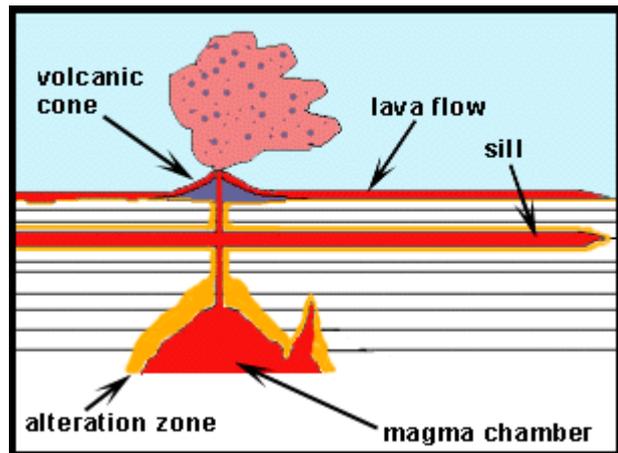


Known Hakomon & other locations in Ethengar



An Add-on to Gazetteer 12; The Golden Khan of Ethengar
By Robin with help of John Calvin (aka Chimpman)

Millenia before the GROF, a single volcano on the future plains of Ethesh caused a large section of cells of the Megalith to rupture on a horizontal plane (called sill). This sill reached from the sea in the east into the southwest mountains much later to become the Broken Lands. The rupture was filled from underneath with magma and new cells, which thus slowly lifted the whole area up, making a plateau long before this region was discovered.

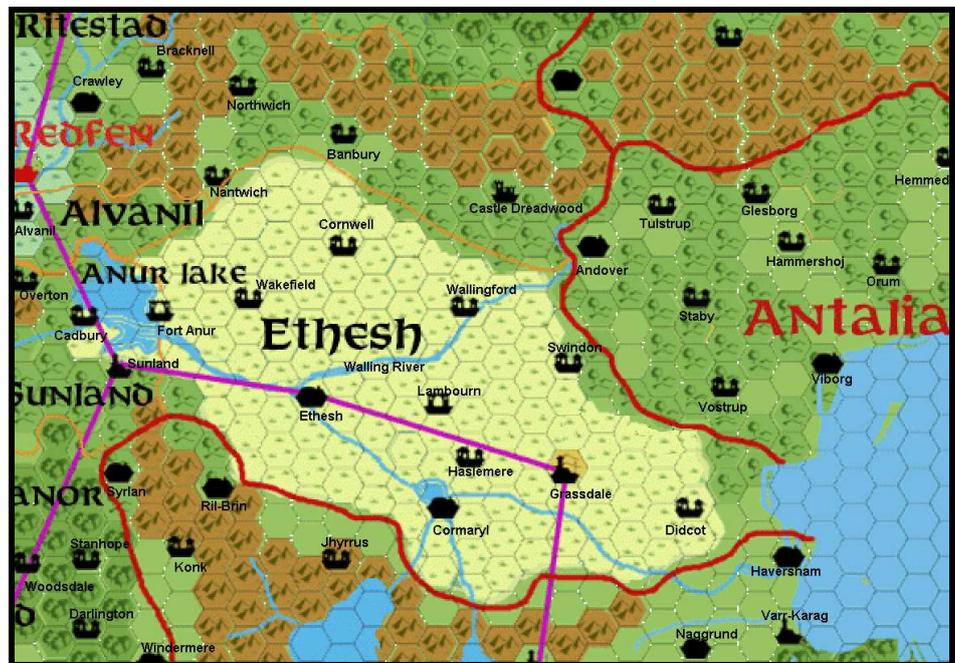


In 13.800BC this volcano (the later World Mountain) breached the surface and created a carbonatite hill over the following centuries

with several small craters and a medium carbonatite lava flow. After millennia of regular activity it stopped functioning in 3455 BC, and since then was presumed dead and inactive. The hill after its discovery had eroded and there was no recorded geological activity since then, however minor earthquakes still existed, and the plateaux still rose slowly.

Before the GROF in 3000BC most of the 1000AC known Hakomon locations did not exist, and the few who did were simple natural magical locations with variant effects, like any other on Mystara.

Settlers from Blackmoor created the New Blackmoor Colonies close to 3050BC. The dormant or assumed dead volcanic mountain in the middle of the fields of Ethesh was proven to be rich in minerals and a mineral mining and plant for carbonatite and other ores in the long 'stable' volcanic hill and nearby a mining city named Grassdale was created. Transport was done manually and by horse first, and later by various metal cars, and vessels along the rivers, and also by the Radiance lines (Purple line on Sturm's map above). The volcano resembled more a single huge hill than a mountain. The top was at 1700 Feet, while the grasslands around were at an average of 1100 feet. Lake Anur was levelled at 800 feet.



There were several secret magical researches conducted in Grassdale on the mountain and in Wakefield, Cormaryl and Ethesh in the land of Ethesh. Some of these experiments involved other Planes.

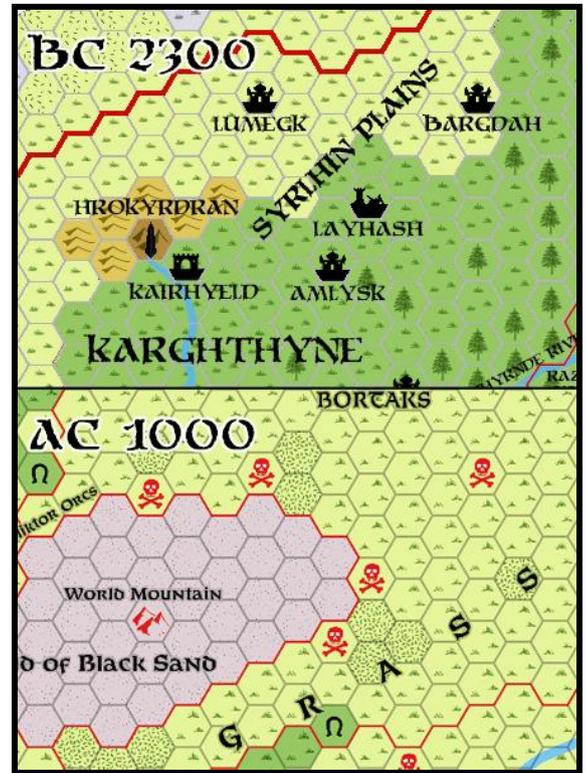
During the GROF in 3000BC a great battle against giants was taking place. The giants were attacking between Fort Anur and Wakefield. A lot of Technomagic had been used here, and rusty remnants of battle machines are still strewn around.

In 3000BC when the Technomagic reactors of Blackmoor exploded, and all settlements and connected locations spread over the planet blew up. Those few not connected fell apart after the disaster of the Great Rain of Fire, the tilting of the planet, the interplanar disturbance and drawn closer of Limbo and Dreamlands, and a minor sudden uplifting of the Ethesh Plateaux.

This following text is based on John Calvin's (*Chimpman*) great work *Mystara 2300BC*, see here; <http://www.thepiazza.org.uk/bb/viewtopic.php?f=3&t=1389>.

Around 2300BC Moadreg dwarves of this time were masters of the arcane arts (and a little dark and possibly crazy). Most magic in the Shimmering Lands (*as east Ethengar was known then*) was powered by the Radiance – a magi-technical substance discovered and developed by the ancient Blackmoorians. Conventional wisdom often linked use of the Radiance to the cause of the Great Rain of Fire, as well as to the Wasting disease that followed after it – a theory studiously ignored by the dwarves of the Shimmering Lands. The Dwarves also used techniques binding the souls of fallen enemies to weapons, armor and constructs. Other magical techniques like Dream walking and Shadowmancy were also part of some of the locations of the Moadreg. This will be reflected later in the magic of the Hakomon locations with a Moadreg history.

After the dwarven people get remade by Kagyar (in 1800BC) the Shimmering Lands were long forgotten, the Moadreg estates *Thaghdyt*, *Drynneg*, *Heldfyst*, *Amlysk*, *Bargdah*, *Lumeck*, but also *Fort Kairhyeld*, *Ruins of Layhash* and *Hrokydran* will continue to radiate a menacing or magical (disturbing by Radiance) presence.



When in 1700BC elves caused the RCC collider to explode (see <https://breathofmystara.blogspot.com/2016/05/voyage-of-discovery.html>) the volcanic activity is increased significantly;

First the pressure caused from the RCC collider and the exploding cells, passed through the weaker horizontal layer of cells and caused a massive increase in magma. This caused a greater tilt of the plateaux than ever before (down towards the southwest and up in the east).

Secondly it reactivated the dormant (assumed dead) carbonatite volcano in the Hrokydran Mountain.

Thirdly the explosion drew two interplanar connections Limbo and Dreamlands into contact with the Prime Plane. This became centred on the Moadreg magical works of Hrokydran, as if already attuned to each other. The World Mountain came to be with a gate to the Spirit Realm on top, and a multitude of Entropic ruptures from the Sphere of Entropy spawned nearby in the Lands of Black Sand and on magical locations further away on the Plateaux. This process continues up to today in a much decreased form, many locations have stopped, and only a rare few came to be after 1700BC.

Most of the smaller ruptures existing solely in the Lands of Black Sand come and go a few weeks or days later, chaotic as Entropy is. Only one seemingly permanent location outside the Ethengar Lands is known; the **East Red Fang** in Heldann, used by refugee religious Glantrians, witches and such. Yet other magical locations might still exist hidden in Ostland or Vestland

All these locations, being ancient natural, Blackmoor or Moadreg created, and the later spawned magical locations, currently as of 1000AC thirty locations seem to be permanent, emitting their magic mixed with Entropic influences on either a constant or repeating pattern. Many locations

The Hakomon locations and the Radiance

As in the above introduction already explained some of the currently known Hakomon locations were natural occurrences as any other magical location on Mystara, and radiate only forms of Nature magic (unpolluted by Radiance) and thus unaffected by the Radiance.

However, most locations on the Ethesh Plateaux have been come into existence with the 1700BC RCC disaster, even if there was already magic active in 2300BC by the Moadreg or even in 3050BC by the New Blackmoor Colony, and were connected too, (re-)activated due the entropic events of the 1700BC disaster.

All these are connected to the Radiance and will be affected by it. The sole exception to this rule is the gate on World Mountain. It is absolutely connected to the Radiance, yes is in actuality not affected by it. It might be that the Great Rain of Fire brought it closer, and the 1700BC RCC disaster connected the Planes to the Prime Plane, the suppressing effects of Days of Dread caused by the Radiance will not break the connection to these realms, not even after 1752 AC when the Radiance is finally expelled from Mystara in the destruction of the Nucleus of Spheres as described in http://pandius.com/Great_School_of_Magic_in_detail.pdf or <http://pandius.com/mageevol.html>. As both these Planes had a natural connection already, and are inherently magic in makeup, the gates to these realms will not close due lack of Radiance. At worst these gates will temporarily become ineffective, yet the natural magic of the combined Planes will soon (within a year at maximum) reactivate the connecting gates.

As to the Hakomon locations after 1752AC; some will cease to exist before this date, and if not they will stop functioning in 1752AC. However, most of the locations mentioned here might have a chance to become a natural location (due long term magical exposure), as a healing reaction of the Radiance effects, or as mages/Hakomon/shaman/wicca/Wokani reopen the gates connected to these locations later using natural magic instead.

If a location remains in existence it will still give the same effects as displayed (this not only out of DM/Game ease, also because the source of magic, now unpolluted by the Radiance will be still available.

Some of the effects are lower in strength due lack of connection since the Radiance link is now gone(decrease all effects by 30 to 50% and either removing studying/meditating/praying benefits in full or increase these all by +2d100%).
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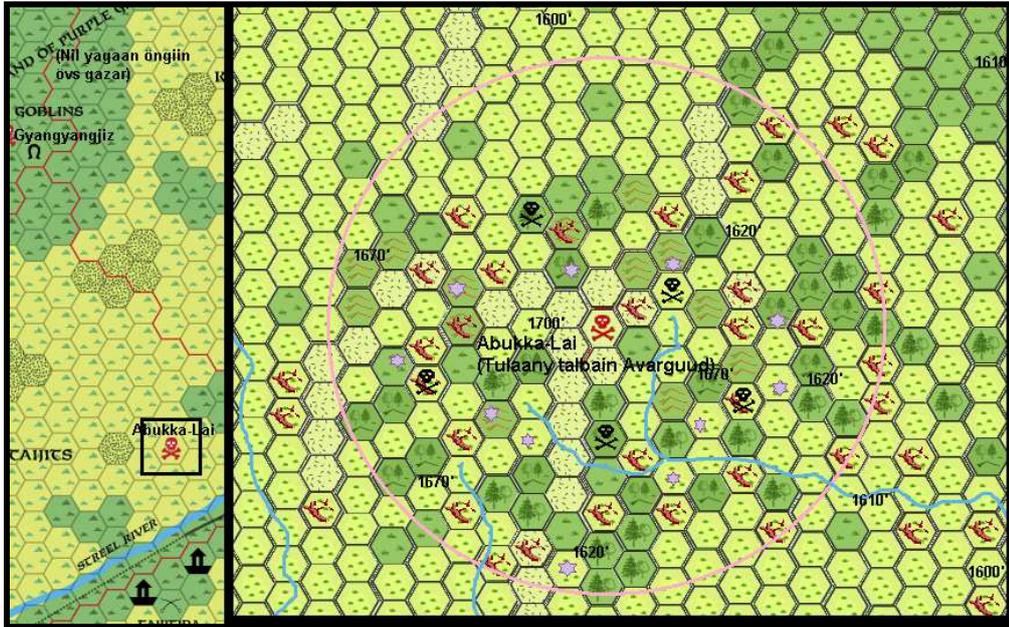
Or the effects become stronger due the magic no longer polluted and clean. (increase all effects by $(4+1d4) \times 10\%$, keeping all studying/meditating/praying as is (this due the increased difficulty to understand nature magic).

Locations mentioned becoming different or inactive will be mentioned as such.

A word of John Calvin/Chimpman to the locations of Orkajinqertu and Darvenest; These are very interesting locations and could maybe be tied into JTR's 5000 BC setting (where he has brute-men combating the machinations of Burrower worshiping cultists and the like). This kind of thing would have been going on both on the Outer World and inside the Hollow World until the Spell of Preservation put all of the Burrowers in stasis.

Anyway, I very much like the idea that some of the dwarves of BC 2300 stumbled upon the remnants of a Burrower (or something related) and turned the site into a stronghold of their own (*Robin; this is Darvenest, I created upon this suggestion*). The kind of magic that would come from such a site could be very powerful (and quite disturbing) - perfect for the 2300 BC setting!

Abukka-Lai (Tulaany talbain Avarguud)



West Central Ethengar, Taijits Territory
 Located 20 miles north and 21 miles west of the **Dol-Stral River** (*Streel River*), 2nd closest to **Bargha** (39 miles), near to horsefair site (northeast 26 miles).
Translation;
Without remorse

(Battlefield of Giants)

Used by; Hakomon, Shaman

Legends; Aeons ago the giants came to battle Mankind. First mankind lost many battles until the moment in Ethesh they gained the power to control fire by steel and magic. The steel wagons they made all could blow out this special fire. One by one the giants fell. Shaman say Yamuga revolted against the global onslaught; Mankind, Elven, Beastmen, Giants, Dwarves, all against each other and oneself. And her plea of help was heard by Tubak. Then Tubak high in the sky toiled and boiled, and spit forth its flame, the metal wagons exploded like fireballs, similar like the olde settlements did. Fire was everywhere where the Rain of Fire came down. Nobody was spared, as the fire slew all metal and magic warriors, until peace and silence was there.

Exists since;

In 3000BC (a few weeks before the Great Rain of Fire the military tools were placed until the Giants came). Although in reality neither Tubak, nor Yamuga had any influence or cause of the GRoF, they were shocked by its aftermath. Yamuga (Terra) was the first to investigate this terrain, and despite all her magic nobody could be saved.



In 2300BC the humans and dwarves had discovered the metal ruins of the warmachines, and within these many not exploded Cylinders and Orbs of Destruction (Bombs). And again the field became a battlefield; they even say against the giants anew, others say against an identity known as the Troll queen and her minions.

Either way, the battle was so powerful it devastated both sides of the combatants (both by successful use and failed use of the technomagic and items of destruction. The skeletal remains of the giants can sometimes still be found here.

The moisture brought by Lake Anur (later named Grondheim Lake) enabled the area to become covered with a vast forestland, including several real woods.

In 1700BC the area became Blighted (as the spell) due the technomagical energies still roaming around and Entropic Energies when the last remaining Orbs exploded together with the vast destruction and the Entropic effects brought in due the disaster which created the Broken Lands. Several other Entropic effects were also born and remain active to this day. Many trees here perished in the blast of the disaster or the dusty fallout, and left behind their stems, roots and branches.

The following increase of the Grondheim Lake swallowed up most of the rest. Only the areas forested and not flooded remained somewhat forested, not woods, but sparse forest sections between the hunks of dead trees in overall grassland.

Over the centuries, the harsh wind and the decreasing Anur Lake killed of more trees, and the region became less and less forested. Today only small sections of sparse forest exist, and large sections with remnants of trees, either as large dark-coloured trunk logs partially sticking out of the ground in which they sank, survived the long inundation by Grondheim Lake or as dead fallen trees with branches, lying around as dried husks often stacked near or on each other by the several generations of Ethengars. These wood remnants are used as sources for various reasons; Tools, fire, damming, arrows, weapons, barriers, and nature has made them into its own special environment; small animals hide in them and forage/hunt nearby, others feed upon them, while wind and precipitation very slowly erode them.

In the nearby future the Aral Lake will increase in size again (exact when is unknown), and will increase the moisture in the ground, and enable new trees to rapidly fill the area, making a forest or even wood, with large areas filled with ancient obstructions; a haven to animals and fairies.

Important remark; none of the metal husks (purple stars on map) of the 4000+ years old warmachines will have functional or useful items within. The metal is mostly too eroded to be useful, other than as hiding place for animals, or makeshift club or shank (1d4 damage at best



with a break chance of 10% per hit). Most loose items have long been used as tool or weapon or became nothing more than metal flaks of rust..

Effects;

1 The area is blighted as the spell and as such anybody within the radius of effect is -1 on Morale, Attack Rolls, Damage rolls. Each individual may make a saving throw each round to avoid the effects, once affected it continues until the area is left behind. A blighted area also causes any perished individual to become vulnerable to either become controlled undead (like zombie or skeleton) or free roaming Phantom (http://pandius.com/Monster_Manual_4.pdf) page 1108 on their place of demise. This is due their soul never reaches Limbo, the disturbance in the magic makes souls 'think' they are already there or unable to locate Limbo.

2 The area is also habitat to Lesser Phantoms (http://pandius.com/Monster_Manual_4.pdf) page 1107 and Shadows (page 1113-1115) which were drawn in due the proximity of the Spirit Realm and the entropic influences. Typically these undead and shadows do NOT attack if dressed to resemble a shadow, until this individual reveals itself to them as being dressed as such (other dressed person will still not being attacked; these creatures no longer are able to learn from experience).

3 Then there is one single vision roaming the whole area (see page 1309-1310) which will form(or reform if defeated earlier) the night before each new moon, roaming until the night ends after the new moon (3 nights in total), and Hakomon and Shaman know not to enter the area in these days.

4 The last creatures (or better said effects) are the many Ghostly Hordes in the area (see page 1120-1121). These are mostly found in the 1 mile hex near the metal husks (purple stars on map). They resemble humans in strange armor and mostly equal clothing and bearing strange weapons firing these and the metal husks towards large amounts of giants coming from various directions. These Ghostly hordes resemble the Vision in many ways and were created due the powerful Entropic magic which was released when the disaster in the southwest happened. Ghostly hordes are active at all days and nights, the vision only the 3 darkest nights around the new moon.

The proximity to the Spirit realm enables Shaman to easier communicate with spirits, and when prayed here spirit spells (Spirit Sending, Hold Spirit, Invisibility to Spirits, Fate, Summon Lesser Animal Spirits, Commune with Spirit Lord, Spirit Walk, Spirit Storm, Summon Greater animal Spirit) to once take no place on the amount of memorized spells. This does mean the shaman can use this slot for another (non-spirit) spell. Each of these spirit spells can be memorized only once here.

Hakomon find that their control on Undead has been increased to +1 HD per 4 levels (round up) after one hour of undisturbed meditation and that they are invisible to Undead for 1 hour per level of the Hakomon. Spell research on undead or the creation of magical items with necromantic powers is 5% easier per level of the spell to a maximum of 25%. It is unknown and never tried if mages would have these benefits too.

