

# D100 Discoveries Series Vol. II: Caves, Sea and The Great Outdoors (DDS 2)



ENCOUNTER TABLES FOR USE WITH ANY FANTASY ROLE PLAYING  
SYSTEM.

**DDS 2: Caves, Sea and The Great Outdoors**

# **D100 Discovery Series Vol. II:**

## **Caves, Sea and The Great Outdoors (DDS 2)**

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### **COVER**

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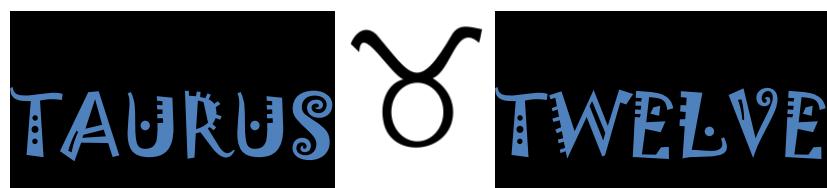
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# D100 Discovery Series Vol. II:

## Caves, Sea and The Great Outdoors (DDS 2)

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TAURUS  TWELVE



# **D100 Discovery Series Vol. II:**

# **Caves, Sea and The Great**

# **Outdoors (DDS 2)**

**By Jarrod Camiré**

## **Introduction**

Greetings everyone, and welcome back! The adventure continues with the second book of the *D100 Discoveries Series*, a collection of encounter tables now offered to you by Taurus Twelve. Like its predecessor from Zodiac Gods Publishing – *D100 Discoveries Series: Temple, Castle and Wilderlands Volume I* – this second volume offers a vast collection of terrains dotted with arrays of unique sites that are moreover fraught with dangerous encounters and oddities that will put even the most daring adventurers to the test. Regardless if you use Pathfinder, Dungeons & Dragons, OSRIC or Runequest, this book is for you!

Rest to know what the next d100 throw has in reserve for the PCs. Will it be a diplomatic mission with Adranus, The Great Fire Lord whose castle is near the summit of The Mount Erythros, a volcano more commonly called The Red Mount? A simple rumor about the elves who inhabit The Domain of Nemestrinus? The request of a knight who needs help in order to recover The Snake Goddess, a small statuette that represents a woman who holds a snake in each hand, which is a dangerous artifact? The 600 entries that compose this book can be used as you like, and are adaptable for any level. A single line can be just a mundane event or some inconsequential hearsay, but it can also prove to be the first hint of a greater mystery or else the prelude of a terrible conflict. As always, the choice is yours to make...

Once again, the time has come to roll the dices and to enter the universe of *D100 Discoveries Series*.

Jarrod Camiré



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## **I. CAVERN ENCOUNTERS**

Everything has begun with a simple hole piercing the face of a cliff; then, the daylight has gradually disappeared, replaced by total darkness. After a succession of passages the very air itself has changed, but step by step you have gone deeper still, discovering new rooms and more tunnels in the process. You have walked down inside some ancient temple or else a mine, and then it has been a descent into the former work of a burrowing creature of tremendous size, or was it simply a natural passageway? What about these strange mushrooms all over that odd formation, and the glowing things over there? Is it a source of edible food or yet another menace? And the echoes, the strange noises that too often travel from gods know where. The first monstrosities from The World Below will appear soon, attracted by the light and the noise of your clumsy footsteps!

Of course, many caves aren't linked at all to The World Under the Earth. A depression at the bottom of a forested hill might be a simple rock shelter, but even a modest hole like this can prove to be the lair of a creature. So, regardless if you need a single chamber for

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a lone hibernating cave bear or else a succession of events for a long trek under the earth you will find what you need right here with a d100!

**01** An elven patrol is sheltered under a ledge forming a shallow, cave-like opening at the base of a bluff.

**02** The small immaculate marble statue of a goddess with aristocratic features has been carved out straight from a pillar standing in a natural alcove.

**03** A small grotto located somewhere within the borders of Coventina's Forest is a monument dedicated to the spring nymphs. This splendid nymphaeum is constantly guarded by fey and elves alike.

**04** A man-made, winding subterranean passageway leads inside a rectangular chamber that has also been dug. An altar occupies the center of this chamber and the entire walls as well as the roof are all covered in mosaics made of seashells.

**05** A stalactite suddenly falls.

**06** A small stream runs across a secondary passage.

**07** A cluster of giant bats bursts into the cavern.

**08** A trio of carrion crawlers feasts on a large carcass.

**09** A section of wall has crumbled and a large amount of salt mineral has spilled out from the hole thus created.

**10** A gurgling sound can be perceived on the other side of a wall, probably that of an underground river.

**11** A large cave in the side of the mountain is inhabited by a family of Cyclops.

**12** A green dragon chased or killed all the wild elves who lived in The Rainbow Caverns and now resides somewhere in their former abode.

**13** The elves of Coventina's Forest have erected an arch around the entrance of the nymphaeum set in their forest. Colonnades are also under construction.

**14** Dozens of tiny white fish swim in a small pool.

**15** A fire pit occupies the middle of a modest cave; strangely enough, all the stones forming the circle have been inscribed with a rune or more.

**16** A winged lizard flees down a side tunnel.

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**17** A tribe of barbarians uses the rock shelters found along a cliff as living-places.

**18** Dozens of cocoons are hanged to silky filaments that criss-cross a rather large cavern.

**19** A train of pack lizards flanked by drowses astride fearsome reptiles travels lower down along an underground ravine.

**20** The lowest floor of a dwarven citadel sited upon a square rock formation can be accessed via a sturdy stone bridge spanning a deep chasm.

**21** Four piles of stones mark the graves of some adventurers, at least if the inscriptions left on them are veridical.

**22** Thousands of skulls line shelves carved straight from the limestone walls found inside a vaguely rectangular chamber.

**23** Someone has drawn the face of a splendid woman on a flat slab of rock using soot to do so and has furthermore inscribed a name underneath the portrait: Erika.

**24** Many grotesque stone statues depicting horned creatures having disproportionate limbs and quite large wings stand upon as many pedestals that are just crudely squared off blocks of granite arrayed lower down a very large passageway that gradually widens.

**25** A gigantic depression is entirely covered with an elaborate web upon which hundreds of tiny spiders scuttle.

**26** The ghostly silhouette of a regal woman contemplates a bas-relief in front of her, which is a depiction of her own person.

**27** Many wooden beams have been dragged lower down a tunnel that has been first dug in the earth, then the rock. The inclined passage reaches a natural cavern with a funnel-like sinkhole.

**28** Ten goblins drag a big chest.

**29** A man-size statue made from iron that is entirely rusted lies on its side.

**30** A wormlike creature with four tentacles emerges from a crevice, soon followed by more.

**31** A broken axe with a bone haft and a stone head lies upon a rock ledge.

**32** The floor of a roughly circular cavern with a dome-like roof has been paved with flagstones. A series of highly stylized sigils, sinuous in shape, adorn all the stones exception made of a unique piece, which seems to have been turned over however.

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**33** A skeleton wearing a rusty chainmail is half-buried under a pile of rocks.

**34** A group of gray-skinned humanoid without eyes that is armed with crude weapons made from bones and stones attacks without warning.

**35** Hundreds of tiny stalagmites rise from the floor of a vast cavern though there are no stalactites above them.

**36** Six natural columns forming a neat row are crowned with the skulls of a hydra.

**37** A milky substance oozes from a wall.

**38** Daylight can be seen up a natural chimney.

**39** Water drips from the ceiling.

**40** Someone has left behind a pile of sticks, tools, and other objects under a rock shelter.

**41** A halfling who is squeezed deep inside a very tight crevice is no longer able to move.

**42** Two lizardfolks dive into the greenish waters of a cenote.

**43** An enormous flowstone suspended from the ceiling of the cave almost reaches the ground.

**44** A tribe of kobolds counting no less than two hundred members has elected to take domicile inside the caves bordering The West Road.

**45** Strange insect-like creatures have burrowed a labyrinthine network of tunnels under Evergreen Hill and the inhabitants of the neighboring village want to exterminate them.

**46** The temperature gradually rises.

**47** The bottom of the hamlet's well has collapsed, revealing a deep chamber underneath.

**48** The Simpleton's Hole is a single chamber where a silly magician resides. This site is just down the path that leads near to The White Rock's Hill.

**49** The Hall of the Heroes is a very large cave connected to at least three more chambers. The Hall was once the lair of a medusa and dozens of statues remain there even if many more have been carried away to be sold to collectors.

**50** The Minotaurs of The Endless Caves have once again asked for an exorbitant tribute but this time The Crown has refused to bow to them and the actual ruler, Harmony Nightingale, has decided to launch a punitive expedition instead of paying.

**51** A roughly cubical hole seems to be covered with a thin bluish membrane.

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**52** The Bloody Caves are once again occupied by a tribe of orcs. This time it's The Severed Hand Tribe. These recurring invasions greatly irritate The Elven Confederation whose most distant border ends near this accursed place.

**53** The villagers of Hammeris use a pit cave to dispose of their garbage but this practice has become quite problematic since the arrival of an otyugh.

**54** The completely panicked companions of The Red Huntress have burst in the local tavern but a few days ago, claiming that an owlbear has dragged the renowned ranger inside a deep cave.

**55** A half-drow cartographer wants to map The Worms Caves, an immense layer of irregular cavities that are all interconnected together by quite singular tunnels. If the legends are true each passage is in fact either the calcified gullet of a purple worm or a structure held in place by the skeleton of such a beast.

**56** A modest sailing ship navigates on the calm waters of an underground lake.

**57** The entire roof of a cave is covered with soda straws, a form of hollow mineral tubes that evoke icicles.

**58** A vaguely conical pillar of rock suddenly sprouts many whip-like tentacles.

**59** An impressive throne placed in the middle of a circular dais occupies the middle of a chamber from which many corridors radiate.

