

## THE BASICS

The Godstones were placed in areas where the fabric of reality was already kind of thin, making it easier to move across the planes. Godstones act as a kind of safety valve, deliberately weakening spacetime in their immediate area in a controlled fashion, and strengthening spacetime in the general area. Hence, you don't find Barasi points near a Godstone; any that might have existed have been reinforced out of existence.

This adds a side-effect of Godstones that would have appealed to the Earthmasters; they actually make the area safer for others. More detail on the creators of the Godstones can wait until later in the game, so it's not a priority to me right now.

As for the Godstones themselves, I see them as psionic-based quantum computers, loosely networked, with a pretty high-grade AI (artificial intelligence) and some severe programming restrictions. The pseudostone of the Godstones themselves is only a portion of the system; the Godstone chambers are ALWAYS pseudostone as well, and I think that the entire chamber is an integral part of the device. With absolutely everything about the Godstones not only solid-state but quantum-based, their extraordinary longevity is easier to understand – nothing mechanical to break down, just shifts in energy state. Besides, they really need to be able to operate with quantum-level effects in order to transmit living creatures with intact memories correctly. (Try to define memory in terms of biochemical states.)

Moving solid material at the quantum level requires a serious amount of energy; a huge amount would be generated by turning matter into energy, and most of it would be recovered by turning the energy back into matter. Still, there is always some waste, and always a need for energy for the Godstone itself.

Not all Earthmaster structures are out in the open, though. Azadmere and Kiraz are deep in mountains, Tesien is sunk in a marsh, the Cherafir Godstone has the Guild of Arcane Lore headquarters built right over it, and the Ridow Godstone is 20 fathoms underwater.

But it seems to me that other Earthmaster structures should be able to transmit energy through their network to balance this out. Any site with extra stored power can send it through the network to one that is running low, without requiring that the Godstone be opened for active use. And by the way, I'd include all the portable Earthmaster artifacts in the power distribution network, as well.

All the Earthmaster sites look different, and this causes a great deal of head-scratching among the scholars. They're trying too hard. The names by which we know the Earthmaster sites are RECENT. Remember, the owners called them something else. If you say "Cherafir" and have been there, you have a mental image of the place and the Godstone can sense that. If you've never been there and have no idea what it looks like, the Godstone will search its' memory banks for records of other users with similar requests and try to match THEIR images with the unrecognized sounds/mental pictures you made. So, it's a whole heck of a lot easier for the Godstone to identify where you want to go if each one has a unique appearance.

The Godstone chambers themselves have some similarities, but that's only part of the visualization. The Earthmasters selected architectural styles for their sites based on their travels and the other cultures they had visited (and the personal preferences of the architect, of course --). Pesino was developed after a highly successful visit to the Maya. Elkall-Anuz was built after a group of Earthmasters visited classical Greece, etc.

Of course, the timelines don't match up, but there's two answers to that: first, who's to say they visited OUR Earth? (That's MY preferred answer...) And second, we already know from the published canon that the Godstones have a limited time travel capacity; check out the malfunctions in the Godstone article from HårnLore. (I don't care for the malfunction table myself, but it's canon and introduces time travel as a prospect.) Maybe under direct Earthmaster control the capacity isn't so limited...

Once a Godstone has an image of your selected destination, it begins a search of other Godstones. It has been described as a spiral search path, but that could also be a secondary search: first check the local memory bank for likely candidates, then check those candidates (in a spiral order of priority) to see if they still meet those criteria and gather environmental data. Once a match is established, then

## DISCLAIMER

*All this data is intended for use in my campaign, and as an attempt to build a consistent rationale for the way Godstones seem to operate. It is NOT intended in any way to impress my views on others, or their games. It IS my intent to maintain consistency with the published Hårn data on the subject. I have made no attempt to use rules-specific terminology; aside from the fact that I am not using HårnMaster rules, I want to keep this rationale as rules-neutral as the rest of the HårnWorld setting.*

*In this essay, I have not seen a need to delve into the history and "truth" of the Earthmasters, beyond agreeing that the published data shows them to be benign and concerned about their surroundings and fellow beings.*

*In the essay below, I have used some fairly technical terminology. The canon material supports the Earthmaster culture as psionic-based rather than technologically-based. Please understand that I am not trying to change that, but instead am using more familiar terminology as a metaphor for the psionic-based equivalents.*

## CREDITS

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the Godstone activates the portal, analyzes and destroys the user's material form and stores the energy pattern briefly.

During this slight delay, the Godstone re-analyzes the pattern to determine if it is suitable for the destination, according to the environmental data already received from the Godstone at the other end. This is also the point at which objects without an aura are separated from the remaining pattern. Think of the pattern buffers and scanning capabilities of the transporters on Star Trek. Any necessary changes are made, and the modified pattern is sent to the other Godstone for reassembly. A tell-me-ten-times protocol is used to verify that the pattern received matches the pattern sent; if there are any errors, including single-bit mismatches, the entire pattern is re-sent ten times. A surge of additional energy is also sent through a separate circuit through the network. This energy load is several times the estimated amount needed for reassembly.

Once there is tenfold agreement that the pattern is complete and valid, it is reassembled using energy from local stores, and the extra energy sent during the transfer. On any perceived error in reassembly, the stored pattern is consulted and corrections made. If for any reason, local processing power is insufficient, the pattern and request is handed off through the network to the master processing center. There, it is processed, reassembled as a virtual image for examination, checked with a tell-me-fifty-times protocol, and sent back to its point of origin.

Transmission patterns are stored at the sending end until memory requirements require them to be overwritten. At the receiving end, each pattern sent is checked against local memory to see if there are any stored fragments (like swords, metal armor, magic items and such). Any such fragments still intact in memory are reassembled along with the original pattern. Once reassembly is complete, the patterns are cleared from memory at the receiving end. Any excess energy is used first to top off energy reserves at the reassembly end; any remaining energy, and the occasional quanta of energy that cannot for some reason be processed, is sent to the network for disposal.

Of course, all the user knows is that he told the Godstone to send him somewhere, walked in and stepped out the other end with no perceptible delay.

Errors and the malfunction table given in the Godstone article (v2, page 6) are the result of gradual deterioration in the system and would disappear if the system were restored to its' original condition.

### BUT WHY BUILD THERE?

Why were Godstones constructed on particular sites? Because at the time, those sites offered something that interested the Earthmasters. Tesien was almost certainly an arable region that became marsh later. The strange properties of the Shava Forest would have attracted the Earthmasters VERY early. I believe that Ridow was a late addition, as a hidden refuge from their enemies, nicknamed the "Airmasters". But still – why there? I'm not sure that there's a reason to answer the question at this late date. (Except for Ridow; I plan for it to come into play later in my campaign.)

### AND WHAT ABOUT TELUMAR?

To me, Telumar is the key to the mystery. It broadcasts great beams of light at random moments, but ALWAYS when the Godstone at Telumar itself is used. It is strongly implied in the

canon that this occurs whenever ANY Godstone on Kethira is used. Timekeeping and records aren't accurate enough for the researchers to be able to be sure of this, but that's the way I'm going to use it. If you walk into the Godstone at the Court of Illusion in Shorkyne, there will be a light storm at Telumar.

Why? Unusable waste energy being radiated from the primary power system for the entire Kethiran network. It's the only one with a clear dome, the only one capable of collecting a wide range of EM frequencies – and who says the Godstones are powered off visible light?

Telumar would have been the second Earthmaster site built. Wherever they arrived, they would have built a master portal, and then located a collector/disposal site at some remote uninhabited area where they found nothing else of interest.