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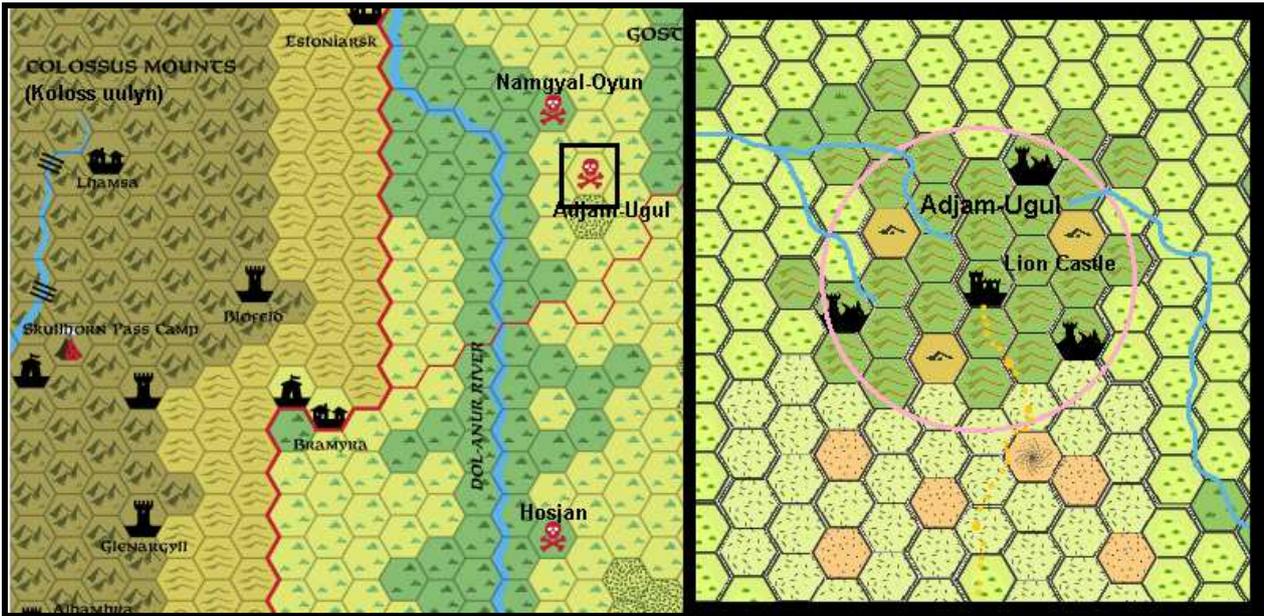
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<https://www.thevintagenews.com/wp-content/uploads/2016/08/bolshoi-tjuters-ostrov.jpg>

<https://photorator.com/photos/images/ww-japanese-type-tank-found-on-the-island-of-guam-along-with-the-ww-japanese-tanks-type-chi-ha--31484.jpg>

After Radiance; Fully active

Adjam-Ugul



West Ethengar, Yugatais Territory

Located 17 miles east of the bend of the **Dol-Anur** River, far east of the **Koloss uulyñ** (Colossus Mounts)

Translation; I give up.

Exists since; Very long before the 1700BC disaster there was a Rakasta presence on the plains. The earliest notes (on slabs of stone and in cavespaintings) seem to date from the period somewhere close to 15.000BC. A large lion roared upon the surface of one of the caves of the region, and neanderthal humans bowed down to it. This is the oldest description of a Lion adhered to as an Immortal.

As the Legends of the creation of Basteh <http://www.pandius.com/bastet.html> have resurfaced in the ruins of ancient Nithia, most sages thought it was in that time period Basteh was created, while actually this was much earlier, and not even in the area of later Nithis...it was on the much lower Ethengerian plateaux.

Kum-rah was one of the earliest Ethesh humans in the region and became very interested in the creatures roaming here. the creatures seemed to decide on life and death and already took on the persona of Death in the minds of these primitive humans. Kum-rah was interested and desired this power, or at least enough knowledge to postpone death. He moved there and detected the magical aura of the region. As he started to build a structure to dwell and research within he slowly became infused with the much stronger magical energies of the region of those days. He was a strong follower of Ka, and this believe was enough to fight for life. It was in these years Kum-rah was rewarded for his love of life and cats, that his beloved familiar Basteh was given sentience and a mire humanlike appearance by his Immortal.

The Shaman Kum-rah was reincarnated 9 times, each in a different Rakasta race, and always here in Lion Castle. In one of his incarnations somewhat after 4000BC Kum-rah found in a cave (yes the cave with the neanderthal cave painting) a wounded yet a very intelligent lion, filled with natural and magical energy. He took care of it, named it Tewelik, healed its wounds and taught it all he knew. Unknown to kum-rah the magic of the area was also a lair of this lion, and this lion was somehow (unknown) ascended to an Immortal state (<https://thepiazza.org.uk/bb/viewtopic.php?p=74539#p74539>). The cave was one of the creature's lairs where it could teleport to and check on its related species. The reason why it chose this cave is unknown, yet sages suspect the Hakomon location's magic, the experiments of Kum-rah and the ascension of Basteh are responsible for this, albeit this is unproven.

Tewelik was suspicious of Blackmoor technology and rise of magical power. And so he later moved away from Brun and Skothar. His disappearance from Skothar made the Tanagoro launch expeditions to other continents, searching for a lost source of power (aka him)?

Tewelik travelled across Davania for a while before returning to Skothar much later, and even has shown himself on the continent of Brun here and there. Enough to rally the early Rakasta races to gather.

These Rakasta gathered around the old ruins and succeeded to fashion a connection to Myoshima similar to the Wourigusta location. It is unknown if these Rakasta indeed travelled from Myoshima and created this location, or if they local Rakasta did create it.

Either way, this group of magical adept Rakasta were the first to fully understand this natural magical location, and infused its magic together in



their own magical weave. The early Ethengar must have had contact with these large agents of death (as imagined by the Ethengar, Lions are the image of Death as according the faith of the lion god of the former Neandertals). And it may be these contacts, resulting in violent conflicts, establishing and maintaining this Myth.

Somewhere along this line these Rakasta must have suffered some unknown hardship (This maybe the Ethengar conflicts, decline of food as it was chased away due the conflicts, the tilting of the plateaux and hill, or something completely different), which was enough for them to move away (to Myoshima, the Savage Coast, Glantri or Sind in the West), leaving behind a tilted Lion-headed ruin.

On Myoshima, the connecting other-side of the magical connection has been forgotten to most, but like Wourigusta can still be activated. It would not be strange to find wandering Rakasta warriors or explorers from Myoshima who wandered through the gate into the castle.

Sargon discovered the tilted ruins, and the weird magical effects somewhere around 755AC. In the search to understand the weird magic emanating World Mountain on the Ethengerian Plateaux. This date is certain as it was the first Hakomon mentioning of "Arslan bosch suuv", meaning; "The Lion sat upright" coming from the first sightings of Sargon in his Manlion shape, and caused a great fear of death and lions in the immediate vicinity. This ancient fear was further strengthened by the magics Sargon used to decimate Ethengerians.

Sargon also used powerful Alphantian magic to reorientate the hill upon which the abandoned tilted castle was build, making it more or less level again(there is still a tilt of 5%) and then only refurbished the ancient enigma and material damage he found there.

The Rakasta history may lead to the idea of ancient Rakasta secrets hidden in the hill beneath the castle. At least Sargon was unaware of these secrets, and could only use the positive effects of the location to his benefit. The many items he here thus did create, and sold everywhere made his legendary name as the most powerful (or actually the most creative) mage of Mystara.

Sargon was infected with the Alphantian Were-lion form of Lycanthropy (yes I know the adventure spoke of Weretiger, yet this fits the storyline better), and being attacked by local tigers infected these with Lycanthropy and this is the sole reason this Tiger Lycanthropy disease is rampant in this section of Ethengar. Examples of Lion Lycanthropy are however extremely rare and almost nonexistent due Sargon's personal restrains and use of magic instead claws and teeth to dispose of opponents. Sargon had an elongated life due magic of the region.

Sargon is still within the active memory of the locals along the Colossus Mountains as here he did his trading. It is said the Ethengar hatred for (especially Glantrian) mages, and the fear of death was his cause of death. Wounded by silver Ethengar arrows he eventually transformed into his stronger identity of a werelion man, but due the silver arrows he perished in 990AC a mile away from the castle. Here his bones can still be found within his rotten garb, and a bag of Holding with 400 lion-shaped rings.

The Hakomon, dare not approach the corpse since this seemingly unsuccessful defeat of death (as they saw it) as well as the inside of the castle as Sargon haunts both these locations appearing as a Chaotic Ghost of either himself (normal human ghost statistics with vocals) or as a Were-Lion (normal ghost statistics except 2 claw touch and 1 bite touch attacks, and 150'(50') movement, without vocals).

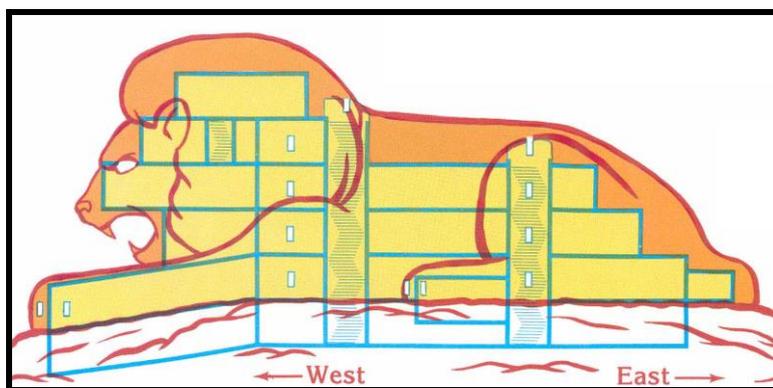
Sabre-tooth Tigers, Mountain Lions, Panthers, Tundra Lions and Tigers are no longer hunted in this region since this date, and hence will have taken this area as a safe breeding ground, generating an increased number of these feline species in the region, wandering even in the open castle. All kinds of other local creatures (read adventure page 6) will wander in and around the location.

Effects; This is also the location of the adventure [TSR9097-Bsolo-Ghost of Lion Castle](#). The ancient Magic of this location is warped due the 1700BC disaster, and as such within the Sphere no vertical magical movement is possible, like; Fly, Jump, Levitation, Rope of Climbing, Call Lightning, and Feather Fall, created by either item of spell. Nonmagical vertical action is unaffected. The special adapted magic of the mage Sargon has made it possible to use these magic spells (not if created by items) outside the Lion Castle up to a distance of 70 feet (up and away) from the castle, and in specific rooms within the Castle (read adventure) as these were used in restoring the castle.

Upon the hills many other magical effects also apply; Charm is limited to one individual

Invisibility can only be used on oneself, but will be greatly hindered in the castle or even spontaneously dispelled (i.e. does not work in specific rooms-see adventure).

Hold Portal, (Continual) Light/Darkness, Paralyzation, Hold Person /Monster, etc, requires direct visual contact with the caster or will end in 1d3 rounds.



Read Magic, any Protection magic, Web, Elven Boots, Silence spells, any spell or item making contact with other Planes (except Bags of Holding) will not function.

Praying for spells is unaffected though, but no Immortal will grant spells here not functioning here, limiting the choice of the cleric/shaman.

Any magic of Speed work only half its duration.

Instantaneous Transport into the area always fails (except originating if from Myoshima), meaning the spell will not transport to the targeted location, but instantaneous Transport out of the area always succeeds. Many other spells and items may not work or have a limited (duration, visual contact, decreased effect, improved saving throws, etc) due to the chaotic magic as depending on the DM. Spells of creation are 3% per level easier to learn, and the creation of magical items is 2% per level spell used easier, of course being limited by the spells possible in the region. Only on the hill of Lion Castle, aka the centre of the Sphere, this benefit can be gained, not anywhere else in the affected region.

The energy creates elongated life due magic, and any corporeal aging (thus not life expectancy!!) is reduced to 25% while staying in this region; any day here counts as six hours, any month as a single week, any four years only as one, etc.

The most powerful enchantment prevents the area from being entered by magic users (including Hakomon, Elves, Humanoid Wokani) if there is already a magic using creature within the area. There will be created a magical force slowly rearranging the course of the individual away from the active area. Multiple magic using creatures can thus only enter the area if they enter it at the same time. Other classes are unaffected.

This might be another reason this area is used thus minimal by the Hakomon. As they are unaware if someone is already there, and then can't enter the region. To them they might feel discontent or reluctant; thinking as if a power is refused to them at this very moment by the Immortals, or they might feel happy as even Death steers them away. Ethengars know this region is dangerous, and mostly follow a Hakomon's chosen course, whatever this might be.

It is known the Sabre-tooth Tiger Gundai of Moglai Kahn (see Gaz 12 DM book page 29) is a captured cub from this region, and thus is believed it protects the Kahn from death, for it is said amongst the Ethengar as; "Ükhliin dund naiztai khün ükhekhgüi", translated; "One who has a friend amongst death, will not die",

Sphere of Influence; 8 mile radius. Matter, Energy and Entropy

Art; Picture (adjusted cover of TSR9097-Bsolo-Ghost of Lion Castle with Mongolian background) and Cutthrough from same adventure.

After Radiance(and during Days of Dread); Fully active semi natural effect.

Chagon-Ngarangli



North Ethengar, Bortaks Territory

Located 9 miles northeast of Chagon-Nah in the **Chagon-Nah** depression.

Translation name; “*Strong Spirits*”

Chagon-Nah means “*See Spirits*”, or “*There, Spirits See*”

Exists since;

Effects;

Sphere of Influence;

Chimeibutu

South Ethengar, Yakkas Territory

Located south of the **Dol-Krandai** River (*Krandai River*), northwest of the **Altan Tepes uuly**n (*Altan Tepes Mountains*)

Translation; Place name

Whole area is infested with 6 to 12 inches high light-blue radiant funghi which appear at night (or any other darkness). Within this area the funghi grow all season, except in winter. In summer the funghi bloom and all living and breathing creatures of 8HD or less entering this area will be



subjected to the spores requiring a daily saving throw vs. spells to prevent becoming entranced. This trance will cause the affected to lay down and ignore anything else (including any deprivation) until they die. As soon as they are dead, the mycellium (roots) of the funghi will enter the body, and extract all they need to grow, leaving behind a husk of skin and bones, which will degrade to a powder within a year to fertilize the ground even further. Hakomons gain more control

over their control and charm spells when meditated in this area (the spell will still have this effect if cast outside this area). The power is thus great the Hakomon is as if 5 levels higher in these spells, and any saving throws needed are penalized by 1 for each level or HD the Hakomon is of higher this level than its intended victim.

Exists since;

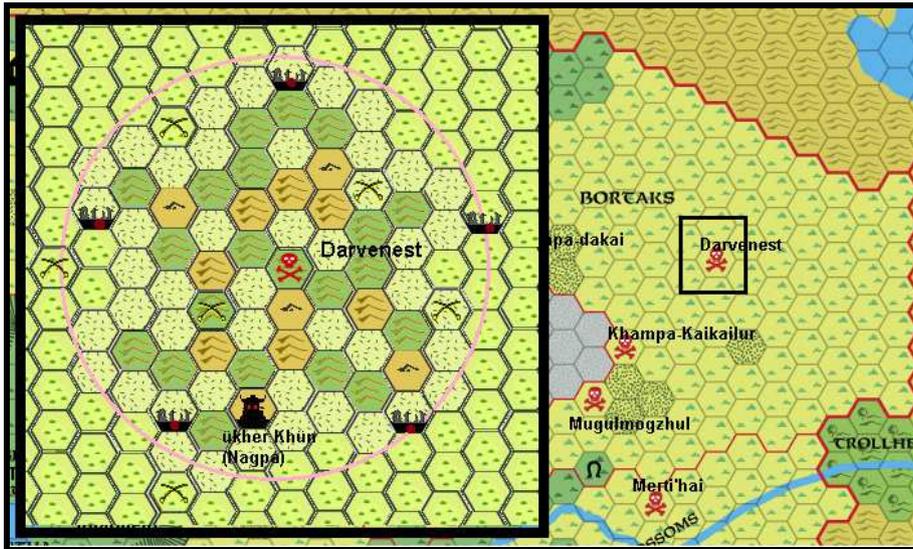
Effects;

Sphere of Influence; 11 mile radius

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After Radiance; Fully active Natural magic area.

Darvenest



Northeast Ethengar,
Bortaks Territory
Holds five small
village-ruins from 2300
BC, then together
known as **Bargdah**
Used by; Shaman,
Hakomon, and at least
one *ükher Khün*
(Ethengerian for
Vulture Man=Nagpa).
Translation from
Dwarvish; *Stop Shape
of Heart*
Exists since; 2450BC

By Chimpman; this estate was founded shortly after dwarves moved into the region, by Dahyk Bargdah, a recent immigrant from Karlheig. The center of the estate features several unnaturally shaped mounds among which the dwarves built their stronghold. Only a few dozen feet beneath the surface lies the husk of a gigantic creature whose body at least partially shapes the mounds on the surface. For decades the dwarves of Bargdah have been burrowing into the ancient corpse, harvesting its flesh, bones, and even in places its ichor. The components were greatly sought after by those practicing the arts of conjuration, enchantment, and necromancy, although the dwarves of Bargdah were often difficult to deal with, many of whom were afflicted by otherworldly voices and strange images that no one else could see.

The villages just on the edge of the area were dwarven settlements with long gone apparatus to draw upon the external magic

No one knows what did happen thereafter, for there are no scriptures, runes, or even tales of survivors telling more than what is above. The dug sites had been closed, and camouflaged, the ruins became unimportant, and no trace of anything important was evident. The magic of the location was rediscovered by the Ethengar about a decade after the great disaster of 1700BC, when the scent of rot permeated the region, as the disaster had reopened the dwarven camouflaged entrances. Through the broken chalk bricks, undead dwarves appeared. It took the Hakomon and Shaman all powers they had to stave off this massive force of Undead at the cost of many (visible by the battle-site location on the map). The dwarves eventually gave up, retreated, and Hakomon and Shaman combined closed the pits hence the dwarves came from with boards, clay and magical wards. From this moment on the region became known for emanating powers the mind.

Recent History; It is unknown to the Hakomon, Shaman and the common Ethengar, but the *ükher Khün (Nagpa)* Fersi-Ty 'Langbeak' (original fugitive of Heldann mage persecutions already in 973AC) discovered this area by scent and soon noticed the peculiar locations of the ruins as being the points of a large pentacle. Further research by this creature, revealed the pentacle is indeed some kind of ward, created aeons ago (2300BC yet this is unknown even to him), yet of Dwarven origin. When Langbeak discovered this he was agashed; dwarven magic? That could not be. He discovered the small caves, barred with boards, Hakomon & Shaman sigils and magic; nothing he could not dispel with his expertise (he is a 12th level Nagpa) and items. The scent he followed was that of Rot, a minute trace, a whisp, old, with a taint of magic.

Within the boarded caves, he discovered these were ancient dwarven-style tunnels. The scent of Rot was very clear, yet also very old, more than several weeks. As he entered these he noticed instantly he had entered a single long curving and twisting tunnel in two directions. The tunnel was 30 to 40' diameter and the walls were ribs, topped with a spine on top, keeping the tunnel as it was. The dwarves who had dug the flesh out, must have had a reason for it, as they cemented the bones with the earth while removing everything else. Most remaining organic matter had dried and mummified to a petrified stage over the ages, yet its



scent was all over, slowly escaping to the outside. The entry he opened, probably was not the only one. Eitherway, the process of decay, breached by lack of fresh air was now in affect again.. This stuff was older than several weeks, maybe even centuries older. There was also an almost palpable aura of magic. Evil Spirits seemed to spawn here, yet these did not bother Langbeak. Why he did not know, maybe they shared alignment or an equal goal. Up to this date Langbeak investigates the area and notes his discoveries. He encountered Dwarven Undead, Evil Spirits, and since recently some pesky Harpies, also attracted by the scent, like the vultures, rats and other vermin.

Effects; Unknown to any the decaying brain of the creature is in the middle of the area. Although long dead, its last thoughts and powers are still stored within the skull. It not only has increasing magical effects on all necromantic magic, it also changes any one slowly to Chaotic Evil. For every 1000 Turns of a magical adept creature of less than 9HD (aka Humans, Demihumans) meditating or residing here, it changes one step closer to Chaotic evil (Lawful to Neutral, Good, to Neutral, then Neutral to Chaotic or Evil). It is up to the DM which last thoughts this creature (probably a gigantic Burrower) emanates and if they affect PC's or NPC's alike and how. Langbeak is already chaotic and evil, hence he is unaffected.

The undead dwarves continuously regenerate in 48 hours, even if disintegrated, destroyed by destructive turning or else. The souls (still within) are in torment and anguish and blame the living for their ordeal. Only their destruction will release these souls and grant the PC's experience for their defeat.

The 'positive' effects are components found within which give an increase in effects of conjuration, enchantment, and necromantic item creation, memorization rituals or even in the spells itself. Mostly these are bones, or mummified (now rotting since re-exposed to the open air) hunks of flesh. Most other material is long gone.

Langbeak will eventually discover the Brain. By doing so he gains an absurd amount of information (aeons of life the creature had), and an increase in all his magical (+50% range, duration and effect, casting time -10%, necromantic abilities +100% range, duration, effect, half casting time. Instantaneous and permanent spells unaffected, minimum casting time half the spell level at best). Only true Heroes then might be able to stop Langbeak, or to hinder or even prevent this to happen. This could expand over several adventurers by a clever DM.