**60** The walls of a passage are covered with strange mineral formations that vaguely evoke fishtails.

**61** Scores of sahuagins take advantage of the high tides to infiltrate the littoral caves according to the captain of a caravel.

**62** Phosphorescent funguses grow all along the numerous pillars of a vast chamber.

**63** A cloud of chalky dust erupts from a crevice.

**64** A calcified skeleton lies under a crust of whitish mineral.

**65** A rusty sabre stuck into the sand of the beach can be seen in front of an entrance that leads to a sea cave.

**66** The skeleton of a two-headed snake has been wended up around a sculpted column.

**67** A flock of stirges emerges from an aperture.

**68** A foul odor of musk permeates the air.

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**69** A woman who regularly visits The Hall of the Heroes – the former lair of a terrible medusa – pretends that new statues have appeared in the main chamber of the small complex.

**70** A small group of sahuagins has erupted in the middle of a village located several miles inland. No one knows how these evil sea-dwellers may have reached the walled community, which is built upon a rocky hill.

**71** The floor of a cavern is nothing but an expanse of mud.

**72** A cluster of needle-like crystals emerges from a protuberance of the roof.

**73** A patrol of troglodytes walks down a tunnel.

**74** Many elves protect a small cave located in the forest, a place The Fair Folks called The Unicorn's Haven.

**75** A merchant sells strange mushrooms. The man pretends that they are a unique variety he has plucked himself inside a nearby cavern; what is more they are quite tasty and sought after.

**76** The chariot of an itinerant merchant looks like an insectarium. Furthermore, the man searches for a rare class of pseudoscorpions of a macroscopic size that can be found only inside The Caverns of Astraly. The merchant is ready to pay handsomely for these beneficial arachnids that can efficiently protect a library against booklice and bookworms alike.

**77** A cluster of islands can be discerned in the middle of an underground lake.

**78** A three-story tower sculpted straight from a gigantic pillar of basalt is located somewhere inside a cavern whose exact proportions are very hard to guess.

**79** Two ropes have been stretched out between some rocks above a bottomless rift and the thick cords are now the perch of dozens of man-size bats, beasts which are darker than the surrounding gloom.

**80** Many novice adventurers have tried to rescue The Red Huntress from the claws of an owlbear but all have miserably failed. One sorceress who has barely escaped from the deep cave where the beast resides claims that The Huntress may also have slipped away, either outside, just like her, or down a hole going deeper down because she has spotted just one such egress while she was inside the chamber.

**81** The floor of a chamber appears like a surface covered both with snow (dolomite) and bright scarlet crystals having an adamantine luster here and there (cinnabar).

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**82** The body of a man wearing a bulging backpack lies at the edge of a pool of greenish water. The backpack contains standard gear and three marked wooden boxes. The signs

are the following ones:  (Alchemical symbols, respectively: sulphur, cinnabar (mercury sulphide), and salt).

**83** Hundreds of centipedes crawl everywhere.

**84** Veins of milky quartz criss-cross the walls of a passage.

**85** An iron wedge has been driven into the rock and has remained jammed there.

**86** This section of the complex seems to be an old mine.

**87** A globe of utter darkness materializes all of a sudden.

**88** The populace of a small hamlet is terrorized by an entity called The Shadow of Hollow Hill.

**89** A delirious ranger is sure that he's swarmed by insects, which is apparently not the case.

**90** A dark many-tentacle creature falls from the ceiling.

**91** A chip of crystal inscribed with two similar runes lies on the pebbles-covered floor  (Elder Futhark: two variants of the sowilo rune meaning Sun). The shard possesses a magical aura.

**92** A broken lamp, a pick, and a small bronze shield lie next to the skeleton of a dwarf.

**93** A daring group of thieves has stolen a unique stalagmite known as The Unicorn's Very Own and massacred its protectors. This sacred stone was rising from the floor of a small cave called The Unicorn's Haven.

**94** A natural stairway is submerged.

**95** An arsenal has been discovered by the authorities inside a cavern that is not far from the town.

**96** The coastal populations have established a series of shrines inside the sea caves located all along The Blue Sea's shores. These places of worship are all dedicated to Atargatis, a mermaid-goddess.

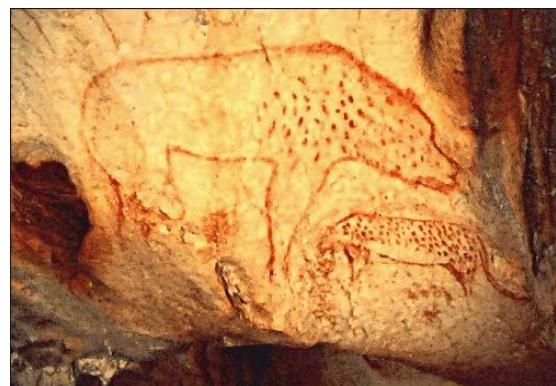
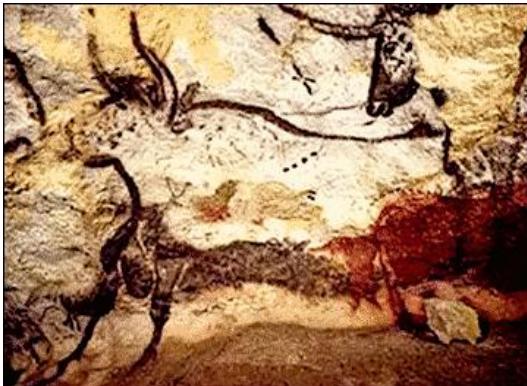
**97** Nixian The Traveller has discovered The Mammoths' Caves in the far north. Unfortunately, these legendary ice caves have become the lair of many dangerous beasts.

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**98** The Minotaurs of The Endless Caves have savagely attacked the realm of Harmony Nightingale after the queen had refused to pay them a tribute. It is strongly possible that the sovereign had no choice but to yield if another raid is ever launched.

**99** Mutilated mermaids have been left in front of many coastal temples dedicated to Atargatis, The Mermaid-Goddess. The perpetrators have even desecrated some of the shrines, which are all located within sea caves alongshore The Blue Sea.

**00** The entire walls of a chamber are decorated with cave paintings depicting aurochs, boars, cave bears, deer, horses, and many more animals besides.





Laura Kennedy | U.S. Fish and Wildlife Service

## **II. FOREST ENCOUNTERS**

“I have heard about The Primeval Forest, about the laughing nymphs, about the dryads dancing merrily in the glades and the satyrs running after them. They were all there in those times; the world was so young, an epoch where the goddesses themselves hunted the fell beasts of the creation. Artemis, Aspalis, Diana, Mielliki, and Skaði! Fair Maidens, Dark Ladies! I still perceive the thrumming echoes of your bowstrings above the wind! Faerie, Land of the Elves! Your music still haunts my dreams at night! I thirst for the sweet nectars of your wonderful vineyards! And I cry bitterly over my cup, trying to forget, to erase from my memory the desolation the orcs have brought to The Forest of Malkir, and the edicts of some kings who prevent me from entering inside their so-called Royal Forests...”

*What the Woodlands of Old Have Become...or the Musings of an Elderly Forester*

Author Unknown

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No forests are off-limits for your PCs of course, and they will eventually walk under the green canopy of some woodland sooner or later. Will it be a forested land where a Fey Queen holds sway? A devastated wood infested by orcs? Perhaps something situated in between? Roll a d100 or else explore the following table to discover what the woodlands and the hunting goddesses have in reserve for your adventurers.

**01** A majestic oak surrounded by a circle of ancient standing stones covered with mosses stands in the middle of a clearing.

**02** A dead tree has been transfixed with thousands of arrows.

**03** A cluster of lean-tos is erected around a large fire pit.

**04** An elven huntress shoots a deer.

**05** A marauding band of orcs has entered The Evergreen Land.

**06** Hundreds of crows feast on the carcass of a cave bear.

**07** The elves of the forest have signed a pact with a neighboring lord, a document referred to as *The Green Pact*.

**08** A rabbit flees.

**09** The king has invited six nobles for a hunt in The Royal Forest.

**10** A boar charges.

**11** An albinos buck stands atop a rock formation.

**12** A wolf howls in the distance.

**13** John Manwood, a barrister, has been designed by The Crown as gamekeeper of The Royal Forest and Justice in Eyre of The Royal Forest as well – highest magistrate in forest law – following his first essay on forest law entitled *A Breve Collection of the Lawes of the Forrest*.

**14** A pack of dogs chases a big deer.

**15** A swarm of rats emerges from a hollow tree.

**16** A tiny mouse scurries away.

**17** A noble who accompanied the king during a hunt in The Royal Forest is reported missing.

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**18** Norse raiders have erected a runestone dedicated to Ullr in the Wolf's Jaws Woods. The inscription on the stone translates as follows:

Ullr, Sif's son and Thór's stepson, is one [too]. He is such a good archer and ski-runner that no one can rival him. He is beautiful to look at as well and he has all the characteristics of a warrior. It is also good to call on him in duels.

(Chapter 31 of *Gylfaginning* in the Prose Edda; written in the 13th century by Snorri Sturluson).

**19** All the trees that surround a small swamp are dead.

**20** John Manwood's essay on forest law entitled *A Brefe Collection of the Lawes of the Forrest* is revised, enlarged, and published by Thomas Wight and Bonham Norton as *A Treatise and Discourse of the Lawes of the Forrest*.

**21** A sage who studies The Norse wants to see the runestone located in the Wolf's Jaws Forest.

**22** A family of beavers builds a dam across a river.

**23** A booby trap is triggered.

**24** Vines are entwined around many bones.

**25** A splendid water well made from elaborately sculpted white stone representing playful nymphs, which is moreover embellished with a delicate arch of wrought iron around which fully blossomed wild roses climb, stands at the edge of an irregular clearing.

