

# D100 Discovery Series Vol. III: The Greatest Odysseys (DDS 3)



TAURUS  TWELVE

ENCOUNTER TABLES FOR USE WITH ANY FANTASY  
ROLE PLAYING SYSTEM

DDS 3: The Greatest Odysseys

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

## **The Greatest Odysseys (DDS 3)**

---

### **WRITTEN & DESIGNED BY**

Jarrod Camiré

### **COVER**

© **Krontus** | Dreamstime.com

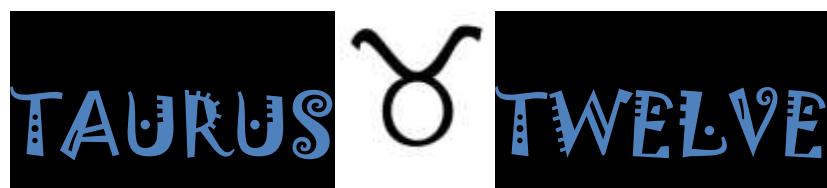
### **INTERIOR ART**

Dreamstime.com: Community of royalty free images and stock photography. All works copyright of their respective owners, used under license. U.S. Fish and Wildlife Service online digital media library: Selected images that are in the Public Domain. Other artworks from WPClipart: Royalty free source of images, illustrations and photos that are in the Public Domain. La Chasse-galerie: Henri Julien (1852-1908): Musée national des beaux-arts du Québec; this illustration is in the Public Domain because its copyright has expired.

### **ALL OTHER ORIGINAL CONTENT**

Copyright by Jarrod Camiré & Taurus Twelve 2010, all rights reserved. D100 Discovery Series Vol. III: The Greatest Odysseys (DDS 3), copyright Jarrod Camiré & Taurus Twelve, all right reserved. Any reproduction or unauthorized use of the material or artwork contained herein is prohibited without the express written permission of Taurus Twelve.

Taurus Twelve grants permission to print only for personal use.



# D100 Discovery Series Vol. III:

## The Greatest Odysseys (DDS 3)

---

### TABLE OF CONTENTS

INTRODUCTION	4
I. ARCTIC ENCOUNTERS	5
II. DESERT ENCOUNTERS	17
III. SHADOW & NIGHT ENCOUNTERS	30
IV. SKY ENCOUNTERS	41
V. STEPPE ENCOUNTERS	52
VI. UNDERSEA ENCOUNTERS	64



TAURUS  TWELVE



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

# **The Greatest Odysseys**

# **(DDS 3)**

## **Introduction**

Greetings everyone, and once again, welcome! The *D100 Discovery Series* continues to provide you with more encounters than ever, and this time we explore extremely dangerous terrains and faraway destinations: The Great North, the vast deserts, the limitless steppes, the darkest reaches of the night, the bottomless ocean, and the highest spheres of the sky are our next objectives. New adventures, new goals, and more mysteries to baffle or threaten your player characters are proposed within this third volume. If you like Russian folklore, The Arabian Nights, Inuit legends and mythology, this book have them all and can offer more besides. Many dangers lurk in the shadows... but incredible treasures can be brought back under the light. Will your adventurers have what it takes to get their hands on them?

Will they brave the snowstorms and the ice fields of The North to recover Pana, the fabled “Snow Knife”? Endure the burning desert sun in order to discover the temple of Heka, a foreign deification of magic? Pray side by side with the Norse priestesses who leave the temple of Nótt at night? Stole a sapphire pendant named “Heart of the Sky”? Mingle in the political intrigues of the Tsars and the Khans? Or will they be able to solve The Great Puzzle of Nereus, which requires discovering the names of all his fifty daughters, the Nereids? 600 entries such as these are offered, but still, the ultimate choices are yours.

Roll the dices, and let the adventure begins... the *D100 Discoveries Series* awaits your good pleasure.