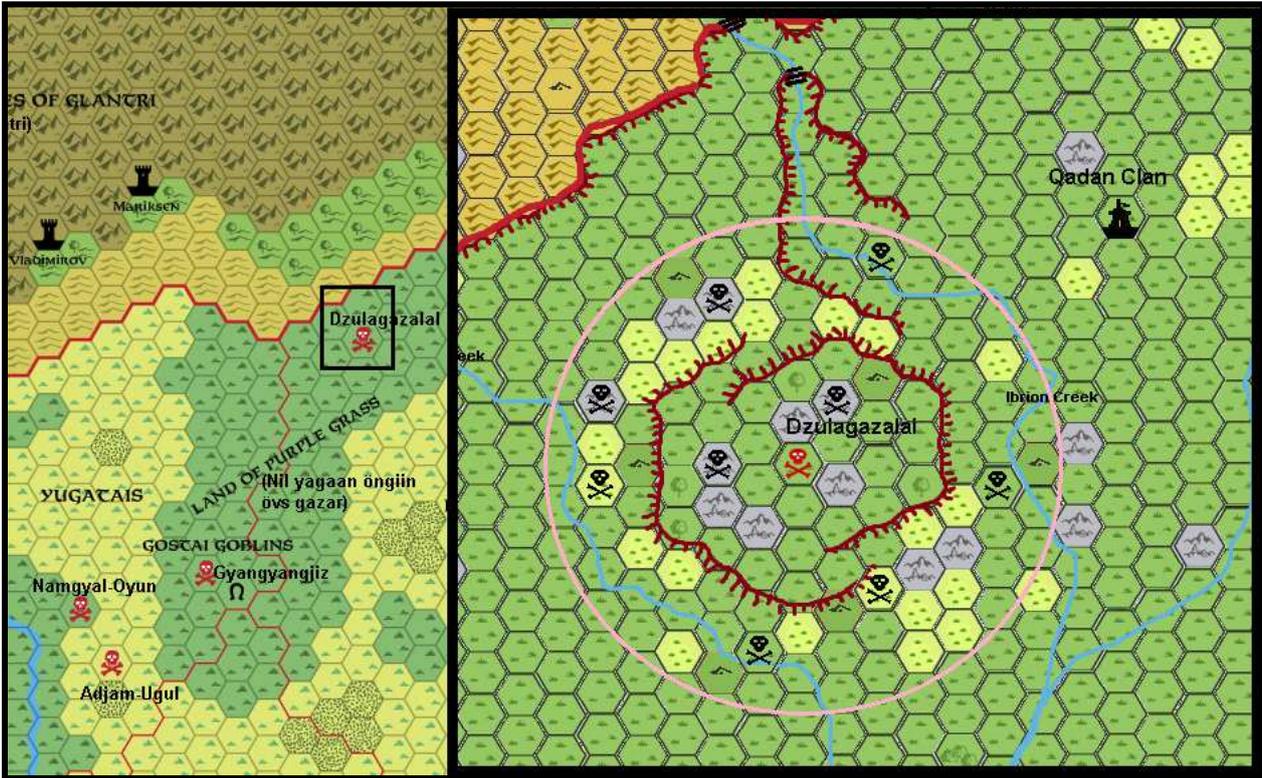
When the brains are removed or destroyed, this location loses all magic in less than a month, however, the component usage can continue for a minimum of 2 decades, and may become an Ethengar trade source for several years. The Undead dwarves also remain until defeated, as they no longer regenerate.

Sphere of Influence; 5 mile radius, Sphere of Entropy only!!

Art; <https://media.gettyimages.com/videos/track-forward-inside-ribcage-of-snake-looking-up-at-one-side-of-ribs-video-id150123903?s=640x640>

After Radiance; Probably stopped working before 1752AC, die the rot, erosion, magic depletion, plunder and just time. If still active all effects are 30% or less normal.

Dzulagazalai



Nortwest Ethengar, Kaeruts Territory

Located north in the *Nil yagaan ongiin õvs gazar* (*Land of Purple Grass*), 8 miles southeast of **Vanlig Glantri** (border *Principalities of Glantri*)

Translation name; “*Ghoul Lair*”

Used by; Shaman, Hakomon, and regular Ethengar as burial Ground.

Exists since; the location was created manually by the Ethengar already around 2000BC, when the ice and snow had receded north. They dug in the often still frozen ground, and from underneath they broke off pieces of frozen ground. Together with giant stone blocks (*where they derived these is still unknown; it could be a magical creation, handwork from the Dwarves in the south, or even material from older*



Moadreg locations and settlements in the south-east) and the earthen blocks covering these on the outside they created nine huge circular domes with an A-shaped entry. Within this dome they dug single, family and communal graves. First in the year 1700BC these were covered with stone or backed clay plates.

The domes together were buried with more ground to create one single several miles wide burial mound. As the Ethengar dug away the ground and frozen hills, and piled everything up one giant heap, they created sharp cliffs, which still exist here today.

Since 987AC in the same area in between and nearby the mound more simple grave circles were created (see pictures right). Each of these circles is owned by a single Clan, and is 50% chance blessed and consecrated by the Shaman and Spirits), so those buried here will not become Undead. As there are many clans, so there are many of these circles. At least 50% of the Clans use these circles nearby Dzulugazalai, the other 50% use similar circles in their own tribal lands. As these rarely exceed a 100 yards diameter these are not displayed on the map, and are mostly located a few miles away from their clan encampment. As about 50% are not consecrated, undead (mostly Ghoul, Wight, Wraith, or Ghost)—though uncommon—are not unheard of and greatly feared. As these undead must bury themselves out of their grave, they are vulnerable to predators and sunlight, and need to find a hiding place; mostly these are nearby caves, or dead toppled trees heaped together. Volcanic pressure and short magmatic eruptions created areas of volcanic broken lands in the same area, and damaged the domes severely. Most now have volcanic caves nearby, which open into the domes and to the outside.

Effects; The combination of thousands of common Ethengar dead over the centuries, together with the volcanic activity, and influences of the Sphere of Entropy make a large uncontrolled amount of undead. Only held at bay due the limited distances they could cover at night. As thus these ghouls can only be found in this region up to a distance of 12 miles away from the caves or tomb entrances; the maximum distance they could have covered walking by night and still return to a covered area. Then the sun rises, causing exposed ghouls to slowly burn away as if exposed to a continual Turn Undead (causing fear, pain, and slowly burn damage of at least 1d8 hp/round).

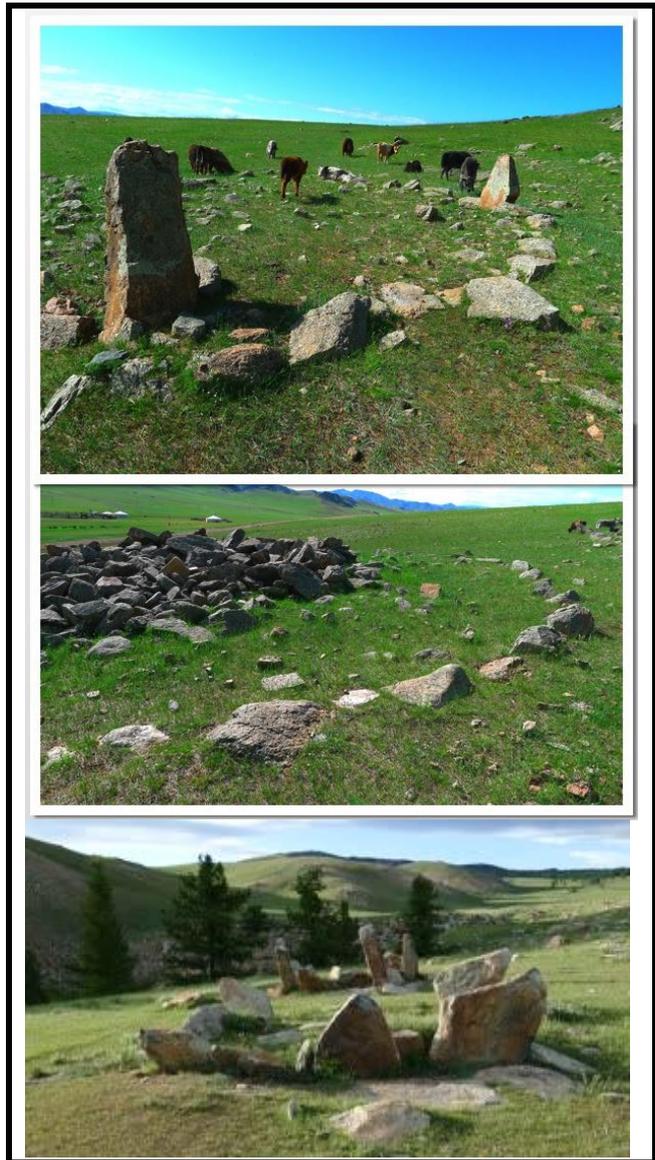
The Power of the Sphere of Entropy is strong, and entropic spells are easier learned here (+15%) and control over undead is easier (double range and number).

Memorization of Entropic spells takes half the normal time and its effects (even outside this location) are increased by 50%. Several Hakomon and even Shaman have become Ghoul Kings, but eventually all perish under the blades of Blessed Ethengar heroes. Any who stays within this doomed area longer than 24 hours (just enough to go in, bury somebody, and leave) has a 5% cumulative chance to adjust alignment one step closer to evil (lawful to neutral, neutral to chaotic, good to neutral, neutral to evil, one step of these at a time).

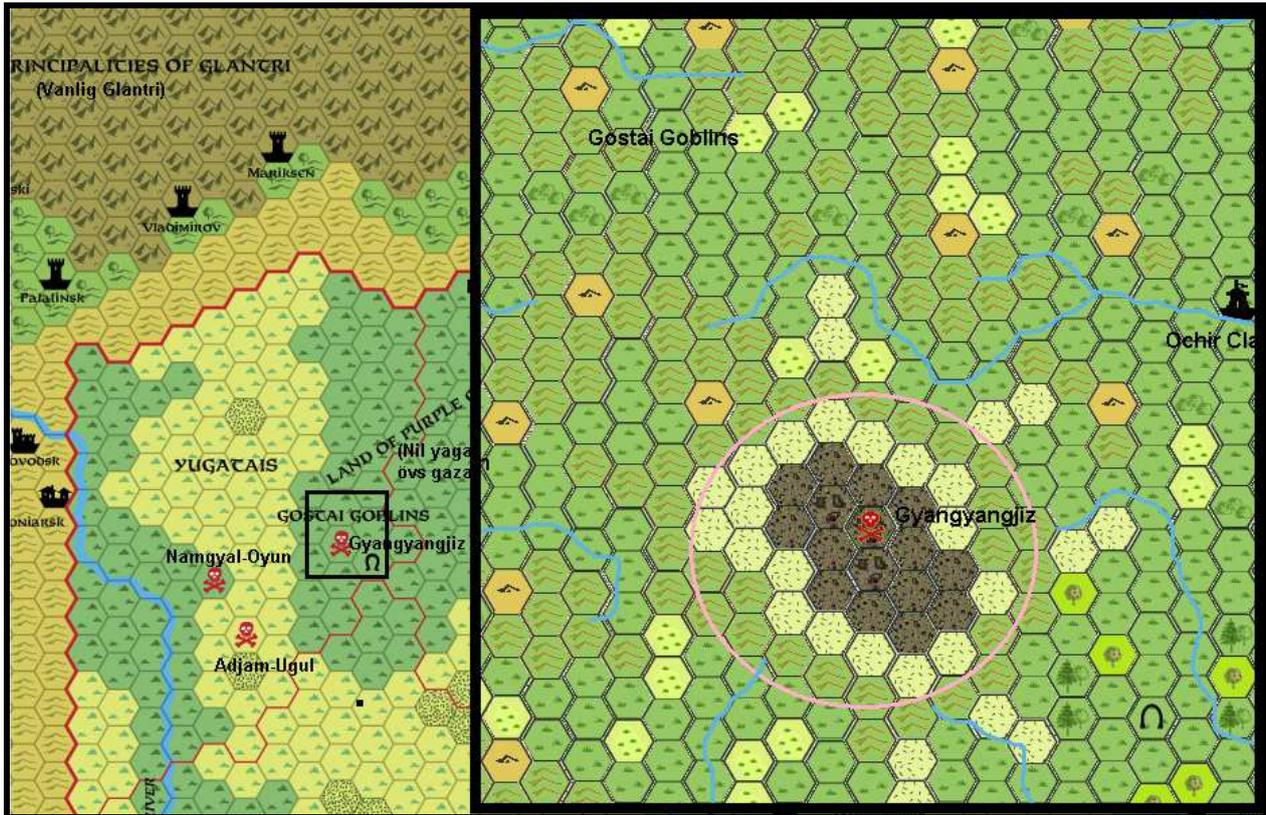
Although the effects if the Earth are strong here there are no beneficiary effects to use Earth Elemental magic, other than that the caster or its elemental can't become undead within this area. They will either die normally or heal.

Sphere of Influence; 12 miles diameter

After Radiance; Full Natural & Planar effect



Gyangyangjiz



Northwest Ethengar, Yugatai Territory

Located in the *Nil yagaan ongiin óvs gazar* (*Land of Purple Grass*), near Horsefair site (southeast 9 miles).

Translation name; “*Knowledge of Knowing*”

Exists since; unknown, estimated 3350 BC. The first discovery of [Baldandars](#) was in the Era of Blackmoor, according to ancient scriptures about 3980 BC. In that era and beyond strange visitation were sighted on Mystara. There were rumours of a large vessel that crash-landed some hundreds of miles from the City of Blackmoor itself. Within the following years other vessels were seen, seemingly attracted to the first one. At least one of these unknown alien vessels crashed in the frigid tundra of Ethesh. It is unknown if it was discovered by the settlers of the New Blackmoor Colony, as no records were ever found in either the Fire Wizards Academy or the Great School of Magic extensive libraries or archives.

Inside the vessel are still the skeletal remains of two large thin creatures with large bulging heads and grotesque large eyes. The description is equal to those of the recently (1012 AC) discovered Baldandars slain by adventurers, and researched by mages worldwide. All this information together makes illegal explorers of this location guess if both are not the same species. The unidentified vessels then and today all over Mystara may be related one way or another. It is known the vile predatorily Baldandar are able to alter their appearances by magical illusions to hide, and may have adapted to the overall environment of Mystara.

As such it is assumed they could be found amongst the Gostai Goblins, where it is a common treatise that humans are eaten if captured. Unknown to the Gostai Goblins their illusion adept Wokani could actually be a Baldandar.

It is clear that the vessels described today and in the past are a combination of magic and the creature's abilities to create powerful tactile illusions, yet unsusceptible to magical dispelling. As being illusionary, they would normally leave no parts when crash-landed. Yet all the Hakomon and Gostai Goblins coming here can see and feel the same metal ruins. Could it be this vessel is real? Or is it still a powerful illusion. Then how could it sustain itself that long? And if it is real, where did it originate? Why and how did it fall here together with a large piece of meteoric rock?



Legend; Nowadays Gostai Goblins speak of tales of a flying rock in the sky upon which the gods sat in their metal houses, spying on the world, when suddenly a god forgot to keep the rock aloft and it fell down. To them the location is the place where gods did die. They loot and plunder the remains for sharp pieces of steel; as it was created by the gods, it could easily kill a human. In effect the shard-like remains are lightweight metal weapons of dagger to sword size (and damage) with no magical bonus, but half the normal weight. They have a 25% to break if making a critical hit or if struck against solid steel or stone (any break in effect lowers the weapon by 1 dice; 1d10-1d8-1d6-1d4-1d3-1). The weapon is however rust covered and will cause a normal infection (see here http://www.pandius.com/diseases_and_healing.pdf page 18). The goblins settled in this region due the hills and their massive maze of tunnels. Soon they discovered the crater and made use of the metal found. They must have derived their legend upon fantasy or divination.

To the Ethengar the valley (*as they call it*) is a weird combination of rest, and death, silence and a mumble of activated thoughts. Spirits do not come here and this is seen as a blessing to several Hakomon.

Used by; Hakomon, Gostai Goblin Wokani

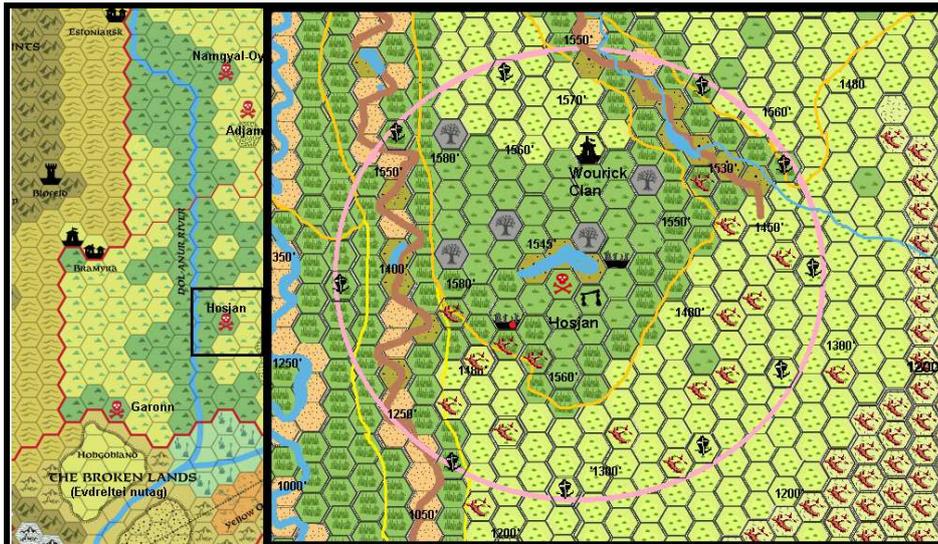
Effects; Any radiance and wasting disease has long been depleted (although in 2300BC would have still effect) and no energy of any kind can be found in the ruins of the vessel. The crater itself, however, is highly magical. The source of this magic is unknown, and seemingly connected to the ruined vessel. Illusions memorized or cast within this area have a more powerful effect, and are harder to disbelieve (chances and saving throws are halved). The magic also influences the concentration of the Hakomon or Wokani here. Memorizing, Studying spells, or creating items or researching new spells is half the normal duration. The region also affects sleep; within the aura any person will awake after half normal duration of sleep fully invigorated. As the Gostai Goblins see this area as theirs, the chance for a lone Hakomon to meet a group of 3d4 vile, dangerous and armed Goblins is 5% cumulative for each Turn (10 minutes) staying in the area

Sphere of Influence; 8 mile radius, probably this was initially larger and oddly elliptically shaped; N & W 20 miles, NE & SW 10 miles, E, SE & S 8 miles, NW 45 miles, covering a large part of the Gostai Goblin Hills, but shrunk over ages. This early elliptical shape seems to have been created by the direction of impact and magic release on impact or just before. With the decrease of magic, the shape slowly contracted to the current spherical shape in the first century after impact.

Art; https://c1.staticflickr.com/2/1122/4598987332_f8929121ed_z.jpg

After Radiance; Full effect of unknown source (vessel).

Hosjan



West Ethengar,
Tajjits Territory
Located in the fork of
the old and new **Dol-
Anur River** ending in
former Anur Lake, far
east of the **Koloss
uuly'n** (*Colossus
Mounts*).

Holds two ancient
unknown village
ruins; the western
dating back to the
Blackmoor Era, the
eastern from 2300BC.

The Bright yellow line is the old Anur Lake of the Blackmoor Era, the darker yellow line is the maximum perimeter of the flooded Lake, now named Grondheim Lake after the 1700BC disaster.

Known for its enveloping high reeds and encircling crystal growths. And a brown clouded light fog within the crystal ring since 1700BC colouring all light within.

Translation; *Chain of Water*

Exists since; An old Witch pond between two old villages was used before the GRoF to create temporal magic to heal and allow growth. It also enabled a greater longevity. The pond did exist even when Aral Lake was at its largest size, (*even when many crystals were submerged*) just along the coast in a fork of the Dol Anur River, yet lost its power due overuse somewhere around 2300BC. In 1685BC the location's magic power was reactivated, and fully active since the vast RCC disaster of 1700BC. Hakomon, witches and shaman tried using the power to drive away the dust in the region. The reactivation was most logically being a by-product of the 1700BC disaster merging water (temporal) magic together with Entropic magic.



Effects; Visions of the Past and Future, still healing effects, but with a cost, on the principle; heal one hurt one (DM apply the damage to another and then heal the target for the same damage. Visions gained while meditating here will not be forgotten easily and will have profound effects on the envisioned, as if he or she was at the event the vision revealed. Neither of the visions are a pleasant experience and most detail war, murder, disaster, and such. In effect chaotic nature magic and unaffected by the Day(s) of Dread.