**26** A half-buried fragment of rectangular stone engraved with a single word emerges from the ground.

**27** Five bugbears torture a man who's suspended to a rope tied to a sturdy branch.

**28** An irregular hole in the ground seems to lead inside an underground cavern.

**29** A unicorn drinks the crystal-clear water of a running stream.

**30** Wissam The Wanderer – a notorious hunter and trapper whose methods are highly questionable – has installed many foothold traps all over the treeless areas that separate Silvanus' Groves.

**31** Hundreds of acorns have been placed inside a stump that has been scooped out.

**32** An elven party has been slain by an unknown creature.

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**33** A scroll tube lies in the mud.

**34** A diminutive fey hides behind an immature spruce.

**35** A large circular slab of weatherworn stone is almost buried under a rug of dead leaves.

**36** A parchment is pinned to a tree.

**37** A druid prays at the foot of a gigantic oak.

**38** A one-eyed old man whose side has been pierced by a spear is hanged to the biggest branch of an immense ash tree. An opened leather satchel whose content has scattered lies under the hanged man: diminutive rectangular stones, each with a single engraved rune.

**39** Hundreds of dead birds in various states of decomposition litter the ground.

**40** A shrine dedicated to Silvanus occupies a shallow depression in the steep side of a forested hill. Many offerings have been left at the foot of the bronze depicting the tutelary god of the forest.

**41** A satyr plays an enthralling melody on his syrinx (pan flute).

**42** A cloud of flies turns above a large hole from which emerges a strong odor of putrefaction.

**43** A magpie holds in its beak a shinning ring.

**44** Anyone who looks at the ever calm surface of The Silver Pond experiences a vision that is very troublesome more often than not.

**45** Many wolves fight over the huge carcass of a buck.

**46** The decaying remains of a plant-like humanoid are infested by scavenger beetles.

**47** A large insect-like creature bursts from the ground.

**48** A very ancient green dragon that is venerated like a god resides at the heart of The Primeval Forest.

**49** The farmers who live around Sucellus' Gardens are constantly attacked by various kinds of drakes and by more creatures besides.

**50** A young man swears that white-haired ladies protect the apple trees of The Wild Orchard. The otherworldly beautiful women have told him that they are Epimeliads, and that the trees of The Wild Orchard must never be cut down.

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**51** A silver-haired lady whose elven heritage is obvious and who's moreover clad in a shining armor enhanced with stars and moon crescents single-handedly dispatches a marauding ettin.

**52** A row of yellowed skulls has been disposed upon the trunk of a fallen tree.

**53** An army of orcs has begun the systematic deforestation of The Woodland of Malkir and the wild elves living there flee en masse for a safer haven.

**54** Black bats are nailed to the trees that border the aptly named Haunted Wood.

**55** A living plant as big as a hill that emerged from The Primeval Forest heads for the nearest town; the gigantic monstrosity appears to be unstoppable.

**56** Two men have desecrated a sanctuary known as Ashes Grove. The perpetrators must be captured and ritually sacrificed upon The Altar of Artemis in order to propitiate the Meliae – the nymphs associated with the ash trees that live there.

**57** The bronze statue of a woman wearing a diadem stands on an anchored boat whose prow is shaped like the head of a duck. This statue represents the river goddess Sequana whom is revered by The Sequani, a tribe of barbarians.

**58** An orc shaman wants to conjure a bolt of lightning in order to ignite a wildfire in The Woodland of Malkir to expel the inhabitants of an elven community.

**59** The dwarves of The Iron Hills build a road across The Evergreen Forest to convey the ore extracted from their mines.

**60** An elf relates the ancient tale of Aegil and Alruna, a couple of legendary archers who defended a keep against overly numerous attackers.

**61** A leather-clad woman holding a spear prays before a modest altar consecrated to Nyyrikki, a god of the hunt.

**62** Dozens of corpses imprisoned inside nets hangs from the trees.

**63** Many hunters massacre all the unfortunate animals that cross their path.

**64** A lycanthrope leads a pack of wolves.

**65** The Silvered Huntress has received a mandate from The Green Baron; this renowned lady must kill a sorcerer who commands to the wolves; his carnivorous minions have already decimated many flocks of sheep, three herds of cows, sixteen horses, and even killed six men and four women.

**66** A young boy has brought back a two-headed snake barely emerged from the egg.

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**67** A sphinx guards The Immaculate Ladies, a pair of caryatids that supports the large fragment of an engraved entablature. A local legend says that anyone who answers the sphinx's riddle can then walk between the female figures and thereby obtain a boon from the guardian.

**68** A swarm of stirges emerges from the ruins of a tower.

**69** Father Green-Beard, aka The Tireless Treant, has once again accepted to be the messenger of Carya, the Lady of the Nut-Tree. The treant is to recruit new priestesses for the faith of Artemis Caryatis, goddess of the forest and the hunt.

**70** The Silvered Huntress has been slain by a pack of dire wolves that serves the sorcerer known as "*Le Meneur de Loups*" (approximate translation: Leader of Wolves). Following this sad event the forests near The Green Barony have been ironically renamed The Dogwoods.

**71** The centaurs of The Ancient Woodland have kidnapped the four daughters of Almar The Bold, Duke of Redshire, in order to obtain justice regarding the murder of six centaurs perpetrated by a party of nobles coming from the duchy that has mercilessly hunted them but a few weeks ago.

**72** Stags antlers are disposed all around a weatherworn pillar of natural stone that presents the depiction of a horned god, namely Cernunnos.

**73** Many women scare the travellers who pass near The Sweet Chestnuts' Groves.

**74** Hamar The Sage swears that The Lone Tree – an ash that grows not far from The Lady's Forest – is inhabited by an Askafroa (Swedish: "ash lady"), a being akin to a hamadryad, or tree nymph.

**75** An entity called The Wild Man, which is simply described by the witnesses as a tall and hirsute humanoid, has been frequently spotted near The Old Forest. Many adventurers have tried to approach this unique being, but without success so far.

**76** Almar The Bold has made a public declaration of war against the centaurs of The Ancient Woodland. The Duke of Redshire claims that the immoral beasts have murdered his four beloved daughters in cold blood.

**77** A fallen tree infested by a strange fungus gradually contaminates the surrounding vegetation.

**78** The Carnutes are barbarians, a tribe of forest-dwellers who venerate a horned god known as Cernunnos. The bodies of their deceased are all buried around consecrated pillars depicting this God of the Underworld.

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**79** A blue-faced witch lives in a cave which entrance is an oak. Many pretend that this so-called Black Annis is a fraud, an ordinary woman who paints her face in blue, while several others say that this crone is a truly dangerous abomination.

**80** A young woman wearing a splendid circlet of wild roses dances near a glen.

**81** The centaurs of The Ancient Woodland are led by four human sisters who battle astride the strongest equine-like humanoids. This quartet of lethal swordswomen is now feared by all those who must cross swords with them and the siblings have even earned a common nickname: The Redshire's Bloody Daughters.

**82** A shepherd who had lost a sheep and entered The Raven's Nest in order to recover it had been slaughtered by a band of goblins according to his daughter.

**83** A small group of dwarves prospectors has had the misfortune to discovered that a series of small dome-like hills covered with layers upon layers of dead leaves are not natural formations but burial mounds filled with restless spirits.

**84** A couple of half-elven aristocrats organize a grandiose fox hunt that counts no less than 400 followers on horseback, two masters of foxhounds, and nearly one hundred of well-trained hounds.

**85** An imposing treant with a mossy green beard is followed by about two dozen of young women all armed with bows.

**86** A ranger who wants to avenge the death of The Silvered Huntress organizes a punitive expedition in The Dogwoods.

**87** The Elven Retreat is one of the vastest woodland that exists, a forest entirely surrounded by a ring of very old statues representing heroic elven archers from the distant past. Not a single statue is alike to another.

**88** A rogue who has stolen a magical figurine known as Artemis' Faithful Hound is actively being searched for by the clergy of The Great Huntress.

**89** The Norsemen have established a shrine dedicated to Skaði at the foot of The White Peak, right where the forest ends and the mountain begins. Skaði is both a giantess (jötunn) and a goddess that is associated with bowhunting, skiing, winter, and mountains.

**90** An elusive shadow flies under the forest's canopy.

**91** A band of kobolds previously hidden by a row of thick cedars emerges from two anfractuosities located in the side of a steep slope of gray rock.

**92** Two spears lie on the mossy undergrowth.

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**93** An elven wizard stands in the middle of a circle made from acorns, branches, mistletoes, and nuts.

**94** An austere wooden throne with a high back stands before the remains of a triple stone arch. Perhaps that a proud castle once stood here, but today only this portion remains. The most disturbing fact is that the wood with which the siege is made seems unaffected by the passing of time.

**95** A fox crosses a clearing in the blink of an eye with dozens of hounds hot on its tail.

**96** The likeness of a life-sized soldier has been sculpted in the wood of a large pine.

**97** A rusty doubled-headed axe is buried in the trunk of a tree.

**98** A man reposes upon a tilted slab of grey rock whose base is entirely encompassed by the sinuous roots of a gnarled tree of great proportions.

**99** A druid wants to reach the heart of The Primordial Forest to touch a tree known as Mother of the Forest.

**00** A terrible forest fire rages across The Forest of Malkir.





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### **III. HILL ENCOUNTERS**

Hills are often associated with gently rolling slopes where herds of cows, goats, horses, and sheep graze peacefully but a short distance away from a farm. But on the other hand there are the hill giants, so named because they inhabit such territories. So, what will it be? You can opt for the pastoral lands, a remote elevation occupied by dangerous monsters lurking behind every rock and tree, or else a wild area far from the civilization as required because the next table proposes you many events that can be arranged anyway you like and that moreover offers the respite a farm can provide to a weary traveller along with the mysteries that some ancient ruins can conceal, plus many more encounters in between. So let the hazard decides; just roll a d100 or else explore the various features of the countryside described below to discover what awaits the PCs on the other side of the next hill.

