

A BRIEF HISTORY OF MAG MEL & INTERACTIONS WITH THE EXILE SHIP

227 NA. Collected by Vaydris Rax, with commentary & notes

PRE-DISCOVERY

The Black Spot phenomenon was a well-known quirk of the planet Tempest. While it was indeed a curious thing to witness and drew quite a number of tourists, many found it to be somewhat disappointing in person. It was, simply, a spot that maintained a specific size relative to the onlooker regardless of their position, and which could not be touched or detected in any way besides visual.

Scans, experiments and examinations turned up nothing, and eventually interest waned. The Raven Network, having the resources to do so, established a constant monitoring system nearby.

Fluctuations in the Black Spot were detected in early 212 NA¹. The Raven Network organized an expedition from Slag Port on the mainland to investigate. By midyear, the Black Spot was gone and the island that would come to be known as Mag Mel was revealed to the world.

EARLY SETTLEMENT

Arrivals on Mag Mel Island were surprised to find the remains of a terran town - badly in need of repair, overrun by sub-sentient insect creatures (dubbed 'swarmers' for their habit of attacking en-mass), but otherwise serviceable. Those who stayed in the town established the first major settlement on Mag Mel: Sanctum.

DEVELOPMENTS AND ENCOUNTERS

The first year on Mag Mel was difficult - nothing seemed to work right, technology kept malfunctioning and the swarmers were relentless. In addition to this, settlers clashed repeatedly with powerful creatures they came to call 'ers'.² If not for the Miracle of Mag Mel - the fact that those who died on the island, particularly in Sanctum, did not remain dead - it is likely they would have been wiped out completely.

It was discovered that Mag Mel Island was, in fact, the wreckage of a crashed ship belonging to the Exiles, a species not heard from since the Exile War. The ship was damaged, malfunctioning; repairs and analysis were needed. Initial attempts to work directly with the ship systems proved difficult due to the nature and obscurity of Exile tech. Several work-arounds and alternative power sources were put in place in the meantime to help manage issues.³

As explorers of Mag Mel uncovered more and more areas afflicted by blight, it began to seem likely that it was contributing to the poor state of the ship.

In 3.214 NA, during a period where the island's fluid system was malfunctioning, the residents of Sanctum were able to communicate briefly with an 'er'. Hostilities were avoided, but it seemed disinterested in conversing with the residents. From this encounter a connection was able to be made between these creatures and the ship - they were responsible, in some part, for controlling, maintaining, and protecting the ship's systems. The settlers, an outside force, had been viewed as a threat to those systems.

1. It is unknown if the Black Spot phenomenon was generated by the Reality Flux system or the Containment system; either seems likely. It may have been the last function of the Reality Flux system before it shut down.

2. Going by information collected at this time, the 'ers' encountered were the the Preserver, Arbiter, Purifier, and Observer.

3. The M'Kai Consortium ship 'Pleasuredome' arrived in the Bard System not long after Mag Mel's discovery. It is likely they could have shed some light upon things at that time due to their knowledge of the Exiles, but they chose not to. (In hindsight this does illuminate K'laxxon's uncharacteristic generosity with regards to the island and its inhabitants, as he was aware of their connection to the Exile ship).

Later in 214 a Seed Shepherd Weed visited Sanctum, claiming to be a representative of Mag Mel.⁴ At that time the Weed's motivations were not clear, but it is likely it was there to assess the extent of the blight damage and the suitability of the residents of Sanctum to manage the issue. This Weed also provided clarification of the nature of Mag Mel, confirming speculation that the 'ship' was a living member of the Exile species.

In early 215, Sanctum was approached by an 'er' seeking help.⁵ According to it, the purpose of the 'ers' was to serve as backup control for the Mag Mel's primary systems in short-term emergency situations. Over time, many of them had become corrupted by blight or lost their reason, and others were dead or dying. It asked the residents of Sanctum to assume the roles of the 'ers'. The ship would provide them with seeds so they could directly interface with the ship's systems. The other inhabitants of Sanctum would act as the ship's support crew, protecting the systems removing the blight from the island.

Sanctum residents were granted access to the following:

Controller: Regulation
Electrifier: Power
Observer: Sensors
Navigator: Navigation

Obfuscator: Cloaking & Shields
Disintegrator: Weapons
Preserver: Storage & Stasis
Arbiter: Conflict Resolution

Reanimator: Parthenogenesis
Equalizer: Blight Management

SYSTEMS STATUS AS OF 3.217

In preparation for Mag Mel's departure from Tempest, extensive data was collected on the ship's systems. It was by no means exhaustive, but it did provide a better picture of the primary systems of the ship and what was active at that time.

Knowledge of the ship's capabilities at this time was still somewhat vague, but from this data the following conclusions can be drawn: Of the critical systems, the **Environmental**, **Power**, and **Parthenogenesis** systems were mostly operational. The **Drive** system was offline, and the **Reality Flux** system was overwhelmed by blight. The **Containment** system was working, but approaching a point of critical failure if the ship did not return to space soon.

In order to bring Mag Mel back to a space-flight capable state, control of all major systems needed to be in the hands of Sanctum citizens, clean of blight and corruption. All nodes needed to be located and manually rerouted to connect into a hub in the newly built Primary Control room. As many as possible of the primary and secondary systems needed to be online - particularly the **Reality Flux** system, the operation of which required almost all blight be removed from the island prior to activation.

THE WITHERING: 6.217-6.227

Following the events in the Bard System resulting in the destruction of Tempest and two Wrath Starkillers, residents who had taken on the roles of 'ers' were voluntarily absorbed into Mag Mel in order to become the ship's new primary processors, and Mag Mel began its Withering. A common renewal practice among Weeds, for Mag Mel this was a drastic 10-year-long restructuring process to turn the "island floating in space" into something more ship-like. The resulting structure would make better use of its overall mass and create more user-friendly, adaptable interfaces for its crew.

4. *This Seed Shepherd was present again in 216 NA, when the island created two Weeds to guide the citizens of Sanctum in helping it slough off a large chunk of Wrath-blighted mass. Some say these Weeds represented Exiles who, together, made up the mind of the ship Mag Mel. After this, Mag Mel was said to have lost its self-awareness, becoming simply an unconscious living mass of Exile tech, while the excised Wrath blight eventually took to the skies as a Starkiller.*

5. *This was the Er called the Reanimator. It was accompanied by a member of a species called the Rift, who claimed to be the previous caretakers of Mag Mel, successors to the M'kai, who had fallen out of favor with the Exiles.*