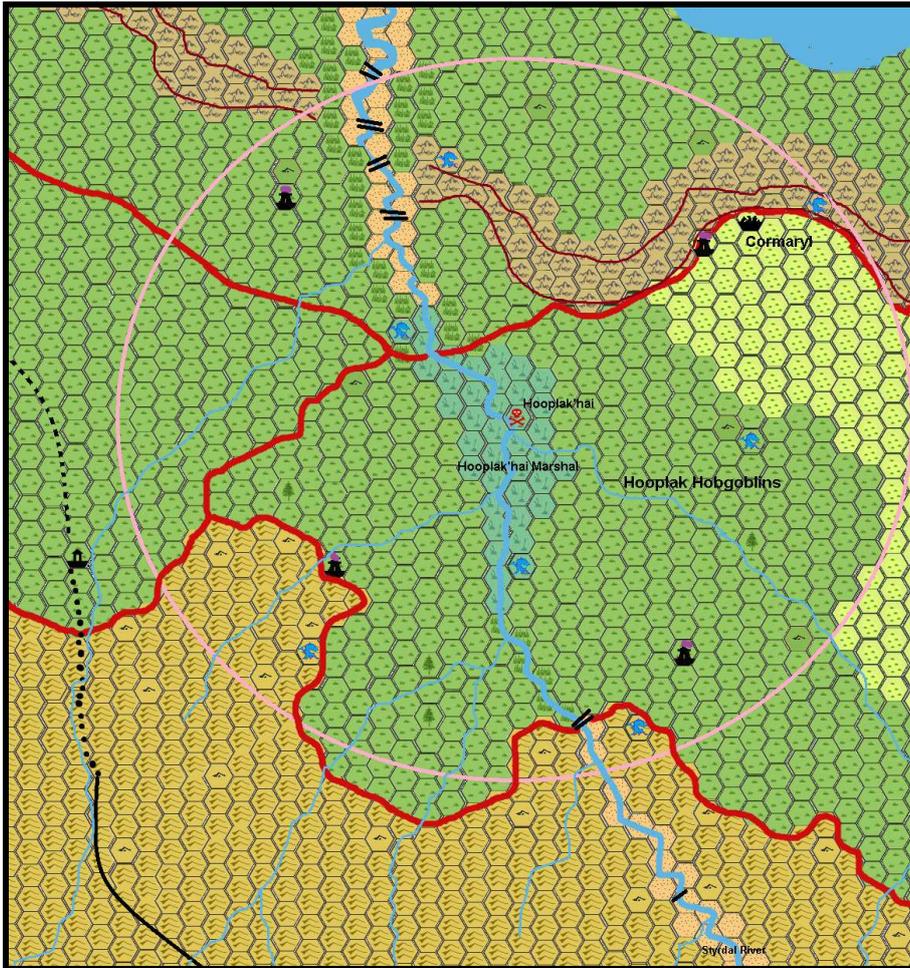
Sphere of Influence; 7.4 miles radius.

Art;

<https://www.wallpaperup.com/uploads/wallpapers/2015/04/22/668507/840ae6de8ca491ddf6d59598775c2c17.jpg>

After Radiance; Full natural effect.

Hooplak'hai



South Ethengar, Kiyats Territory

Centre located 8 miles south of the **Chagon-Nah** depression, but fully encompassing the Dol-Styrdal rapids at the south of the **Chagon-Nah** depression.

The **Dol-Styrdal** (*Styrdal River*) fully passes through the centre of this location, and created the **Hooplak'hai Marshal** (*Hooplak'hai Marshlands*)

Located 14 miles of foothills of **Altan Tepes uuly**n (Altan Tepes mountains).

Translation name; "Doom of Hooplak"

Used by Hakomon and Hooplak Hobgoblin Wokani, and (mostly Blue) Dragons,

Know for its eternal storms and precipitation, and the Huge skeleton of a Blue Dragon within the river.

Unknown but seen be anyone here and perceived as reality, is the illusion of the **Altan Tepes uuly**n (Altan Tepes mountains) being closing in on this valley. Those who entered always



Hooplak'hai seen from the north, the Altan Tepes uuly in the background, the illusionary mountains to the east and west. The Dol-Styrdal flowing through the corporeal remains of the huge blue dragon that became Immortal

remember they entered the region through this valley, even if they did otherwise. This powerful illusion is only negated by Fairykin and Dragons (actually anybody possessing Second Sight). This illusion causes many to become lost, or when they retrace their steps until outside the area of effect, suddenly forgetting any how the area looked a mere moment ago. The illusion is actually an old image further up in the valley, and thus seems so real and disconcerting.

Exists since; The exact date of this happening is lost in time, however, it must have happened somewhere before 1691BC as the War of Succession begins. The Plains of Ethengar always had its interest by the Blue Dragons, and one of them had grown from the 2300BC era up to a huge

shape, and controlled all of the plans almost up to the Glantrian borders. The dragon was named **Tsenkher luu** (aka *Blue Dragon*), and it ascended to Dragon Immortality somewhere around 1691BC. As Dragon 170 explains; When a small chaotic dragon becomes a large dragon, a violent storm hits the region, causing great fear and some damage. When a large chaotic dragon becomes huge, a devastating earthquake rocks the region, possibly causing volcanoes to surge from the earth and erupt. Upon the ascension to Immortality of a chaotic dragon, all of these signs occur. A wave of terror and destruction is inflicted upon the region as well by all the chaotic dragons that are now free from their magical bonds and eager to celebrate the event-or go to war against each other. World Mountain did erupt regularly between 1691BC and 1660 BC, and expanded greatly. The storms raged over the land and there was no Ethengar not afraid of Blue Dragons. Great combat and destruction caused the Ethengar's initial growth to slow down for a period of about 30 years. This time was known as the War of Succession. And then they had to rebuild. It may have been this period which instigated the Ethengars to become a truly nomadic people, as what you take with you can't be burned or destroyed, and can more easily be repaired or exchanged, than common buildings. This Ascension of the Dragon Tsenker Luu created the Hakomon location later known as Hooplak'hai south of Chagon'nah due the Dragon magic binding with The Entropy of the Sphere of Death.

Effects; This location is the largest Hakomon location beyond World Mountain. Its size and powers cause most of this region to become near to impassable. There is always a rain or thunderstorm storm raging in this location but beyond its area of effect the winds are as normal as anywhere else on the Plains. Those born in this region are immune to the illusions and have a 50% to detect any illusion on sight; illusions based on other senses at 25%, and thus may disbelieve each illusion detected as being one without effects. As the Hooplak Hobgoblins reside in this area it is best to assume 50% of each Hobgoblin of this tribe is born in this region and may have this ability even if later living elsewhere. Of course young hobgoblins (or other creatures) born and living here still always have this ability.

Sphere of Influence; 14.5 mile radius.

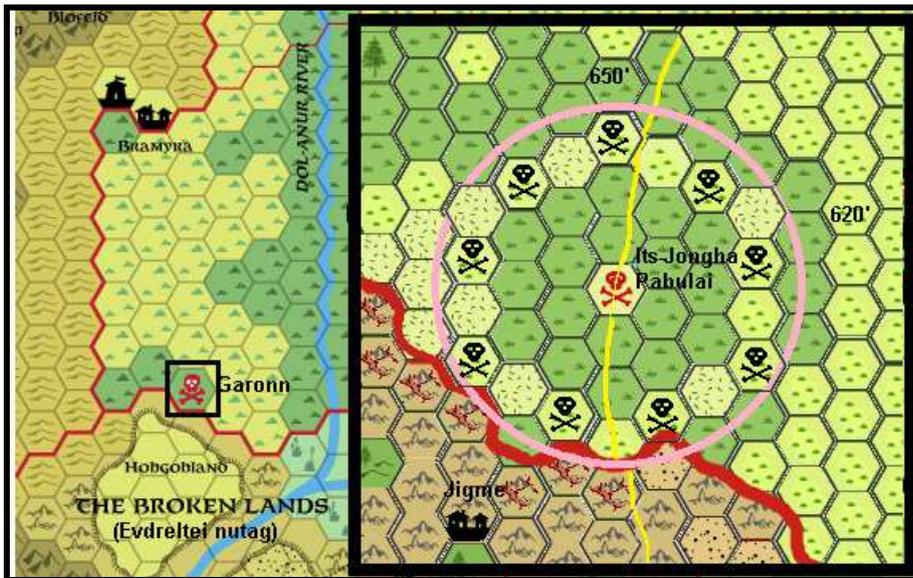
Entropic magic, Dragon magic, thought magic. All Illusionary spells meditated here (at -2 on memorization skill, or -8 on Int. check if not having this skill, this due the distraction of the weather), will seem to be thus real they can't be disbelieved (if a character "died" due the effects of such an Illusion, the character will awake after 1d20 hours and totally forgot what did happen, and as there is no proof on his body, nobody can proof him otherwise. Any "wounds" will just seem to have healed). Any dragon settling within this region (there are 7! known), gain 1 spell more for each spell level they can cast (ex; a dragon able to cast 3 first and 2 second level spells can now cast 4 first and 3 second instead). Spells influencing weather, climate, temperature, lightning, or protection against these meditated here are thus disturbed the caster has to relearn the spell totally new, as if he never knew the spell(s).

In the upcoming years this location will finally shrink and eventually disappear. The draconic powers created by the Ascension of the Blue Dragon, finally fade away, and as the Sphere of Death was bound to it, this will end too. The Sphere of influence will gradually shrink and fades completely away on 01-08-1039AC at 21:36 as per table.

Date	Sphere diameter	Effect
1-1-1000AC	14.5 mile	
09-10-1009AC	13.5 mile	
08-03-1018AC	12.5 mile	
02-12-1024AC	11.5 mile	
19-12-1029AC	10.5 mile	valley illusion fades away
03-07-1033AC	9.5 mile	
19-10-1035AC	8.5 mile	first dragons leave
06-03-1037AC	7.5 mile	Less Hakomon come
11-12-1037AC	6.5 mile	
28-04-1038AC	5.5 mile	
15-06-1038AC	4.5 mile	last Dragons leave
15-07-1038AC	3.5 mile	
25-07-1038AC	2.5 mile	
28-07-1038AC	1.5 mile	Last Hakomon inspects
01-08-1039AC	0	Location effects end

Art; https://i.kinja-img.com/gawker-media/image/upload/s--t70wHl5a--/c_scale,f_auto,fl_progressive,q_80,w_800/q7yyeqgeebxqmf3rh30e.jpg

Its-Jongha Pabulai or Garonn



South West Ethengar, Taijits Territory
 Located at bottom and edge of former Anur Lake, North of Hobgobland **Evdreltei nutag** (*Broken Lands*) and Northwest of the Mucks, east of the southern point of **Koloss uulyyn** (*Colossus Mounts*)
Used by Ethengar Hakomon and by Humanoid Shaman & Wokani (named

Garonn by Humanoids)

Translation name; “*Ring of Life and Death*”. Humanoid name (Goblinoid); “*Mighty Power*”

Known for its ring of burial sites (see picture) with corpses (which animate at night walking in a circle so the grass declines).



Exists since 0AC; The location was most logically being a by-product of the 1700BC disaster, yet was fully inundated and its effects suppressed for 1200 years when the lake decreased in size. The last dead trees had fallen north of the still shrinking Grondheim/Anur Lake. It was now only about a quarter of its large size, but now had a vast swamp of its former size around it. Within this swamp (north of Akkila's Throne) the Hobgoblin Wokani discovered a new Magic location, which they called **Garonn**.

In 500AC the Grondheim Lake now held a small lake of 30-40 miles and a double sized area of swamp. The remaining sections of the former lake have slowly been taken over by the encroaching grasslands of Ethengar. And within this grassy mass, the Ethengar warriors followed. The group had several Hakomon magicusers with them. They reached the Magic Location owned by the Hobgoblins and soon discovered the power of this location. The humanoids were first forcefully driven away, up to "their" plateau. The nimble horses of the Ethengar were unable to traverse in the rim of Broken Lands. And their attack was halted.

It was here in **Garonn** in BC 1691 when Baka betrayed Akkila-Khan. And the act has something to do with the animated undead. The undead are reanimated with the souls of ancient Ethengarian and hobgoblin warriors who are cursed to continually chase after one another (but

are doomed to never catch up with their enemies). Garonn was hence named by the Hakomon *Its-Jongha Pabulai (Ring of Life and Death)* when they noticed the fallen and buried comrades to walk around regularly later.

Up to this day the Ethengar tribe of Taijits regularly patrol this region, first in a (feeble) attempt to keep the Humanoids out and the undead at bay. However, the Hobgoblins Shaman and Wokani know more of this location than the Hakomon do. An agreement, a bitter one, but still, was made; both Hakomon and Hobgoblin Wokani would keep using **Garonn**, and within the area itself any combat is refrained from. It may be weird and even strange, but here the Ethengar Hakomon and Hobgoblin Shaman and Wokani may even work together, while battling each other outside the poor and good grassy circles.

Effects; Both Hakomon and Wokani gain more power in spells with heat and warmth (+1 level when meditated here), but also in summoning/creating stronger Undead (Max hit points when meditated here, +1HD max hit points when cast or created here).

Any dead human or humanoid body of 10' or smaller will become an undead zombie animated by the magic of the area within 1d3 days if it is within 1 mile beyond the perimeter of the magic circle. Unlike normal zombies they have glowing eyes, and are aware of living humans or humanoids and undead ones. They will always attack living ones. The undead spawned here 'naturally' can't be controlled, nor do they wander more than a



mile outward from their tread circle. Undead wander around only during the night or when clouded, mostly following the circle, however, they are not harmed by the sun or Turn undead attempts, and do not count as Undead for special weapons targeted to undead (in fact they are magical constructs). At day they are mostly inactive lying around in the circle (but become active if attacked, subjected to other magic or if approached by a living demi-human-oid coming within 10 yards of it. Awakened undead will have a haste effect in the first round only, enabling double movement AND a twice its normal attacks of one round. These undead will reanimate every night unless fully destroyed (fire/disintegration). It is up to the DM how many of these corpses exist here (yet an estimate of 20 for each mile is suggested).

Undead created elsewhere or not spawned by the local magic do not follow these area effects.

Sphere of Influence; 3.7 mile radius, Entropic

After Radiance; Full natural effect.

In 1251 AC Astimahl succeeds in becoming a huge blue dragon, and the North eastern side of Akkila's Throne increases the yield of magic available to the goblinoids. Garonn becomes stronger, and plants grown here (then many as it became a forest in time see; <http://pandius.com/BR1100.png> and <http://pandius.com/brknlnds.html>) become prime components for spell (increasing either duration/range or effect by 25%) and even the area of the Comeback Inn is affected (effects unknown). Astimahl visited Barga and Bramyra, clearly revealing that its intent is to leave these settlers alone, ...unless provoked of course. It enforced a tax of 1 gp a wheel and foot passing along the New Darokin-Ethengar Trail, taken in by some humanoids. The settlers accept, as this seems a fair price and agreement. The increase of magic will even affect the Dark Elves in Aengmor, which they see as a token. What will these uncertainties, effects, and changes bring...or take...??

Kafkan-Li



North Ethengar, Kaeruts territory

Located 19 miles northeast of **Khar els gazar** (*Land of Black Sands*), 7 miles northwest of Horsefair

Translation name; “*Chain of Life*”



Exists since; Mystara has an intricate ecosphere where unknown (*at least to Real World Earth science*) lifeforms and organic organs of unknown proportions and effects exist (*the planet itself, silicon-based life, magic feeders, etc*) nature will have solutions to many problems existing. (*In the real world plastic eating bacteria evolved naturally, blue algae grow in abundance, cleaning and changing the waters for a changing environment, just too mention a few*).

Magic circles, crystals and unknown lifeforms do the same on Mystara. One of these are original harmless rare silicon-based crystal flowers (*Crystallosexifolia magicae-pascens*; **six-crystal-leaved magic-feeder**) which did exist (*and surely will still do elsewhere on the planet*) prior to

the Great Rain of Fire. These rare plants absorb magical energy normally and feeding themselves of strands of elemental magic entwined in the overall magic, leaving behind a purified magic. With the coming of Radiance Pollution these plants changed here (and on all similar locations on the northern Hemisphere of Mystara). The normal 1 to 2 feet tall plants grew to 12 feet tall, and started to affect their environment with different effects depending on the magical energy they had fed on. In the 1700BC disaster and with the lifting of the plateaux over the ages these plants came into a good air current of East to West or reversed mostly and always strongly affected by Radiance (due the Nucleus of Spheres in Glantri, and the continental air-current going west to former Blackmoor).

Effects; Due to the Radiance pollution of magic worldwide, these plants have changed in a natural reaction on the sudden intense pollution. Normally they feed on the Elemental traces of magic found in general magic, now they also feed on the Radiance effects in the magic, and in doing this they contribute to the overall Radiance cleaning of magic of Mystara. In their feeding process they expel the sources of magic they have not consumed, and one of these is dominant. DM; roll 1d100 every moon (*New moon to New moon*) and check table, and adjust the percentages by the year after 1000AC as given.

If Matter/Earth is rolled the effect will be that memorization and casting spells of that kind is increased as if the caster is 5 levels higher, and Time/Water and Entropy spells is 5 levels lower. The



other spells are then unaffected. **(DM take care in deciding what Element spells belong to, write down, and remain consistent!! Some spells might seem to belong to multiple Elements, decide which is the strongest component; for example Magic Missile is clearly Energy Based, yet a Thornstrike (other version) will be matter based).**

If Energy/Fire is rolled the effect will be that memorization and casting spells of

Six leaf Crystal Flower effects						
Year	Radiance	Matter	Energy	Time	Thought	Entropy
1000-1005	0-50%	51-60%	61-70%	71-80%	81-90%	91-00%
Opposing	None	Time	Thought	Matter	Energy	All
1006-1010	1-49%	51-60%	61-70%	71-80%	81-90%	91-00%
1015-1020	1-48%					
1021-1025	1-47%					
1026-1030	1-46%					
1031-1035	1-45%					
1036-1040	1-44%	46-56%	57-67%	68-78%	79-89%	90-00%
1041-1045	1-43%					
1046-1050	1-42%					
1051-1055	1-41%					
-1%/5 year after 1000AC		+1%/25 years after 1000AC				
1056-1080	1-40%	41-52%	53-64%	65-76%	77-88%	89-00%
1081-1105	1-35%	36-48%	49-61%	62-74%	75-87%	88-00%
1106-1130	1-30%	31-44%	45-58%	59-72%	73-86%	87-00%
1131-1155	1-24%	25-39%	40-54%	55-69%	70-84%	85-00%
1156-1180	1-19%	20-35%	36-51%	52-67%	68-83%	84-00%
1181-1205	1-14%	15-31%	32-48%	49-65%	66-82%	83-00%
1206-1230	1-9%	10-27%	28-45%	46-63%	64-81%	82-00%
1231-1255	1-4%	05-23%	24-42%	43-61%	62-80%	81-00%
1256+	Na	0-20%	21-40%	41-60%	61-80%	80-00%

that kind is increased as if the caster is 5 levels higher, and Thought/Air and Entropy spells is 5 levels lower. The other spells are then unaffected.

If Time/Water is rolled the effect will be that memorization and casting spells of that kind is increased as if the caster is 5 levels higher, and Matter/Earth and Entropy spells is 5 levels lower. The other spells are then unaffected.

If Thought/Air is rolled the effect will be that memorization and casting spells of that kind is increased as if the caster is 5 levels higher, and Energy/Fire and Entropy spells is 5 levels lower.

If Entropy is rolled all spells of Undead, Entropy are memorized or cast as if the caster is 5 levels higher, any undead will gain 5HD!!(recalculate XP accordingly per RC rules), Undead Turning, and healing spells will also be as if the wielder is 5 levels higher. Any other spell will be as if two levels lower, and at minimum effect (no spell dice rolls needed, take lowest value).

If Radiance is used the wielder will be able to cast all spells as if he is 2 levels higher, and at maximum effect (no spell dice rolls needed, take highest value) for a duration of his intelligence and wisdom combined in days. However the wielder will also be subjected to first degree of the Wasting Disease as per http://pandius.com/Great_School_of_Magic_in_detail.pdf page 522-523. When subjected a second time to this effect the Wasting Disease will be of 2nd degree, and grow even to third degree if exposed anew.

To benefit (or be subjected) to the magic effects of the plants one needs to meditate for 24 hours +1 hour for strength and constitution combined, on its soft bag like pillows at the stem of each flower. For game simplicity assume all flowers produce the same effect. A DM might however for reality and individuality decide that each flower produces a different effect for a moon long period. If doing so roll for each plant as described above. Players are never aware what each plant will give.

Sphere of Influence; time, matter, energy, thought, entropy, Radiance

After Radiance; Full natural effect. Flowers will shrink to normal size within a few decades. The Radiance effect chance they might produce will fade away with 1% for each 10 years since 1000AC. And as such this area will be clean of Radiance magic in 1256AC, years before the Radiance is gone from Mystara(1752AC).

After Radiance; Full natural effect. After the Radiance is gone the plants will also feed upon brought in magic (be it items or spells), and instead a Radiance effect chance it might dispel brought in magic. Spells will be subjected to a dispelling first before items can be affected. After that, items with charges will be affected, those with the lowest amount of charges first (scrolls, potions, etc), and larger or permanent items later. The amount of charges drained is equal to the duration spend meditation in hours. This can easily be prevented by not bringing in any magical item or active spell. Permanent items count as having 10 charges+ its magical bonus total, and are only affected if the drained completely, else they are suppressed for 1 day per affected hour. For example; a Hakomon has a staff +5, a potion and a wand with 15 charges, he studies/meditates 30 hours, so 30 charges are drained; first the potion ; $30-1=29$, then the wand ; $29-15=14$, then the staff (which is 10 base +5=15) ; $14-15=-1$ which is this 1 charge short of being fully drained. It will however be suppressed for 14 days.