**01** A circle of standing stones crowns The Ancients' Hill.

**02** A long line of sediment forms a loose bridge between two eroded hills.

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**03** The Nameless Giant's Crag is a lone rocky hill so named because the half-buried skeleton of an unidentified behemoth can be found at the summit.

**04** The survivors of a raid have taken refuge on the heights of The Sheep's Backs, a series of small, tear-drop shaped hills.

**05** In order to elect their next king the orcs of The Splintered Tree Tribe have decided to play a bloody version of a children's game: King of the Hill.

**06** Shepherds are strictly forbidden to let their sheep graze on certain elevations that surround Farmstead Hills because the limestone caverns underneath can cave in if the weight on top of them is too great.

**07** The dwarves of Hammer Hill have discovered a source of chromite ore.

**08** A detachment of orcs camps in the vicinity of The Gentle Lord. This drumlin – an elongated whale-shaped hill – is not far from the main road and the travelers now turn tail when they spot the bloodthirsty humanoids.

**09** A force of bugbears counting nearly sixty individuals has erected a series of crude stone walls on top of the hills on both sides of The High Kings Road. These steep elevations form The Cardinal's Gateway, which is one of the crucial points of entry of the kingdom.

**10** A dragon has crashed on top of The King's Table, which is a square mass of granite once exploited for its stones, hence its current form and nearly vertical walls.

**11** A badly hurt dire bear, which has moreover been driven insane by a poisonous concoction, slaughters all the unfortunate souls that cross its path.

**12** A huge bulette bursts from the ground.

**13** The shepherds and the farmers living close to Farmstead Hills have lost many animals. The sheep and calves have been carried away but at least one half-eaten ox and two horses have been left behind, covered in blood and partly burned.

**14** A teenager girl who was picking wild berries at the base of the local hill has panicked and run away when she has espied many strange, diminutive humanoids in a tree.

**15** The War Memorial that commemorates The Battle of Prixis is visited each year by the elves that descend from the soldiers who've died there. The many thousands, centuries old trees that now grow all around this elven monument have been planted by the survivors of the battle whom have also buried their kinfolks there.

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**16** A petrified Cyclops holding a crystal-tipped spear lies on its side between two huge trees.

**17** An aurochs sometimes approaches the cows that pasture around the community of Farmstead Hill.

**18** Someone has erected a simple altar at the summit of The Lady's View, nothing but a crude slab of flat rock supported by four stones in fact.

**19** A wizard wants to salvage the remains of the dragon resting on The King's Table, a square formation of gray granite that represents a challenge even for the most experimented climbers.

**20** A drunkard swears that a flock of gargoyles has flown over Cypress Hill last night.

**21** A festival is held in The Silvered River Valley, just outside the town's gates.

**22** An earth titan organizes the hill giants living in The Hills of Briannis into a cohesive army.

**23** A rogue has stolen the content of a wine cellar located inside The Forbidden Hill, one of the landforms that surround the village of Farmstead Hill. Many limestone caverns there officiate as wine cellar since a very long time.

**24** The Knights of the Silver Order, five scores of foot-soldiers, and many clerics and wizards besides have tried to eradicate the bugbears that control The Cardinal's Gateway but the brutes have easily repelled them.

**25** A hippogriff nests at the summit of a weatherworn tor.

**26** An eccentric wizard wants to plate his shield guardian with a layer of chrome coming from the mines of The Hammer Hill's dwarves.

**27** Many halflings have established a community alongside the northernmost banks of The Silver Lake and have even begun to restore the small castle built upon The Moon Crescent, the promontory that juts out into the water plan.

**28** A band of adventurers currently explores Gray-Beard's Tower, the former abode of a mage who has died over a hundred years ago.

**29** A draft horse with a broken leg that is still harnessed to a cart whine plaintively.

**30** A big pile of earth turns out to be an ant-hill.

**31** A trio of centaurs patrols around The Wild-Berries Patch.

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**32** The halflings who rebuild what is now called Moon Crescent Castle have discovered a series of rooms and tunnels underneath the main keep.

**33** A farmer swears that an odd-looking chicken has come close his henhouse but a few days ago.

**34** The altar sited at the top of The Lady's View is covered with dried blood.

**35** Many ankheds infest the valley.

**36** The halflings who reconstruct Moon Crescent Castle need adventurers in earnest. The rooms and tunnels running under the main keep are inhabited by various monsters commanded by drows.

**37** At least half the chickens of a farmer have been turned into stone.

**38** A hunter has discovered a small complex of caverns in the nearby hills. Dozens of carcasses in various states of decomposition along with the bones of many animals littered the ground all around this foul place. Of course, giant rats and other scavengers abound there.

**39** Diaphanous patches of mist hang in the valley.

**40** Many platoons of hobgoblins circle The Dark Edge on a regular basis. It is strongly possible that these militaristic humanoids have decided to occupy the ruins of the old hill fort found up there.

**41** The wind blows over the grassy hills.

**42** The statue of The Ever Vigilant Paladin, which sits on Kathy's Hill, has been vandalized. The ruffians have broken the front legs of the rearing paladin's mount and taken away the splendid spear the hero was holding.

**43** A lone horse runs in the valley.

**44** Many crows circle above The Devil's Peak, as usual.

**45** Here a wide and long earthwork marks the frontier between the civilization and the wilderness.

**46** Many rangers have confirmed that the hill fort of The Dark Edge is controlled by an army of hobgoblins.

**47** A square pillar with the inscription *Silvanus orientalis* stands on top of a small elevation. This stone is a marker that delimitates either the limits of a field or those of an estate.

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**48** The round summit of a grassy elevation is circled by an earthwork and many outward rings of wooden spikes.

**49** A reward is offered for the recovery of The Ever Vigilant Paladin's Spear following the act of vandalism perpetrated against the monument overlooking the village.

**50** The lacerated body of a man floats on the surface of a basin.

**51** A caravan of merchants has established a temporary market in the middle of a village of roundhouses where dwells a tribe of barbarians.

**52** A druid venerates a tree that has grown inside the walls of a long abandoned castle that is remarkably well preserved.

**53** Sarsen stones (sandstone blocks) are scattered all over the gentle slopes of The Shamrock Milady. No one knows if they are the remains of a fort or monument, or just a natural occurrence.

**54** A young couple, a few cows, and some calves have taken refuge at the foot of a statue representing Silvanus, a divinity that reputedly protects cattle and wards off wolves. They are indeed surrounded by a pack of gray wolves that keeps its distance.

**55** The golden-tipped piece of a broken spear fashioned from bronze lies at the bottom of a small stream.

**56** Many herds graze on both sides of Fell Lane, an earthen road flanked by low dry stone walls made of interlocked fieldstones

**57** A ramshackle windmill has become the residence of a sorcerer.

**58** A small group of goblins camps around the remains of a broch – an Iron Age dry stone hollow-walled structure.

**59** A young green dragon attacks the farms of The Serene Valley on a regular basis.

**60** A cairn marks a mass grave near the site of a terrible battle.

**61** A small clan of displaced dwarves has decided to transform Elborg's Hill into a fortress. The stout folks will use one of the steep granite faces of the small mountain to shape the facade of their new fortification. The dwarves believe that the name of this formation was predestined, Elborg meaning “the noble she-defender”.

**62** The legends say that the hill giants have cut figures into the steepest hillsides of The Endless Hills.

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**63** The entire summit of a hill has been removed: the surface vegetation, the dirt, and a good layer of bedrock as well, but this has occurred a long time ago. Although the surface is weatherworn, and that large patches of mosses and grass have grown back, gigantic circles of astrological symbols engraved in the bedrock can still be discerned there.

**64** A dozen of dark standing stones known as The Black Sisters crowns the summit of a mound.

**65** A dry stone marker has been erected in the middle of nowhere for purposes unknown.

**66** A stone shaped in the likeness of a turtle has partially sunk into the mud of a riverbank.

**67** The Windmill's Sorcerer proves to be an ambitious fellow. Many kobolds and more unsavory creatures have established their lairs around his "tower".

**68** A trio of hill giants has been spotted not far from The Lone Rock.

**69** No less than thirty hill figures – large visual representation created by cutting into a steep hillside revealing the underlying geology – have been inventoried in The Endless Hills by adventurers and sages alike.

**70** The Kings' Mounds are three masses of land that rise near the city of Orga. These low hills are not natural; they are in fact huge piles of earth raised above the graves of many Norse kings, or so the local peoples say.

**71** At least two of the hill figures of The Endless Hills represent giants; they are respectively called The Cerne Abbas Giant and The Long Man.

**72** Many gray stones having various shapes and dimensions surround a very modest elevation that proves to be a long barrow whose funeral chambers are easily accessible.

**73** A circle of stones is regularly visited by fey.

**74** Many believe that the hill figures of The Endless Hills are a puzzle and that those who will solve it will discover a fantastic treasure.

**75** The Fields of Hecate form a vast territory that surrounds The Crone Goddess' Hill; this is one of the largest hill grave necropolises that ever existed, a burial ground composed of at least 2,000 tumuli.

**76** The dwarves of Elborg's Hill have repelled numerous platoons of bugbears.

**77** The body of an earth giant is looted by goblins.

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**78** Almost all the hill figures of The Endless Hills represent white horses but at least two birds of prey and a lion also exist.

**79** A comely young woman sleeps under an apple tree.

**80** Many wonder if The Scale is a natural formation; this long slab stands still in a precarious state of equilibrium at the edge of a narrow ridge.

