Ythrek

LEGENDARY SITES - In addition to the places listed in the main Ythrek book, there are sites not on the map because of insufficient information or some doubt as to their existence.

The Maze of Forever - There are two accounts of this place, dating from four and two centuries ago. The reports are from two completely separate places, one on the northern edge of the Guardian Mountains, and one in the far northeastern plains past the Hilfök lands. The reports share a striking number of similarities. Both mention an unmarked and unremarkable patch of ground that looked like any other, except for a faint shimmering path at your feet. And each time you took a step, the world changed. The sky went from cloudy to clear, the sun changed position in the sky, even the hills and mountains in the distance shifted, vanished or changed. Both correspondents felt absolutely certain that the only reason they came back to tell the tale is because they exactly backtracked their steps until the world became normal again and the path vanished. Their companions who stumbled or stepped off the path vanished, never to be seen again.

Related to this is a three century old entry in the archives of a northern Plainsfök city. It tells of a group of Novo strangers arriving at the gates in the heart of winter, nearly dead from exposure. The city caretakers took them in and nursed them back to health, and recorded their delusions of striding the continents and walking between the worlds, tales the strangers claimed no memory of once they returned to lucidity.

"The tall stranger, who never gave us his name, spoke vividly of being trapped for an eternal moment with the heat of summer on one cheek and the cold of winter on the other. Though he denied the tale as delerium later, he could not deny the peeling blisters on the right side of his face and the frostbitten ear on the left. As he recovered, he and his companions became more and more reticent, keeping to themselves and speaking in low tones whenever we entered their room. Once the weather became barely tolerable for travel, the strangers left town and were not seen again."

Those who speculate on such mysteries think that the Maze may be part of the Ancient portal network, and that it was either malfunctioning, or perhaps being used by someone else at the time, and the travellers just happened to be getting caught in some side effect of its use. No one knows.

The Oracle - The excavations and Ancient tunnels beneath old Novomad are many kilometers in length, dug by countless adventurers over the centuries, whose records are kept as Family secrets whenever possible. Old passages collapse, new ones are dug, and no one has an accurate map of the whole mess. But somewhere in that dark warren of passages is supposedly a room with walls of Ancient stone, containing a disturbing sculpture dubbed the Oracle. There are half a dozen accounts of the Oracle, all extremely vague in nature. All share the feeling that the sculpture or the place was somehow wrong, and despite its importance and value, no one wanted to spend a lot of time there. There is the sense that the Oracle either answers a question or imparts an important piece of information to those who touch it, but no one ever says exactly which, what question was answered or what information was imparted. It is as though all detailed memories of the event and the hours before and after have been blurred or erased. Possibly for this reason, no one has any maps of exactly how to find it. However, since many of the writers of these accounts later committed suicide or lapsed into depression, alcoholism, or drug use, it is also possible that what they learned was best not repeated and they wanted to spare others the terrible price of their enlightenment.

"It is, yet is not, a thing that has been unmade but still remains, a solid shadow made by a light that cannot be fathomed. What it looks like I cannot say, and where to find it I cannot remember, nor do I wish to. What I learned that day I shall carry to my grave, and those times I begin to recall what it was, I drink and drink heavily to make sure that I do not..."

Isle of the Damned - Said to be a huge floating construct of the Ancients, so large that it scrapes the ocean bottom whenever it gets within a few kilometers of shore. It travels the globe on ocean currents, fetching up against one continent or the other for years or decades at a time. It is thoroughly honeycombed with passages, and explorers have come back empty-handed, rich or not at all. All accounts concur that some part of the Cataclysm is still on board, and only kilometers of salt water has kept it from spreading or escaping onto the mainland for all these centuries. Different explorers have different accounts, but they include bizarre creatures, fits of madness, corrosive or poisonous fumes and diseases or health risks that fortunately reversed themselves after leaving the Isle. The last reported site of the Isle was off the western coast of southern Plainsfök lands, but it was drifting on the currents at that time and this report is decades old. No one knows its current location.