

Site Report 4: The Ziggurat Tomb of Planet Horner

Written 8 May 2018

A ziggurat sat under the desert hardpan of Horner, only the top few meters of its upper story giving a clue as to what was under the dry, packed earth (Fig. 20). Unlike other player-bases in *No Man's Sky*, this one embraced an ancient architecture built of new materials, shiny steel reflecting a wall of sunlight onto the towering cubic rock formations nearby. The tower, pierced by a single, high window on the west wall, was roofless, but a large metallic cube floated a few meters above suspended as if by faith. The desert and the square tower evoked something spiritual, almost like the place was a tomb with the deceased resting in a casket in mid-air for pilgrims to find and pay their respects. At least six people had, leaving behind communication stations in a small arc about a 20-second walk away from the tower.

Significant frame-rate lag near the square structure indicated something was indeed underground. Digging a test pit outside the west wall yielded metal foundations. Digging a second test pit on the inside of the west wall uncovered a generic base unit that was full of rock (Fig. 21). Clearing the rock away, I was able to discover the name of the base, "Tohouvaldou"-Außenposten, built by CallMeMyDominus. The base unit had a second exit leading to an automatic "garage door" that exited onto a metal patio, but nothing else was found in the immediate area beyond. Other bases I'd explored were missing their original base units, so finding this one—especially one so named—was special, and I was curious as to what else I might find.

I had planned on doing additional test cores around the outside of all four walls to see if the structure continued elsewhere underground, but before I could, my PlayStation 4 crashed. Restarting the console, I was reverted to my previous save and noted that the base had been moved to another location, similar to what happened on Pepper Dusk. Flying to the new base location, the base had been restored in full, completely above ground (Fig. 22). I took video and photos of the restored ziggurat, magnificent in the golden hour.

On Horner I built no technology (geobays, beacons, comm stations, etc.), and did not stop at the space station orbiting the planet, which would have established a save point. Regardless, the console's reboot caused the base to relocate, restoring it completely to how it would have appeared prior to v1.3. This result runs counter to the opinion that any accidental interference around these heritage sites would cause them to disappear completely. This has now been proven not to be the case, but I still would have preferred that this not have happened at all. Players should still not build new bases in Legacy Hub systems containing bases built and shared in Pathfinder v1.2, lest they reset those worlds and erase the archaeology forever.¹

Base Description

The base-as-found was a square structure oriented along cardinal directions, 11 cubes x 11 cubes x 7 cubes high (at the highest), with parts of the walls at either 6 or 5 cubes high. The west

¹ People build bases as a foothold for safety and to generate income through farming. Over time, people began to create bases more as homes and settlements, an outlet for creativity and to create a "room of one's own." The game, however, was notoriously glitched, and after the Atlas Rises update, any kind of player-interaction could affect a legacy base by moving it somewhere else, destroying its original context.

wall is pierced by a 1-cube-sized opening five cubes up. The interior is flat with a dirt floor. Centered above the structure about 10m up, a large box floats in mid-air. The base level on the east and west walls of the structure are cubes set at an angle.

The restored ziggurat features the same tower topped with the floating box. The tower, however, connects to a large platform, its edges topped all around by diamond structures giving it a tooth-like appearance. Ramps lead down the left and right sides as well as the center. The tower does not have a floor as I had originally assumed, but instead opens into a space below that contains the original, renamed base unit. Its second door leads to a “garage door” that opens automatically to let the pilgrim enter and exit. Interestingly, the base unit is not vacant, but instead has a blueprint vendor who probably hadn’t seen anyone since August 2017 when he was buried alive and encased in rock thanks to Atlas Rises.

Nothing that remains on Horner describes the base as a tomb, and I found no inscriptional evidence indicating as much. The base’s purpose is a mystery, and the base’s builder clearly chose to follow traditional base-building protocols for geobays, landing pads, trade terminals, etc. Researching online, there is a small article about the tomb on Horner, shedding a little light on such an unusual find:²

Unknown Interloper Tomb is a little 4 or 5 part story or sidequest in No Man's Sky. It is planned to release all parts in a period of 7 or 8 days.

Its the end of a story about a young Interloper which is somehow get attracted by this place and of the mystery that holds in it.

If you read this feel free to complied the story and place a comm station on any point of interest with some nice words for some following Interloper or just correct my GoogleTranslate english for the native english speaking Interloper's or tell the story with other words and change this wiki, you have my permission to do so.

If you have solved the mystery, please don't spoil what it is and where you found it!