Jarrod Camiré



U.S. Fish and Wildlife Service

## I. ARCTIC ENCOUNTERS

An unforgiving land; here, the cold can be worse than the terrible beasts that prowl the endless fields of snow and ice. The cold is like an entity, a living nightmare, some invisible stalker that possesses countless maws that can paralyse your limbs slowly, one by one. Regardless this, the warm blooded humanoids continue to defy this intangible creature; they explore, they colonize, they live... and sometimes, they simply die. And

## DDS 3: The Greatest Odysseys

what will be the fate of the bold adventurers, attracted by the mysteries lying under the immaculate fields and mountains of the North? A simple d100 roll is about to tell...

**01** An arctic fox catches a rabbit.

**02** A sailing vessel is caught in the ice.

**03** A strong wind sweeps the snow, revealing a strange skeleton.

**04** A village of igloos is visible in the distance.

**05** The skeleton of an immense whale whose bones are all sculpted officiates as temple. The deity propitiates there is Qailertetang – weather spirit, guardian of animals, and matron of fishers and hunters in the Inuit mythology.

**06** An old Inuit wise woman relates a tale about the Adlet – a monstrous shape-shifter monster, part dog, part human that drinks the blood of its victims.

**07** A pack of wolves hunts a lone caribou.

**08** The Snow Queen is a ghæle who resides in a crystal palace with many members of her race and who is moreover served by an army of fairies known as Ishigaq, little people about a foot tall that left no footprints in the snow because they are too light or simply float above the ground.

**09** A polar bear plays with its three cubs.

### DDS 3: The Greatest Odysseys

**10** A canine-like hominid that combines the characteristics of a big red dog and a man drinks the blood of an Inuk dwarf.

**11** A woman clad in white furs who brandishes a narwhal tusk seems to be in the middle of a magic ritual.

**12** A corpse wrapped in caribou skin lies at the bottom of a shallow grave that has not been filled in.

**13** Innumerable series of inuksuit (stone cairns) have been erected near The Peninsula of the Gray Wolf in ages past for purposes unknown. The word *inuksuk* (plural *inuksuit*) means "something which acts for or performs the function of a person" in Inuktitut.

**14** The body of a woman that is partly frozen lies on the rocky ground.

**15** A herd of muskoxen in defensive formation is surrounded by a dozen of amphicyonids, also known as bear-dogs. These are carnivorous prehistoric animals that are tall as black bears and have the characteristics of both an ursine and a canine.

**16** A crystalline statuette representing an angel has been left upon a rock that is surrounded by a ring of white flowers.

**17** The perfectly preserved body of a mermaid is caught inside a block of ice.

**18** The ghost of an explorer haunts its former ship, which is gradually crushed between two masses of ice.

**19** According to the Inuit legends, Akhlut is a dangerous spirit that can be either an orca or a wolf.

## DDS 3: The Greatest Odysseys

**20** Many fishermen led by an Inuit guide have been rescued by Agloolik, a benevolent spirit living under the ice.

**21** An Inuk trades soapstone carvings in exchange for gear, utilitarian tools, and weapons.

**22** Caribou antlers and whale bones have been disposed to form a ring around a gigantic stone that vaguely resembles a large woman. Many travellers around here called this stone Mother Qailertetang. Qailertetang is the Inuit female deity that cares for animals, fishers, and hunters, and who moreover controls the weather; she's depicted as a "large woman of very heavy limbs". This name and the offerings don't necessarily imply that this rock is a place of worship, though it is a possibility.

**23** A young man who is on a vision quest says that strangers will help him save his village from an evil spirit.

**24** A group of Vikings swears that an orca has emerged from the sea and then turned into some kind of dire wolf. Following that incredible feat the beast has attacked them savagely and slaughtered a score of them before it has returned into the ocean after yet another transformation.

**25** A trio of frost giants astride mammoths patrols the tundra.

**26** A travelling wizard who is a weather mage discusses with an angakkuq, an Inuit shaman. An angakkuq is both an intellectual and a spiritual figure among the Inuit. These shamans also invoke frequently Asiaq – a weather goddess – in order to obtain good atmospheric conditions.

### DDS 3: The Greatest Odysseys

**27** A cleric of Thor and a priestess of Kadlu – the Inuit goddess who presides over thunder – both demonstrate their mastery over the elements.

