

# Movement

## Of Dark Mirrors and Crystal Ships



### Dark Mirrors (*Asita Darpana*)

Price: M5 \ Wo(+7)(100)

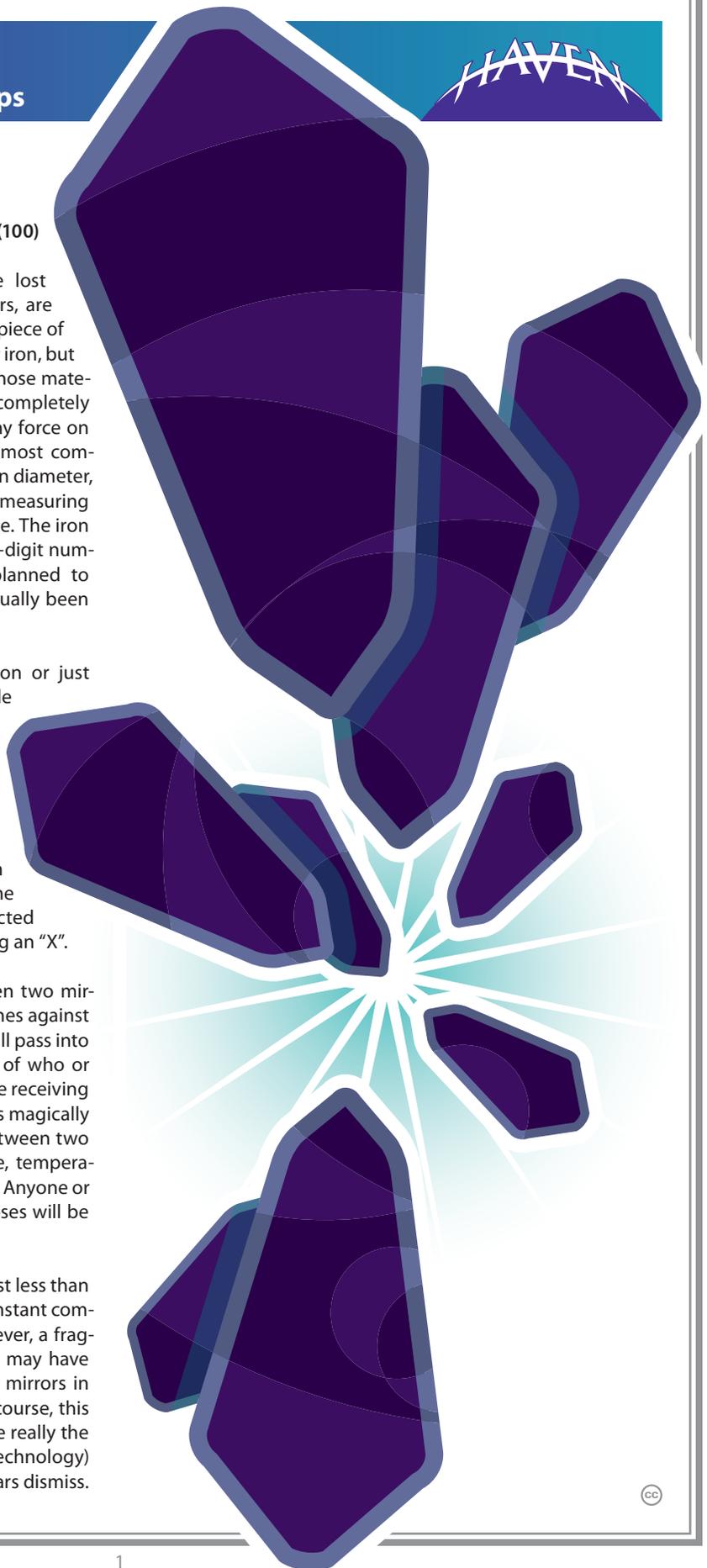
- Material: M4 \ Wo(+7)(100)
- Communications/Teleportation: M5 \ Wo(+7)(100)