I am using the Court of Illusion at Imerova in Shorkyne as the original Earthmaster site on Kethira. With that massive structure (remember, it's a 500 yard cube of pseudostone), it's a natural as the primary information-processing center; that's a gigantic amount of volume for a quantum-based computer system. But then, when you are sending creatures to another spacetime plane entirely, you'd better have all the processing power you need right at hand. That would explain why that one site seems to be better at "long-range" journeys. And, the "illusions" are now explained as virtual images of travelers, being handled and checked by the master processors at Imeruva. All data on each Godstone transaction is fed to Imeruva in parallel, which acts as an oversight system.

In fact, my belief is that the individual Godstones cannot send people off Kethira. They can accept the request and run their searches for a matching destination as usual, but when they cannot find a match on Hârn, the transaction is transferred to Imerova. The master processor at the Imerova site checks within its' memory banks, and taps into a larger network of its' counterparts elsewhere to look for a matching pattern. Once (or if) a match is made, the pattern is sent from Imerova to the master processing center at the destination world, and then sent down from there to the final destination Godstone. This entire process is transparent (and usually completely unknown) to the end user.

After the Court of Illusion in Imerova, Telumar was built – so the energy 'debris' can be handled safely at a remote site, instead of being handled less efficiently through local facilities. Intended to operate as a "behind-the-scenes" location for the Godstone network, Telumar was also given far more extensive energy-collection resources than most other sites. Later, the other sites were built, as interesting places turned up and construction resources were available. It seems reasonable to me that the Earthmasters could change planes without the Godstones, but found using the Godstones to be easier and probably faster (and maybe safer). After all, you could walk ten miles to visit Uncle George, but wouldn't you rather drive?

And whoever said that all the Godstones do is send people or objects back and forth? Heck, in order to get a system sophisticated enough and self-aware enough to be able to modify people's bodies on the fly so they can survive at the other end, you've already had to build in a lot of sensing capacity. The Godstones have to know what's going on in their area in order to respond properly.

Just think, there sits millenia of data, just waiting for the owners to come along for their regular downloads and backups. Hmm... just waiting for some PC with a psychic sensitivity in the same range as the Earthmasters.

## POWER FOR THE GODSTONES

The Earthmasters provided means for their portals to gather operating power from renewable local supplies.

The prevalent one was solar power. Pseudostone always seems to be a neutral temperature; this is a fair match for the thermal characteristics of superconductors, and what better collector for solar energy? This broad-band absorption is not limited to the visible spectrum. Energy impinging on the collector gets transmitted from the outside of the chamber and the Earthmaster site to psionic-based storage systems.

A second power source was geothermal energy. A long slender (1ft diameter) spike of pseudostone extends beneath the Godstone chamber at many sites, typically a half-mile. Thermal differentials over the length of the spike generate electrical current. Simple pressure on the spike from its surroundings also generates power to some degree.

Considering how infrequently Godstones seem to be used, I think that their power reserves would be generally full. But tens of thousands of years have led to gradual deterioration.

## PSEUDOSTONE

One of the two defining characteristics of Earthmaster sites, it is defined in canon (Earthmasters 1) as ordinary stone enhanced by psionics. This enhancement has dramatically increased its strength in torsion, tension, and compression, rendering it nearly unbreakable. It has virtually no elasticity, however. If the enhancement fades over time, or if sufficient force is applied to violate the enhancement limits, the enhancement itself dissipates and the remaining material returns to normal stone.

A more difficult operation involved psychically joining two separate pieces together into one piece. For technical reasons, each portion was turned into pseudostone separately, and then the edges merged. This was only done where necessary; for many applications, fairly prosaic methods were used to build with separate pseudostone blocks. In far more applications, pseudostone was not needed at all, and ordinary construction materials were used instead. As of 720TR, only the pseudostone constructions remain intact.

The occasional portable Earthmaster artifact made of pseudostone is subject to precisely these limitations. Godstone sites, however, are a different matter. The pseudostone of the Godstone itself and the surrounding structures has been used as the matrix to contain the psychic constructs that run the system. One of the capabilities of these constructs is to renew the actual structure of the pseudostone that makes them up, restoring the enhancement as well as generating new material from one microsecond to the next at the point of stress, in a process akin to a continuously-operating transporter (or a Star Trek holodeck). As a result, the structure of a Godstone chamber is virtually impossible to damage, and even if damage were to occur, it would be instantly repaired before Kethiran technology could sense that damage had in fact occurred.

A dramatic example of pseudostone damage is at Telumar. Outlying tunnels were constructed of unbonded pseudostone blocks. When the landslide of 707TR struck, the force was not enough to destroy the enhancement of each individual block, but it was enough to dislodge them, effectively collapsing the tunnels.

Because pseudostone is so incredibly strong but difficult to manufacture, it was used as sparingly as possible. Columns and structures made of pseudostone generally would collapse if made of ordinary stone. This is evidenced by the collapse of one of the Houses of Gossamer at Pesino, in 412TR. The enhancement of the supporting columns deteriorated over time; when it dropped below a critical threshold, the material reverted to normal stone and was no longer able to support the massive structure above it. This is virtually canon (see the pseudostone section in Earthmasters 1).

Another ability of the self-repair systems is to convert impinging material into energy. Although rarely used, it was crucial in installing the systems, such as when sinking the geothermal spikes. Earthmaster sites with functional self-repair capabilities retain this function even today. The tremendous amount of energy gained ( $E=mc^2$ ) is sent to the power reserves. This is a last-ditch method of recharging the reserves. However, the process is limited to non-living things. If a bushel of earth is dumped on a pseudostone surface and absorbed, any living thing in it will NOT be absorbed. This extends from mice and moles down to earthworms and bacteria. They will remain on the surface, unharmed. It may be necessary to periodically clear away this layer of bacterial ooze in order to resume the absorption process. The process is silent and looks rather like setting a block of dry ice on a hot frying pan.

## GAZER'S WELL

Elkall-Anuz, Telumar, and Pesino all have liquid pools. Pesino has interior fountains, Telumar has one remaining pool of opaque orange watery stuff, and Elkall-Anuz has Gazer's Well. I believe that the pools at Elkall-Anuz and Pesino are just water sources, creating extremely pure water from a pre-programmed pattern as part of the landscaping. The fountains at Pesino are constantly moving water around; Gazer's Well seems calm and static, but a constant influx of fresh water is still needed because of evaporative losses. If water isn't constantly being added, the pool would have run bone dry millennia ago.

As for going the other way, I don't think it used to be possible. Built-in programmed safeties would have prevented trash, debris or visitors from going anywhere near a reassembly point. However, the safeties are now starting to break down. Now those patterns are being broken down without any way to sense/acquire a destination. All the trash, all those people, all the experiments, just gone. They didn't actually go anywhere, they just became stored energy patterns with no way to be reassembled. Eventually, the energy was simply absorbed into the power reserves.

## What happened to the safety systems?

Over the centuries, the Godstones AIs have gradually deteriorated. They're over 25,000 years old. The fact that they still work at all is an amazing testament to the Earthmaster's skills. But now the self-repair abilities are failing, the AIs can no longer repair the surrounding buildings enough to maintain the impression of total indestructibility, energy is no longer being transmitted through the network as efficiently as it once was, and so forth. In another few millennia, the network will stop working unless the Earthmasters come back and fix it, or someone else figures out how. Even in Lothrim's time, the malfunctioning safety systems allowed people to be transmitted the wrong way through Gazer's Well.