**28** The orcs of The White Claw Tribe are on the rampage, destroying all the villages along the coast of The North Sea.

**29** A band of adventurers searches for an artefact known as Pana – a word that means “Snow Knife” in Inuktitut. In Inuit mythology Pana is also the name of a god who cares for souls in the underworld (Adlivun) before they were reincarnated.

**30** A bridge of ice spans a large and deep chasm.

**31** A splendid fey who wears a yellow robe made entirely of arctic poppies is followed by a quartet of elves clad in shining armors.

**32** An elf wants to reach The Fields of The Immaculate Dryads, a part of the tundra covered by flowers during the summertime that are commonly known as white dryads.

**33** A gigantic and legendary wolf known as Amarok hunts during the night, devouring numerous preys each time.

**34** A snowy owl takes to the air in a burst of snow.

**35** A flag tied to a wooden pole has been raised at the summit of a very large pile of rocks that forms an artificial hill.

**36** A cleric of Aipaloovik – Inuit evil sea god associated with death and destruction – performs a ritual near the ocean.

**37** A breathtakingly beautiful aurora borealis illuminates the night sky.

## DDS 3: The Greatest Odysseys

**38** A team of huskies pulls a sled guided by a dwarf hunter.

**39** A ghostly fox runs across a field of snow.

**40** According to an old hunter a group of ice-men guards the entrance of an ice cave farther in the north at the base of a nunatak – the visible, rocky part of a ridge, mountain, or peak that emerges from an ice field or glacier.

**41** A squad of bugbears with a dire bear to the fore advance menacingly.

**42** The inhabitants of a village are terrorized by a cannibalistic spirit they call Atshen.

**43** If the legends are true an ice devil resides at the heart of a fortress made in equal measure from ice, snow, and stone, which is sited at the summit of a mountain on the other side of an immense blue ice field.

**44** A tribe of kobolds migrates north, looking for The Immaculate Shard – aka Pure Death – a very dangerous white dragon.

**45** Many elves are cared for by a talented cleric of Eeyekalduk – Inuit god of medicine and good health.

**46** Someone has dressed the very realistic sculpture of a man made from ice with a plate armor that is now covered in frost.

**47** Many crows feast on the carcass of a charger in full barding.

**48** A colony of Vikings is sited alongshore an island that they have christened Island of Ullr.

**49** A single, four-armed skeleton guards a dolmen-like structure.

**50** Many harpoons have been left behind by someone.

**51** A rusty chain whose extremity is nailed into the ice with many iron spikes disappears under the waves of The North Sea.

**52** A silver dragon that has established its lair inside a vast complex of ice caves protects the inhabitants of the coast.

**53** Many men in kayaks paddle in the direction of a pair of sailing vessels anchored in a bay.

**54** The colossal and very ancient sculpture of a polar bear sited upon a flat but elevated rocky formation has been shaped from an entire hill. This prodigious work of art – which is located in a region called by the Inuit The Snowfield of the Grand-Fathers – has been carved by the Thule people, the ancestors of the modern Inuit.

**55** Many shamans who have been visited by spirits following a total eclipse discuss amongst themselves about the terrible portent announced by the supernatural beings: the light of Ataksak will be snuffed out from the world. Ataksak is a goddess in Inuit mythology; she is the ruler of the sky, and also represents the light in the world that brings joy and happiness to the people.

**56** A magician has fused together the stones forming an *inunnguaq* – a structure similar to an inuksuk but meant to represent a human figure – and then animated the ensemble. The “humanoid” thus created has afterward destroyed a village and massacred its inhabitants down to the last.

**57** A terrible snowstorm hits the region.

**58** The Hyperborean Frost Giants living beyond The Arctic Circle have recently launched a series of raids upon the Vikings kingdom of the Kylfings, killing in the process the entire royal family except the princess Ingeborg who was away at the time of the attacks.

**59** The few survivors of *The North Star* shipwreck swear that they have seen a dancing skeleton with a gruesome magical instrument resembling a xylophone on the shore just before the ocean rages all the sudden.

