

# Movement

## Of Dark Mirrors and Crystal Ships

### Dark Mirrors (Asita Darpana)

Resource Cost: **M5 \ Wo(+7)(100)**

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

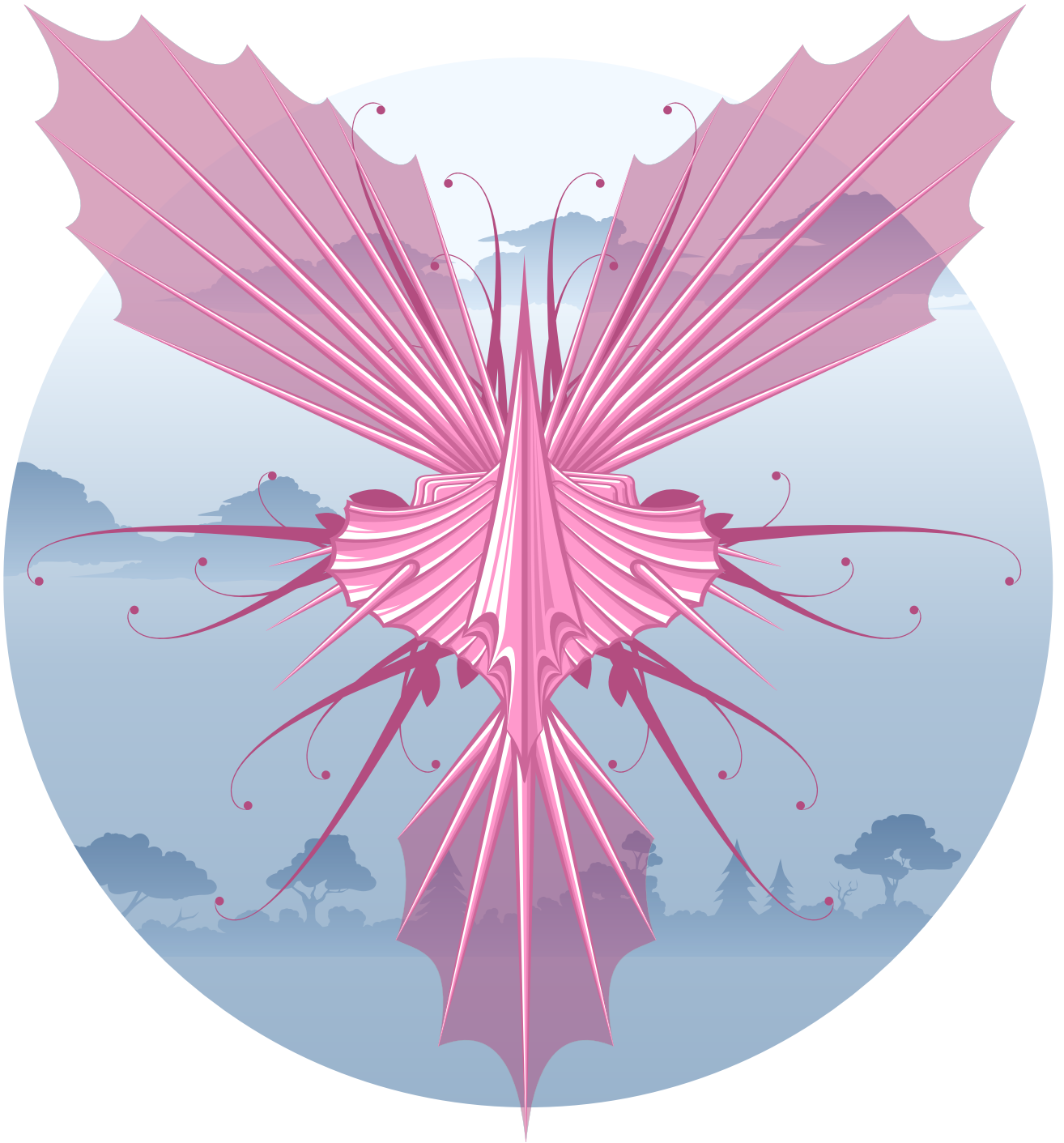
Perhaps the greatest surviving artifacts of the lost Raksha culture, the *Asita Darpana*, or Dark Mirrors, are treasures beyond price. Each one appears to be a piece of hexagonal obsidian framed and backed by Ferrum Astreus (iron from fallen stars), but the powerful magics permeating and reinforcing those materials may have transmuted the mirrors into completely different forms of matter. It is unclear whether any force on the world of Haven can 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 back of each mirror is stamped with a unique ten-digit Rakshasa number, suggesting that this species had once contemplated producing ten billion such devices. Very few have ever been found, and even less are in circulation.