The recent landslide at Telumar has only made the problem worse. Telumar only has ONE pool left. There were 2 until the landslide. Without self-repair capabilities, the AI can neither clear away the hillside covering several of its' collectors, nor fix the crack in the second pool so it can be refilled. Without this high energy-capacity storage medium, Telumar cannot process energy as efficiently, cannot send enough energy to other sites, and the system runs down faster. Once the pseudostone fracture is repaired (no, gravel and mortar won't do), the self-repair systems can begin generating new fluid and the pool will begin to refill on its' own.

Once the network was up and running, the only Earthmasters that used the Godstone to Telumar were maintenance techs and hazardous materials teams.

Although it would be technically possible for the individual AIs to be sent new patterns from the archives at Imeruva (essentially over-writing the corrupted software from a remote site), this is not a point the Earthmasters ever programmed into the system. It was not thought necessary, since maintenance technicians could easily handle the task onsite with one of the portable terminals now called Andarin-Wysans. The possibility of the entire Kethiran network going for over 15,000 years without a visit from a maintenance tech was never considered...

## COMMUNICATING WITH GODSTONES

This would happen on two separate levels: the lower level of communication would be enough to get the Godstone's attention and use it. A much higher and more sophisticated level of communication would be necessary in order to access internal functions and attempt any kind of repair work.

Try this analogy: an average guy off the street can walk into an airline terminal and buy a ticket, get on the plane, and be flown to his destination. He's just a user. He might have a pretty good idea how the plane works and how the traffic control system operates, but no matter how he asks, he is NOT going to get behind the scenes and poke at the buttons in the cockpit, or up in the tower. And he certainly won't be allowed to pick up a wrench and tinker with the engines.

According to the Godstones article (version 2, page 5), if you look at humans as having an Aura of 3-18, then the Earthmasters had Aura scores of 13-28. A simple way, then, to keep "simple users" from accessing control functions is to limit it to people with particularly high Aura scores. Once the Godstones is contacted by someone that powerful, they still need access codes to gain entrance. Some control functions can be handled through mental contact; others required direct access to the primary control systems through the psychically-hidden secret door at each Earthmaster site – the one that "goes nowhere". I'll consider going into more detail on this in my own campaign once someone gets an Aura score in the mid-20s and finds some way to hack the AIs for access codes...

In my campaign, the psychic "noise" that Sindarin experience is due to their own high psychic sensitivity; they are picking up the jumbled noise thrown off by the AIs, similar to the background hum of Terran computer equipment. This noise is in a spectrum to which the Earthmasters were relatively insensitive, and so it didn't bother them.

## KNOWN SITES

Here's my personal take on the known sites, and their condition. Again, all information not cited as canon is to be considered as speculative in any campaign except my own. Also, I do NOT use the settings probability chart for Hârn and NW Lythian godstones, as given in the Godstones article (v2 page 6).

In some cases, canon does not specifically mention a Godstone at a given site. However, Godstones are "artifacts found at all Earthmaster sites" (HârnDex, entry "Godstones"). This is further supported in the Godstones article (v2, page 1, paragraph 3): "Many scholars define an Earthmaster site as one possessing a Godstone". I would extend this to include permanent sites built of pseudostone, which was intended as a base material for the advanced psychic-based automatons akin to advanced AIs. Think of it as a 3-D substrate for holographic circuit boards.

With that in mind, I am assuming the presence of a Godstone at all Earthmaster sites mentioned in canon.

### Anisha. Map location Hârn H5

**Canon:** Surface structure with extensive additions by later cultures. Protected by locals who regard the site as sacred. Historically important as the seat of an advanced early culture.

The AI is intact. With little active use, power levels have remained relatively high but maintaining routine internal functions has drained power significantly. Available power-absorption facilities will not be able to maintain power for many more centuries through the local pseudostone collectors.

Self-repair facilities are currently (720TR) limited to internal computer functions. It is no longer able to regenerate pseudostone and now relies on the pseudostone's remaining native strength. If the power network is not re-established, this site will deteriorate into normal stone and disappear in a few hundred years. Once the power network is re-established, Anisha will be restored to full normal function in about a decade.

### Azadmere. Map location Hârn L4.

**Canon:** Deep underground. Heavily guarded by crack troops. This Godstone is normally shut down. The existence of this Godstone is not common knowledge, and is often denied by the Khuzdul.

The AI is completely intact. Power has been conserved because the site is not only unused, but actively kept in standby-mode. No power-absorption capacity in the electromagnetic spectrum, but there is significant geothermal energy gained through the undiscovered pseudostone spike beneath the chamber.

Self-repair facilities are nearly intact. It is able to regenerate existing pseudostone, but not able to change existing designs and add material.

### Bejist. Map location Hârn K8

**Canon:** Surface structure. The surroundings are dangerous; a Navehan sect and an ancient Sindarin fortress are in the immediate vicinity.

The AI is largely intact. There has been some degradation due to the considerable psychic "noise" generated by the inhabitant(s) of the tower at Bejist. Power supplies are suffering because of the psychic interference, and deterioration of the solar collectors.

Self-repair facilities are beginning to suffer because of the long gradual deterioration, and the significant loss of standby power from Telumar since the landslide of 707. Internal functions can be regenerated. Regeneration of pseudostone is possible, but slow. Can be restored to normal function in about five years, merely by restoring the power network.

### **Cherafir. Map location Hân N10**

**Canon:** Beneath the Guild of Arcane Lore within the city itself. Access is restricted and the chamber is guarded.

The AI is only intact because frequent usage keeps power flowing through its' circuits. Power supplies marginal. No geothermal spike was provided because the site had been on the surface and able to draw all necessary power from the solar collection system. It is now covered, and no reasonable local power sources remain. It is dependent upon power from Telumar.

Self-repair facilities for regenerating pseudostone are reaching a critical limit. This site sees more investigations of pseudostone structural properties than any others, due to accessibility. Once the power network is restored, this site will be back to normal function in about seven years. If the network is NOT restored within the next three years, this site will no longer be able to regenerate pseudostone and may fail within the century.

### **Dinibor. Map location Shorkyne F6**

**Canon:** Underground site on the isle of Techel. The site name is actually the name of a nearby town, abandoned for 300 years.

The AI is generally intact. Power supplies are relatively low, but primary functions are largely maintained by power from the geothermal spike under the godstone platform. Degradation of this power system over time has left it unable to cope with the full power requirements of the site, so reserves are being slowly drained. Usage of this site is extremely infrequent, which has helped.

Self-repair facilities are just sufficient to regenerate pseudostone. Once the power network is restored, this site will be back to normal function in about six years. If the network is NOT restored within the next three years, this site will no longer be able to regenerate pseudostone and may fail within the century.

### **Elkall-Anuz. Map location Hân I6**

**Canon:** Historically important as the seat of Lothrim's empire. Surface structure with enclosed Godstone. Also includes the reflecting pool known as "Gazer's Well", possibly another portal with strange properties. Pool is outdoor, approx 75' x 130'.

For data on the pool, see above discussion.

The AI is intact. The considerable exposed pseudostone surface area is functioning well as a solar collector, and has gradually permitted the local energy collection system to recover from the loss of directed power formerly sent by Telumar. However, the programmed need to maintain the water level at Gazer's Well does represent a constant power drain.

Self-repair facilities are generally intact.

### **Gedan. Map location Hân J2**

**Canon:** Underground site, slightly more elaborate than a Godstone chamber. Nothing shows aboveground on a casual look. The actual site is occupied by an Ilviran sect.