**60** Death Crow is a renegade shaman and an elusive hunter who wears a feather cloak that enables him to turn into a large black bird.

**61** An explorer who had sailed on The Arctic Ocean a century ago had sworn that a land mass exists beyond The Boreal Passage, but his vision was not shared by his contemporary.

**62** A gigantic white sperm whale surfaces briefly, and then disappears.

**63** A hunter explains that Tekkeitserok is a god of hunting, the master of caribou, and one of the most important hunting gods in the Inuit pantheon.

**64** No one has ever crossed Cold Feather Pass except The Ladies in White. All those who've tried have been attacked, repelled, and finished off by successive waves of frost hawks.

**65** A fort made from packed snow and irregular blocks of ice have been erected around a squat tower on top of which four ballistae are installed.

### DDS 3: The Greatest Odysseys

**66** According to the Inuit folklore Ahkiyyini is a dancing skeleton that causes shipwrecks in the ocean; his dancing influences the waves and the way a boat moves. Ahkiyyini plays instrumental music, using human arm bones to beat his xylophone of shoulder blades.

**67** Many pirates have conjointly established a base of operation along the coast of Green Ice Bay. Only the best navigators or those who know the dangerous waters of this natural harbor can hope to reach the shore safe and sound.

**68** A clan of dwarves has constructed a small fortress above a mining shaft near Nanook Bay – aka Polar Bear Bay – in the far North.

**69** A tribe of nomadic hunters utterly avoids a large section of the tundra “where the stones grow arms and legs” according to their stories by the fireside.

**70** A priestess of Nött – Norse goddess of the night – inquires about The Taqriaqsuit, also known as the shadow people, which, according to the Inuit, live in a world similar to our own that is however beyond our perception.

**71** A golden eagle flies in circle above the land.

**72** Many skiers cross a vast expanse of snow.

**73** A swarm of outsized arctic wolf spider attacks.

**74** The carcass of a mammoth that has been entirely skinned and partly split – and most likely left behind by some hunters – is now the feast of many a scavenger.

**75** A remorhaz emerges from the snow.

### DDS 3: The Greatest Odysseys

**76** The Inupasugjuk are northern giants about which little is known. They are rarely seen and the elders almost never speak about them. Two of the rare facts known about these behemoths are that the males are larger and less common than the females and that they enjoy to capture humans.

**77** A reclusive tribe of frost giants inhabits a distant and glacial island named Nilfheim after one of the primordial realms of the Norse creation myth, a cold land of eternal ice.

**78** A grey shark of impressive girth swallows whole the floating carcass of a reindeer. The Inuit call these sharks Eqalussuaq and many legends about them exist, mostly terrible stories where they attack kayaks.

**79** A woman obviously of mixed heritage – most probably elven and Inuit – is asleep in the middle of a field of fully blossomed purple saxifrages.

**80** A vast region forms a wetland.

**81** A huge flock of northern raven seems to obey the commands of a man wearing a cloak adorned with black feathers.

**82** A sheet of ice breaks under the weight of two hunters and their dogs.

**83** A pair of splintered skis along with a cloven shield have been left behind in the snow.

**84** A polar bear attacks.

**85** A group of habitations made from whale bones and caribou hides is visible in the distance.

**86** A lone barbarian is face to face with a cave lion.

**87** Dozens of arctic terns fly around a ship that has run aground.

**88** A sled draws by six reindeers approaches.

**89** A group of Beothuk places the body of one of their leader inside a sepulchre carved into the rock of a hillside.

**90** The kobolds being at the service of The Immaculate Shard – an infamous white dragon – bring to the wyrm the exorbitant tribute it asked from the inhabitants of the tundra.

**91** A sled pulled by a team of gravehounds is guided by a masked hunter.

**92** A multitude of jutta arctic butterflies circles around an otherworldly woman clad in white furs, their brownish wings forming a vivid contrast when compared to the immaculate coat the fey-like lady wears.