Chapter 9; This is my Destiny *Log Day267*

So here I’m now, alone and lost, on my long journey to this place i’ve searched for knowledge and answers, i’ve found many answers form many questions but for the one question in my head i haven't found a right answer yet. How should i, if i do not know the question? But I can feel it either I get my answer here or this will be my last retirement.

Anatomy of Horner

Planet: Horner

Base Name: “Tohouvaldou”-Außenposten

² https://nomanssky.gamepedia.com/Unknown_Interloper_Tomb (accessed 19 July 2018).

Discovered/Built by: CallMeMyDominus
Legacy Hub (formerly Galactic Hub)
System: [HUB8-V-AF]Glast (7m,g.Fighter, g.Hauler)

Type: "Empty" planet
Weather: Contaminated Puddles
Sentinels: Relaxed
Flora: Few. According to the Discoveries log, 11 plant species (all "common") were been discovered.
Fauna: Scarce. Also based on the Discoveries log, 10 animal species once existed on the planet, and 9 were recorded.

Economy: Experimental // Medium Supply
Dominant Lifeform: Gek
Conflict Level: Stable

Planet Base Coordinates: 0469:0081:0D6C:00AF
Portal Coordinates: Pie Pie Hexagon Triangle Pie Face Balloon Ship Shuttle Tent Ship Hex. The portal location has moved from its original placement of about three hours to the southwest of the original tomb site to about 20 hours away because of the v1.3-induced reset.

Resources (according to the log): Star Bulb, Aluminum, Copper, Heridium. Actual resources are scarce, and include the rare Gamma Weed. Star Bulbs can no longer be found on Horner.

Exterior Temp: Range between 96.7 F, 6.1 Rad, 13.1 Tox (day) and 42.1 F, 6.5 Rad, 17.6 Tox (night)
Storms: none

Length of Day: 1 real-time minute = 45 minutes on Horner. 32 real-time minutes = 1 day on Horner.
Sunrise: 0400
Sunset: 2000

Circumference: ca. 10:30 minutes (630 seconds) at 4756u/s = 2,996,280u or ca. 2,996ku
Diameter: ca. 954ku

Waypoints: 50 Waypoints discovered, dates ranging from Apr. 17, 2017 to June 26, 2017. All were discovered by CallMeMyDominus.

3 discovered by CallMeMyDominus on Apr. 17, 2017
6 discovered by CallMeMyDominus on May 3, 2017
5 discovered by CallMeMyDominus on May 6, 2017
1 discovered by CallMeMyDominus on May 7, 2017
16 discovered by CallMeMyDominus on May 15, 2017
2 discovered by CallMeMyDominus on May 19, 2017
7 discovered by CallMeMyDominus on June 4, 2017
1 discovered by CallMeMyDominus on June 5, 2017

1 discovered by CallMeMyDominus on June 17, 2017
3 discovered by CallMeMyDominus on June 23, 2017
1 discovered by CallMeMyDominus on June 24, 2017
2 discovered by CallMeMyDominus on June 25, 2017
2 discovered by CallMeMyDominus on June 26, 2017

Dates indicate when they were uploaded to the Online Services (Atlas server). Waypoint names were not changed by the player.

Comm Stations on Horner

Six of the seven comm stations on Horner are oriented in a rough arc 24 seconds west of the tomb. The seventh is a one-hour walk to the northwest.

1. Orange comm station. "You forgot a landing pad" placed by robbiezoom.
2. Orange comm station. "I bow in reverence of the silent spirit." placed by GlenTHale.
3. Blue comm station. "Awesome work!" placed by AndyKrycek.
4. Orange comm station (blue trim). "A cool and unique base structure." placed by Ryder_E-E.
5. White comm station (orange trim). "That must have taken ages! Super cool!" placed by hollyworks.
6. Red comm station (gray trim). "Come find me. 0E96:007E:0903:0013. -B.H." placed by damon8r351.
7. Orange comm station. "You have found a portal." Suspended about 10m just West of a generic base unit. Impossible to see who placed it. This must have been the original portal location before the v1.3 reset.

The six comm stations near the tomb were ca. 2m underground and all placed at around the same level. All six comm stations were excavated with the Terrain Manipulator, first through sinking pits directly over the comm stations, and then the remaining overburden was removed to create a trench in order to map and photograph their relative locations.

In emailing with Zaz Ariins of the Galactic Heritage Project, he indicated that when he visited Horner after me, that the base appeared in its original location for him. This came as a relief to me because it would appear that other players will encounter the ruined tomb as I did, seeing only the top of the tower poking out of the ground. But for me, I appear to have created a kind of splinter off the universe where this base is now in a different location. It is another addition to the odd things *No Man's Sky* does thanks to mechanics, algorithms, and computational complexity.