The AI is mostly intact, but the redundant safeties are breaking down. Chance of malfunction is double normal. No remaining significant power absorption abilities; the site was aboveground when originally constructed and no redundant power collector was deemed necessary. Repair of the AI is necessary and can be handled by an Andarin-Wysan in about a week. Once the power network is restored, this site will be back to normal function in about two years.

### **Hedegu. Map location Shorkyne C0**

**Canon:** Marked on Shorkyne regional map as a point of interest. Mentioned as an Earthmaster site in Godstones v2.0 destination table. No entry in Shorkyne Index for this name.

The AI is only partially intact. Power is quite low. The site is underground, and the surface access collapsed millennia ago, so the site remains unknown to the locals.

Self-repair facilities are strained due to constant low-level stress on the structure by tectonic forces caused by deep vulcanism in the area. This ongoing use of the self-repair system has prevented the geothermal spike from restoring power reserves. Repair of the AI is necessary and can be handled by an Andarin-Wysan in about a month. Once the power network is restored, this site will be back to normal function in about ten years.

### **Hlejis. Map location Shorkyne K2**

**Canon:** A Gargun cave complex, mentioned as an Earthmaster site in Shorkyne Index, entry "Earthmasters". No mention in the Hlejis entry itself that it is an Earthmaster site.

The AI is intact. Power levels are running low due to extensive need for the self-repair facilities. The geothermal spike is unable to cope with the heavy power demands that pseudostone regeneration requires. If the power network is not restored, this site will be unable to regenerate pseudostone in about a decade and will thereafter fail in about a century.

Self-repair is a frequent operation because gargun keep trying to tunnel into the pseudostone.

Since little is apparently known about the site, I am placing it underground. Humans do not know of the site, and the gargun do not comprehend that humans might want to know about the strange stone wall deep in their hive.

### **Imeruva. Map location Shorkyne G8**

**Canon:** AKA "The Court of Illusions". A massive slab of pseudostone, 500 yards square at ground level and completely level. Actually a 500-yard cube with the upper surface a few inches above current ground level. Apparitions sometimes appear above the slab. Apparently a long-range Godstone. More difficult to attune to, set, reset, or read than most Godstones.

This is in fact the master Godstone on Kethira, and the original installation. It is indeed far harder to affect than other Godstones, since this was not originally intended for ongoing traffic. Rather, this was the beachhead, and was provided with extensive redundant hardened controls not considered necessary on later installations (Ridow is a special case.). After Telumar and other locations were built, Imeruva functioned as the traffic control center and data archive, a function that made it desirable that traffic take other routes for reasons of simple security. It maintains that function to the present

day, and is difficult to set as a destination unless the user has technician-level access.

See additional data in the essay above on Godstone operations.

The AI is completely intact, having been repeatedly overwritten by new copies from redundant archives. Power levels remain high because of the redundant power systems built into the site; it is not dependent upon Telumar because it was built first. The huge surface area provides significant solar collection, and the four geothermal spikes that each extend nearly a mile beneath the base of the cube each provide independent power supplies. Each spike would be able to maintain full operation for nearly a year if the reserves remained intact and the other collection systems were non-functional. The solar collector, working with the intact reserves, would be able to maintain full operation for about a half-year. If the underside of the site were divided into quarters, the center of that 250-yard square would be the terminus of a spike.

Self-repair facilities remain completely intact. In fact, Imeruva and Ridow are the ONLY Earthmaster sites on Kethira that are still operating at full capacity.

## Kiraz. Map location Hârn F4

**Canon:** Little beyond a Godstone chamber was constructed here. It is off the mineways, under the city. Kiraz came later; access from the to the rest of the city is strongly blocked.

The AI is intact and in good condition. With almost no usage in 7,000 years, the site has remained in long-term standby mode since before the Jarin came to Hârn, but power levels remains fairly low. Chances for attuning to Kiraz as a destination from elsewhere are half normal. Chances of opening the godstone at Kiraz as an exit point are normal, but any passage through that Godstone will severely drain local power for several weeks.

Self-repair facilities are intact, including the ability to regenerate pseudostone. No power-absorption capacity in the electromagnetic spectrum, but there is significant geothermal energy gained from the undiscovered pseudostone spike beneath the chamber. Power at this site is low because geothermal activity under Kiraz has dropped off in the last few thousand years, sharply reducing the energy available for collection.

The malfunctioning cube mentioned in Kiraz 14 will be restored to normal over the course of 8 months if Telumar is restored to normal operation. The other cubes are in fact operating normally.

## Kondasgel. Map location Ivinia L6

**Canon:** A Khuzan city in Ivinia. Lower reaches of the city are of Earthmaster construction.

Like the Azadmere and Kiraz sites, the Godstone at Kondasgel is consistently kept closed by the Khuzdul.

The AI is intact and in good condition. With almost no transport activity, the site has remained in long-term standby mode usage for 7,000 years. Power levels remains relatively high. Chances for attuning to Kondasgel as a destination from elsewhere are half normal because it is forced to stay on standby. Chances of opening the godstone at Kondasgel as an exit point are normal but any passage through that Godstone will severely drain local power for several weeks.

Self-repair facilities are intact, including the ability to regenerate pseudostone. No power-absorption capacity in the electromagnetic spectrum, but there is significant geothermal energy gained from the undiscovered pseudostone spike beneath the chamber.

## Korkorum. Map location Ivinia K5

**Canon:** Largely undeveloped site, mostly underground. Northern end of Korusylia Island in Lake Ujim. Mostly underground. Bandits live in the area.

The AI is largely intact. Some accumulative errors have developed and grown over the millennia; they are now considered "normal" by the AI, so re-installation of the AI itself is in order. This can be handled by an Andarin-Wysan in about six weeks.

The power collection system (a geothermal spike) is in fair condition. Power storage is heavily degraded, due to deterioration over time. Self-repair facilities in poor shape, but still able to regenerate pseudostone at a slow pace.

## Maruchom. Map location Ivinia F6

**Canon:** Aboveground site on the island of Maruchom, in the Kingdom of Lokis. Largely avoided because of a sinister reputation. Extensive Earthmaster remains. See additional data in Menglana: Lokis.

The AI is generally intact, but psychic "leakage" (the equivalent of a computer with an abnormally loud background hum) rapidly induces gradual hallucinations in anyone inside the site. This malfunction can be repaired by an Andarin-Wysan in about three weeks. Solar power collection acceptable, but storage capacity is heavily degraded.

Self-repair facilities severely degraded for several thousand years. Unable to regenerate pseudostone and will fail within the century if the power network is not restored within the next decade.

## Nimeliant. Map location Ivinia A8

**Canon:** A silent whirlpool, shrouded in white mist; it forms once per tenday in the same spot in the Sea of Ivae. It is 500 meters across, lasts from mid-morning to mid-afternoon, and functions as a giant Godstone.

A mass-cargo site, originally used for transporting Earthmaster transport vessels and established well after the site at Imeruva. This is not a part of the normal Godstone network and is not available as a Godstone destination. Mass is not a factor, but the site is unable to transport items bigger than 100 meters in any dimension. On the ocean bottom, a kilometer deep under the center of the whirlpool, lies an extensive Earthmaster installation. This technology, developed late in the Earthmaster expansionist period, permits generating a gateway similar to a Godstone at a remote site rather than at a pseudostone surface. All material sent into Nimeliant – including ocean water – is sent through to the master controller at Imeruva, from which it is transported to its' pre-programmed destination, an identical site on the Blessed Realm. Nimeliant is less dependent upon a connection to Telumar than other Earthmaster sites. Instead, it dissipates most of its' waste energy as low-level heat, spread over several cubic miles of ocean.