**93** A large mass of ice breaks off from a glacier.

**94** The ruins of a small village are diligently searched by a squad of hobgoblins.

**95** A pair of sabre-toothed tigers jumps down from a tall rock.

**96** A bronze statue representing a Beothuk woman stands at the edge of a forest.

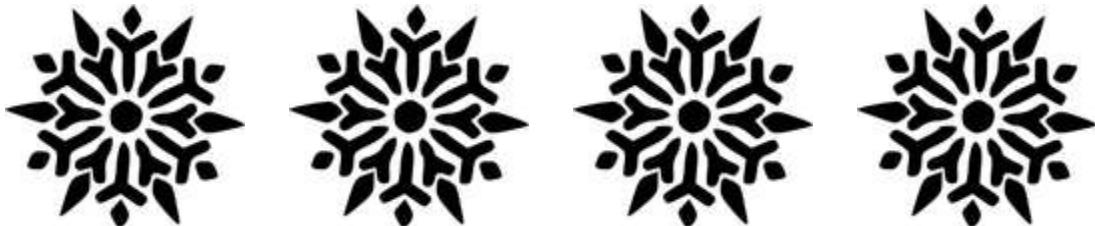
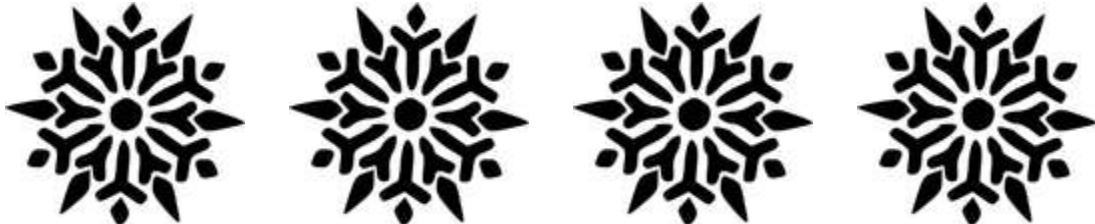
**97** A group of barbarian beachcombers salvages the shipwreck of a small sailing vessel.

**98** Many Inuit in kayaks harpoon a whale.

**99** A stone engraved with petroglyphs representing hunters, bears, caribous, and a sled-like or boat-like design is examined by a group of Vikings.

### DDS 3: The Greatest Odysseys

00 The mask of a shaman has been stolen and must be recovered before the next ceremony.





© Vojci | Dreamstime.com

## II. DESERT ENCOUNTERS

The deserts are amongst the most perilous regions: water is scarce, the heat is unbearable, and sandstorms can strike at any time. Regardless all this, civilizations have flourished here and there: modest villages around the oases, incredible cities along the vital waterways of the land. Some still exist, but many more have been buried under the sands. Fragments of those lost societies sometimes appear briefly, and the ruins thus revealed attract the curious and the opportunists like vultures. The sand of time has parted. Will the characters be amongst the vanguard and be ready to dig deeper still? But before that what will the desert have in reserve for them? Only a d100 can tell...

**01** A terrible sandstorm hits the region.

**02** A camel train loaded with goods crosses the desert.

**03** The apex of a buried pyramid emerges from the sand.

**04** A lone figure climbs a high dune caught between two rocky hills.

**05** Metallic objects that are partly buried dazzlingly reflect the sun.

**06** The bare skeleton of a horse lies on top of a dune.

**07** A chain of snowcapped mountains is visible at the horizon, almost like an inaccessible mirage.

**08** A flock of goats is tended by an old shepherd and his faithful dogs.

**09** A wyvern that cleverly uses the sun to mask its approach falls from the sky.

**10** A camel race is held between two oases.

**11** Many packs of jackals scavenge the carcasses of no less than sixteen horses though they carefully avoid the corpses of their former proprietors, which have almost all fallen right besides the mounts, pierced by black-fletched arrows.

