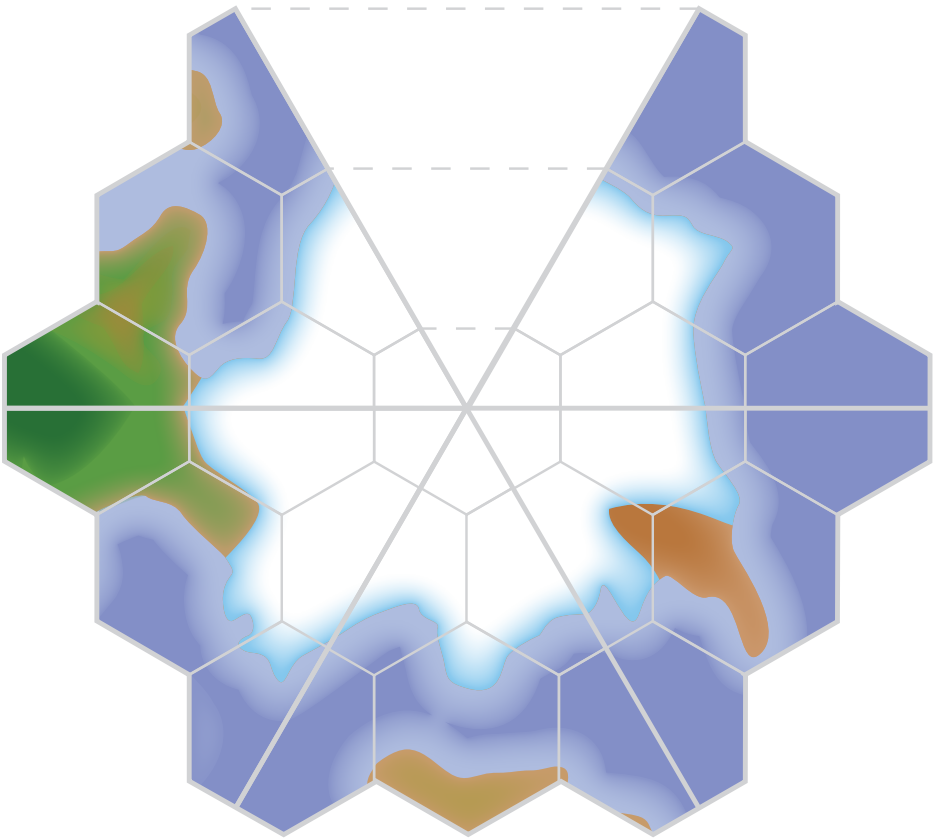




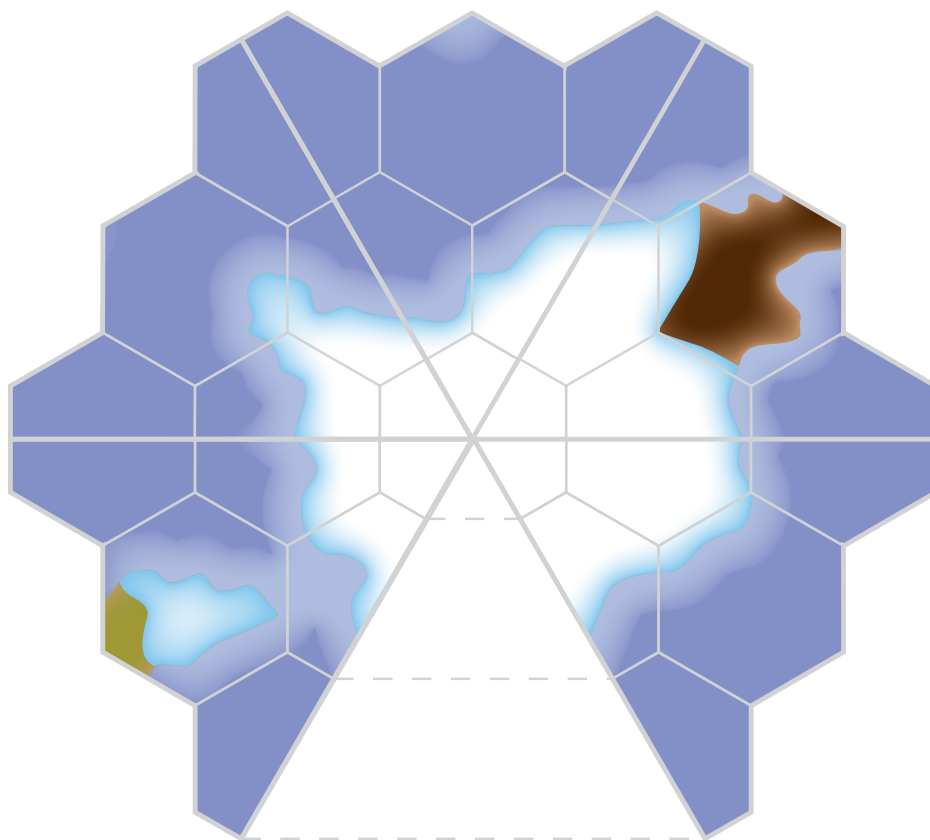
Detail Map 20



Detail Map 21



Detail Map 22



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I chose to release this work in this way so you can adjust it to suit the needs of you and your friends, and so you can create your own characters and stories based on this game and still own them yourself—which is as it should be. I do ask that you give me credit when you make something based on this work (preferably by linking to www.TenThousandWorlds.org) and I ask that you not try to make any money off of it.

This should go without saying, but this work is a supplement to a *game*, **Ten Thousand Worlds**, and is meant to make a rainy afternoon more enjoyable for you and a few friends. This game requires you to use your imagination. If you have trouble telling the difference between fantasy and reality, then this game is not for you.