The whirlpool was not a design feature. Originally, Nimeliant opened its' 102-meter diameter portal 10 feet under the ocean's surface, permitting vessels with a relatively shallow draft to position themselves and wait for transport. Over the past



15,000 years, the ocean levels have risen about 20 feet, further submerging the portal opening. More seriously, the equipment settings have been tampered with, dropping the opening to nearly a hundred feet below the current ocean level.

Nimeliant is quietly active at other times as well; the ocean's surface is actually several inches higher over the installation than nearby, as ocean water is sent back through a partial gate to replenish whatever volume of water exits during transport.

During the night of the same day that Nimeliant is active, it is active in the opposite direction, to bring traffic from the Blessed Realm through to Kethira. There has been no such traffic for hundreds of years.

No psychic talents are required to enter Nimeliant, and it is not capable of accepting other destinations. Because many of the species in the Earthmaster federation were not capable of interfacing with Godstones, this site was established upon an easily-understood transport schedule.

Nimeliant is silent because of a mild dampening field surrounding the portal; the intruding water created noise at frequencies and pitches that were irritating to several species using the site regularly.

For technical reasons, an atmosphere dome was not placed over the ocean-bottom structures, making them difficult to service. There is an internal portal that can be activated by technician-level codes, if the technician is physically at Imeruva; this deposits the technician inside the Nimeliant site, in a 20' diameter room, 10' high, containing the psychic master controls for the site. Instead of relying on power transmitted through the network, the site was provided with a dual-redundant set of geothermal spikes. The Nimeliant AI was also cloned twice. All three versions operate simultaneously, and operate on a combined-agreement command protocol. This redundancy, and the ability of the AIs to repair software degradation by replicating portions of the other two clones, has kept the AI in excellent shape.

Power supplies are also in good shape.

Self-repair facilities are in good working order, but a small degree of age-caused deterioration has developed. This can be repaired by an Andarin-Wysan in about a week.

### **Pesino. Map location Hân H7**

**Canon:** The most extensive Earthmaster site on Hân, and easily the most active. This is a surface structure, in Evael. The full site is massive; Earthmaster construction includes tunnels extending over a square mile. Extremely dangerous to exit at the Godstone here, as the site is warded and guarded by hostile Sindarin. Interior chamber includes 2 fountains with properties akin to Gazer's Well (Elkall-Anuz). Each fountain is 14' x 8' less 6'x4' corner (8' x 8' clear + 4' x 4' at 1 corner) == 88 sf each.

The site is massive because of a deliberate attempt to strengthen the natural weakness of space-time in the area by creating a web structure that enhances local space-time fabric. A number of Barasi Points throughout the Shava region have been eliminated by the presence of Pesino.

The core of the AI is essentially intact, but the constant presence of the Sindarin with their high Auras have gradually degraded portions of its' logic. It is constantly trying to cycle at a low level, in response to the psychic activity in the area which the AI interprets as jumbled, conflicting requests for

transport. As a result, the Pesino Godstone is easier to access than others, and much harder to close. Because of this, it is easier to arrive on Kethira at this Godstone than at any other location including Imeruva. The constant Sindarin presence at Pesino is necessary for their security, but also contributes to the breakdown of the AI.

Power supplies are variable. The site has extensive exposed pseudostone and can draw in significant amounts of power from solar collection. However, frequent low-level Godstone activity keeps draining the local power reserves, and the self-repair systems are no longer able to keep up with even environmental damage.

Self-repair facilities are essentially exhausted. This caused the recent (412TR) collapse of one of the two Houses of Gossamer. Given current conditions, the other House of Gossamer will collapse in another hundred years.

Restoring the Pesino Godstone to normal function (by Earthmaster standards) would require three things: First, restoring Telumar to full normal function so it can transmit additional power to restore internal functions. Second, removing the Sindarin from the area in order to clear out the psychic noise that is confusing the AI. (If the AI is fully restored but the Sindarin remain in the area, the psychic noise can be largely suppressed, restoring normal function for another millennia or so. However, the problem will eventually re-occur.) Third, a visit from a trained Earthmaster repair technician, including extensive diagnostics and replacement of the core memory blocks that contain the "normal" patterns of the Pesino site – over the years, it has become so corrupted and degraded that the AI thinks current conditions are normal. It would be possible to pull such patterns from the master controllers at Imeruva or Ridow – if you had proper clearance. It would also be able for a technician to instruct either site to forcibly overwrite the Pesino AI remotely, but this wouldn't help if the other conditions haven't been corrected.

Alternatively, an Andarin-Wysan would substitute for a technician and would automatically pull any needed patterns, repairing the Pesino AI in about two months.

### **Ridow. Map location Hân L7**

**Canon:** Large (1/2 mile across, domed) undersea city, accessible by long subterranean passage or by Godstone. No specified access from open water. Almost completely unknown.

A late addition to the system with extensive redundant facilities. It was designed as a kind of long-term "bunker" for the Earthmasters; a hidden refuge in which to hide from attacks by their enemies, and from which they intended to rebuild once their enemies were no longer a threat.

It is practically impossible to reach Ridow through the Godstone network; it has been removed from the list of available settings unless the user has the Aura, skills, and access clearance to be an Earthmaster technician. Mere possession of an Andarin-Wysan, even a military-level one, is not sufficient. This was done to provide additional security for the "bunker".

The Ridow AI is completely intact, and would be able to provide replacement software for any of the other sites on Kethira, including Imeruva; the entire archives and the AI were replicated when Ridow was built.

Power is maintained at full levels by a geothermal spike extending beneath the city, and by multiply-redundant hydro-

thermal power generation systems embedded in the dome and sensitive to differentials in water temperature and conductivity. Since 707TR, surplus power from Ridow has been transmitted through the network to supplement the power formerly supplied from Telumar.

Self-repair facilities are completely intact and have maintained the entire city in original condition.

### Telumar. Map location Hâm D7

**Canon:** Surface structure, partially buried by recent landslides. Unusual construction and unusual effects, clearly different in intent and design function from any other Earthmaster site. Strongly avoided by locals. Includes 2 interior pools, each 25' x 50'. One is drained to reveal 5' depth. The other is full of an opaque amber-colored liquid.

The AI is intact enough to handle Godstone transport requests, but is not intact enough to actually transport anything. As a result, the master controller at Imeruva handles the actual calculations and transport. This AI is in dire need of reconstruction due to physical damage. Lepridis used this Godstone in 715 to journey to Cherafir, appearing at the Godstone there. (If he didn't use the Telumar Godstone, the next closest one is at Bejist – it would have been much faster to walk to Thay and book passage south. Presumably, he also used the Cherafir site to return to Telumar.) However, gradual deterioration and the increasing need to transmit maintenance power to the other sites has caused a severe power crisis at the Telumar site itself. (It doesn't help that two of the four power pylons are buried.) If the damage is not repaired and the crisis averted, the Godstone network will soon become inoperative. Of course, "soon" means decades to centuries; the Earthmasters built well.

Power generation at this site is primarily through an advanced version of the solar collectors. Light levels for nearly a mile around Telumar are in fact reduced by 5-10%, a fact not normally apparent because of the frequent fog. Throughout this entire volume, radiant energy is collected and funneled to the pylons. However, 2 of the pylons are buried and not accessible, so no power is gained from them. The remaining pylons are suffering from increased degradation due to overstress. No geothermal spikes were constructed, because the solar collection system was designed to supply far more power than the system should require.