**12** The section of a stone wall previously concealed by a low dune is visible after a short but strong sandstorm.

**13** A tribe of pastoral nomads is attacked by bloodthirsty drakes.

**14** A sphinx sleeps under the shade of a natural stone arch.

**15** An iron ankh lies upon a flat rock.

**16** The ruins of a small city partly emerge from the desert.

**17** Many vipers undulate on the hard ground.

**18** A swarm of shinning black scorpions emerges from the sand.

**19** The Salt Table is an inhospitable zone whose ground is covered by salt crystals. The nomads pretend that a palace made entirely of hardened salt exists there, guarded by otherworldly creatures.

**20** The merchants of a caravan stop for the night. Besides rugs, pewter plates, and a few silver tea services, they also have more exotic goods to offer: acid from a black dragon, genuine naga bones, phoenix feathers, and a very rare piece of blue amber are certainly amongst the most interesting items that can be acquired.

**21** Many wizards and priests travel to a temple dedicated to Heka – god from the Egyptian mythology; Heka is the deification of magic. Once there they hope to gain new insights about magic. The heka – Egyptian word for magic – enables someone to gain protection, healing, and support.

**22** A quite aggressive manticore living in The Red Adders Mountains attacks the herds of goats and their guardians alike on a regular basis.

**23** An expedition wants to discover the tomb of Iry-Hor, a pharaoh.

### DDS 3: The Greatest Odysseys

**24** The Gnolls of The Black Oasis often release upon the nomads' encampments hyenas driving mad by poisoning. These packs are no mere scavengers; the concoctions they are forced to ingest transform them into quite lethal monsters.

**25** A wandering paladin wants to rescue a princess named Ahhotep who has been abducted by a tribe of nomads.

**26** The Copper Kobolds have once again been sent away to amass valuable items for their master, a despicable copper dragon known in the vicinity as Verdigris, though the real name of this base reptile is Cupra Oxima.

**27** A tribe of gnolls led by a priest of Apep occupies The Tower of the Old Berber.

**28** A big golden scarab shines under the sun.

**29** A sheik counsels the warriors of his tribe.

**30** A dead gnoll holds in its arm a flat stone with the fossil of a long but very thin snake on it.

**31** The Sultan of Araba has engaged azer mercenaries to repel an invading force of hobgoblins coming from the north.

**32** A series of stone columns emerges from the muddy waters of a small oasis.

**33** A staircase surrounded by a low wall of pale stone leads inside the earth.

**34** A doppelganger has replaced a priest of Nergal whom occupied a key position in the temple of The God of the Netherworld sited in Hatra, the capital of the Sultana of Araba.

**35** A brief but very violent storm transforms a wadi into a raging river.

**36** According to a mercenary an elven lady known as The Blue Amber Princess is about to travel from The Parthian Empire to The Seleucid Empire.

**37** Many big lizards bask in the sunshine.

**38** The city of Hatra is famous for its fusion of pantheons, having temples dedicated to Nergal, Hermes, Atargatis, Allat and Shamiyyah, and Shamash.

**39** A pack of wild dogs relentlessly pursues a splendid Arabian horse whose rider is an elven woman entirely clad in blue.

**40** The reddish limestone blocks of an old wall that collapsed long ago are all carved with sunken-relief depictions.

**41** A dust devil spins between two sand crests.

**42** The two halves of a colossal head representing a pharaoh lie on both sides of a sandy hill.

**43** According to a tribe of Göktürks nomads from The Eastern Desert, The Red Death Worm is a creature able to spit a corrosive acid, and which can moreover send lethal electric shocks over a good distance.

**44** A mage wants to sail up The River of Life in order to discover an ancient city where an important temple dedicated to Heka was sited. The library of this temple was the most important repository of magical spells of its time if the historical accounts are veridical.

**45** It is said that Meretseger – which means “She who loves silence” – is both a dangerous and merciful cobra-goddess.

**46** The skeleton of a chimera with a leathery cocoon placed inside its rib cage is supported by wooden poles.

**47** A war chariot from another age – which is moreover pulled by skeletal horses – is guided by a three-headed skeleton. More two-wheeled vehicles also drawn by skeletal equines follow, although their drivers appear to be very much alive. Each chariot holds three persons, including that of the leader: a conductor and two archers.

