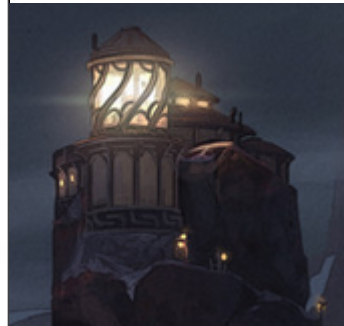
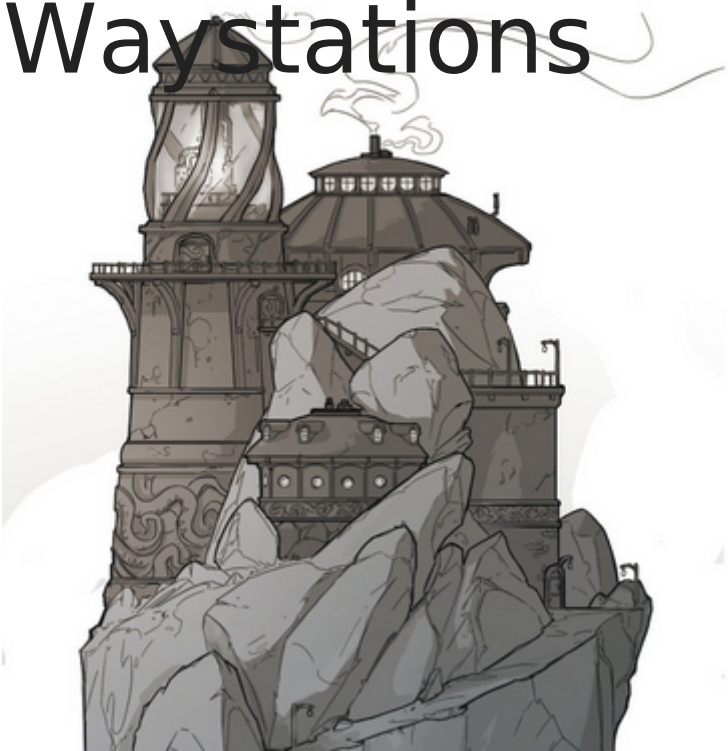


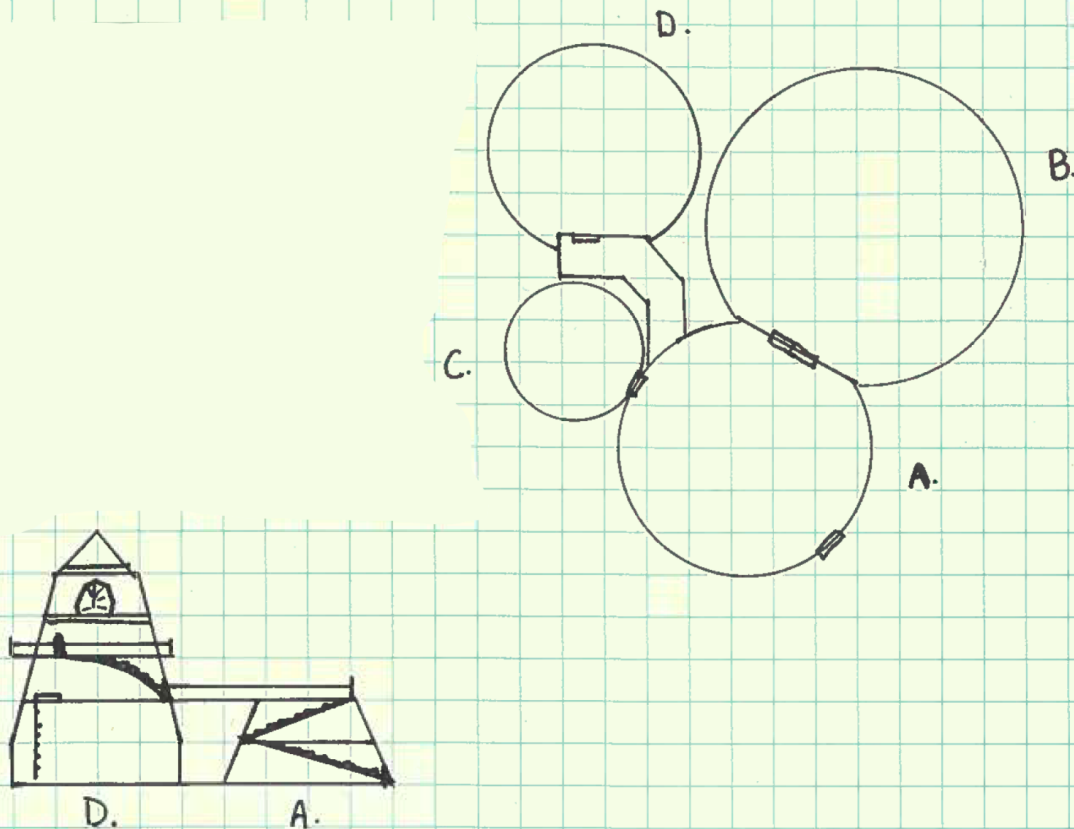
Waystations



Ancient fortresses built by the dwarves long ago (those built by the Khazraji date to Rumahl's Second Age), waystations are a series of stone structures with identical floorplans located along the unseen leylines throughout the Sultanate. For those properly attuned, they offer respite, protection and convenience. For the uninitiated, they appear as little more than time-worn lighthouses far from any body of water. While each waystation exists as a simple building in the material plane, each being (or group) that attunes to one creates an identical pocket dimension within the al'Limnaib. Entering any indexed waystation brings that creature to its personal waystation, regardless of which physical building was entered. The same is true upon leaving the structure - the being can step out into the physical realm at the entrance to any indexed waystation.