Self-repair facilities have been completely non-existent since long before the 707 TR landslide, a result of the deterioration caused by constant high levels of data traffic and power transmission. In addition, the landslide shattered much of the operating patterns stored in quantum form inside the pseudostone – a condition akin to removing physical drives from a server array.

Note that the celebrated storm that shattered the Orbaalese fleet at Cape Renda in 707 was a result of the forces that shattered the pseudostone and crippled the Telumar site, not the other way around. The Melderyni forces were prepared to intervene to protect Thay, but found it unnecessary when the storm appeared. The landslide was a combined result of the released forces and the rainfall from the storm. The forces that crippled Telumar were in fact a deliberate assault on the Godstone network by a surviving Earthmaster.

Restoring Telumar to normal function would require:

1. Repair the crack in the northern pool. This has made the power crisis much worse, eliminating the redundant design of the power collection system – like removing one battery from a

pair. It is not possible to repair the crack in the pool with mundane means, but Jmorvi repair spells to restore the pseudostone would allow the AI to gradually synthesize enough liquid to refill the pool (takes about a week). A more certain answer would be to use the Rod of Scintillating Doom to rebond the pseudostone, filling in the crack from narrow to wide. This will take 125 charges. Use of a single charge takes 6d6 minutes.

2. Dig the site out from the 707TR landslide enough to fully expose the primary structure and the north-west pylon to sunlight. This exposes more of the structure to the sun and greatly increases power collection. This entails removing about 5 million cubic feet of material. If a single man can dig a hole in dirt 10'x10'x6' deep in a day, then the job translates to about 7700 man-days. With each digger needing 1 person to dispose of the diggings and 1 person in support (providing food, shelter, and support construction), this becomes about 23,000 man-days. By hiring an entire Bujoc tribe of a hundred and assuming normal work schedules of 24 days per month, the task could be done in about 10 months. At 42d per month for a common laborer, it would cost about 40,000d to perform this excavation.

3. Excavate and reconstruct the north-western tunnel, including resetting all the pseudostone perfectly in place and repairing the damage in a fashion similar to repairing the pool – a major operation, even with sophisticated magic.

4. Make contact with the AI at the level of a repair technician to reduce power consumption by taking the site completely off-line for Godstone traffic – an operational control much more restrictive than simply shutting one down (see Godstones, v2, page 6). Data traffic and power transmission would remain on-line.

5. Reconstruct the AI. Either the Ridow or Imeruva sites could provide a replacement. This could be as difficult as figuring out how to transport such software, or as "simple" as performing the other repair steps, then going to either Ridow or Imeruva and asking that AI to impress a new replica of the original AI from archival storage back onto that site.

Steps 3, 4, and 5 need to be handled in that order, but can be done while the excavation is proceeding. Note that 4 can be handled by an Andarin-Wysan in minutes. Step 5 will take about two months. (Where reconstructing Pesino will be a prolonged matter of sifting through corrupted data, the Telumar AI will be recognized as so corrupted that the Andarin-Wysan will simply overwrite a new copy instead of trying to repair the old one.)

If all these steps are taken, the reconstructed AI will be able to draw enough power through the three exposed pylons and the exposed pseudostone surface to recharge its' power reserves enough to eventually bring the self-repair facilities back on-line. It will be always shadowy and dusky in the area during this entire time, as over half the solar flux for a mile around will be diverted into the power collectors. There will be a delay of about a month for this. A month after excavation is complete, the self-repair facilities will be able to begin converting the soil and rock above the fourth pylon. Faint earth tremors will be noticed as the hill begins sinking in the area over the final pylon. The pylon will be able to convert about 1000 cubic feet per hour. When the stable slope angle of the cone over the pylon is reached (about 40 degrees from horizontal), no more material will fall onto the pylon. The volume of the cone is about 2.3 million cubic feet, so this will take about 100 days.

This will bring the Telumar power reserves back up to about 90% of full.



Once the Telumar AI is fully operational and has adequate power, it will be able to finish internal diagnostics, bring self-repair facilities back on-line to correct quantum-level errors and restore data patterns from the protected backup archives at Ridow and/or Imeruva, and correct accumulative errors in the waste-power dispersal systems. All of these functions will be handled without external intervention (or any visible change), but will take some time.

It will be handled in sequence on the following schedule:

Internal diagnostics .....	1 month*
Reconstruct self-repair.....	1 month*
(includes diagnostics check)	
Restore AI peripheral systems .....	1 month
(includes diagnostics check)	
Realign power disposal system .....	2 months
(includes diagnostics check)	
Regenerate power collectors .....	2 months
(includes diagnostics check)	
Restore data archives .....	1 month*
(includes diagnostics check)	
Final diagnostics and system check.....	1 month
<b>Total: .....</b>	<b>9 months</b>

\* reduced to half that if an Andarin-Wysan is also in use to provide a secondary data conduit.

Once Telumar is completely restored, it can be re-opened to Godstone traffic

With renewed systems in optimal condition and no other loads on the system, it will return to full power in three months. At that point, it will begin transmitting enough power to the other sites to start bringing their systems back up. Once their systems are sufficiently recharged, they will be able to perform self-diagnostics. Most will then automatically download replacement AI software from either Ridow or Imeruva. Given the level of self-repair needed, each Godstone will shut down to traffic until normal operation is restored – a matter of weeks to decades, depending on the degree of repair needed.

The light storms at Telumar will largely cease if it is restored to normal function; they are a side-effect of collecting wavelengths the power system is no longer able to process, combined with the severe power fluctuations caused by Godstone activity.

### Tesien, map location Hârn D7

**Canon:** The Godstone chamber is dry, but sunken in a marsh. External access to the chamber is occupied by brigands who do not know about it.

The AI is intact but operating on reserve power. Power levels are low, since the site was originally on dry ground and power collection has been severely curtailed by reduced sunlight. Once the power network is restored, this site will be back to normal function in about three years.

Self-repair facilities were never very extensive at this site, which was never really completed. It is currently able to regenerate pseudostone.

### Xyryam. Map location Ivinia K4.

**Canon:** Unusual site in the Kejelrian Mountains. Reminiscent of a fortress, located in barren terrain atop a mountain. Largely underground, with significant projections into the open air. Avoided by most sane humans.

Actually, a late addition to the Kethiran network, its original function was planetary defense. Technician-level access to this site provides limited access to the Godstone controls and site maintenance.

A higher level of clearance is required to access a completely separate AI, deeper in the site. Possession of a military-level Andarin-Wysan grants clearance to the bearer alone. This AI is a military control center, which handles both offensive and defensive systems. Both aspects of the military systems depend more on evasion and sabotage than overt firepower. Defensive systems are centered around shielding the planet from sensors, and/or providing false sensor readings.

Offensive systems are centered around causing gradual degradation in enemy systems so that they fail to operate. However, there is a limited offensive system, with heavy access controls, that permits focusing solar energy anywhere on the sunlit side of Kethira, or within geosynchronous orbit. Another limited offensive system, for ground-attack, generates either earthquakes or volcanic activity by manipulating tectonic forces.

The Godstone primarily uses a solar power collection system, with a single geothermal spike as a partial backup because volcanic heat is available in the area; the solar collector is in failing health simply due to age. As a result, power levels have gradually fallen to a critical point.

The military systems are completely disconnected from both the Godstone and the site AI and use twin solar collectors and three geothermal spikes. The military systems are still at full power, but are unable to interface with the Godstone system. Their AI is in good shape and automatically functions against routine threats, but does require adjustments after nearly 20,000 years. This can only be done by a military-clearance Andarin-Wysan and will take about a day.

Self-repair capabilities for the Godstone are marginal but failing. It is still able to regenerate pseudostone. Minor problems can be corrected by an Andarin-Wysan in less than a day.