**48** Many crocodiles infest one of The River of Life’s elbows and attack the boats that navigate there on sight.

**49** A mercenary leader wearing the pelt of a lion by way of a cape is at the head of a band counting nearly twenty soldiers of fortune that occupies a village.

**50** A rogue who located the tomb of a pharaoh wants to rob the treasures it contains, but can’t do so all alone.

**51** A blue dragon having many hideaways along the desert’s coastline attacks all the sailing vessels it spotted. Although the navigators have plotted new courses farther away from the coast the reptile seems to always find a target sooner or later nonetheless. The mariners have ironically nicknamed this wyrm “Out of the Blue”.

**52** An increasing number of vultures circles above a dune.

**53** Disseminated patches of tall, yellowed blades of grass and some dark brown rocks dotted the base of a dune.

**54** The entrance of a tomb is guarded by the statue of a triple headed cobra, where one head is that of a cobra, one of a woman, and one of a vulture. This is a rare representation of the goddess Meretseger and it is said that under this form the cobra-goddess' snake head can spit poison at anyone who tries to vandalize or rob a tomb.

**55** An old lamp has been forgotten near a campsite.

**56** Huge quantities of sand constantly fall inside a gigantic crater situated within an inch of the village of Nakisa (Arabic: Jewel).

**57** A prince from Ebla standing upon a flying carpet hunts the sha, or Seth Animal – a jackal-like creature associated with the god of the desert.

**58** Many tents are erected around an oasis.

**59** A dromedary walks at a leisured pace.

**60** A famous sailor known as Sinbad has put in at Al-Mina (Arabic: The Port) for a week before he sets sail for the unknown.

**61** A rich merchant named Cassim wants to capture a thief: his brother, Ali Baba.

**62** The City of a Thousand Pillars – also known as Iram of the Pillars – is a nearly mythological place that can be accessed only by those who know about The Secret Road of Amber.

**63** A splendid woman known as Dalilah the Crafty is a cheater and thief extraordinaire who wreaks havoc everywhere within the city of Ebla.

**64** A priest of Seth creates a storm in order to engulf a small oasis where some adventurers have taken refuge.

**65** Many nomads – as well as the nobles and satraps of the country – consult on a regular basis a sage known as Duban. This old wise man lives in a tower located along The Golden Sea shore, not far from the port of Al-Mina. Duban speaks at least seven different languages and is well versed in botany, philosophy, and natural history but to name a few.

**66** A griffin kills the horse of a traveller.

**67** An old storyteller relates The Epic of Gilgamesh to earn a few coppers and is rewarded by a strong fighter with a platinum piece.

**68** If the rumors are true the King of Uruk had recently enslaved a djinn.

**69** Mercury Ali is a sharper who tried to outsmart the renowned trickster Dalilah the Crafty and her friends – Zurayk the Fishmonger and Azariah the Jeweler – in order to win the hand of Dalilah's daughter, Zaynab.

**70** Many elven priestesses have crossed The Great Inner Sea in order to reach The Desert Empires, looking for the ancient city of Sarepta, and more specifically for the temple of Tanit, a lunar goddess.

**71** The sailors of Al-Mina categorically refuse to leave the port after having been warned by a mermaid about the dandan – one of the largest fish that exist and a sworn enemy of the mermen. A dandan can swallow an entire vessel and all hands on board in a single gulp.

**72** A mage who dismissed one of his apprentices has discovered that the overly ambitious young man has spirited a bottle holding a minor genie away from him.

**73** Ghouls that emerged from the desert now reside within the cemetery of the city of Ebla.

**74** Gnoll marauders have attacked the village of Nakisa (Arabic: Jewel) and tried to destroy the statue of Bes sited in the middle of the locality. Bes is a protector of households and also a comic dwarf god that brings good luck and happiness to homes.

**75** The legendary Sandwalker is a crab-like creature that is as big as a horse. It has a sharp beak, a terrible pair of pincers, and the tail of a scorpion. This nocturnal beast steals camels and horses to devour them and hides in the sand during the day.