Khampa-dakai

North Ethengar, Bortaks Territory

Located 9 miles north of **Khar els gazar** (*Land of Black Sands*).

Holds ruins 2300 BC known as **Lumeck**.

Translation; “*Open Camp*”

Exists since;

Effects;

Sphere of Influence; Matter, Nature



http://images2.wikia.nocookie.net/_cb20100329153744/jamescameronsavatar/images/5/54/Lionberry.png

Khampa-dal'li

North Ethengar, Bortaks Territory

Located 7 miles north of **Khar els gazar** (*Land of Black Sands*).

Translation; “*Camp that went*”

Exists since;

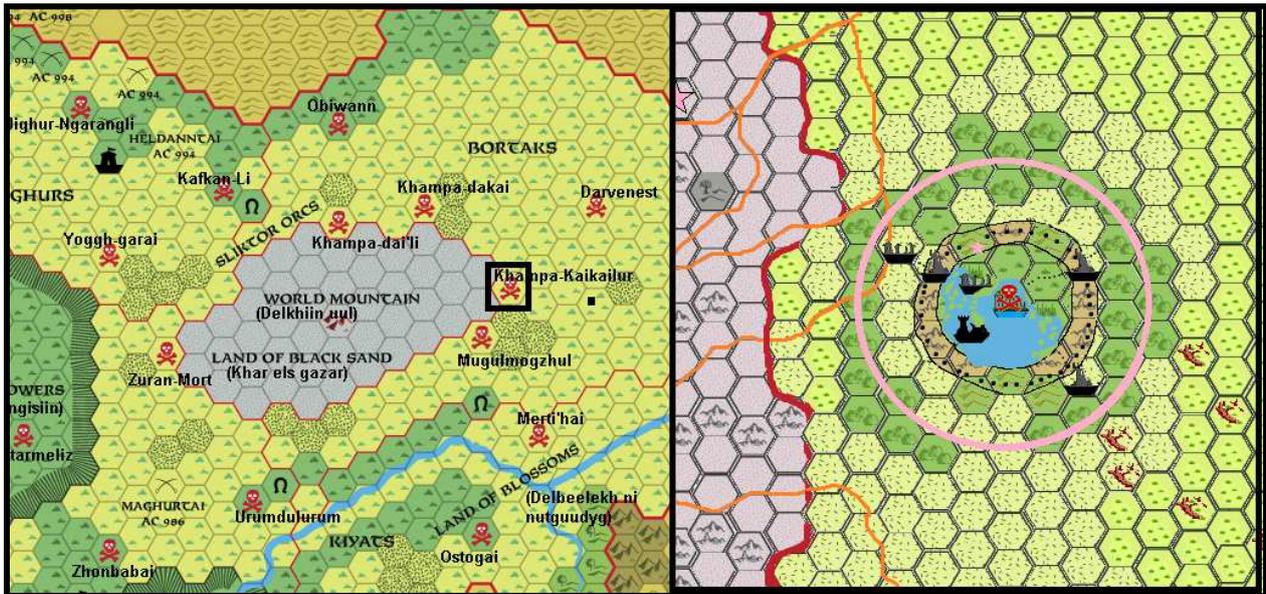
Effects;

Sphere of Influence; Water Magic and Entropic Magic.



<https://inhabitat.com/wp-content/blogs.dir/1/files/2005/07/Blue-Lagoon-537x348.jpg>

Khampa-Kaikailur



East Ethengar, Bortaks Territory

Located 7 miles east of **Khar els gazar** (*Land of Black Sands*)

Holds ruins 2300BC known as **Ruins of Layhash**.

Translation name; “*Camp of opening Earth*”

Exists since; Crater impact estimated 3000BC.

Location a few decades before 2360BC, Connection to Aethereal Plane 2300BC,

2360 BC; the Elder of Layhash stopped sending

her title of troops and supplies to Kairhyeld

Gatherhold. Instead she began building up her own

troops and augmenting them with beastman

mercenaries from Urzud.

Engdyr Heldfyst and several other Elders learned

of her plot before she could launch an attack against

Kairhyeld. Their combined forces marched upon the

traitor, destroying her forces utterly. Unknown to most,

Layhash and many of the dwarves serving her,

were all changelings of Grondheim fostered on the estate for decades previously.



Unknown to most, Layhash and many of the dwarves serving her, were all changelings of Grondheim fostered on the estate for decades previously.

The Estate of Layhash was built around and within the remains of a giant crater deep in the heartlands of the Syrlhin Plains. Formerly a jagged wall of colossal stones ringed the outer rim of the crater, pierced in three locations by pairs of tall circular towers. The circular towers are now ruins, the colossal stones have toppled or even fallen apart, leaving behind areas of Broken Land. Formerly steep, now eroded gentle slopes define the inner edges of the crater before flattening

out into a more gentle bowl-like basin. In the centre a group of wooded hills circling a large ruin of the old the estate's main mansion.

http://pandius.com/BCAP2_Part2_Layhash.png

This was the location of the 2300BC adventure Engdyr Game by John Calvin (see here; http://www.pandius.com/engdyrg_2.html for details in that time period.

In this adventure the Elder of Layhash stopped sending her tithe of troops and supplies to Kairhyeld Gatherhold. Instead she began building up her own troops and augmenting them with beastman mercenaries from Urzud. Engdyr Heldfyst and several other Elders learned of her plot before she could launch an attack against Kairhyeld. Their combined forces marched upon the traitor, destroying her forces utterly. Unknown to most, Layhash and many of the dwarves serving her, were all changelings of Grondheim fostered on the estate for decades.

Then the ruins of Layhash stirred again, as minions of the Troll Queen of Grondheim once again occupied its halls. Adventurers had to investigate Layhash and root out the Troll Queen's minions. In the caverns under the estate compound some of Engdyr's escaped spiders had begun establishing a foothold in this realm. Invaders from the Aethereal Plane, these creatures were eventually neutralized to insure the safety of the area.

Of all the structures described by John Calvin only a few have some significance upon the region in the days of 1000AC;

Ruins

C1 Westgate Village; Totally devastated ruins, mostly only a few stones and foundations can be found. Some basements however, might be intact and buried, and might hold ancient items of 2300 BC era (all magic and technological effects are long dispelled by Days of Dread, Time, and erosion. Most items have a decreased combat value and may break apart if used as thus...however; the items are valued ten-fold the normal value if given to the dwarves of Rockhome or the investigative mages of Glantri. Ethengarians are not interested in these 'cursed' items, yet will do anything to prevent these becoming owned or studied by the Glantrians).

C2 Sentinel towers; only one of these towers (NE the northern one) still exists and is secretly still owned by changelings masquerading as Ethengarian settlers, as such a few wood/straw farms are found here.

C3 Western Guard Post, long ago collapsed and almost did not count as ruins, as even the sandstone bricks fell apart in the 3000 years passing.

C4 Kennel/Stables, Totally ruined, only some walls can be seen from the water. Known to harbor snakes able to swim (Adder species-common in Ethengar along riers and wetlands)

C5 Barracks, long ago collapsed and almost did not count as ruins, as even the sandstone bricks fell apart in the 3000 years passing.

C6 Beastmen Dens; already ruined in 2300 BC, now flooded. Some walls remain as flooded ruins . This area is used bykobolds who have discovered ancient Urzud symbols of their ancestors guiding them into the underground of the area. These kobolds may have dug more tunnels enabling contact with the underground in the 2300BC described adventure. It is up to the DM if this is a fact and what can still be found there.

C8 Estate Compound; this ruins was build with better and stronger stones, and although the ceiling did collapse and some pillars have toppled, it can still be accessed. The large lake has increased size and depth over the ages and reed has grown abundantly in the region. The whole compound is flooded, and partially sunk through the istable floor. The lower regions are structurally almost unchanged, although heavy noise, structural damage, explosions (fireball/lightning bolt) have a 10% chance if causing some stones falling from the ceiling for 1d12-AV damage if hit (aware; Dex check to avoid, unaware SV DR-4 to avoid). If this happens regularly in the same general area, count each such disturbance as cumulative 10%, and if for a second final roll; if this also causes a collapse, that 10' section of the map will then be collapse

and become impassable unless dug free. Any individual underneath will take 4d12 damage (-AV). Most of the lower areas are inundated between 3 and 6 feet depth.

The Aetheric spiders and Hivemind had no foothold here and as such no longer can be found here. The beastmen caves are occupied bykobolds. Stirges are still rampant in the area, mostly feeding on the humanoids, rats and other vermin. The Kartouba might still be alive (as this creature has an extensive eternal regeneration, it might also be an offspring.

The former Dwarven structures are most likely been taken up by thekobolds, and as such may have a totally different or similar use as before (this is up to the DM).

The comet's hollow still exists, and enables the creation of some conduit into the Dreamland Plane of the Fey.

The Wasting Disease has long diminished and will have no game effects, other than that the rats and kobolds here might suffer from

Statues

On the map I decided not to use statue symbols, just mere black dots for the ring of towers on the crater's rim. Although damaged, somewhat tilted and decrepit, these dwarven structures of 10 feet diameter and 30 feet high from 2300 BC still dot the landscape across the crater's edge surface, with their back towards the crater. These the hollow face-like structures have a single entry on the back (7' diameter 4' high), with a cut stair going up to the eye level in to a dwarven sized attic with slits where the eyes are (7' diameter 5' high). Originally used to scout the surrounding area in the bright light in 2300 BC, nowadays merely a location for wildlife (mostly swarms of Stirges and spiders up to 2', or a wandering humanoid hiding for the sun, or similar(DM)).



Skeleton



An ancient beast lies in the north of this location, its remaining bones fully embedded in the eroded crater walls. The skull is enormous, with twin fangs each as long as a spear, jutting downward from the beast's toothy maw. The skeleton of a gargantuan saber-tooth tiger has been buried here even before the arrival of the dwarves in this region, its bones bleached white by the unforgiving sun over the aeons. Little more than a curiosity to the estate's former inhabitants, A Troll-witch had taken a special interest in the discovery in 2300BC. The witch spend most of her time inside of the once great beast's skull. Torwenna had mostly abandoned her minions to their own devices, and focused all of her attention on trying to animate the creature's bones for her own designs. She was very close to success, but due the meddling of some adventurers she completed her ritual and brought the skeleton to life in her defense. Due to its sheer size, Torwenna was only be able to animate only one of the ancient creature's claws; one Giant Animated bone Claw THAC0 14, HD 4, AC 5, hp 52 (half damage from piercing weapons), gives 2d20 impact damage to all in 20' radius of target minus AV each 2nd round after animation. It has a reach of 100 feet from the skull in all directions except the right side where it is only 50 feet. Today the Skull is the Home to a small group of Hakomon attempting to understand what did happen here in ALL ages past. They recently rediscovered the research notes of Torwenna the Troll Witch, and although largely damaged, the succeeded to repeat the ritual. As most bones have eroded beyond use or are buried too deep, only the single claw Torwenna used 3300 years ago can be used, this is also buried, but only a few inches deep..

Many of the bad magic sites in modern day Ethengar can be associated with a dwarven estate from the ancient Shimmering Lands. In BC 1700, the destruction of the RCC Collider (an ancient Blackmoorian device in what would now be the Broken Lands), triggered the formation of the Land of Black Sands, and area where the spirit world spilled into the Prime Material Plane.

Why would a device south of Glantri, trigger a paranormal event in eastern Ethengar? One reason is that the two locations were in some way connected or related. In the Mystara 2300 BC Campaign Setting I assume that this connection is caused by related Blackmoorian technomancy located in both areas. Although Hrokydran (the modern day World Mountain) was the primary repository for Blackmoorian technomancy, the dwarves of 2300 BC were responsible for

disseminating some of that technomancy across Ethengar (concentrated primarily in their lavished estates). Layhash is just one of those locations, being the easternmost bad magic site along the border with the Land of Black Sands.

Effects; Layhash = Fey magic (could be related to Dreamwalkers)

Sphere of Influence;

After Radiance; Fully seized all effects

Briar patch/thorns

Why thornbushes? because the Golden Khan deemed this area too dangerous to remain open to most. some might still traverse the region, yet do so in haste. Yet he did not plant these, he merely allowed them to grow. These thorns are actually not natural to Mystara, but have bled through from Limbo. These give hakomon something unique to harvest from them (but at increased risk). These thorns are thus dangerous that every damage sustained by them will draw one closer to Limbo (*and death*).

In game terms these thorns give an 1 point of damage each round traversing through, each Armor Value point is added to the amount of time. A chainmail AV4, will thus result in 4+1 rounds before damage is sustained, and Plate Mail (AV6), 7 rounds. The nasty semi-magical effects results in every 10th damage sustained will not be regained through natural or magical healing (*only an active regeneration will prevent this to happen, and a wish can restore it*).

These thorns grow dark-brown, almost black fruits in the joints where the twigs split. These can be used in special ceremonies to perform astral projections or even to enter other planes physically. When opened these fruits reveal a bloody flesh-like mass, with Thorn like seeds within. These grow only upon an area of ground upon which blood is spilt.



Lake - I think this is the only part I might tinker around with a bit. If you want to focus more on aquatic fey (which I think is a cool idea) I might make that lake a bit bigger. I also like the idea of having it flood over some of the ruins on the crater's floor (though not all of them). I think I might flood the bottom two ruins, with the center ruin being completely submerged (perhaps it has actually fallen through the ground and sunk beneath the earth a ways). The other ruins should be visible through the surface of the water.

<http://www.itsdaybyday.com/wp-content/uploads/2010/02/the-thorn-bush-that-got.jpg>

Kitarmeliz



Central Ethengar
Murkits Territory
Located in the southeast of
the **Tsetseg tengisiin** (*Sea
of Flowers* depression)
Translation name; “Cycle
of Magic”
Exists since;
Effects;
Sphere of Influence;

<https://i.pining.com/originals/3e/58/3b/3e583bfc48d774e79f3f8fd13944681.jpg>

Meru'hai

Southeast Ethengar", Kiyats Territory

Located about 12 miles from **Dol Krandai** (*Krandai River*) in **Delbeekek-ni nutguudy** (*Land of Blossoms*). Holds ruins 2300 BC known as **Heldfyst**

Translation name; "*Doom of Meru*" probably a derivation of "*Doom of Moadreg*, but unsure if this was meant or if it had to be "*Moadreg's Doom*"

Exists since; somewhere before 2300BC as this was then a young province of the Moadreg.

Effects;

Silence rings throughout the halls of Heldfyst. No living creature is allowed within this estate, but Heldfyst is far from inactive. Constructs and spirits toil ceaselessly on a small scale model of the Gate of Light. Built by Engdyr himself, and powered by the strange ore found within the mines of Hrokydran, the mini artifact is nearing completion. Once finished, Engdyr intends to use the device to annihilate all life in the area.

Sphere of Influence;

Heldfyst = radiamancy

After Radiance; Fully seized all effects. However, the constructs might still be active, readjusting to the new magic, the might be 1d6x10% weaker due the new magic without Radiance or stronger due the unpolluted magic. DM; readjust standard statistics accordingly.

Mugulmogzhul

Southeast Ethengar, Bortaks Territory

Located 7 miles southeast of **Khar els gazar** (*Land of Black Sands*)

Holds ruins 2300 BC known as **Amlysk**.

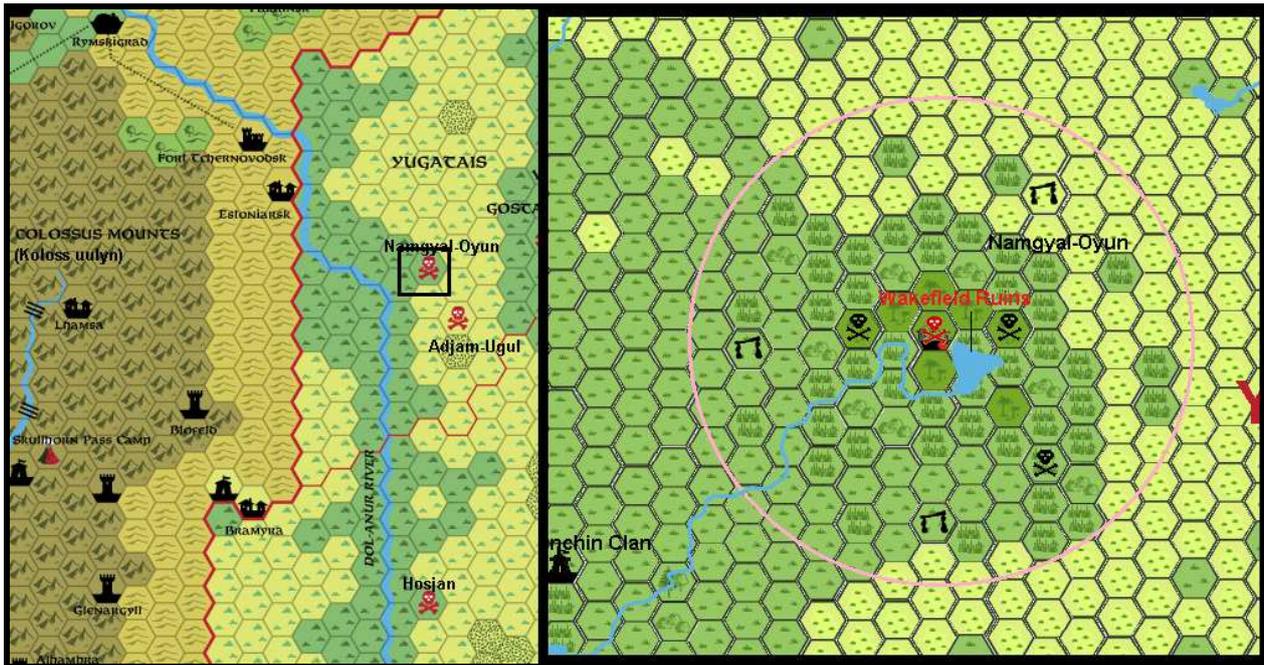
Translation name; “*Mighty monster, King of all Man*”, resembles elvish; “*Secret Pour*”.

Exists since;

Effects;

Sphere of Influence;

Namgyal-Oyun



West Ethengar, Yugatais Territory

Located almost 12 miles northeast of the bend of the **Dol-Anur** River

Translation name; *“Game of Namgyal”*

Exists since; 3165BC. In the Blackmoor Era, the village Wakefield next to a volcanic mineralised well, was for the New Blackmoor Colonists used as a research centre for biological genetic experiments. The first 45 years or so their work was especially research, but with the improved technological improvements, the local mages started to infuse variant Elemental magic within Plants. Within a decade they devised grain with an increased produce able to survive on even the poorest grounds. The plants were able to give high amounts of grain, and being a basic improved fodder for cattle and other herbivores. The yield was thus great that all these genetically enhanced seeds were transported to Blackmoor to be further improved and planted on the fields. It was these seeds which allowed the populace of Blackmoor to gain enough food to grow in number and power. It was these plants providing the high-energetic food for all the soldiers in the many Blackmoor wars. After this main discovery the research went beyond normal; the intent was to create plants with offensive or defensive means. Grab Grass was the first of this line of special plants. Soon more followed. All these plants were kept in several gigantic glasshouses all over the village, to be examined and improved. Then the Great Rain of Fire happened, the blast was thus great all technomantic devises attached to the main grid exploded. As such, were also the many energy conduits of the New Blackmoor colony, with their explosion, they not only stopped giving energy, but were also responsible for 90% of all direct deaths and destruction of settlements. The gigantic glasshouses were destroyed as within the village, and became a ruin. Nothing happened several centuries, except the ruins were overgrown, and Grab Grass seeds which survived the disaster were blown into the sky, following the global wind patterns, being deposited worldwide. It was in 1700BC, when the RCC collider exploded in the south creating the Broken Lands, and reactivating the volcanic system underneath the area, awakening the World Mountain Volcano, uplifting the Plateaux, and breaching interplanar borders infusing the area with Entropic and Spirit Realm influences. The old seeds were affected by the magical and Entropic powers and were reactivated and new and dangerous examples became alive. The following plants were later discovered in this region by various humans, seeds were taken by mages and other explorers, causing these plants to appear on many other locations later. The whole area became slowly overgrown in an ever-growing

mass of twines, twigs, vines, thorns and moving branches, expanding several miles. The jungle hexes used on the map reveal where the plants have grown in such a tumbling mass of roots, vines, and such they have grown to a heap of 50' above the ground, with vine-like tunnels underneath.