Self-repair facilities for the military system are at full strength.

The systems at either Imeruva or Ridow can provide replacement software, including archival copies of the military system AIs, but the military control center is deliberately isolated, with no remote access. It will be necessary for someone with military technician clearance to physically bring replacement software to the site. A military-level Andarin-Wysan is needed to achieve the same effect without actually having an Earthmaster technician present.

## OTHER EARTHMASTER ARTIFACTS

Few manufactured items can remain intact after 15,000 years, let alone functional. This is my take on known portable Earthmaster items and their original uses. In general, Earthmaster artifacts are immune from scrying or divination; the psychic “noise” surrounding them scrambles attempts to locate them. The list is from HârnMaster 1; for data on their current operation, see HârnMaster.

The names, by the way, have little to do with what the Earthmasters called them. Typically, names associated with Earthmaster artifacts are those used by the humans who first found them, or first described them.

### Amulet of the Blessing

A psychic booster, artificially stimulating brain function in the psychic regions. It should not be used for more than 12 hours in a day, to permit the neurons to recover from the stress of over-stimulation.

### Andarin-Wysan

Available in two distinct forms, most Andarin-Wysans have interchangeable functions. These are enormously powerful psychic repair systems, typically carried by maintenance technicians. Each Andarin-Wysan is a complex AI capable of analyzing and repairing the psychic constructs that are the core of Earthmaster technology.

Each of these eggs, about 3" long, is a remote contact point back to the master controller at Imeruva. They are generally recognized as gray translucent eggs. A very few of them seem to have a flickering red core. No difference between those with a red core and those without has ever been noticed. In fact, the red-cored ones are military repair devices capable of accessing and repairing sites (and devices) that cannot be accessed by the normal civilian variety.

Only three red-cored ones have been found, and given the timing involved it is possible that one was lost and rediscovered; there might be only two. One was in the possession of the Guild of Arcane Lore in Cherafir, but it turned up missing six months ago. The second is said to be in Kondasgel. The third was reported in Azeryan, but this may be the one later said to be in Cherafir.

There are twenty-five civilian Andarin-Wysans known to exist; eleven are in Diramoa and five more scattered across the rest of Lythia. Of the 9 remaining, 1 is in Hepekeria and 6 are in Hârníc Shek-Pvar hands. Current whereabouts of the other two are unknown; they are being searched for.

The Shek-Pvar in Cherafir are aware of the general function of an Andarin-Wysan – to keep Earthmaster things working. They are not aware of the details, nor have they tried using one to restore a Godstone. They have not told other Shek-Pvar chapters about what they know.

Regardless of their clearance level, use of an Andarin-Wysan is simple. Place it in contact with the item to be diagnosed / repaired, and it will adhere as if cemented in place. Thereafter, the built-in AI will download any required repair instructions from Imeruva and re-imprint the device. They are not capable of regenerating physical structures, only the psychic "software". However, this includes restoring proper function to the power nodes that are built into all Earthmaster devices, allowing them to again draw energy from the power network rather than operating off stored energy. In some cases, the device may only be able to restore enough power to replenish the stored power, rather than assuring an ongoing power supply.

Andarin-Wysans have a limited ability to remotely download data from Imeruva (think of it as a bandwidth limit), so particularly massive amounts of data may require that the Andarin-wysan be taken to Imeruva and placed in direct

contact for the download, then returned to the site needing repair. For normal operations, and general repairs on portable devices, this is not a problem. For massive repair operations such as is now necessary (after 15,000 years of neglect), it will be a frequent occurrence.

Military-level Andarin-Wysans (gray with a red core) are also capable of working with the human mind. Psychically aware, they can interface with the human mind on either a conscious or subconscious basis. Typically, the result is that the bearer of an Andarin-Wysan finds their psychic attunement growing. If the interface is subconscious, it takes about a month to increase 1 Aura point, up to human max. Increases beyond this are not possible with an Andarin-Wysan, but are possible with other Earthmaster devices such as the cube in Kiraz. If the interface is conscious (i.e., the device has made an offer and been accepted), the increase takes place in 24 hours but leaves the bearer in a trance-state for the duration.

Device repair times vary greatly, depending on the complexity of the device and the degree of repair needed. Most of the portable devices can be repaired within an hour. Until repair is complete, an Andarin-Wysan cannot be readily removed; they stick in place with a force of over a hundred PSI. Breaking one loose may leave the device being repaired in an extremely dangerous state.

Repairing a Godstone would require at least a week, as enormous amounts of information need to be processed and checked.

The canon note that an Andarin-Wysan cannot be recharged is not precisely correct. They have a maximum charge of 100 points but can only be recharged through direct contact with the Imeruva controller, or the controller at Ridow. Once placed on any pseudostone surface at these places, the Andarin-Wysan will adhere and draw power as well as refresh its' data stores. The process is automatic. The devices are recharged at the rate of 10 points per day. When fully recharged, the adhesion will rapidly fade. Devices that are being recharged cannot be accessed or communicated with. Either Imeruva or Ridow can communicate with an unlimited number of Andarin-Wysans at once.

### Bags (or Boxes) of Indethan

Functionally, the Earthmaster version of FedEx. They were difficult to manufacture and not many were ever produced. They are effectively special-function Godstones with only a single destination. Whatever is put in one of the containers is sent directly to the master processor at Imeruva, checked as a virtual image and sent to the other container. If the other container is off Kethira, the pattern is sent to the master processor on the receiving world. Please note that there must BE a master processor on the receiving world for this system to work, as the containers are unable to receive a signal independent of the Godstone system. If there is no processor to process the incoming signal, the cargo is sent back to the sending station and reassembled in the original container. All the surviving worlds of the Kethiran family have a master processing center, so this restriction is not generally known.

As used by the Earthmasters, they were mounted at selected sites and were not carried about. See also: Shadow Bag of Eltain-Sheral.

**Box (or Bag) of Karadh**

A psychic transmuting device, originally used for artistic work. It is difficult to control them enough to produce precious material without an Earthmaster-level Aura. It is far easier to produce interesting and valuable surface effects.

**Dreamstone of Relgaria**

A teaching device, used to explore the psychic potential of students. A Dreamstone needs to be under an open sky for proper function, as it gathers a significant portion of its' energy from solar power collection.

**Eyes of Xaral-Akyr**

Another device used by the Earthmasters to help their less-psychic member species.

**Fortress-Box of Alakath**

A collection device and field kit used by Earthmaster anthropologists, botanists, biologists, and field researchers. The stated number of charges (2d6) represents the amount of power stored within the device itself; as originally manufactured, each collection box operated off the power of the user. It was common for the owner to store many other things inside, effectively carrying their entire campsite and office.

Unfolding a Fortress Box is a rather unnerving affair; one side folds down and expands like a bellows. When that side is fully open, the surface hardens and the entire box seems to have simply doubled in size. Next, an adjacent side folds down and hardens, then the third face opens up to make the device a cube again. Each doubling in size (linear dimensions double, actually an eightfold increase in volume) requires three unfolding operations. Turning the box on its' various sides has no effect on the contents; the interior appears to have its' own gravity planes.

The dimensions listed are not exact, as the Earthmasters used different measuring units. However, they are correct to within 5%.

The size listed in HM1 is not entirely correct. The most common sizes opened up into a 20' cube. Some only opened up to a 10' cube.

First doubling: 15"x15"x15" (original size) to 15x15x30, then 15x30x30, then 30"x30"x30".

Second doubling: 30x30x60, then 30x60x60, then 60"x60"x60".