**81** Caravans loaded with ore leave the mines of Hammer Hill on a regular basis.

**82** Two prehistoric-looking horses have been captured by a renowned adventuring band.

**83** Some of the hill figures of The Endless Hills have not been classified yet. The sages haven't determined if they are occult signs or something else entirely.

**84** A giant throws stone after stone in the direction of a train traveling along the pastoral road known as Fell Lane.

**85** Many farmers work in the fields.

**86** Seven goblins astride big wolves charge down the hill.

**87** A raven has been nailed to a wooden post along the road.

**88** A man draws water from a stream.

**89** A panicked maid hides under a stone bridge.

**90** A cockatrice has petrified the animals and the proprietors of a farm.

**91** Otherworldly women sometimes dance in the environs of The Flowered Hilltop.

**92** A monastery is visible in the distance.

**93** A team led by a dwarven foreman repairs a dry stone wall that has partly crumbled.

**94** Some elves trade with a group of farmers.

**95** A dwarf says that the boulders disseminated all over the hillside are not what they appear to be.

**96** A sage who's also a collector wants to acquire some of the treasures that the tumuli of The Fields of Hecate potentially contain.

**97** Gnolls secretly use the altar sited on top of The Lady's View for nefarious purposes on a regular basis.

**98** Many adventurers have entered The Fields of Hecate, never to return.

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**99** A pack of wild dogs decimates the sheep, herds, and big game alike in the vicinity. A reward is offered by the farmers, hunters, and shepherds of the region to get rid of them.

**00** Adventurers who've returned from The Fields of Hecate relate their setbacks. All their stories revolve around undead, mostly ghosts. They are convinced that a greater entity controls them.





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## **IV. PRAIRIE ENCOUNTERS**

The vast plains stretch as far as the eye can see; an ocean of grass that reaches the horizon. There, a convoy of colonists needs to be protected; elsewhere, the drawings and the carvings depicted on a rock formation holds the secret of a bygone civilisation; a lost statuette that originates from a faraway land that lies somewhere in the grass has attracted a dangerous reptilian-beast and its minions... the limitless prairies take on a new dimension. Roll a d100, and find out what the tall grasses of the flatlands further hide.

**01** A terrible storm brews above The Colossi's Range, but as usual the precipitations won't reach the plains.

**02** Two oxen, which have visibly been killed by predators, are still harnessed to a plough.

**03** A straight line of big wooden posts engraved with strange inscriptions seems to officiate as so many headstones.

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**04** A Prairie Falcon catches a vole.

**05** A wagon has been abandoned.

**06** A group of horsemen armed with bows approaches quickly.

**07** A campsite containing five tents is established by the bank of a small river.

**08** A prairie fire rages.

**09** A group of prairie dogs observes a woman who digs a hole.

**10** A hot wind blows.

**11** A farm is visible in the distance.

**12** A girl picks Wild Prairie Roses.

**13** A circular tower has been built in the middle of nowhere.

**14** A barbarian who wears the antlers of an elk leads a band of warriors.

**15** The Prairie Druidess and her sisters must exterminate a pack of gigantic foxes led by a legendary beast that the barbarians called The Crimson Reynard.

**16** The Titan's Mushrooms are a cluster of gigantic round stones located somewhere in The Endless Fields.

**17** A tall and vast artificial earth mound enclosed by a succession of earthworks has been built by a tribe of hobgoblins.

**18** A feline that strongly looks like a lion, but which has vaguely prehistoric traits, lies low behind tall blades of grass.

**19** A circle of piled fieldstones surrounds a modest village.

**20** An oversized fox has massacred two scores of elks in a single night according to a hunter.

**21** The Gods' Fingers are an elevated natural formation constituted of five rock outcrops that tear the land east of The Red River. The Fingers' entire surfaces have been engraved with petroglyphs. Most of them represent animals or hunting scenes.

**22** A tribe of duergars has established a system of trenches around a ring fort. It seems that these subterranean humanoids from The World Below have found a way through the bedrock and the earth or burrowed a passage in order to reach the surface.

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**23** A statue representing Demeter has been erected at the entrance of a hamlet.

**24** Many yeomen are in the fields.

**25** A cabal of elemental-mages that venerates the primordial goddess Gaia has summoned an earth elemental.

**26** Two young women wearing each a crown made from wild flowers dance around a white altar.

**27** No one travels across The Serpentes' Fields anymore. This land is infested by snakes, but this hasn't always been the case.

**28** A man armed with a scythe blocks the trail.

**29** A train of wagons travel across the plains.

**30** A field is covered with fully blossomed Prairie Clovers.

**31** A tribe of nomadic centaurs lives in a remote area of The North Flatlands.

**32** An old woman tells a story by the fireside, a tale about a woman whose left arm was covered with scales and who had brought with her the statuette of a Snake Goddess from a distant land.

**33** Two dozens of wagons form a defensive circle for the night.

**34** A zone where some copses of trees grow is visible at the horizon.

**35** A long forested hill with gentle slopes that nonetheless reaches a great altitude separates the prairies in two distinct portions. This landform is referred to as The Domain of Nemestrinus around here.

**36** Thousands of butterflies take to the air.

**37** A swarm of diminutive bats engulfs a halfling and her companions.

**38** A herd of bison grazes peacefully.

**39** A collection of skeletons lies in a field of thick grass.

**40** A group of centaurs attacks a train of wagons.

**41** A travelling wizard pretends that a temporal distortion or a rift enables creatures from the past to reach our epoch.

**42** Many scarecrows have been placed here and there in a field.

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**43** Almost all the members of a group of adventurers have been bitten by snakes while circumventing The Serpentes' Fields. The reptiles seem to have considerably enlarged their territory.

**44** Duergars from The World Below have begun to launch a succession of raids and have plundered at least four villages and many farms. The farmers say that they come from a ring fort that has been recently erected.

**45** The inhabitants of the plains don't understand the recent actions of the centaurs. The horse-like humanoids from The North Flatlands have never been so hostile before.

**46** According to the legend the statuette of a Snake Goddess lies in the middle of The Serpentes' Fields, jealously guarded by a powerful naga.

**47** A priestess of Ceres blesses both a group of farmers and their fields.

**48** Many drakes hunt in the vicinity of a pool of stagnant water, the only water point for miles around.

**49** Nymphs who serve the goddess Ceres protect the fields surrounding the walled city of Proserpina – Proserpina is the name of Ceres' daughter. This city counts many shrines where the respective gods and goddesses are venerated: Ceres, Demeter, The Earth Mother, Faunus, Gaia, and Silvanus. Many more altars consecrated to agricultural and nature deities, such as Antheia, Cybele, Flora, Gefjon, Jarilo and Nantosuela also exist in the town's vicinity. This religious diversity represents well the heterogeneity of this important town.

**50** A gigantic bird-like creature flies above The Red River.

**51** A priestess of Flora has established a small temple somewhere in The Rainbow Land.

**52** A pack of gray wolves circles a deer.

**53** The Lost Lake is one of the rare water plans of importance in The Low Lands, though many small rivers crisscross this vast expanse.

**54** A quartet of hunters has brought back a strange mammal from their latest expedition, a rather large animal that the local sage has identified as the member of an extinct species.

**55** A brief but intense thunderstorm occurs.

**56** An expedition has discovered a vast swamp surrounded by a large forest where alien plants grow. The members of this band swear that an ever moving ribbon of pulsing energy vomits a torrent of greenish water that feeds this wetland, which enlarges daily, and that strange reptiles sometimes emerge from there.

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**57** The wife of a farmer has been murdered and the militia has begun an investigation.

**58** A knight from a distant land wants to recover The Snake Goddess, a small statuette that represents a woman who holds a snake in each hand, which is a dangerous artifact.

**59** At least three clans of dwarves live under The Domain of Nemestrinus, the long forested hill that divides the plains.

**60** An earth elemental has broken free in the wake of a botched ritual performed by a novice elemental-mage of Gaia.

**61** A stock breeder gathers his herd, helped by his sons and daughters.

**62** A herd of elks is attacked by many drakes.

**63** A round stone proves to be a creature.

**64** An elf steals a horse.

**65** Many families of elves have decided to settle in the forest known as The Domain of Nemestrinus.

**66** A family of dwarves opened a forge in the outpost of Horizon's Arrow.

**67** A panicked soldier from the militia says that his patrol has been decimated by a furious beast, a reptile with three horns and a large bony frill.

**68** A half-elven lady grooms her mare.

**69** A dog runs after a rabbit.

**70** A score of militiamen has captured a half-orc suspected of murder.

**71** A troop of strange horsemen clad in furs who are astride prehistoric equines hunts a deer.

**72** The elves who inhabit The Domain of Nemestrinus are horse thieves of the worst sort.

**73** The fields of many farmers are infested by monstrous insects.

**74** A road has been opened up between Red River's Reach and Horizon's Arrow.

**75** The Lord of The Southern Flatlands and The Lady of Proserpina announce their wedding.

**76** A lucky coyote catches a fowl.

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**77** A village of log cabins occupies the northernmost extremity of The Domain of Nemestrinus.

**78** An elven woman wearing a queenly outfit reposes upon a dark wooden catafalque at the edge of a field of wheat.

**79** An army of orcs descents from the north.

**80** A pair of draft horses harnessed to a wagon full of agricultural tools is on the verge of an earthen road.

**81** A succession of small elevations proves to be a village counting many rows of turf houses whose inhabitants are very cordial.

**82** An emissary of The Centaurs of Northwood wants to obtain an audience with The Lord of The Southern Flatlands. The diplomat has disturbing revelations to make about another noble who incites some factions of centaurs to commit acts of war against The Southern Flatlands.

**83** An elven horse thief swears that a series of huge holes bore in The Clovers Tableland have been made by a purple worm.