Modules

Waypoint Tower Complex - General Template



A. Lobby/Rest Area. Comfortable temperature with fire and water readily available. Second floor has sitting/recreation area for preparing meals/tea

B. One massive vaulted room. Has Linking platform in NE of room that can be indexed by users. Small podium will project map of region into room when activated. Map/Link/Transport

C. Medical/Environmental. Herbs and garden in perfect bloom when powered.

D. Power Source and Cache. Reachable by rooftop of A. Cache is under trapdoor leading to room lined with shelves, crates, boxes, etc able to hold 100 slots. Power Source is a massive crystal called a Sunstone that stores solar energy.

Each waystation has six modules the players can utilize, each of which is rated in six states of disrepair. As long as the power source to the waystation is not in some way compromised, basic functions such as comfortable bedding, kitchenette and latrine will be functional. Specific modules

will function according to their condition as follows.

Power

Waystations (and by extension, their networks) are instanced for each individual/group that indexes to them. The total amount of unique users that can be indexed on a single instance is equal to the total power output of the stations on that network instance (just sum from each station). Each individual waystation will generate 3-8 Power depending on the status and condition of its sunstone. Generally, this cannot be improved like the other systems, but with a suitable quest (and enough money), anything is possible.

Mapping

Lightly Damaged: A three dimensional map is projected into the room that can be viewed and interacted with by the characters. It will show all currently indexed waystations super imposed upon the region.

Median Capacity: The map now shows all waystations, major settlements and points of interest as well.

Fully Functional: The maps shows all nearby points of interest, major or otherwise.

Environmental

Lightly Damaged: The structure offers its normal protection from the elements and the environmental room is also kept at a comfortable temperature without the need for fire

Median Capacity: Fresh water now flows through the environmental room from a natural spring

Fully Functional: Food grows so abundantly that a vegetarian diet can be maintained without need for foraging

Cache

Lightly Damaged: The boxes, crates and shelving available provide the group with 30 additional inventory slots

Median Capacity: Same, but now 50 extra slots are available

Fully Functional: A total of 100 additional slots can now be utilized

Medical

Lightly Damaged: The amount of health care items available provide those staying within to heal HP damage at double the normal rate

Median Capacity: The medicinal healing herbs within the environmental room now count as a facility capable of treating poisons and internal injuries

Fully Functional: The medical facility is now stocked to the point of allowing a trained physician to treat diseases or mortal wounds

Transport

Lightly Damaged: The colocation magic allows the unit to receive characters from other indexed

stations, but not send

Median Capacity: The structure can now both send and receive properly indexed characters, but can only send to adjacent waystations

Fully Functional: The waystation exists co-locally with all other indexed stations in area in which its network resides

Each waystation has its own modules with their own statuses and repairs to them must be performed for each specific station. Transport, Mapping and Indexing are always unique to each station. Medical, Environmental and Cache function at the level of the lowest condition waystation on the network that has been indexed to (ie: if the players have indexed to a waystation with a Cache of 4 and then find another, but its Cache is damaged at level 2, then the entire waynetwork is limited to Cache 2 until the new station is repaired).

Status and Repair

The condition of each module is given a six-tier ranking:

- : Nearly destroyed. Will take significant work aka a quest, to repair
- : Damaged, needs Salvage to repair
- : Lightly damaged. Functions, but at its lowest capacity
- : Median capacity. Working, but needs continued maintenance
- : Fully functional. Do I need to explain what 'fully functional' means?

Additionally, systems may be (or may have been before the players arrived) jury-rigged ■. This gives them a +2 status, but a 1-in-12 chance to break upon use. While any system is jury-rigged, the waystation has its Power reduced by 1.

Repairs

Repairs require time, materials and craftsmanship. In game terms, this means that an Expert (as with all crafting in WWN) as well as a Mage must be present to complete repairs. A Mage can be replaced with suitable research or plans, though those are likely just as rare as willworkers. Getting any module to functional status (going from 0 to 3) requires the same effort, but once a module begins functioning, the costs diverge:

- : A miracle
- : 1d2 Salvage, 1d8 weeks
- : 1d3-1 Salvage, 5d10+5 days

Mapping/Environmental/Medical

- : 4d10x400 sp, 4d6 days
- 4d10x400 sp, 8d6 days

Cache

- : 4d10x200 sp, 4d6 days
- 4d10x400 sp, 6d6 days

Transport

■■■■□: 4d10x400 sp, 4d6 days
■■■■■ 4d10x800 sp, 6d6 days

Mittrasa

Power: 5 (4 due to jury-rigging)

The first station encountered in the campaign. Located on a ridge overlooking Kibaba, three days from both Hashirat and Medihr. Power source was originally repurposed to fuel the blasphemous ritual the Circle of Balénom was using to escape divine judgement while they search for immortality.

Power: 5 (4 due to jury-rigging)	Mapping: ■■■□
Environmental: ■■■□	Cache: ■■■□
Medical: ■■■□	Transport: ■□□□

Jevargad

Power: 5

Located on a rolling hill a day northeast of Hashirat on the western side of the Sebu this tower has served as a holy site to both the Ishurists and the Old Faith after the martyrdom of Assad en-Kiraj during an inquisition against the Ishurists. After a camp of Ishurist pilgrims were demolished by a hydrapede, the survivors - both the Ishurists in the nearby plain and those of the Old Faith squatting inside - became a cult following Rajuul Ta'aeng, the Bird Prophet. This tower now serves as a holy site for them in addition to the two religions they formed from.

Power: 5	Mapping: ■■■□
Environmental: ■■■■	Cache: ■□□□
Medical: ■■□□	Transport: ■□□□