In 670BC it were the early Hakomon, who together with the Dwarves, created a magical Henge-like system able to prevent further expansion of the plants. It is not a completely closed system though, and many seeds have found and will find their way into nature elsewhere. Either blown by the wind, transported by animals, or flowing in the water; it is still sure many of these plants found elsewhere originate here. The Henge-like system however, did prevent the magic of this location to grant explosive growth beyond the perimeter of the Henges. Within the area the dangerous plants, seem to shy away from the Henges, but grow abundantly elsewhere. Hence the system was called a "*Oyun*" aka a game, *Namgyal* was the dominant Hakomon who controlled the henge construction.

Amongst these plants was also a Yellow Musk Creeper, covered by the tick layer of vines and other plants from the sunlight. This plant succeeded to attack some local humanoids and Ethengerians, and make them into its "living" appendages used in the vine tunnels, and within the area of Entropic effect. Due this the plant succeeded to multiply in the area, and the Yellow Musk Zombies from the three mother plants (see black skulls on the map) can be found anywhere close to this area. However, as being affected by sunlight, any zombies will wither away in a half a day exposed to the sun. This vulnerability keeps these 'wandering seed-appendages' from spreading. Some mages and Hakomon have captured these zombies in an attempt to save loved ones or as experiment, and were responsible for spreading these vile things to the underground realms on the continent of Brun. The first one was discovered in the Shadow Lands in 955AC.

Effects; Meditating in this area is dangerous. Attacks can seem to come as sudden and unexpected, as the plants may seem inactive often, they react upon movement, CO2 exhaling, warmth, light sources. Especially at night only a Wall of Fire can keep one from being attacked. Any fire damage to vegetation will be overgrown within a day or so. The magical effect of the region increases the power of any plant and undead related spell. These will always be maximum range, HD, Hp, etc possible.

Staying over 3 days in this area will cause the person to become sick, and die in 5+1d6 days as aggressive entropic affected plant spores are inhaled and attack the victim from within, causing a drop of constitution of 1 point for each affected day(affecting hp and other abilities as normal). A Cure Disease will kill the spores in 1d3 hours, enabling the person to heal in the same time he was sick. If the person is still alive after the initial infection, the spores will have lost the internal

battle and the person will also heal as described above. Hakomon never overstay two days out of this danger.

The benefit to Hakomon studying, meditating is that they gain the ability for one extra spell per spell level to be used elsewhere if they study at least 24+Intelligence+Wisdom in hours.

If they intent to create potions, scrolls or other items any with powers to or over plants have a double range and duration (not other effects of the item, nor any effects belonging to the plants).

Sphere of Influence; 6.5 mile radius. Matter, Nature and Entropy

DM's can use the following dangerous plants from [http://www.pandius.com/Monster Manual 3.pdf](http://www.pandius.com/Monster_Manual_3.pdf) but must not forget to read the chapter on Plants page 840-847. Giant Butterwort(862), Bloodthorn (863-864), Boring Grass (865), Grab Grass (872), Crawling Ivy (878), Mandrake(884-888), Pitcher Plant (894-895), Razorweed (896), Serpentweed (899), Sword Grass (918), Witherweed (927), Yellow Musk Creepers with yellow-musk zombies(932-934).



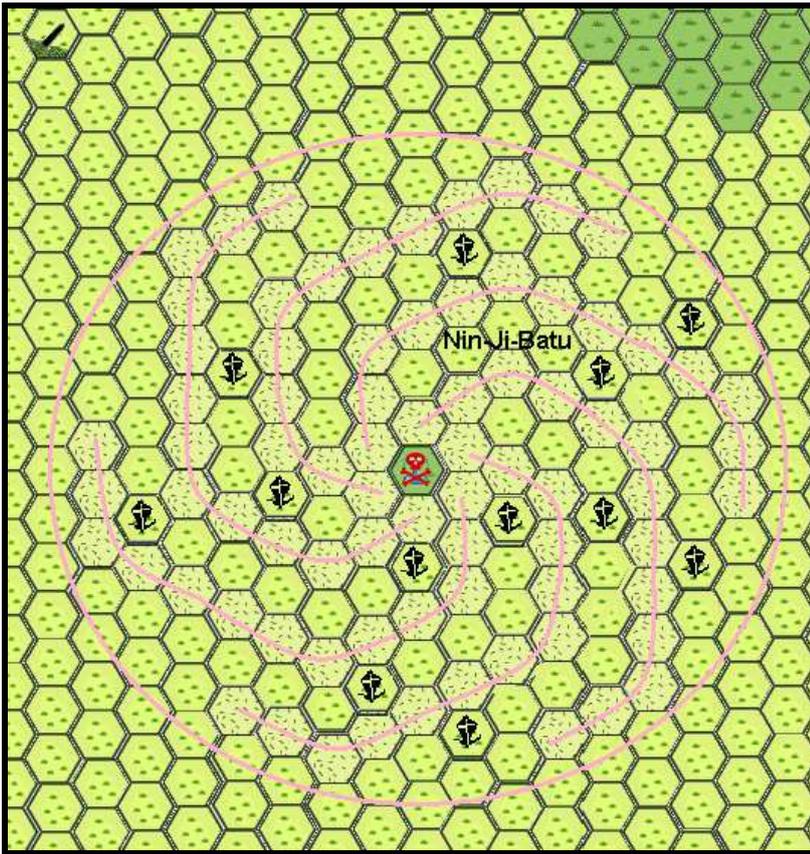
Art; <https://i.pinimg.com/originals/3c/b0/e4/3cb0e4f97a61635d61fa9c739362216b.jpg>

https://i.dailymail.co.uk/i/pix/2018/02/21/19/496E4CE300000578-5417103-8_1519241081732.jpg
A former US armory is reclaimed by nature in Ohio As well as bei-a-

and; <https://i.pinimg.com/originals/a3/52/63/a35263c270105a1e1ab14ce743c231ce.jpg>

After Radiance; Full natural effect.

Nin-Ji-Batu



Translated; *Djinn and Stone*, called by Shaman; **Cretia khöliin mör** (*Footprint of Cretia*)

Central Ethengar

Murkits Territory

Located 14 miles north of the **Dol-Krandai River** (*Krandai River*)

Used by Shaman and Clerics of Cretia as an atonement or test area. Used also by Hakomons.

Legend; Cretia Lord of Chaos and Mischief maker disturbed a meal of Terra and Tubak. They insulted him for doing so. Infuriated Cretia stomped down his foot, and created the continuous Vortex we know today on the location of the meal. Within they eye of the storm all seemed to remain as was normal, yet when they decided to leave they

encountered the fury of the footprint of Cretia.



Exists since; Autumn 1700BC. The storm (whether it was created by Cretia or not) was bound on this location due the binding of Sphere of Entropy effects with a large existing wind funnel of this storm. The storm does not increase or decrease whatever the weather describes, however if rain/hail/snow/sleet affects this area the temperature will drop significantly and damage by the blast will increase by 2d4. Concentration checks are further penalized by 2 points (see below)

Effects; This area is as functional to the Wind Blast spell (Gaz12 PC book page 13). As such it is a continual blast of wind blowing in a clockwise circular pattern. The

wind extinguishes all unprotected candles, torches, campfires, and has a 50% chance of extinguishing protected ones. The wind whips up dust, sand and small stones that either obscure vision for 1d3 hours on all hexes not having the pink spiral lines, or cause 10d4 damage if exposed to it to all hexes having the pink spiral lines. Either way the wind overturns Yurts, carts, and similar structures, but does not affect stone or wooden buildings (aka as there do not exist

such buildings in the area they must be created first, which is near to impossible). It also prevents the use of missile weapons, flying, and levitation in the area (a person affected by these spells (including Featherfall) will be blown away from its location into the 1d4 next pink lines clockwise and be violently deposited after 1 Turn at the end of that line for 10d4 damage sustained while up in the vortex. If his spell has ended in the mean time he will also sustain falling damage as normal. The character will fall 10d10 feet in such a case.(see <https://breathofmystara.blogspot.com/2013/10/the-lost-tables-jumping-and-falling.html>)

Moving against the wind (i.e. going into the circle) is at 25% normal maximum, and requires a constitution check each hour or become fatigued (-1 to saves, THAC0, AC, and movement reduced a further 33%; restored after 2 turns of rest) if not resting roll a successful con check each round or become seriously fatigued SV, THAC0, AC-2, MV slowed another 33%, rest 1 hour to lower to Fatigued, if not resting SV-3, THAC0-2, AC-2 or more movement 0, recover to seriously fatigued after 4 hours of rest; con.check at -3 for each round action or KO 10d10 rounds). Moving out of the circle is at normal movement rates (unless flying see above). The crystal symbols designated a mile large patch of glass sharp crystals; traversing through these unprotected causes 1d8 damage for each 100 yard crossed, subtract Armor Value (or if not using Armor Value rules; the AC improvement a spell or Armor gives from this damage-0 damage is thus possible with the right preparations). The crystals are a natural reaction of the planet and in fact absorb most of the magic effects, and make it possible to exist within the area. It however also keeps the vortex being able to give damage as described above. Movement within these areas is 100 yard per 6 Turn (60 minutes!!) maximum due to the sharp crystals in combination with the hard wind, thus crossing a crystal hex of 1 mile (1760 yards) will take 17.6 hours!! Of course ANY missile fire is impossible her, missiles will be lost.

The central area is a very fertile ground with a 360+2d100 feet high warm water geyser erupting each 13 Turns. Here the wind does not have any effects. This is also the one safe location where meditation, concentrating or praying has no penalties. However reaching this area is a feat/quest on itself. The geyser gives 1d6 boiling damage if touching this water, but gives no damage when the water falls down again (it is cooled by the storm).

Sphere of Influence; 7 mile radius. Entropy, Air, Chaos. Within the area Meditation and praying needs a meditation check for Hakomon and mages (at -4), or an intelligence check at -8 to be successful. If successful any weather, wind, climate, cold spell will have maximum duration and a 25% chance it will not be lost from the mind if cast (as normal it will still be lost of sleeping or knocked out). Any such spell needing concentration can now be continued within 1 round per 8 levels of the caster if the concentration is broken and an intelligence check is successful. Instantaneous spells will have 1dice extra damage or effect as per spell.

Shaman must have a piety of 16 and must roll a successful Wisdom Check at -4 to receive any benefit as described above. Only if the Shaman (or Cleric or any other follower of Cretia) has a piety lower he can regain piety at the rate of 1 point for each hour praying within the central area.

After Radiance; Full natural effect.

Obiwann

North Ethengar, Bortaks Territory

Located 11 miles south of foothills of **Heldann unegui ezemshdeg** (*Heldann Freeholds*).

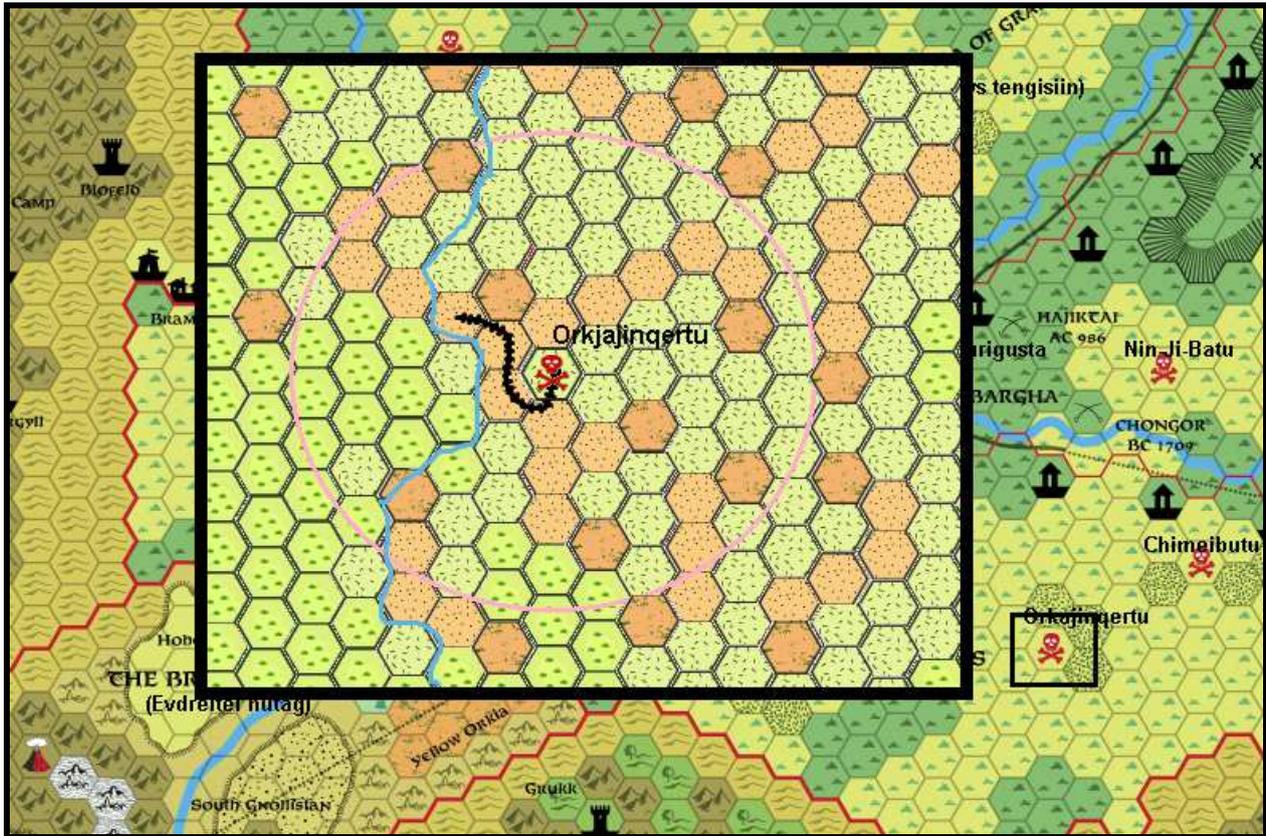
Translation name; "*After Death*"

Exists since;

Effects;

Sphere of Influence;

Orkajingertu



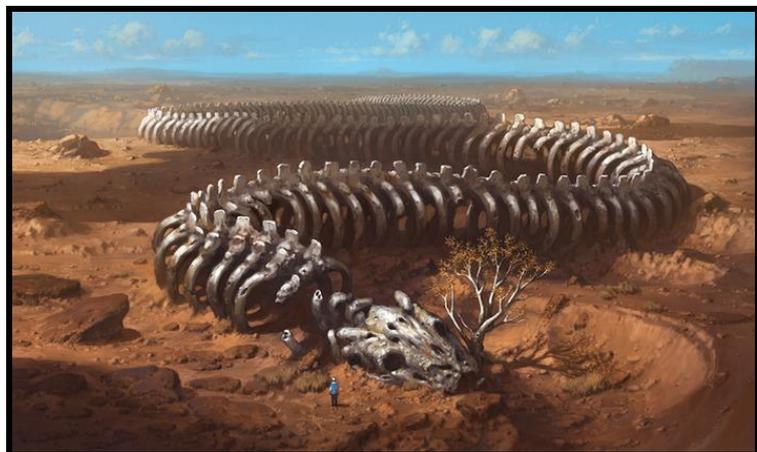
South Ethengar, Yakkas Territory

Located in central Yakkas territory 41 miles south of the **Dol-Krandai River** (*Krandai River*)

Located 50 miles far north of the **Odai khaalga uulyñ** (*Dwarfgate Mountains*)

Translation name; “Dead Ork Tail”

Exists since; 1700BC The Dwarves of Rockhome had a turbulent past, and many wars. One of these was with a gigantic worm-like creature. The battle was great as the creature used powerful magic to attempt the dwarves to be slain. The magic resistance of the Dwarves made them fight much harder and much longer than expected. They say several dwarven armies fought a constant fight withdrawal battle for over a decade, giving the creature no rest. Eventually they succeeded to force it out in the open fields of Ethengar. Working together with the Ethengar tribes here they did not want this monster to survive and haunt the world for how long it might be. They used their seismic detection methods to see in which direction it burrowed, continuously move in front of it, attacking it with full force as soon as it surfaced. The many Ethengars in the region did help the dwarves getting in front of the monster with their swift horses. Wherever it popped its head up up the ground became a wasteland, even when it was forced down again. The whole region was affected as the fight became more concentrated, and became poor grassland. Where the creature passed on land the ground lost the ability to allow any vegetation except a sparse Thornbush or pollen of grass.



The ground was dug in as strange gulleys on many locations (long collapsed in the centuries following by rain, wind erosion). Unknown to either combatant at the same time some elves triggered an unknown Blackmoor device and literally blew up the region now known as the Broken Lands. In the dust and mayhem, the thousand dwarves and Ethengars saw their opportunity. The single creature could no longer see, could no longer use magic, and in the dust of the explosion, the creature no longer knew up or down, left nor right, writhing its large gulleys in an attempt to escape the multitude of attacks it perished under the combined might of the Ethengar and Dwarves. The Dwarves (no longer aware of the magical usefulness of the creature) took some souvenirs (mostly teeth), collected their fallen and returned home, leaving the creature to rot away.

Some say it was the Midgard Serpent the Northern Reaches people still talk about. Whatever it was it was no more. Today the skeleton (which proves it was not an insect or worm, maybe it was a Burrower) and the gulleys it created in the battle form this location.

It was used as a Hakomon location since 233AC. Before this date the Ethengar (who lost many of their people and horses in the fight) did not dare to approach it any nearer than several miles. The body still radiates powerful evil magic; possibly similar in effect of that of a Burrower, but no longer has any consciousness. The soul of the creature (if it had any) passed on or was obliterated in the battle as the Dwarves used many Dwarven Clerics imposing the might of their Immortal(s) upon it. If the magic originating from the creature was affected by the Blast in the west, it was later affected by the corrupting magic from the Sphere of Death, or any combination thereof, the effect is the same; a long skeleton radiating powerful evil but still tempting magic.

Effects; The controlling spirit of the creature long gone, its magic did not wither away. Instead it was kept fed by energy from the Sphere of Entropy. Undead do not have to fear any turning Undead in this area, for not only is the area blighted, it is blocked out from the other Planes; this means there is NO contact possible with any other Plane, thus no summoning/conjuring Planar Creatures, no contact Outer Plane or similar spell will work, Clerics, Shaman, Shamani, Druids, or any other clerical subclass will not be able to gain spells from its Immortal (Except the 1st and 2nd level which come as per Nightwail Trilogy from the Character's own piety).

Immortals know this area to be a blackspot, where even they can't see; hence they keep an eye on its borders. Any translocation/Teleportation spell will also fail and prompt the character roughly (3d6 damage) at the border of the area.

Although the magical area is a sphere, the devastation the creature created those days still affects the region miles further away. As such it is dry, sandy and dead. Any Wokani (or any other class with the ability to control) is able to control DOUBLE its normal limit in Undead. Most undead remaining here are skeletons, zombies, and undead skeletal horses, but there are also about 20 Wraith and at least 6 Spectres, nearly all of Ethengar descent and with similar weapons.

Sphere of Influence; 4.7 Miles radius

https://pic3.zhimg.com/80/v2-6880f125e0d70b1ef7390f8399b3051a_hd.jpg

After Radiance; Full Entropic effect bound to the remains (if these are removed & destroyed the location as thus seizes to be.

Ostagai

Southeast Ethengar

Kiyats Territory

Located in **Delbeelek-ni nutguudy** (*Land of Blossoms*)

Located south of the **Chuluun Nuur Khudas** (*Rockhome*)

Holds ruins 2300 BC known as **Drynneg**.

Exists since;

Effects;

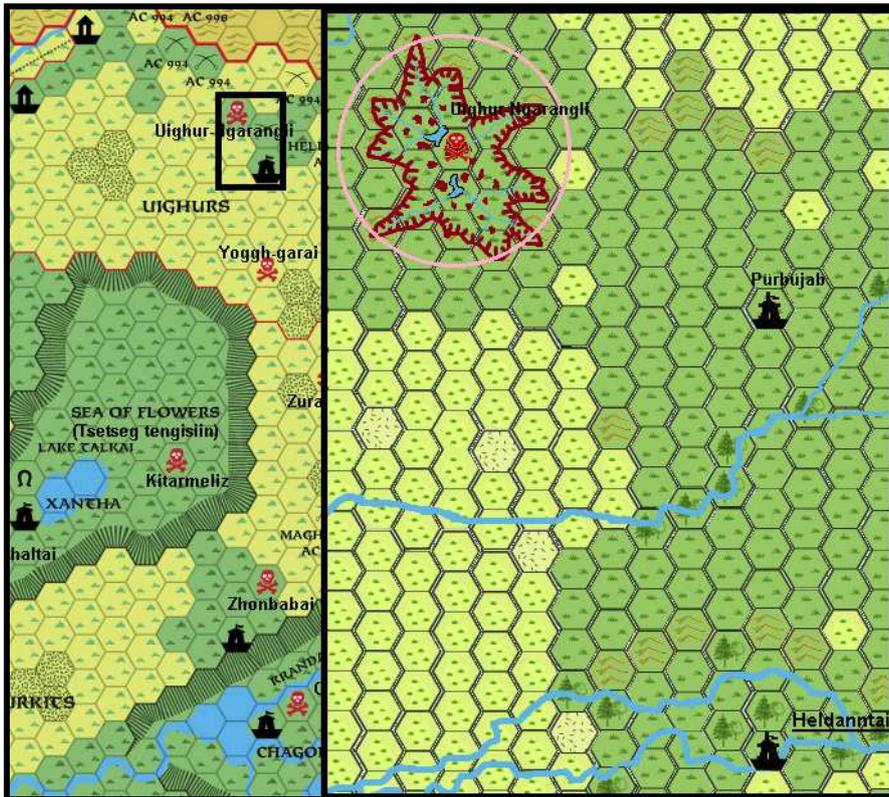
Sphere of Influence;



Ostagai seen from the north, the Chuluun Nuur Khudas foothills in the background.