**84** Many granaries of the community of Red River Reach are infested by rodents.

**85** The Lord of The Southern Flatlands has received the emissary sent by The Centaurs of Northwood's.

**86** A bard who plays the flute is followed by hundreds of field mice.

**87** A troop of elves wants to meditate at the site of Aphaea's Grave, former Queen of The Fields.

**88** The wedding of The Lord of The Southern Flatlands and The Lady of Proserpina takes place in the lush plains situated between The Northwood and the village of Proserpina in the presence of all the centaurs from The Northwood. Vast pavilions have been erected for the occasion.

**89** A skeleton in black robe holding a rusty scythe has been leaned against a wooden post.

**90** The decapitated head of a draft horse lies on the ground.

**91** The remnant of a house made from fieldstones is currently inhabited by a deserter.

**92** An army from The West Plateaux led by the Lady Asternia and her father, Joromir, The Lord of the Westland, has tried to interrupt the wedding ceremony of The Lady of

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Proserpina. A participant has ironically decided to call this battle The Engagement of the Jealous Suitor and the name has stuck.

**93** A man prays before the statue of a bull.

**94** The discarded wheel of a wagon lies upon a rectangular stone.

**95** A row of tiny birds is perched upon the remnant of a split-rail fence.

**96** A peace treaty has been signed by many participants: The Southern Flatlands, the village of Proserpina, The Centaurs of Northwood, the village of Red River Reach, and the hamlet of Green Roofs Hills have all ratified the document now known as The Wedding Pact

**97** Someone has desecrated The Queen of The Fields' tomb.

**98** A priestess of Ceres and another who venerates Demeter have a strong quarrel that degenerates into a duel.

**99** Many nymphs who guard the pastures and fields around Proserpina have decided to return to The Land of Faerie now that the security of the community is guaranteed by The Wedding Pact.

**00** A priest of Saturn, god of agriculture, justice, and strength wants to train new acolytes and paladins to defend the interests of Saturn's faith.





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## **V. SEA ENCOUNTERS**

"The sea, the sea everywhere!" they cried, as if their lips could not restrain the words which made islanders of them.

The sea, indeed, formed an immense circular sheet of water all around them! Perhaps, on climbing again to the summit of the cone, Cyrus Harding had had a hope of discovering some coast, some island shore, which he had not been able to perceive in the dark the evening before. But nothing appeared on the farthest verge of the horizon that is to say over a radius of more than fifty miles. No land in sight. Not a sail. Over all this immense space the ocean alone was visible--the island occupied the center of a circumference which appeared to be infinite.

Jules Verne, *The Mysterious Island*, Chapter 11.

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A voyage across the vast ocean doesn't mean that the PCs will necessarily become castaways like the heroes of Jules Verne, although this possibility always exists. The sea can be cruel or merciful, according to the whims of the sea gods and goddesses. So roll a d100 to know if your players will end up in the undersea halls of Rán, sea goddess of love who collects the drowned in a net, or else reach the next port to thank Neptune after many fantastic encounters.

**01** A cluster of small islands is visible on the horizon.

**02** A trio of dolphins races with the ship.

**03** Dozens of wrecks are caught in a vast sea of motionless sargassum, a genus of brown algae.

**04** Six men and women are tied to a raft, which is adrift in a slow current.

**05** An armada of galleons escorted by dozens of men-of-war heads for the continent, followed at a safe distance by a flotilla of pirate ships. The Imperial Armada always arouses keen interest.

**06** A chuul of impressive proportions attacks a caravel.

**07** The infamous *Hell's Hound*, a pirate ship, has been seen near The Island of Dreven.

**08** A sailor has hooked a small sea serpent.

**09** Better to avoid The Ring of Vulcan, an archipelago of sixteen volcanic islands where at least four red dragons dwell.

**10** The captain possesses a treasure map that indicates where the booty of the infamous pirate known as Mad Black Jack has been buried, a spot located along the north shore of Drakes' Island.

**11** The Web is a dangerous reef so named not only because the ensemble of ridges that constitute it evokes a spider web, but also because an abnormal concentration of sea spiders live there.

**12** Dryads' Isle is a forested island that stands between two worlds, ours and that of the fey.

**13** A clan of dwarves has established a mine around and inside an extinct volcano that is sited upon its namesake, the island known as The Balor's Cauldron.

**14** A badly damaged frigate has ripped open upon a rock and remained there.

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**15** An elven ship is anchored near an islet.

**16** Twelve gargoyles drop stones all over the ship's deck before they close in melee.

**17** A ship mans by undead is the scourge of The North Sea.

**18** The Oceanids' Haven is a mythical place far from the continent, an island where supposedly live the numerous daughters of a Primordial Titan, namely Oceanus.

**19** No one has ever set foot on the shores of the landmass that is surrounded by The Maelstrom of Jörmungandr, a whirlpool of epic proportions created by a sea serpent that indefatigably circles the place since the dawn of time, at least according to the legends. The island itself is always swept by terrible tempests and inhabited exclusively by storm giants and storm titans if the tales are accurate.

**20** A natural channel splits the Island of Pontus in two distinct portions since an intense earthquake has struck the landmass decades ago. Some cartographers now inscribed Islands of Pontus instead of the singular form on the maps, while many more have given a distinct name to the two masses, respectively Island of Nereus and Island of Thaumas, after two of Pontus' children.

**21** A tower of ice surrounded by walls has been sculpted straight from the visible portion of an iceberg.

**22** The Green Plates Archipelago is a group of islands covered with dense jungles located far in the south that are infested by lizardfolks.

**23** Statuary Isle is a small uneven island of bare rock where only small patches of short grass and gnarled shrubs grow. The place is famous for its two abandoned temples and its classical statues; hundreds of pieces are disseminated all over the isle, and collectively called The Gorgon's Collection.

**24** A kraken splinters a ship in a matter of minutes.

**25** A party of sea elves asks permission to come on board the ship.

**26** A blue whale surfaces.

**27** The outline of a ship is briefly seen in front of the setting sun, then nothing.

**28** A prehistoric shark, or megalodon, attacks a small vessel.

**29** A hurricane has scattered The Imperial Armada to the four winds and probably destroyed a few ships in the process. The sea wolves that were lagging behind the fleet now look for an easy prey.

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**30** Many pumice rafts are carried away by a strong current.

**31** A party of sahuagins boards the ship.

**32** The portion of a broken main-mast hits the hull.

**33** A vast portion of the ocean's surface glows brightly during the night. This luminescence frightens the crew.

**34** The body of a giant floats at the surface of the calm waters.

**35** An ephemeral island created by a submarine volcano has been eroded by the waves in but a few days and is now just a reef.

**36** The already bad weather worsens.

**37** A brig all painted in black with sails to match gains on quickly.

**38** A floating island of tremendous proportions, which is an irregular mass of pumice, a porous volcanic rock, has become the temporary lair of many sea creatures.

**39** It is said that during a violent storm the crew of a vessel is better to pray Galene, the goddess of calm seas, and hope that she will hear.

**40** A special crew composed uniquely of women – including the officers and the captain – has been entrusted with a secret assignment and a splendid frigate: *Ingean Ruadh* (Gaelic: The Red Maid).

**41** The outline of a ghost ship is visible in the fog.

**42** An old cog is totally immobile regardless of the fair wind and waves, like if it was frozen in time.

**43** The crew of a small fishing boat seems to voluntarily ground their vessel on the sandy beach of an islet and as soon as they reach the dry land they hastily abandon ship; hardly have they made three steps that the entire island sinks under the streams, the landmass turning out to be an aspidochelone, a gigantic sea turtle.

**44** A Capricorn swimming between two waters is spotted by a sailor, but the sea goat soon disappears.

**45** A volcanic island emerges from the waves.

**46** A light rain falls.

**47** The figurehead of a ship called *Dynamene* is recovered.

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**48** A knarr – a Norse merchant ship – is attacked by an unidentified vessel.

**49** A sailor harpoons a narwhal.

**50** A trio of mermaids swims under the moonlight.

**51** Many young women and men of The Northern Islands have been abducted by sea dwellers known as The Finfolk, a mysterious race of sorcerous shapeshifters.

**52** A three-masted sloop is spotted to the starboard side.

**53** A roc that carries a whale flies above the ship.

**54** A Viking jarl uses selkies as spies.

**55** Anchors' Rock is a small mass of stone where many superstitious captains abandon an anchor at least once in a lifetime, an old tradition around here.

**56** Two Norsemen aboard a faering – an open rowboat – throw their fishing net into the water.

**57** A lightning bolt hits the main-mast.

**58** *The Gorgons* are three sister ships, infamous three-masted pirate schooners built for speed and manoeuvrability respectively christened *Stheno*, *Euryale*, and *Medusa*. The Gorgons also refers to the trio of pirate ladies who command these very ships, namely Princess Flora, Nadikkis Flame-Sword, and Arria Silver-Tongued.

**59** The *Jenny Haniver* is a gruesome ship whose outer rails are arrayed with dried rays and skates carcasses that looks like imps.

**60** An ambassador who represents the tritons has been invited aboard.

**61** A rowboat with some sailors heads for a sea cave.

**62** Neptune's Nest is an island where one large sea cave has collapsed, forming a gaping hole.

**63** An enemy ship that has been modified is nonetheless identified by the look-out.

**64** A sea chest is half-buried into the sandy beach of an island.

**65** A broken oar floats alongside of the vessel.

**66** A delegation of aquatic elves dines on board.

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**67** A leatherneck who has sailed under the command of Ivory Mag-Talen – aristocrat, battle-mistress, and smuggler extraordinaire – relates the greatest exploits of this noblewoman who captains the splendid and legendary *Mirage*.

