

**Site Report 23: Old McDillard had a Pad**  
**Written 16 June 2018**

The player base on what used to be called Marvel occupies a commanding overlook onto the desert floor far below. It is the last base standing after the v1.3 update, completely abandoned and also completely intact. Two generic base units are elsewhere on the planet, marked with communications stations.

It remains unclear (at least to me) where the other two bases went, and why Mr McDillard's Pad was the one to remain. Were the other two bases wiped out by v1.3, or were they disassembled or even migrated to a nearby system. Based on the physical evidence, it is impossible to tell what happened, although we know for sure that these bases were present once upon a time.

**Anatomy of Salatzeno-Ozy Arvire**

**Salatzeno-Ozy Arvire** [née Marvel]

**Legacy Hub**

**System:** [HUB-K-17C] Reach (AP,GB,Ri,Lush,Bears)

**Base Name:** Mr McDillard's Pad

**Player:** Mr McDillard

**Type:** "Desolate" planet

**Weather:** Blasted Atmosphere

**Sentinels:** Average

**Flora:** Generous. According to the Discoveries log, 1 common plant specie has been discovered. Most of the planet is carpeted with cacti.

**Fauna:** Numerous. Also based on the Discoveries log, 9/10 animal species have yet to be recorded. Fauna does exist on Marvel in the form of quadrupeds (some of them predatory) and dinosaur-like birds.

**Economy:** Mass Production // Sustainable

**Dominant Lifeform:** Vy'keen

**Conflict Level:** Testy

**Planet Base Coordinates:** 0469:0082:0D6D:0170

**Portal Coordinates:** pie bird bug tent pie dinosaur balloon ship tree tent ship hexagon

**Resources** (according to the log): Star Bulb, Emeril, Copper, Heridium. I did not observe Star Bulb, Emeril, and Copper.

**Exterior Temp:** Range between 90.7 F, 0.7 Rad, 11.7 Tox (day) and -86.9 F, 0.7 Rad, 3.8 Tox (night)

**Storms:** Twice daily with extreme heat (210.6 F).

**Length of Day:** 1 real-time minute = 45 minutes on Marvel. 32 real-time minutes = 1 day on Marvel.

**Sunrise:** 0400

**Sunset:** 2000

## **Landscape**

The landscape of Marvel is mountainous and sandy with a cracked surface split by deep desert canyons. Blowing sand and dust fill the air and catch the light to create spectacular sunrises and sunsets. Frequent rainbow-like arches squat on mountain slopes the bases of which open onto cave systems.

## **Waypoints**

1 Waypoint discovered by Acadia-Pinecone on February 17, 2017. [The v1.2 Pathfinder update was released three weeks later on March 8, 2017, so this planet is a very old discovery in the Legacy Hub.]

## **Base Description**

Square in plan, Mr McDillard's Pad is a bi-level structure, the upper floor serving as a wide open space accessible by two landing pads to the east and west, supported by four pillars. The upper story is completely pierced by windows providing spectacular views of the mountainous, desert landscape. A tire rack rests against the eastern wall. A staircase at the middle of the western wall leads up to two holographic doorways opening onto a short widow's walk. Ladders are placed at each of the room's four corners leading down to ground-level.

The ground floor is organized in an "I"-plan with a central hallway of six decorative trade terminals running east-west to an active Trade Terminal ("Exchange N7/L12") flanked by two additional decorative Trade Terminals. The base unit opens to the south and contains the base ID as well as a Vy'keen vendor.

Outside and immediately to the right of the doorway is a message module reading, "Welcome to my home above the HUB! Leave 1." Three geobays (one for each type of exocraft) are placed at the base's northern side. Two pairs of decorative warp fuel canisters mark the base's entry.

The image below shows what the landscape of Marvel used to look like.

## **Comm Stations**

One comm station placed by Syn1334 sits atop a ridge overlooking the base, a 25" walk to the south, and reads: "Documented Legacy Heritage Site." Other comm balls lie seven hours to the southwest and eight hours to the south-southwest.

The southwestern grouping contains two floating comm balls, one of which was placed by ButterForTheKing. They hover above a generic base unit. The south-southwestern comm ball notes that there are two inhabited bases on the planet, and is suspended above a generic base unit.

## **Comments from McDillard**

The following comments were forwarded to me by Syn1334 on 28 June 2019, after I published the 3D-printed base, Mr. McDillard's Pad, on Twitter:

Hey comrade, I sent MrMcDillard a link to your work on his base. I think he mistakenly thought I had done the work (I explained that it was your work), so in that context, I thought I'd pass his message on to you:

You did a great job writing up the planet description :-)

As a quick info drop: This planet was once a lush, temperate, water-rich paradise. The vast ocean was dotted with large continental land masses, forming many island chains. High mountains climbed dramatically out of the deep oceans, creating a breathtaking landscape.

After the update, the planet was transformed into a harsh wasteland, but with equally beautiful geological formations. As you know, our bases were all wiped after the update, but we had the option to reload our bases if we were able to find a base computer. I was committed to keeping my original base on the original planet it had been established, even if the landscape had changed. I spent weeks trekking across the planet, until I happened upon a Base Computer atop the overlook where it stands today. I couldn't be happier with the new location, although I do still miss the oceans.

The comm balls mark the location of my previous base, as well as a new neighbor I had gained along the way. He didn't seem very active, so I suspect he never bothered to recover his old base.

My previous base location used to be at the top of a cliff, with a view of the ocean below. Part of a larger island chain, the cliff led to a large plateau which curved in a crescent, creating an enormous bay.

I hope that helps! And thank you for all your important work :-)