<https://i.pinimg.com/originals/6e/45/ec/6e45ecfcef6aff2ca55b22fdeb50f95.jpg>

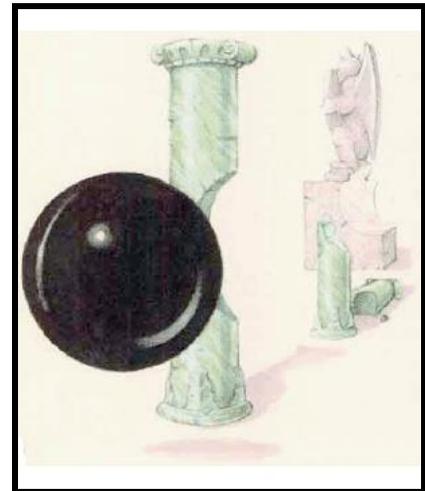
Uighur-Ngaranli



North Ethengar
 Uighur territory
 Located 11 miles south of foothills of **Heldann unegui ezemshdeg** (*Heldann Freeholds*)
 Located 9 miles northwest of Purbüjab clan, and 20 miles northwest of Heldanntai
Translation name; “Uighur darkness wandering”
Exists since; 1700 BC, increased in depth over the centuries. 1010AC average bottom depth 250’, estimated to go as deep as 350’ reached in 1720AC.
 In 1700BC when the great disaster created the

Broken Lands, and reactivated the **Delkhiin uul** (*World Mountain*), a Blackball was magically trapped underground. Some unknown clearly magical force seemed to hold it as if underneath a cup. The same Entropic force drains the Blackball of magical power, and relates this as Matter energy to the Shaman, Hakomon and even Wokani meditating on top of the pillars. The force does not seem to affect anything else, and it is assumed by the Hakomon it was created specifically to imprison the Blackball. As to the Shaman, they clearly see the incomprehensible immeasurable work of an Immortal in this. Mostly Cretia is named, as it is clearly hurting Yamuga (Terra) of Earth. Others mentioned are Thanos and Demogorgon. The Blackball has created a intricate underground path over the whole area, bouncing back at the walls of the magical force. Due this an instable maze has been created, causing the whole area to slowly sink into the ground. Sometimes the Blackball breaks through the surface and is seen by the Hakomon, Shaman and others. It acts as normal, and will disintegrate any creature it meets, and if subjected to a transport spell it will always reappear somewhere else in the region. Some areas (probably interwoven with the magical force) are left untouched, and stand firm, between the slow and constant collapsing ground.

Effects; There is one such large pillar which seems to centralise the magical force, and here the Shaman, Hakomon and others meet and pray or meditate for powers. These powers can’t be achieved in the brain, yet must be stored with the use of intrinsic rituals over a period of 20 days, in chunks of obsidian of the darkest color. When this is done each chunk holds 2d10 charges. Each charge can be used as a Magic Missile causing 7 points of damage, or use 7 charges and act as a Disintegrate spell. Against each effect a save vs. spells is allowed for 1d4 damage instead of 7 or 7d10 damage instead full disintegration. Charges can only be released by the



creator/charging Hakomon/Shaman/Wokan as even this requires ritualistic manipulations of the chunks to target (each creator/user must roll an intelligence (or wisdom if Shaman) check to succeed (a failure will release the charge without harm straight up in the sky). Any other will release 90% chance a Magic Missile and 10% chance a Disintegrate spell on the user. One charge is lost with each full moon, and they are fully disintegrated with any Day of Dread.



Sphere of Influence; Matter, Entropy. Spheroid radius (so horizontal side effects are low) 3 miles.

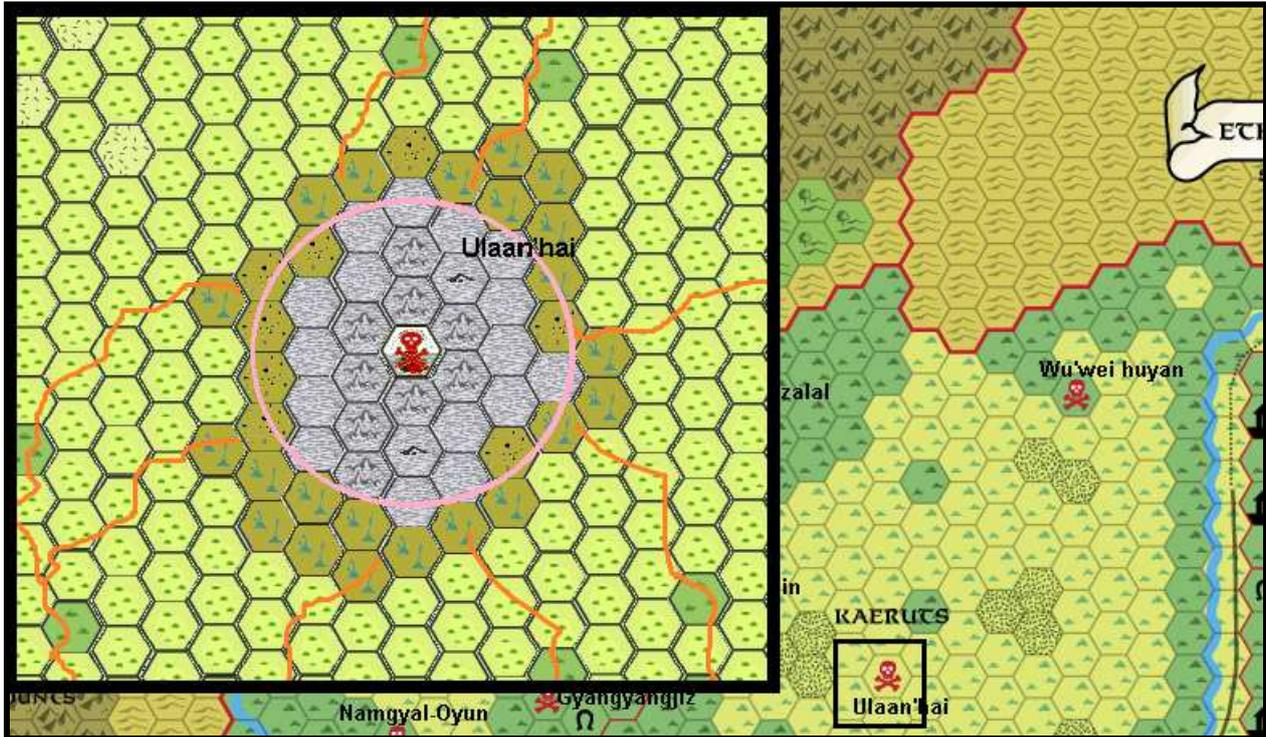
This location will instantly stop when the Nucleus of Spheres underneath Glantri finally explodes in 1751AC, destroying the last of the Radiance affected magic. The Blackball will instantly fly high up into the sky and disappear into the infinite space. The area will also stop if PC's somehow succeed in removing the force and releasing the Blackball. They will gain extreme resistance in the process of doing so by the Ethengars, and Hakomon/Shaman enemies for life, due disturbing the balance and power of the Ethengar state. See also <https://www.deviantart.com/6inchnails/art/After-the-Destruction-of-the-Radiance-1751ac-710071155> and http://pandius.com/Great_School_of_Magic_in_detail.pdf for more detail and background on the Radiance last moments and beyond.

There are no other creatures in the area but some wandering lowlife, birds and the Blackball, and of course descending and climbing (or flying) Hakomon, Shaman or Wokan. Especially no Minotaurs are to be found here (it is not Mulgore of Warcraft).

If someone enters the perfect round tunnels underground, it is a literal maze, with lost of collapsed areas, and new tunnels are added at a rate of 10' per round every day.

Due to the territory, Minotaurs will (when they discover the tunnels after 1751AC) surely enter the region and stake out their own territory here. It is uncertain as of yet if they will become a standard menace, hindrance or danger, or of they will become a welcome asset to the nation. The closest Minotaurs are of the Burbquart tribe (known for their excessive drinking) living in the hills about 50 miles north.

Ulaan'hai



Northwest Ethengar

Kaeruts Territory

Located in central Kaeruts territory far west of the **Dol-Stral River** (*Streel River*)

Located in **Övs tengisiin** (*Sea of Grass*).

Translation; *Red Mud*

Legend; It was the Earth itself which gave Birth to Cretia. Aeons of pregnancy, and trembles, until Cretia came to be. And every 11th year there after he will be born anew, as Chaos can't exist in a world of constants. Every birth is chaos supreme in a world of order. And so it is with Cretia, every birth of him, will show the world his renewed might. (of course this is only a legend or just a tale to make things understandable the Ethengar know nothing about; it is however typical that creatures of cold come here often, without



having been seen elsewhere going here; Like Frost Salamanders, White Dragons, Frost Giants, Rhemorhaz, Polar Bear, Arctic Fox, Polar Werebear, and similar).

Used by Hakomon, Wokani, illegal Glantrian Mages.

Exists since; This [Cryovolcano](#) came to be in the year 1700BC when the geological activity was forced into increased activity due the cellular ruptures caused by the disaster in the Broken Lands.

The Plateaux of Ethengar was pushed further up, the dormant or dead World Mountain Carbonatite volcano was reawakened, and many other geological and volcanic processes were

increased or came to be. Amongst these was this weird volcano, spawned deep underground, but instantly attuned to the Sphere of Death.

For several hundreds of years this area was known only for its tremors, and after 500BC for its upheaval. In the summer of 11AC the volcano broke the surface, instantly killing the local environment with its noxious gasses and extreme cold in a radius of 2 miles. Beyond this the gas was dispersed. In the following centuries the volcano was very regularly active (every 11 year exactly) and slowly increased in size.

Effects; the area is 100% toxic to anyone in the sphere of influence during these eruptions which last 3d20 days. Only a Protection from Poison, Survival or similar spell enables life to resist the gasses. One to two miles outside the sphere of influence during an eruption, nausea and dizziness may be the result of the gasses, which last as long as neutralized, affected by strong wind (mostly) or the afflicted have moved from the region.

The ring of mud bordering the location is dangerous for man and beast and many perish while becoming stuck in the mud. These dying beasts attract predators (who sometimes fall victim to the same mud), insects and vultures. Treat the Mud as quicksand, yet sinking goes never deeper than half the height of the creature. Any



creature caught will perish eventually by fear, drought and hunger or predators. Without external help or magic no escape is possible. Sentient creatures have a chance (Survival skill -2 or Int check -7) each 100 yards to located harder sections to traverse the mud.

The connection to the Sphere of Death draws on all external temperature and moisture, making the temperature 50 degrees lower than the ambient temperature (*Winter months; -5°F to -25°F, Spring months; -10°F to -25°F, Summer months; 25°F to 5°F, fall months; -5°F to -20°F*), it turns all precipitation in the spherical area into snow, hail or sleet, but thus further not affect weather. A Protection from Cold spell might be needed to prevent harm. The gasses and the magical connection to the Sphere of Death make all precipitation to accumulate, and in the 91 years of activity the area has become a sizeable mount of ice and packed snow. Beyond 2 miles away from the crater the temperature rapidly normalizes, and allows ice and snow to melt, and turn the dry ground into an embankment of mud. The last eruption was 990AC, and the next is expected to happen in the summer of 1001AC, followed by another in 1012AC, and 1023AC. The Ice will accumulate, the magical sphere does however not increase, and thus all ice will eventually melt beyond its parameter of cold, filling the summer seasonal creeks.

Hakomon, and all mages will notice an increase in range, duration and effect of any here memorized spell of Cold, Precipitation, Dehydration, Charm, Control, and Undead by 50%, even if cast outside the area. Any memorized Fire, Warmth, Transportation, or Evocation spell (not one of the above) will be reduced by 50% in range, duration and effect. Any ice taken from here and used in a potion having one of the above magical effects will have range, and duration or effect affected as described above.

Any snow taken from here and used in a potion having one of the above magical effects will have range, or duration or effect affected as described above. Any snow or Ice used this way has

a duration of no more than 11 weeks, after which any potion will lose its effects in total, becoming spoiled water with a bad taste, giving nausea if imbibed only.. Anything else taken from this region (like the Red Mud) and used in a potion will have no effects whatsoever, but bad taste causing nausea.

The area also seems to random teleport a land based Cold creature (see Table) from anywhere on Mystara every 11 days. These creatures might stay (residing in the caves) for a while, but eventually they will all leave on their own means of transportation. The location may also be haunted by Spectres, yet these will go elsewhere regularly due the Spirit lords who also regularly might come here.

Chance	Cold Creature	Source info	MMC Info	Behavior
00-01	Arctic Fox			Leave if possible
02-08	Barbarian			Leave if possible
09-10	Caribou	RC		Leave if possible
11	Cave Toad	RC		Might die due environment damage
12-13	Coldrake	RC		Leave if possible
14-18	Cryon	AC9-34		Leave if possible
19	Crystal Dragon	RC		Leave if possible
20-44	DM choice			varies
45-46	Dying Narwhal			dies here, becomes food
47-48	Dying Orka			dies here, becomes food
49-51	Elk			Leave if possible
52-53	Frost Giant	RC		Leave if possible
54-56	Frost Salamander	RC		Leave if possible
57-61	Ice Mephit			Leave if possible
62-64	Ice Wolf	AC9-71		Leave if possible
65-66	Lynx	RC		Leave if possible
67-69	Polar Bear	RC		Leave if possible
70	Polar Werebear			Leave if possible
71	Polar Werefox			Leave if possible
72	Quarik			Might die due environment damage
73-74	Rhemorhaz			Might die due environment damage
75	Rock Toad	RC		Might die due environment damage
76	Seal			dies here, becomes food
77-84	Snow Ape	RC		Leave if possible
85-89	White Dragon	RC		Leave if possible
90-93	White Fang	AC9-80		Might die due environment damage
94-96	Winter Wolf			Leave if possible
97-99	Wooly Rhinoceros	AC9-20		Leave if possible

Local Encounter Table;

Sphere of Influence; 3.35 mile radius

<https://i.pinimg.com/originals/3d/01/4b/3d014b7d839bf4ca221f18722ae20a02.jpg>

1d20	Encounter
1-6	1d3 spectres
7-12	1 Spirit Lord
13-16	1d3 Soirits
17-20	1 Cold Creature

Urumdulurum

Central Ethengar

Murkits Territory

Located northwest of **Dol-Krandai** (*Krandai River*) miles

Located south west miles of Horse fair

Holds ruins 2300 BC known as **Thaghdyt**.

Moryr Thaghdyt's spirit exists trapped in a glowing spherical radiance receptacle nearly six feet wide. The disembodied Elder can temporarily gain control of many of the constructs in his lab, and continues to direct his servants through them.

Thaghdyt = radiamancy

Exists since;

Effects;

Sphere of Influence;



https://www.earthmagazine.org/sites/earthmagazine.org/files/styles/article_size/public/1381850107/Cantner_LaBrea.png?itok=1MTNQDJr

Wourigusta



West Central Ethengar, Murkits Territory

Located 11 miles north of **Dol-Krandai** (*Krandai River*)

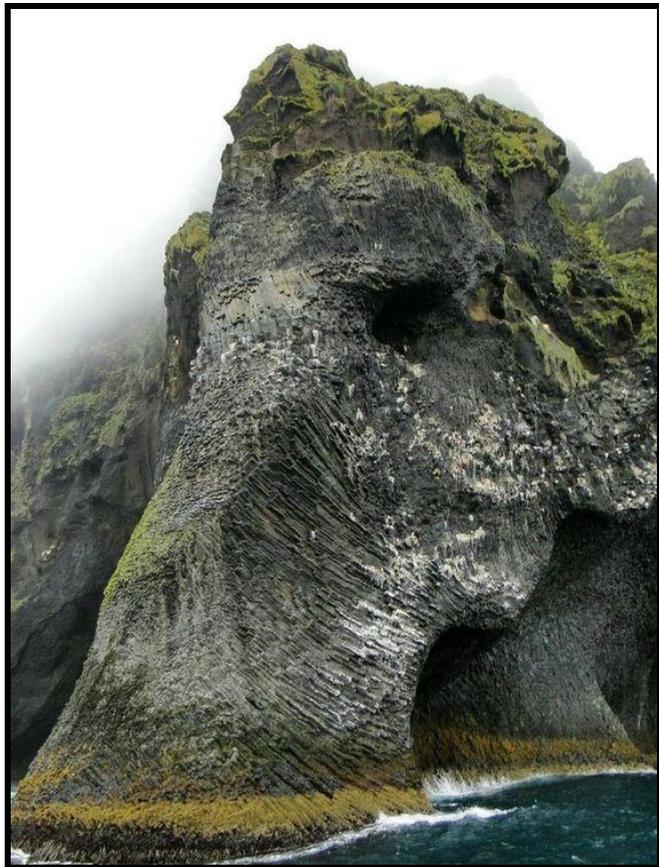
Located along the Overland Trail and the **Dol-Stral River** (*Streel River*),

Closest to **Bargha** (6 miles).

Also called Mastodon Rock by Travellers on the Overland Trail.

Mostly known for its peculiar Mastodon Shape, and the constant fogbank centered on this location. The fogbank expands even beyond the Sphere of influence along the River towards The Rock. Druids say this fog is the only reason some sparse orchards of fruit trees are found here. Do not expect orchards like elsewhere, these are more wild stands of fruit trees; plundered once a year in Demai and Chagai (Ambyrmont and Sviftmont). Although not restricted, most Ethengar are afraid of the location, and forcefully insist any desiring to enter the area to leave.

Legend; The Ethengar speak of this rock as the largest creature ever existed; the Mastodon, This friendly beast wandered the plains for thousands of years ignorant of the Immortals. The creature entered the eternal fog and ate of the trees Tubak had given to the Ethengar. Tubak ordained a punishment and Cretia gave it. The creature was turned into stone.



Of course this legend has no merit; other than that Pachydermions have visited this area before and like the Mastodon (which is a Forest creature) disappeared while the trees around Aral Lake died and were cut and used.

Exists since; Known to be used by Hakomon since 1622BC. Known to exist much earlier, some say even before the GRoF. The Elephant shaped pure basalt rock is no coincidence. This location was used as a beacon for Pachydermions of Patera to Transport (unknown how; possibly some Teleportation) before 3050BC. The powerful magic was affected greatly and fused Matter magic together with Entropic Magic. Pachydermions sometimes still arrive here and intend to trade, they are treated almost as gods, although they are know to be able to be wounded and thus die. When they arrive they are always invited to visit the Golden Kahn. The Pachydermions are unaffected by any of the Entropic effects in Ethengar for unknown reasons.

Effects; Other than being a conduit to Patera used only by the Pachydermions and Rakasta of Patera, the region is affected by the Entropic force of the Sphere of Death like all other. Any humanoid creature being alive (and not originating from Patera, being Fairykin, Hakomon, or a shapeshifter) will suffer a random taboo for a full year as given in Gaz 12 Player book page 12. The violation punishments are chosen by the DM last until removed by a day of meditation and contemplation.

Sphere of Influence; 2.5 mile radius

<https://www.charismaticplanet.com/wp-content/uploads/2014/08/1115.jpg>

Wu'wei huyan



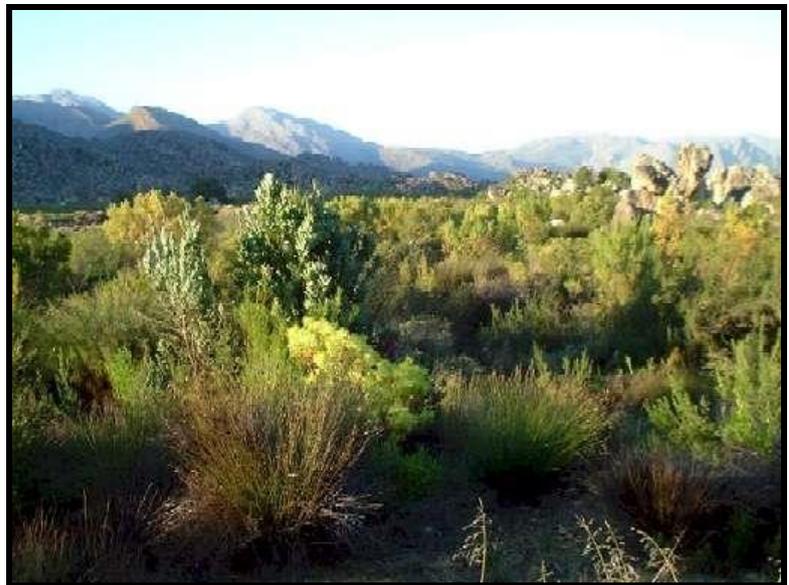
North Ethengar, Kaeruts territory

Located 18 miles south of foothills of **Heldann unegui ezemshdeg** (*Heldann Freeholds*)

Exists since; two weeks after the Ascension of Cretia, who tried to disobey the Immortal Law of No direct Interference to Mortals.