**68** Two caravels sail together.

**69** Many sailors pretend that the figurehead of *Lady Sagittarius*, which represents a she-centaur holding an exaggeratedly tall bow, can become alive.

**70** A detachment from a man-of-war boards and searches *The Black Dragon*.

**71** A flock of seabirds feasts on the carcass of a whale, which barely emerges from the water.

**72** A strange watercraft that looks like a floating fortress follows a parallel course.

**73** The wind is constant.

**74** A sea dragon has been seen near the coast.

**75** Oxen-Of-The-Wild is a verdant landmass where lives a vast herd of aurochs; this landmass is frequently visited by those who want to get fresh supplies.

**76** The Garden of the Hesperides is a small islet where numerous and various fruit-trees grow, such as apple trees, cherry trees, and plum trees. Although many legends are linked to this place it is a peaceful haven.

**77** The Norse princess Ingeborg has gathered a fleet of almost sixty longships and she is about to set sail for Hjolgaddsringr, The Wheel-nail-rung, or more commonly, The Arctic Circle. The fair Ingeborg has sworn to avenge her family and to kill all the Hyperborean Frost Giants that have descended upon her country.

**78** A captain pretends that Circe, a legendary sorceress, lives on the island of Aeaea.

**79** A gate linked to The Underworld exists on the island of Brittia.

**80** The wind blows from one direction but for a moment, then it changes again, and again, coming from another way, which renders navigation quite difficult.

**81** A dwarf wants to reach the shores of Argyre, an island where silver mines abound.

**82** Buyan is a phantom island that is often invisible. This landmass, which is located somewhere in the north, appears and disappears at random intervals. Many believe that the phylactery of the lich Koschei the Deathless is hidden there.

**83** Fort Lir is a modest fortress built upon an artificial base of stone blocks.

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**84** A scantily-clad, otherworldly beauty runs along a white sandbank that stretches for miles.

**85** A round tower that seems inaccessible stands on top of an elevated rock upon which the waves break with strength.

**86** Chryse Island is a landmass infested by snakes where many nagas live. Even the surrounding waters are filled with ever hungry sea reptiles.

**87** A gigantic arm holding a trident emerges from the foaming weaves for a brief moment.

**88** A shoal of flying fishes jumps above the waves.

**89** The Elven Armada has established a blockade around The Sea-Kings' Islands, an infamous pirate haven.

**90** The fleet of the Norse princess Ingeborg has reached the Arctic ice pack but all the drakkars are now immobilized at the base of the immense wall.

**91** Serrión Drialeck, the commander of *The Adventurer*, supposedly possesses a map showing a landmass located in the south commonly referred to as *Terra Australis Incognita* (Latin: "The Unknown Land of the South").

**92** The crew of an impressive frigate hoists a small submersible. The watercraft is used to salvage the cargo of a sunken ship, *Sea, Salt & South*.

**93** A giantess astride a sea horse pretends to be Kleodora, a nymph who can predict the future.

**94** An immense net has been stretched out between two towers across a channel; the stories of the imposing structures are clearly designed to accommodate giants.

**95** A message in a bottle that has been released into the sea has been dredged up by a fisherman using a small trawling net.

**96** A naval battle involving nearly 200 ships rages off the coasts of The Sea-Kings' Islands.

**97** According to a famous poet the *Sirenum scopuli* are a triad of small rocky islands where three dangerous seductresses or more live. Many sages believe that these dangerous bird-women known as The Sirens are in fact a group of common harpies, but many more strongly disagree.

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**98** The flagship of The Elven Armada surrounding The Sea-Kings' Islands has been destroyed by a pirate fire ship attack and many opportunistic freebooters have thus escaped.

**99** Another vessel that has enters The Flying Dutchman's Sea has not emerged from this watery graveyard, an unnaturally calm expanse of dark waters where at least a hundred ships have been lost down the centuries and whose derelict hulls drift slowly in random directions amidst an ocean of debris, full of flotsam and jetsam since then.

**00** A beam of light coming from a whitewashed lighthouse tears the night like a beacon of hope.





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## **VI. VOLCANO ENCOUNTERS**

The volcanoes are amongst the greatest forces of nature and surely the forges of the gods themselves. Although a volcanic eruption is a terrible event people continue to live near these potentially lethal mountains, because the lands that surround them are among the most fertile of the world. And men are not the sole denizens who can be encountered in the vicinity of a volcano, particularly if it is an active one. Red dragons, fire giants, and azers are perfectly comfortable in such an environment, not to speak about the creatures from The Fire Plane or The Elemental Chaos that enters our world from such gateways.

So, if the PCs ever look for a shrine dedicated to a fire god or some elemental lord during one of their journeys, or else need to close a fiery portal that directly leads to a burning hell in order to avoid an invasion, chances are good that they found what they are looking for in such a place, though they can simply have decided to explore one such peak off their own bat. So, roll a d100 or build your own series of encounters with the entries

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offered below and discovered what the blood of the earth warms up so to say for those who truly have the sacred fire.

**01** Adranus, The Great Fire Lord, King of the Sicels, has established his castle near the summit of The Mount Erythros, a volcano more commonly called The Red Mount. This god-like being is surrounded by a retinue of angels of valor led by Milos Fire-Wings, aka The Cardinal Sword.

**02** A perfectly square block of black basalt has been placed beside the entrance of a defile. The front of the cube is engraved with a single symbol:  (Alchemical symbol: sulphur).

**03** Gas and smoke erupt from many cracks in the stone all around.

**04** A steel axe, which glowing head seems to be made from heated metal only just out from the forge, lies upon a dark stone.

**05** The walls of a defile are covered with bright yellow crystal.

**06** A large aperture in the flank of the mountain vomits a dark panache of smoke.

**07** A small troop of azer cavalry riding chimeras emerges from a big hole located down a funnel-like depression.

**08** A large river of magma flows ahead.

**09** A tall, cast iron statue of Vulcan, god of the fire and forge, overlooks The Thunderegg's River, a long and large deposit of volcanic ash transformed eons ago by diagenesis, which is an important source of nodules, mostly thunderegg – rough spheres containing a centre of agate, jasper or opal. The entire “river” is owned and mined by The House of Therosk, a small clan of dwarves counting many talented miners and gem cutters within its ranks.

**10** Two eggs have been nested inside a small natural bowl surrounded by a circle of round stones. The eggs are still warm to the touch, which means that the mother was sat on them but a moment ago.

**11** A half-naked man is solidly tied to a pair of big wooden posts that forms an X. The man shows no trace of violence but is obviously dead.

**12** Six dwarves patrol around the volcano's caldera.

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**13** Sirix – aka The Silver Siren – an alluring sorceress with a foul temper, heads for The Twin Cauldrons. If the rumors are true the witch has already carved a summoning circle between the two volcanoes in order to bring forth a powerful efreet. The Siren wants to use the elemental to avenge an affront perpetrates against her by the Duke of Elderberry.

**14** Ashes fall slowly from the sky.

**15** A priest wants to descend along the main conduit of The Rumbling Mountain in order to find out if The Temple of Surtr – The Giant With The Flaming Sword – really exists, or if this entire story is nothing but a myth.

**16** The bases of The Twin Cauldrons are patrolled day and night by the Duke of Elderberry's footmen and by his cavalry besides. Their mission is to intercept the witch known as The Silver Siren before she ascends one of the volcanoes.

**17** A cloud of fire bats circles in the night sky just above the throat of The Fierce Drake's Peak, an inactive volcano.

**18** A small stream of lava flows from a parasitic cone located on the south side of The Dragon's Jaw. The local people aren't afraid however; such an event is far from rare and those who live around The Jaw even called these cones The Tiny Crimson Lizards That Spit.

**19** A torrential rain creates rivers of black mud everywhere as the old ashes are carried away by the strong flow.

**20** A curious flying ship circles the summit of The Fierce Drake's Peak; after many revolutions close to the mountain's apex the vessel finally begins a descent into the heart of the caldera.

**21** An adventurer who died while exploring a passage leading into the flank of the volcano now haunts the overly warm tunnel. The half-burned apparition always tries to possess a victim in order to bring the poor soul adjacent to a series of vents located down a side passage that regularly blast an overheated amount of burning gases.

**22** An important group composed of azers and fire giants has been seen by many witnesses at the base of The Mount Erythros. The fire giants were led by Enceladus, one of the most influent kings of that race.

**23** A structure entirely made from neatly polished snowflake obsidian bricks has been built in a small valley where the grass is tall and abundant. It's hard to say if this construction, which shines like a dark gem, officiates as house or temple.

**24** A flock of wild goats flees all the sudden, apparently for no reason whatsoever.

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**25** A slight tremor runs through the ground.

**26** A procession walks slowly towards a volcano. The entire group is clad in black and the strongest men who are part of the procession carry at arm's length two clear beige wooden coffins covered with wild flowers whose exuberant colors vividly contrast with the otherwise dark tone of the assembly.

**27** A burned corpse has been discovered at the base of the volcano by a villager.

**28** A quartet of women clad in bright orange robes has arrived but yesterday eve in the locality known as The Black Fields to establish an altar dedicated to Adranus, The Great Fire Lord. The priestesses say that The Ever-Burning Flame will soon appear in the vicinity, and that they must capture it.

**29** A limping and hunchbacked construct made from wood and iron descends the gentle slope of the volcano. The left arm of the construct is apparently fused to its leg.

**30** A great council is to be held in the far north at the apex of the Skjaldbreiður (meaning the *broad shield* in Icelandic). This shield volcano – a type of volcano with shallow-sloping sides – which is surrounded by overly vast lava plains has always been an important site for all the races of the north. The Norse have established their Althing in the neighboring fields and the different classes of giants, such as the frost giants (*hrímpursar*), fire giants (*eldjötnar*), and mountain giants (*bergrisar*) have done the same; however, a meeting held at the summit of the shield is an extremely rare event, one that hasn't occurred since at least 500 years.