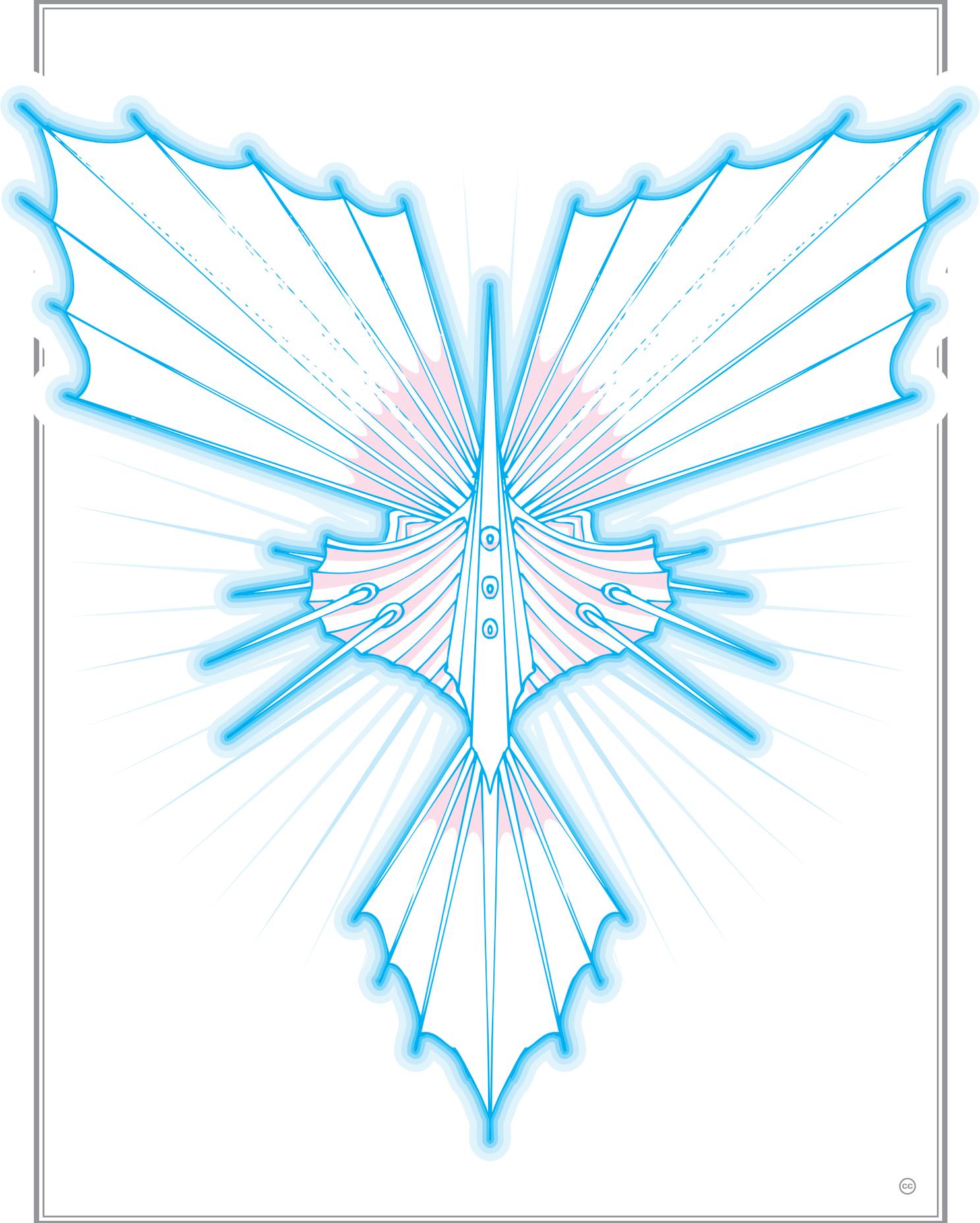
Perhaps the greatest surviving artifacts of the lost Raksha culture, the *Asita Darpana*, or Dark Mirrors, are treasures beyond price. Each one appears to be a piece of hexagonal obsidian framed and backed by meteor iron, but the powerful magic permeating and reinforcing those materials may have transmuted these mirrors into completely different forms of matter. It is unclear whether any force on Haven could destroy or even damage one. The most commonly discovered mirrors are roughly 30 cm (1 ft) in diameter, but larger, elongated versions have been found measuring roughly 2 to 2.5 m (6.5 to 8 ft) tall by 1 m (3 ft) wide. The iron back of each mirror is stamped with a unique ten-digit number, suggesting that the Rakshasa had once planned to produce 100,000 such devices. Very few have actually been found, and even less are in circulation.