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

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 though is limited by the frame of the receiving mirror. When anything passes through, both mirrors magically compensate for the shock of instantly moving between two places with potentially different air pressure, temperature, and planetary rotational speed. Anyone or anything caught in mid-passage when a "call" closes will be shoved back through the originating mirror.

The effective range of these mirrors appears to be just less than one light-second, which is more than enough for instant communication to anywhere on Haven. There is a fragment of Rakshasa bas relief which suggests they once planned to hang several mirrors in the sky, in some sort of network between the worlds of Haven and Ghost. This carving also seems to imply that all these mirrors might really be the same mirror, or in the manner of much Rakshasa technology, the same creature.





©

**Crystal Ships (Cathlong Criostalaithe)**Resource Cost: **M2 \ Gr(+2)(15)****Structural Subsystem**Resource Cost: **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**Resource Cost: **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**Resource Cost: **Fa(+6)(60)**

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

**Sensors**Resource Cost: **Ex(+4)(30)**

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

The great flying Crystal Ships of the Sidhe, the *Cathlong Criostalaithe*, are 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. To begin building one of these vessels, a *Croi Na Tine* (Heart of Fire) power plant is placed within a quartz crystal matrix, then that enchanted matrix is encouraged to grow into the shape of a ship. Each one is a unique work of art.

The entire surface of a Crystal Ship is one big solar collector. For every hour of direct sunlight it absorbs, the vessel can function for an entire day. When powered up, a ship can repair its own crystal matrix and project a protective magical sphere that shields 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 vessel 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. The *Neamhchriochnaithe Dan* (Unfinished Poem), a Crystal Ship once feared lost to the Dragonfall, was recovered over a thousand years later, left exposed to sunlight, and it came back into service just in time to help defend Haven once again.

Crystal Ships can travel in the air, on water, and thanks to their magical sphere, even underwater, adjusting their fin-sails into the optimum configuration for maneuvering in different mediums. These vessels can even use their spines as supports for stopping on dry land. Every function on a ship is controlled mentally by one pilot from a special seat on its open-air bridge. When a Sidhe with the Magic power sits there, she gets firmly strapped into place by delicate-looking crystalline vines, and can then command the Crystal Ship by thought. If anyone else tries sitting in that seat, nothing happens. An experienced pilot who's logged long hours on a single ship can sometimes convince it to create a crown, torc, or armband of crystal vines for him, a tool that permits that pilot to control the vessel even when he's not sitting in the chair —and sometimes when he's not even on the ship.

With the possible exception of its various graceful spines, a Crystal Ship has no offensive weapons. They were designed on the assumption that if necessary, these vessels would carry powerful Sidhe, who would themselves be living weapons.

## Creative Commons License

### Attribution - NonCommercial - ShareAlike



This work is released under a Creative Commons Attribution–NonCommercial–ShareAlike 4.0 International License by **Rodolfo Arredondo, 2022**.

To view a copy of this license, visit

<http://creativecommons.org/licenses/by-nc-sa/4.0/>

or send a letter to

Creative Commons  
171 Second St, Suite 300  
San Francisco, California 94105  
USA

I chose to release this work in this manner so you could adjust it to suit your needs, and so you could create your own characters and stories based on this work and still own them yourself —which is as it should be. I do ask that you give me credit for this work by linking to **www.TenThousandWorlds.org**.

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