

# MAG MEL CONFIGURATION

227 NA. Collected by Vaydris Rax

Mag Mel in its post-Withering form contains the following major areas:

## THE HABITAT ZONE

This zone is contained within a semi-permeable **environmental bubble**. This bubble maintains not only Tempest-Standard climate and weather, but also manifests 'solar' and 'lunar' body simulacrums and cycles, accurately imitating the seasons as they were when the ship was on Tempest.

This area is also subject to magnetic orientation approximating that of Tempest's polar positions. As with many world-ships, there is no true orientation for the ship - the residents of Mag Mel have adopted the orientation of the Habitat Zone as the general orientation for the ship, for the sake of consistent navigation.

This zone contains **three bodies of water**; two salt water to the east and west (Fomoria and Lethe), and one freshwater at the center (Echtrae).

The **inhabitable surface** of Mag Mel has been increased 3-fold from that which was above water on Tempest. Many of the structures and settlements which existed prior to reconfiguration were destroyed or relocated. The capitol, **Sanctum**, was preserved, and is now located in the central landmass.

**The following modifications were made for security purposes after the ship configuration stabilized:**

**Sanctum Spaceport** - Located on the outer edges of the capitol, the Spaceport manages spacecraft movement and teleportation transmissions to Sanctum. Use of these docks and telepads requires clearance, which is currently only permitted for ships and beings with approved business in Sanctum. All others are redirected to ports on the outer landmass, or to telepads located in the Sanctum Waystations.

**Sanctum Waystations** - Checkpoints which manage and monitor general travel to and from the outer landmass, including teleportation.

**Outer Sensor Ring** - An analysis and defense system which works independently of Mag Mel's systems.

## THE OUTER LEAVES

The **outer leaves** are a network of independent, vine-like tendrils which cover the entirety of the Core Systems and protect the Habitat Zone.

Collectively, the tendrils are capable of forming low-mass but incredibly durable sheets of material. During the Withering, they formed a protective shell around Mag Mel, afterwards splitting into the leaf-like defensive configuration that earned them their name. Tendrils have been observed peeling off from these sheets to respond to external stimuli or perform what appear to be blight-maintenance procedures. So far, these movements appear automatic in nature.

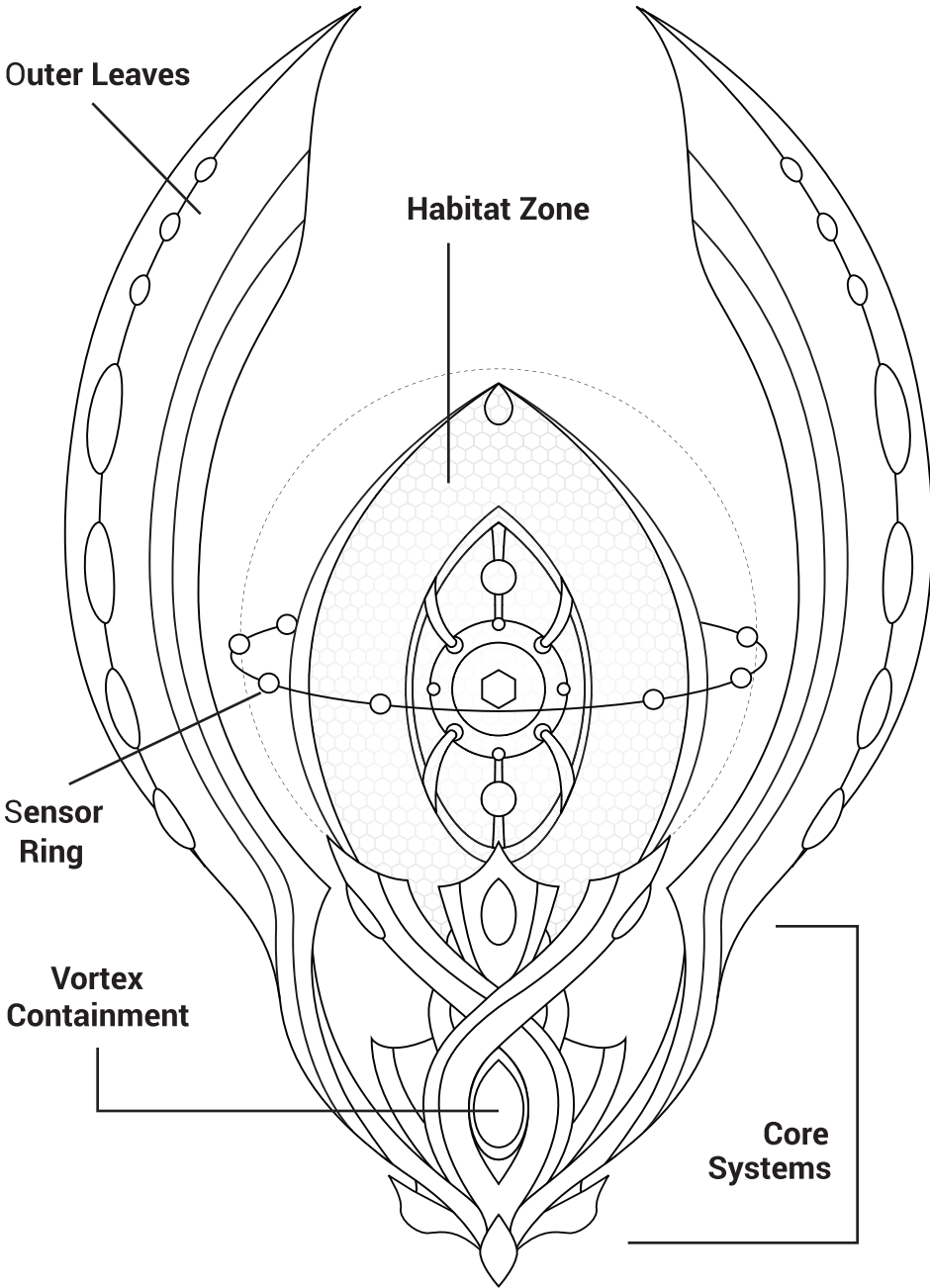
## THE CORE SYSTEMS

The Core Systems are contained within the lower portion of the ship. This area has yet to be fully explored and appears to have defenses linked with the outer leaves to keep out intruders.

Access to Mag Mel's systems may be gained through **nodes** located throughout the ship.

## VORTEX CONTAINMENT

The **Bottomless Pit** (created in 213 NA when a blighted piece of Mag Mel was spontaneously ejected) was not able to be disconnected from Mag Mel during the Withering. The ship appears to have moved this area as far from the Habitat Zone as possible, and enclosed it within a containment field.



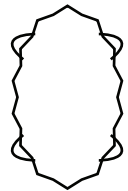
**SCALE**



101



Pleasuredome



Elysium

**CONFIGURATION  
EXAMPLES**