Third doubling: 60x60x120, then 60x120x120, then 120"x120"x120". (Final size for the smaller units).

Fourth doubling: 120x120x240, then 120x240x240, then 240"x240"x240". (Final size for the larger units).

The box is only "open" at full size; it is not possible to put anything inside the box at smaller unfoldings. The very last unfolding operation reveals a concentric pattern covering the final face, reminiscent of a spider's web. This is the opening, which unfolds in an iris-like pattern.

A single charge unfolds it completely, or refolds it completely. In the event that the Box is unfolded and has a single charge left, it will not refold – you can't close the thing down with contents inside and no way to re-open it.

**Green Eye of Turembor**

Technically not a Earthmaster artifact; these came from one of the other races of the Earthmaster Alliance. They are nothing more than a psychic-based lens used as a magnifier.

**Hooded Robe of Nonbeing**

A rare device, used for field observations of skittish native life. It never occurred to the Earthmasters that a cloak of invisibility and non-corporeality might be used for sinister purposes. It was occasionally used as a means of freeing people trapped inside collapsing buildings and caves.

**Idjar's Eye**

A booster device, used by those members of the Earthmaster cultures who had less of an Aura. This communications device interfaces with the Godstone to show the current destination. It also boosts the user's apparent Aura / PSI by 1d3 for purposes of controlling a Godstone. If the user has an Aura of 17 or higher, it correctly shows the destination. Auras under 17 were so unusual among the adults of the Earthmaster cultures that this lower limit was considered a kind of "child-safety" device, preventing the young from wandering into other realms.

The Earthmasters were always interested in space-time discontinuities (Barasi Points) and found that these boosters also allowed the user to peer through such discontinuities. Such gazing is far less certain.

**Jewelled Rod of Awe**

A crowd-control device used by the authorities.

**L'Kirl-Wysan**

The Earthmaster equivalent of an interoffice memo envelope. These were pretty common. Although the Earthmasters were never numerous, most of them had one of two of these silver eggs with them as a way of communicating with others beyond normal telepathic range.

**Mantle of Everlasting Balm**

The Earthmaster version of a first aid kit. These were military-issue and extremely difficult to produce, but present in fairly large numbers towards the end of the Earthmaster period on Kethira when the Alliance was falling apart. Some were left behind by accident. It is important to note that all healing is done by boosting the body's own healing, and by restoring the genetic template. No scars remain after a full treatment, and existing scars will be gone. Any creature whose body has been modified by surgery will find those changes eliminated (tattoos, cosmetic surgery, the facial scarring of the Kubora, etc.) Removed appendices will be regrown, etc. A woman undergoing full treatment by the mantle will find herself technically a virgin again. Toxins will be cleansed, including addictive narcotics.

Minor congenital defects may be restored, depending on whether they are part of the patient's genetic makeup (and therefore re-created) or the result of gestational problems (which would be readily corrected). It is unlikely that people with major congenital defects would have survived their first few years on Hårn.

Effect costs as listed in HM1 are changed; in a d20-based system, healing takes place at the rate of 1 HP per turn. Infection



and disease curing costs 1 charge per point of effect. Full-body toxin neutralization costs (patient's Con). Revivification costs (patient's Con + IQ + Wis + Aura) charges, but does not begin unless the spirit has agreed to return. Each stat point restored during revivification takes 1 turn, adding 1 point to each stat in the order given: a point of Con, then IQ, then Wisdom, then Aura, then a second point of Con, etc. Stats are restored up to the character's normal level, without taking into account any changes that may have occurred that were not written into the character's genetic code (like an Amulet of the Blessing, or potion-generated Strength, etc.). Stat boosts as a result of Earthmaster artifacts are in fact changes to the genetic template and will be retained.

Although a military device, the Mantle was designed to be recharged by either a military or civilian Andarin-Wysan.

### Mirror of Soul Stealing

A capture device. Only a few of these were made, and they were kept by the authorities as a means of apprehending those who violated the social order. Note that the name is something of a misnomer. The entire physical body of the captured entity is held within the gem, not merely their mind.

### N'Garith

As written, a malfunctioning device. Water held great significance to the Earthmasters; use of water in addition to psychic power as a means of controlling the bowl's effect was considered an artistic touch. When the N'Garith is activated, the water swirls of its' own accord, forming a whirlpool which draws the viewer into a dream state. Dominant images in this state are of running water, eroding cliffs as it moves, and pollution begin swept away by the water. The N'Garith is a medical treatment device, draining mental disorders from the viewer and re-establishing emotional balance. The water discolors as the bowl operates, becoming increasingly dark as more powerful disturbances are cleared. The symbolism was considered self-evident, with the patients seeing the dark matter of their problems literally discarded after treatment was complete.

The actual colors are indicative of the types of disorders, and were used as additional diagnostic tools to help guide the patient in order to keep the problem from re-occurring. A full treatment takes between twenty minutes and an hour, often leaving the patient with a profound headache and sometimes mildly depressed for a day or two as brain chemistry shifts.

However, with malfunctions deriving from long deterioration, the N'Garith has accumulated a large amount of psychic "noise" that generates disorders where none were previously. An Andarin-Wysan will eliminate the problem and restore an N'Garith to normal function at a cost of one charge and three hours.

### Putrid Bowl of Erag-Kanau

A malfunctioning device. This originally converted organic matter into wholesome, nutritious food resembling cooked green and white oatmeal. Now, it converts organic matter into slimes. Earthmaster foods are not suitable for humans, as the amino acids are different. [Actually, the amino acids they needed are mirror analogs – stereoisomers – of the ones they found.] Because the native food was not suitable for direct consumption, every Earthmaster necessarily had one of these. An Andarin-Wysan will restore proper function at a cost of one charge.

### Ring of Mystic Wonder

A simple booster device, effectively a crystal matrix tuned for a specific function. Nearly everyone has all psychic potentials; the problem is being able to develop any of them. These devices were commercially available to boost the power and scope of selected psychic powers. Almost all are manufactured to boost benign or beneficial powers, such as Healing or Precognition. Very few were ever manufactured to boost harmful powers. These devices operate off a kind of passive resonance effect, and require no power.

### Rod of Scintillating Doom

A manufacturing tool. While it is true that the beam will burn through wood or stone or metal, it was primarily used on pseudostone. A single charge will rebond a square foot of pseudostone; the process takes about a half hour. If correctly functioning, it will utterly fail to operate against any creature with an Aura. The red laser that does the burning is actually just an aiming device; the primary power of the device is entirely psychic.

An Andarin-Wysan will restore proper function and bring the Rod's power up to 50 charges. Originally, the Rod operated off the psychic power of the user; the Andarin-Wysan is recharging the backup power system.

Note that this is the device needed to repair the drained pool at Telumar. The Rod will need to be recharged several times by an Andarin-Wysan during that process.

### Shadow Bag of Eltain-Sheral

A terribly malfunctioning device. This is what can sometimes happen when one of a pair of Indethan containers is destroyed. The other container normally simply ceases to operate, but occasionally it opens into the null-space between worlds, becoming a Shadow Bag of Eltain-Sheral. This device cannot be restored to normal function, but an Andarin-Wysan will shut it down permanently at a cost of two charges.

### Sli-Hordrh

A simple communications device. The ability to view well-known locations is a side-effect of its' original function.

### Ward of Shonjor-Kalim

A privacy device. Invoking it makes it difficult for others to approach. It also damps psychic vibrations, making it difficult to use any psychic power that involves penetrating the field surrounding the active rod at a range of about 25 feet.