Used by Shaman & Hakomon

Effects; Nothing taller or higher than 5' above the ground can move through this area without being affected by a growing headache, which after an hour disables 1 random spell per hour, and lowers intelligence by 1 for each day in the area. Unknown to the Ethengar and all other mortals this area is affected by the remnants of Immortal Magic of Tubak and Cretia battling each other. Tubak won after several Turns, as being much stronger, yet the chaotic magic of Cretia used in an attempt to force him on the ground bound



with the remnant magic attacks of Tubak and the already existing magic of this area, and its effects remain active to this day. There is no difference between the hills and the flat surface as the magic lies upon this area as if a thick blanket on an uneven surface. Due to this effect predatorial birds could not hunt here on smaller creatures and birds. As these smaller creatures nest and feed upon the small bushes, the also spread its seeds all over this area. Above a 100' the magic has no effect. There will be natural predators in the area, but much less than normal; mostly these are the clever ones (crow, magpie), or the smaller ground-bound ones (cat, wolf), or the few fast ones (like hawk). Hakomon know the effect begins at 5' of the ground and hence

bend. To be unaffected; all Hakomon and Shaman regularly meditating here are either smaller than 5' or have developed over time a bend back/humpback.

Meditating here enables spells of Energy or Entropy to have a double Duration...even instantaneous spells...which will also affect all in its normal radius of effect the second round. This however does not apply to spells requiring a touch...as if the living touch of the caster disturbs the doubling effect. Spells of transportation and charm are unable to be memorized or prayed for in this area.

Sphere of Influence; 4.5 mile radius. Negative effect; 5' to 100' above ground level. Positive effect; ground level to 5' high

Accompanying art; <https://commons.wikimedia.org/w/index.php?curid=2177488>

Xanthaltai



Central Ethengar
Murkits Territory
Located in the Southwest of
the **Tsetseg tengisiin** (*Sea of
Flowers* depression)
Located Southwest of Xantha
(11 miles)

Exists since;

Effects;

Sphere of Influence;

<https://i.pinimg.com/736x/b1/15/7d/b1157dbbe08c015c4d00e0c14fec8ee7--abandoned-buildings-abandoned-places.jpg>

Yoggh-garai

North Central Ethengar

Uighurs Territory

Located 9 miles northeast of the **Tsetseg tengisiin** (*Sea of Flowers* depression)

Exists since;

Effects;

Sphere of Influence;

https://vignette.wikia.nocookie.net/jamescameronsavatar/images/9/92/Pandora_bioluminescent.png/revision/latest?cb=20100920202904

some witches in the Darokin region already named the location as being magical predating the GRoF. It is possible its current effects are very different from the earlier effects.



Zhonbabai

Central Ethengar

Murkits Territory

Located 14 miles north of the **Chagon-Nah** depression

Located 12 miles northeast of...camp

Located 17 miles southeast of the **Tsetseg tengisiin** (*Sea of Flowers* depression).

Exists since;

Effects;

Sphere of Influence;

Zuran-Mort



Central Ethengar

Murkits Territory

Located 7 miles west of **Khar els gazar** (*Land of Black Sands*)

Located 17 miles east of the **Tsetseg tengisiin** (*Sea of Flowers* depression).

Exists since; 1700BC. Seeds from an evil and unknown plant from the Sphere of Death were drawn into this region. And although expanding slowly, it has enveloped several miles of the Plains, including an old henge. The corrupting

influences of the Entropic Plant have affected the powers of the henge greatly, and made it a vile location, with still several magical uses.

Used by Hakomon. Also used by Vampire Lords from Glantri, Karameikos, Rockhome, Darokin, Vestland and Heldann. These arrive in either batform or gaseous form. Some might use magic to arrive (Fly, Invisibility, Teleport, Transport Through..., etc).

Effects;

Sphere of Influence;

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Dekhiin uuli (*World Mountain*)

Central Ethengar

Holds 2300BC ruins of **Hrokydran** build on the ruins of the 3050BC Blackmoor mining city **Grassdale** with Teleport line Pillars of Former Blackmoor

Hrokydran = radiomancy (and also may be a nexus to the Ethereal Plane)



Deep in the heart of this solitary mountain lies a vast arcane machine built by ancient Blackmoorian technomancy. Whatever its true purpose, the machine imparts corporeality upon any shades in the area, which is why a large population of them has flocked to the mountain. These shades helped to found the Sentinels of the Dusk Shroud, sharing their home with a small band of radiomancers from Himmem who study the arcane machine constantly.

Hrokydran would have been discovered by the dwarves moving into that area - the idea was always that it was a former Blackmoorian outpost of some kind. The AP I'm working on will tie it into planar travel and the Lightning Road (of RobJN's creation).

Holds ruins of 2300 BC **Fort Kairhyeld**

Commanded by General Ryndis Heldfyst, the holdfast of Kairhyeld sees much activity. Most of that is directed toward the giants of Grondheim or the Antalians of the north, both of whom posed a constant threat for the dwarves in the area in 2300BC. Ryndis' primary passion however, was plotting for her brother Engdyr's demise. Some say it is because of Engdyr that Ryndis has her obsidian heart.

Kairhyeld is a stronghold of purely dwarven design, and would have been created further down the base of the mountain along the river. It essentially serves as the "capital" of the region of Karghythne, though it's not really a city. Many dwarven adventuring bands of the time used it as a base of operations from which to explore the surrounding region (including Hrokrydran).

Kairhyeld = radiomancy

Exists since; 16.500BC, active 16.500 BC till 4500BC on an irregular basis. "Dead" since 4000 BC. Reactivated in 1700 BC due the 1700BC disaster that created the Broken Lands. Active see;

Effects; Sphere of Entropy drawn closer, and Spirit Realm drawn closer in GRoF, touching Prime Plane 1700BC. Entropic Planar contamination on Prime Plane (aka up to several Hundreds of Miles away), and similar on Spirit Realm.

Direct Sphere of Influence; Lands of Black Sand, known Hakomon locations already harbouring great magic were corrupted, others corrupted magical locations spawned on weak planar connections, mostly in the Lands of Black Sand, almost all temporarily(1d30 days, effects as per table).

Indirect Sphere of Influence; 350 miles. Winds of Madness kept within the region by the mountains, some escape into Heldann Hills or out on the sea east. Eastern side of Glantri affected as normal, but a Dispel Evil or Protection from Evil will cure or prevent any effects. Any Glantrian settlement has a Bell-tower (or even private bells at 150DC) which will only ring when it detects Winds of Madness approaching. People within any of these areas are affected as normal if not cured or prevented. To the east the salt and moisture in the wind break off the magical effect. This is constant up to 24 miles from the coast and even up to 100 miles if the wind is inland. All other Hills are affected as normal unless fog or rain falls in these areas.

Heldann people or Rockhome Dwarves and Humanoids don't know yet of the warning bells of the Glantrians but would love to have them if they also knew what to do against the effect (They don't—all they know is that fog and rain (or storm) breaks up the wind and its effects. Local druids and clerics are aware and try to do what they can.

Whereas most lavas are rich in silicate minerals, the lava of World Mountain is a carbonatite. It is rich in the rare sodium and potassium carbonates, nyerereite and gregoryite. Due to this unusual composition, the lava erupts at relatively low temperatures of approximately 510 °C (950 °F). This temperature is so low that the molten lava appears black in sunlight, rather than having the red glow common to most lavas. It is also much more fluid than silicate lavas, often less viscous than water. The sodium and potassium carbonate minerals of the lavas erupted at the World Mountain are unstable at the Mystara's surface and susceptible to rapid weathering, quickly turning from black to light grey grey in colour. The resulting volcanic landscape is different from any other in the world.

Ecology

The carbonatite ash spread over the surrounding grasslands leads to a uniquely succulent, enriched pasture. This makes the area a vital stage on the local grazers, enabling rich grounds to become the nursery for the birth of several thousand young each year.

Eruptive activity

883-915

The record of eruptions on the mountain dates to 883 AC. Flows were recorded between 904 AC and 910 AC and between 913 AC and 915 AC. Regular carbonatite ash spreads, also by side vents.

917 AC

A major eruption in Klarmont 917 AC deposited volcanic ash up to 148 miles away. carbonatite ash spread within the boundaries of World Mountain.

926 AC

An eruption took place for several months in 926 AC. carbonatite ash spread on the North Side of World Mountain.

940 AC

An eruption between Felmont and Kaldmont 940 AC deposited ash 100 miles away. Aoubt of carbonatite ash spread within the boundaries of World Mountain, also by side vents..

950 AC

Several minor eruptions of lava were observed in 954 AC, 955 AC, and 958 AC. carbonatite ash spread within the boundaries of World Mountain, also by side vents.

960 AC

Minor eruptions of lava (!!) were observed in the early months of 960 AC. carbonatite ash spread within the boundaries of World Mountain, also by side vents.

A major eruption occurred on 14 Fyrmont 966 AC. Geomages Dawson and Clark illegally visited the crater a week later and reported seeing "a thick column of black ash" that rose for approximately 3000 ft above the volcano and drifted away northwards. When they climbed the cone-shaped vent, they reported seeing a continuous discharge of gas and whitish-grey ash and dust from the centre of the pit. High amount of carbonatite ash spread within the boundaries of World Mountain, also be most sidevents.

1007 AC

Volcanic activity in the mountain caused daily earth tremors in Ethengar and even north of Rockhome from 12 Felmont 1007 AC until 18 Felmont 1007 AC at 8.30pm. The strongest tremor measured 6.0 on the Quake scale. Geomages suspected that the sudden increase of tremors was indicative of the movement of magma through the World Mountain. The volcano erupted on 4 Ambyrmont 1007 AC, sending a plume of ash and steam at least 180 miles downwind and covering the north and west flanks up to 100 miles in fresh carbonatite flows.

1008 AC

The 1007 AC eruption continued intermittently into 1008 AC. At the end of Vatermont it was reported to be gathering strength, with a major outburst taking place on 5 Thaumont. Periods of inactivity were followed by eruptions on 8 and 17 Flaurmout. Eruptive activity continued until late Fyrmont 1008 AC. A Hakomon guided visit to the summit in Ambyrmont 1008 AC discovered that carbonatite emission had resumed from two vents in the floor of the new crater. Hakomon visits to the crater in Thaumont/ Flaurmout 1009 AC showed that this activity appeared to have ceased.

1010 AC

In Sviftmont 1010 AC, two separate carbonatite flows and a small lava lake were captured with a "Capture the Moment" scroll of our well known mage Micky in an overflight.

1013

The volcano resumed natrocarbonatite lava flow which started to fill the large crater from the 1007-1008 eruption. As of Felmont 1013 AC, there is a large active hornito on the western edge of the crater floor. During Klarmont, Ethengerians near the volcano reported several earthquakes. The new crater is near to inaccessible and Hakomon climbers have only occasionally glimpsed into it.

Expired Locations

Davsalsan tan



Translation; *Salted Hell*

Located; Southwest Ethengar, Taijits territory.

Holds ancient Blackmoor colony village ruin covered in salt.

Active since; 1700BC, probably used as a salt mining location in the Blackmoor era. So geological activity is

assumed dating before 3050BC (based on village salt production records found)

Inactive since; Magically 515BC Geologically/Environmentally still active.

Former Effect; Matter (Salt) and Water (exact effects unknown, Petrification suspected).

Sphere of Influence; 8 to 9 mile radius (centre 2 miles west of the Blackmoor village ruins)

Wandering Monsters; Normal.

Currently used to harvest salt stones for the animals in winter to replenish lost minerals. The **Davsny nuur (Lake of Salt)** and **Davsny gol (Salted Creek)** are also extreme salty and can't be used for consumption. Many animals (and stupid humans) who do consume the water die due severe dehydration. The caves found here are geological formations and never explored due the dehydration effect of the air within (*1 hp damage due dehydration per round!*).

Outside the dehydration effect is only 1hp of damage per hour, or per Turn if drunk the local salted water. The salinity of the water has decreased to non damaging levels when it passes Clan Nomidai, yet still tastes salty.

Gol aidas



Translation; *Fear the River*

Located; North Ethengar, Kaeruts territory, at dry bend of Old Streeel River

Active since; 1700BC

Inactive since; 901AC

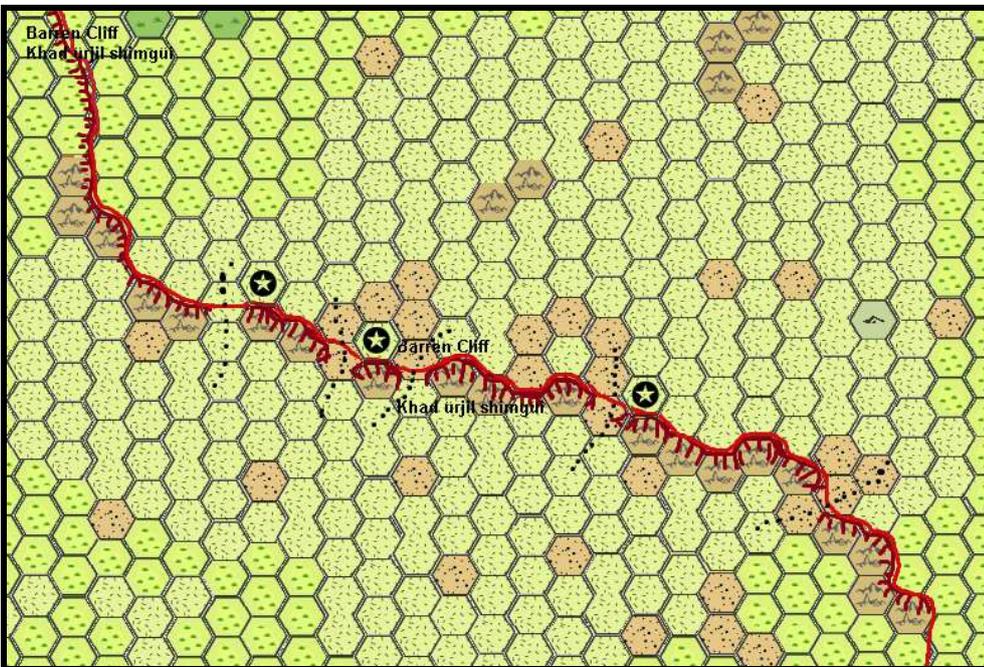
Residence of at least 3 Nucklavees; *Buhrja'da dei min, Kum jongha Datein, Sempj Sempa Datei* (all +5HD of normal)

Former Effect; Longevity or Regeneration (exact effects unknown)

Sphere of Influence; 0 was 8 mile radius

Wandering Monsters; Zombies, Skeletons, Ghouls, Nucklavee, Zombie Wolves, Nightmares, Zombie Centaur, Crows, Raven, Large Raven.

Khad ürijil shimgüi



Translation; *Barren Cliff*

Located; North Ethengar, Border Kaeruts territory & Taijits Territory

Original two locations; West 3 mile SW of the western statue

Sphere of Influence West; 4 mile radius
East: 1 mile S of eastern statue

Sphere of Influence East; 0 was 9 mile radius.

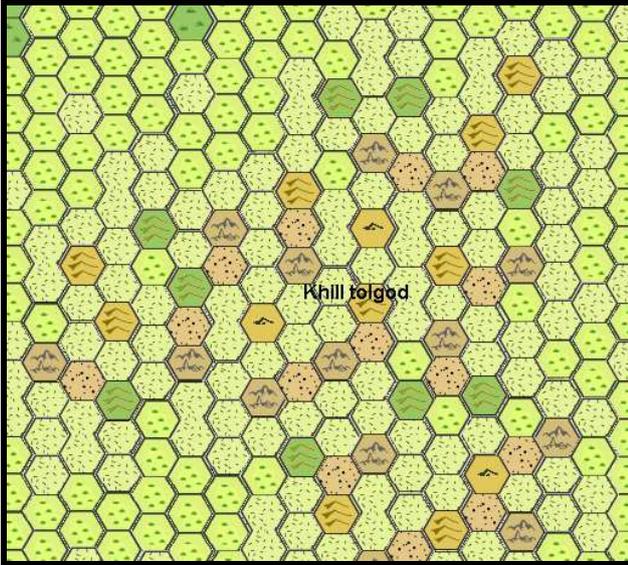
Active since;

1700BC,

Inactive since; 710BC(west) and 725BC (east) respectively.

Effects; unrecorded, unknown and not culturally important enough to have made any significance.

Khill tolgod



Translation; *Confusing Hills*

Located; North Ethengar, Central Kaeruts territory

Active since; 1700BC

Inactive since; 81AC

Former Effect; Confusement, and Translocation (exact effects unknown)

Sphere of Influence; 0 was 8 mile radius

Wandering Monsters; normal

Khöndiin nuur



Translation; *Valley Lake*

Located; North Ethengar, Central Kaeruts territory

Active since; 1700BC

Inactive since; 622BC

Former Effect; Time and Water(exact effects unknown). Sometimes a Hakomon from centuries ago appears, speaking in old dialect, seeking knowledge. They have however normal (or less) life expectancy and only old knowledge, and all suffer constant mental stress and homesickness.

Sphere of Influence; 0 was 5 mile radius

Wandering Monsters; Normal

Nuur Madutai



Translation; *Madutai Lake (Lake Frannan)*

Located; North Ethengar, Yugatai territory

Active since; 1700BC

Inactive since; 515BC

Former Effect; Time and Water (exact effects unknown).

Sphere of Influence; 0 was 4 mile radius

Wandering Monsters; Normal, Giant Carp in water

Tubak deed khemjeenii uulzalt



Translation; *Tubak's Summit*

Located; North Ethengar, Uighur territory.

Active since; 1700BC

Inactive since; 711AC

Former Effect; Energy

Sphere of Influence; estimated between 5 and 12 miles radius

Wandering Monsters; Normal.

The region had suffered for a long time from extreme heat, and due this some different vegetation (*represented here as cactus forest hex*), yet are in fact thorned vines grown is such abundance they create a near impassable barrier except to small life, like rabbits, birds, rats, mice,

ermine, lemming, and small cats.

The legend goes that it was this location which did create the bend in the **Dol Khuuchin Streel** (Old Streel River). Since a few decades the old name starts to wane and is slowly replaced by **Torn Khill** (*Thorn Hill*).

Ükhliin ünselt



Translation; *Kiss of Death*

Located; North Ethengar, Central Kaeruts territory

Active since; 1700BC

Inactive since; 73BC

Former Effect; Minor and forgotten, something that also lures Purple Worms is assumed. Control is assumed.

Sphere of Influence; 7 mile radius

Wandering Monsters; as Normal including higher chance of Purple Worms.

Ür tariany balgas



Translation; *Ruins of Grain*

Located; North Ethengar, Yugatai Territory.

Holds; Ruins of Blackmoo Colony village;
Cornwell. Several tools found here tell this was once a harvest area.

Active since; 1700BC (unknown if it was a natural magical location before 3000BC)

Inactive since; 1644BC

Early recorded effects 3000BC; Abundant growth of grain...however these records also speak of new grain created and used here.

Recorded effects 1700-1644BC; increased growth of users.

Sphere of Influence; 0 was 7 mile radius

Legend; Here giants are born, although none are ever seen here.

Wandering Monsters; Giant Rats, Giant Weasels, Kobolds

Ruins in Ethengar

3050BC New Blackmoor Colony Ruins

As these are all dating 3050BC or earlier, not much will remain; metal and stone remnants, rarely something useful. The materials have eroded due wind, water and sand, and animals and plunder. It is near to impossible to deduct the use of the structures, as these often had technomagic properties. To find items still functional in the purpose they were made for is not possible at all, yet improvised use (club, tool, and component) is still possible, even though the items are fragile and weak.

Including these are metal shipwrecks (in the former river or lake beds), sunk either before or during the Great Rain of Fire, found in the region of the Old Anur/Grondheim lake and even in the river beds of the Krandai or the toxic/seasonal river from World Mountain.



A well know Blackmoor Ruin is the Forgotten Harbour. A former village of which only stone remnants remain. There is a small pool, which was once the harbour of this village.

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The Old Harbour

2300BC Ruins

Not only holding structures of the Karghythne nation, with its recreated technomagic, but also small structures were erected by the few settlers of the region elsewhere (Dwarf, Ethengar Human, other Human, Giant). Nearly anything is destroyed in 1700BC due indirect effects of the Great disaster of that era, or by war, and conflicts earlier (or later), or by erosion. However, as several Karghythne locations have become Hakomon locations due the weird magic used there combined with the entropic and Spiritual effects triggered with the 1700BC disaster.

Later Ruins

The Dwarves have settled the southern hills, and have battled often with humanoids and giants. Giants had taken residence in the area of the today Broken Lands and although most of them perished in the event, many would have survived in the nearby mountains. Incoming Humanoids make (or overtake) their own settlements, and often abandon these with ease (due various circumstances).