**31** An armor apparently filled with nothing but lava advances menacingly.

**32** Aedh Fire-Striker, a fire mage, has established his tower in the vicinity of Hell's Gate, an arch of basalt whose front is entirely covered with foul runes in Abyssal. The mage wants to study the arch for reasons unknown, though his rivals pretend that this can be only for quite nefarious purposes. The tall arch stands against the steepest face of The Thousand Drakes' Mount, which is an active volcano that always erupts once or twice in a decade.

**33** A pond of water known as The Love Goddess' Bath is often visited by the newlywed couples passing in the area. The Bath's warm waters are also reputed for their curative properties.

**34** Pirix The Proud – a petty mage whose arrogance knows no bound – has recently acquired The Obsidian Sceptre, a perfectly smooth staff of glassy stone. If the legends are true this rod of office had belonged to the Princess Deidre, The Dark Maiden of the Moorland. This lady has been kidnapped more than two centuries ago and imprisoned inside an otherworldly cell.

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**35** An imposing nodule extracted from The Thunderegg's River by the dwarven miners of The House of Therosk has been stolen by a stone giant. This sphere of rock is assuredly the biggest ever extracted by these dwarves, and if it proves to contain a center of chalcedony like all the others recovered so far by the stout folks it will be worth a small fortune; thus, The House of Therosk offers a substantial sum for its return.

**36** Tiny wisps of white smoke emerge from a field covers with volcanic bombs.

**37** A single stone is propelled high in the air following an explosion inside the volcano but the block is as big as a house.

**38** A lone girl picks up small shards of obsidian, saying that she will bring them to her father.

**39** A team of engineers directs a large group of ditch-diggers. The men dig deep trenches that will hopefully divert the lava flows away from the city down below when the next eruption will occur.

**40** An elven couple looks for Frown Glass-Fletcher, a barbarian who fashioned razor-sharp arrowheads from shards of obsidian.

**41** A humanoid seemingly made from whirling ashes walks in the direction of a shepherdess who is unaware of her predicament.

**42** A hunter pretends that a wild goat with metallic horns has eluded him. The man is sure that the animal's outgrowths are made of pure gold, and as proof he produces a small amount of shinning dust allegedly left on a rock by the mammal.

**43** Two peaceful villages respectively known as Elvan and Breccia are located on both sides of a crater lake simply called Blue Lake.

**44** Many alchemists want to know where is The Yellow Defile, a narrow pass where an important sulphur deposit can be found.

**45** A gargoyle dives into a pool of lava on purpose, then it attacks; huge globes of molten rock fly everywhere around as it frenetically beats its dripping wings.

**46** A lone hippogriff flying over The Fierce Drake's Peak is assailed by dozens of fire bats.

**47** The bloodfire harpies who live above The Long Road – the major way that runs along the volcano known as The Forge of Berenice – levy an exorbitant tax upon all those who travel its length.

**48** Many flat pieces of rock float on a large pool of molten lava.

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**49** A chull once living in an underground lake has swum up the conduit and throat of the old volcano whose crater is now known as the Blue Lake.

**50** Kilryxthaxix – a female red dragon better known as The Carmine Dame – has always fiercely protected the lands and towns in the environs of the snowy mountain called The Norse’s Furnace, but her protectorate is now threatened by a terrible menace that she cannot handle alone: an ancient white dragon.

**51** The Thousand Drakes’ Mount vomits a large panache of very dark smoke and a lot of ashes since two days. The same holds true for the arch known as Hell’s Gate down below the fiery mountain.

**52** A badly hurt destrachan directs its sonic attacks against a steep rock face that is about to crumble and release a torrent of lava.

**53** The red dragon known as The Carmine Dame has sent messengers far and away in order to recruit valiant heroes in order to help her save the lands that surround The Norse’s Furnace, a distant volcano of the North.

**54** A travelling bard wants to free Sirix, The Silver Siren. The sorceress has been captured by the Duke of Elderberry before she has completed a ritual that was supposed to take place between The Twin Cauldrons.

**55** A priest who explored the conduit of The Rumbling Mountain with his friends has discovered that a temple really exists there, but also that the entity worshipped down there isn’t Surtr – The Giant With The Flaming Sword. In fact, the entity has proven to be a dark construct entertaining delusions of godhood, and its followers have massacred the priest’s friends for the most part.

**56** Many barbarians live in the shadow of a fiery mountain and this tribal society counts many talented artisans; one of these craftsmen is Frowin Glass-Fletcher. Many believe that his arrows whose heads are made from obsidian are magical.

**57** Many farmers plow the rich fields of dark earth found at the base of a volcano.

**58** It is said that if The Bloodstone of Kuljar is ever thrown at the heart of a dormant volcano an eruption will occur at once.

**59** A flow of lava reaches the forest and set the trees ablaze in the blink of an eye.

**60** A demon overlord and its retinue have escaped from Hell’s Gate, a gateway linked to The Abyss sited at the base of The Thousand Drakes’ Mount.

**61** No less than sixty chieftains, kings, and leaders converge towards Skjaldbreiður, The Broad Shield – a faraway volcano of the North. The Dwarves, Elves, Fire Giants, Frost

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Giants, Hill Giants, Humans, and Stone Giants are all represented. The volcano's summit will exceptionally officiate as Law Rock (Lögberg) and many disputes between the participants are supposed to be settled during this almost unprecedented event.

**62** A score of hell hounds emerges from a large passage.

**63** Soldiers who serve The Duke of Elderberry pass by while talking about Sirix, aka The Silver Siren, a dangerous sorceress; at least, the lady seems to be a quite capable foe if their incredible tales can be believed.

**64** A stone giant carries a huge sphere of rock.

**65** A scorpion-like creature baths in a lava pool.

**66** A burning horse gallops across the plain opposite the volcano.

**67** Many sages pretend that The Bloodstone of Kuljar is a dimensional prison holding fire and earth elementals; they also claim that the only way to release the elementals is to plunge the bloodstone in a river of lava.

**68** A charred skeleton lies in a gorge, surrounded by more bones in the same state.

**69** A sage relates the story of Pyr, The Salamander Noble. This tale is inscribed within the pages of a book titled *Otherworldly Prisons and Possible Jailbreak*. According to the tome a volcanic eruption of great magnitude will be the first sign that the spherical cage of magical force holding the salamander is about to break.

**70** A small row boat sailing across the Blue Lake – a crater lake – has been sunk by a giant crustacean.

**71** A large lava flow that has cooled off long ago has formed a series of irregular stairs.

**72** The charred bodies of no less than fifty elves are discovered in the aftermath of a forest fire caused by a stream of lava. Many corpses show trace of violence however.

**73** The miners of an expedition who were looking for valuable minerals in The Fire Hills have made quite a discovery: a perfectly circular depression filled to the brim with a mass of obsidian having a flat, mirror-like surface. The miners have christened this flawless plane The Mirror of Deidre after one of them had made a strange dream.

**74** A farmer who was digging a deep ditch to irrigate his fields has discovered an inclined plane that has proven to be the roof of a buried building.

**75** An old volcanic plug made out of basalt strata that lies in a valley has been altered, hollowed out, and transformed into a fortress. The landform counts a single, large chamber and a stone fence.

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**76** The Devils' Mountains are a complex volcano, a vast landform that counts no less than sixteen summits and at least three crater lakes. The entire chain is swarming with feral gnolls.

**77** An earthquake of a terrible magnitude creates a large fissure that covers almost 40 miles.

**78** A cloud of steam emerges from the ground, soon followed by pulses of water and a full scale geyser.

**79** Small openings appear here and there along a lava flow whose surface has partially cooled. Small burst of lava burst out from these modest fissures.

**80** A lava spine – an upright cylindrical mass of lava – has solidified atop one of the summits of The Devils' Mountains.

**81** The gnolls of The Devils' Mountains live inside a series of lava caves connected in turn by lava tubes.

**82** The image of a beautiful dark-haired woman holding a black staff sometimes appears in The Mirror of Deidre, a circular and neatly polished plane of obsidian located somewhere in The Fire Hills.

**83** A pool of mud located in the fields proves to be a mud volcano.

**84** A heavy rain falls on the warm rocks left from a minor eruption, which creates much steam in the area.

**85** A parasitic cone emits a corrosive gas.

**86** A rather large circular section of ground sinks due to a void underneath the surface.

**87** A gnoll priest surrounded by an entire tribe consecrates a lava spine in the name of the demon it worships.

**88** A joust between Kilyryxthaxix – a female red dragon better known as The Carmine Dame – and an unidentified ancient white dragon takes place in the sky above The Norse's Furnace.

**89** A secondary crater contains a lava lake.

**90** Many elevations in The Fire Hills are rock formations created by eruptions of relatively thick or stiff lava through a narrow vent in the bedrock known as mamelons.

**91** A small river of lava is constrained between two modest elevations in the ground.

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**92** A secondary cone overflowing with lava crumbles away.

**93** A huge rock rolls down the steep side of the volcanic mountain.

**94** An unprecedented series of raids led by a fanatic gnoll priest takes place in the immediate environs of The Devils' Mountains.

**95** A lone man wearing a crimson robe who clutches a small bloodstone in his left fist stands at the edge of a lava lake.

**96** The strong wind sweeps away the volcanic ash lying upon the uneven ground.

**97** A pair of bronze doors is visible on the other side of an undulated area whose stone is moreover fractured in many places.

**98** The depredations of the gnoll tribes inhabiting The Devil's Mountains have reached unthinkable proportions. Moreover, they sacrifice captured humans on a daily basis.

**99** A sizeable spherical rock that is partially cracked lies in the middle of a small crater.

**00** A terrible eruption blows up half the volcano's crater.





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