The mirrors are controlled by tracing symbols on or just above their surfaces, with just a finger/toe/tentacle or with an entire flattened hand/wing-tip/flipper. Tracing the number of another mirror on the surface of one's own mirror opens a connection between the two, allowing people looking into one mirror to see and hear the world beyond the other mirror. A connection cannot be established without knowing another mirror's number, nor can it be established with a mirror that is already in the middle of a "call". A pair of mirrors can stay connected indefinitely. "Hanging up" is done by simply tracing an "X".

Something few mirror owners realize is that when two mirrors are connected, if someone or something pushes against the surface of one mirror with **Common** force, it will pass into that mirror and come out of the other. The size of who or what can pass through is limited by the frame of the receiving mirror. When anything passes through, the mirrors magically compensate for the shock of instantly moving between two places with potentially very different air pressure, temperature, and rotational speed on the surface of Haven. Anyone or anything caught in mid-passage when a "call" closes will be shoved back through their originating mirror.

The effective range of the mirrors appears to be just less than one light-second, which is more than enough for instant communication to anywhere on Haven. There is however, a fragment of a Rakshasa bas relief that suggests they may have once planned to somehow hang several pairs of mirrors in the sky, in a relay between Haven and Ghost. Of course, this carving also seems to imply that all the mirrors are really the same mirror, or (in the manner of much Rakshasa technology) the same *creature*, which is something most scholars dismiss.





**Crystal Ships (*Cathlong Criostalaithe*)**Price: **M2 \ Gr(+2)(15)****Structural Subsystem**Price: **M2 \ Gr(+2)(15)**

- Material: **M2 \ Gr(+2)(15)**, enchanted quartz crystal
- Seats: 1 uncovered (pilot), plus 30 covered
- Agility Boost: **Fa(+6)(60)**
- Capacity: **Gd(+1)(10)**, 2 tonnes (2 tons)
- Self-Sufficiency: **Ex(+4)(30)**, 30 days, air only
- Self-Repair: **Ex(+4)(30)**

**Defensive Subsystem**Price: **Wo(+7)(100)**

- Protection from Heat: **Ex(+4)(30)**
- Protection from Cold: **Ex(+4)(30)**
- Protection from the Unworthy: **Ex(+4)(30)**  
Can only be operated by a Sidhe with the Magic power.
- Protection from Energy Attacks: **Ph(+5)(40)**
- Protection from Magical Attacks: **Fa(+6)(60)**

**Power/Propulsion Subsystem**Price: **Fa(+6)(60)**

- Power Source: **Ex(+4)(30)**, 30 days
- Speed - Air & Water: **Fa(+6)(60)**, 720 kph (450 mph)

**Sensors Subsystem**Price: **Ex(+4)(30)**

- Telescope: **Ex(+4)(30)**, x300
- Compass, Sextant, & Navigation Charts

The great flying Crystal Ships of the Sidhe were designed to be strong, to be fast, and to endure all manner of adverse conditions, but despite their honorable showing in the First War of the Falling Stars, they were never meant for combat. The ships were literally grown by encouraging a quartz crystal to form around a *Croi Na Tine* (Heart of Fire) power plant and then rapidly expand into the shape of a ship. Each Crystal Ship is a unique work of art.

The entire surface of a ship is one big solar collector. For every hour of direct sunlight it absorbs, a ship can function for an entire day. When powered up, a Crystal Ship can repair its own crystal matrix and project a protective magical sphere that protects passengers from extreme temperatures, several forms of attack, and even provides them with fresh, breathable air. If deprived of solar power for too long, a ship will power down, turning off its protective magical sphere. It is unknown how long after that it takes for the Heart of Fire to fail. A Crystal ship once feared lost in the First War of the Falling Stars, the *Neamhchriochnaithé Dan* (Unfinished Poem), was recovered just months before the most recent war, left exposed to sunlight, and came back into service just in time to help defend Haven.

Crystal Ships can travel in the air, on water, and thanks to their magical sphere, even underwater, adjusting their unusual fin-sails into the optimum configuration for maneuvering in different mediums. A ship can even adjust its fin-sails and spines for landing on dry land. Every function on a ship is controlled mentally by one pilot from a special seat on the open-air bridge. If a non-Sidhe with no magical power sits on that seat, nothing happens. When a Sidhe with the Magic power uses it, she is embraced by crystal bands and can command the Crystal Ship with but a thought.

With the possible exception of its various graceful spines, a ship has no offensive weapons. The Sidhe designed the Crystal Ships on the assumption that if needed, they could carry powerful Sidhe, who were themselves living weapons.

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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](http://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.