**76** A caravan is attacked by werehyenas.

**77** The Grand Bazaar of Ebla is a bustling marketplace where one can find almost anything: alchemical items, amber, amulets, carpets, frankincense, gems, glassware, inks, magic component, myrrh, silk, and spices but to name a few.

**78** Many merchants who travel along The Incense Route, The Frankincense Trail, and The Silk Road as well look for able and reliable guardsmen.

**79** A lion hunts an addax at the edge of the desert.

**80** Some healers from The Far East want to verify the veracity of a passage of the *Bencao Gangmu*, also known as *Compendium of Materia Medica*, a huge medical book counting 53 volumes. The exact section the healers want to verify is the following one:

木乃伊, [MUNAIYI]. HUMAN MUMMY CONFECTION

Li [Shizhen]: According to 陶九成 [Tao Jiucheng] in the 軒耕錄 [Chuogenglu "Record after retiring from plowing"], it says in Arabia there are men 70 to 80 years old who are willing to give their bodies to save others. The subject does not eat food, he only bathes and partakes of honey. After a month he only excretes honey (the urine and feces are entirely honey) and death follows. His fellow men place him in a stone coffin full of honey in which he macerates. The date is put upon the coffin giving the year and month. After a hundred years the seals are removed. A confection is formed which is used for the treatment of broken and wounded limbs. A small amount taken internally will immediately cure the complaint. It is scarce in Arabia where it is called mellified man. Mr. [Tao] has recorded it in this way but Li [Shizhen] the author of this [Bencao] does not know whether it is true so he is recording it for others to verify.

**Historical Account: Allegedly from Arabia, the mellified man legend was reported by 16th-century Chinese pharmacologist Li Shizhen in his *Bencao Gangmu*. It is described in the final section (52, "Man as medicine") under the entry for *munaiyi* (木乃伊 "mummy").**

**81** An important caravan leaves the city of Ebla for the eastward city of Hecatompylos, The City of One Hundred Gates, capital of the Parthian Empire.

### DDS 3: The Greatest Odysseys

**82** A paladin venerating Maat has located an underground temple dedicated to Apep – an evil demon that is the deification of darkness and chaos.

**83** A troop of mamluks having shield emblazoned with a golden hieracosphinx upon a black field storm a small fort.

**84** Crocodilopolis – which is nicknamed “Crocodile Town” by some – is a city on the western bank of The River of Life. A live crocodile adorned with jewels and gold known as Petsuchos is venerated there. The inhabitants believe that Petsuchos is a manifestation of Sobek, the crocodile god.

**85** A team of dwarven miners wants to reach The Petrified Forest in order to evaluate if the fossilized trees found there can be profitably exploited.

**86** A group of tomb robbers plunders a small pyramid.

**87** A flesh golem has become autonomous following the dead of its master.

**88** A man offers to his wife a desert rose coming from a distant area known as Rose Rock Garden.

**89** A rock splits in two because of a thermal shock.

**90** The inhabitants of an oasis are plagued by a series of mishaps along with some more serious accidents. Many now believe that a mazikeen – a kind of invisible demon – is responsible for this sequence of difficulties and hazards.

**91** Scorpion men known as aqrabuamelu guard a gate at the foot of The Mountain of Mashu, which is mostly surrounded by The Cedar Forest. Some say that these doors lead to a temple.

**92** A collector from a distant land wants to acquire the impressive statue of a Shedu.

**93** Many sages examine the depiction of a creature known as the sirrush on one of the gates of the city, trying to determine if such an animal really exist. The sirrush resembles a scaly dragon with hind legs like an eagle's talons and feline forelegs. It also has a long neck and tail, a horned head, a snakelike tongue and a crest.

**94** The chief general of the fairy king Malek Khazen, who rules over the land of Zahrgiah, is a huge horned demon known as Fulad-zereh (Persian: فولادزره) meaning “[possessing] steel armor”. This demon is invulnerable to all weapons except one: the magical sword known as Shamshir-e Zomorrodnegar (Persian: شمشیر زمودنگار) "The emerald-studded sword".

**95** The shadow of a huma bird – also known as a bird of fortune – touches a young man, a sign that this person is to become a king.

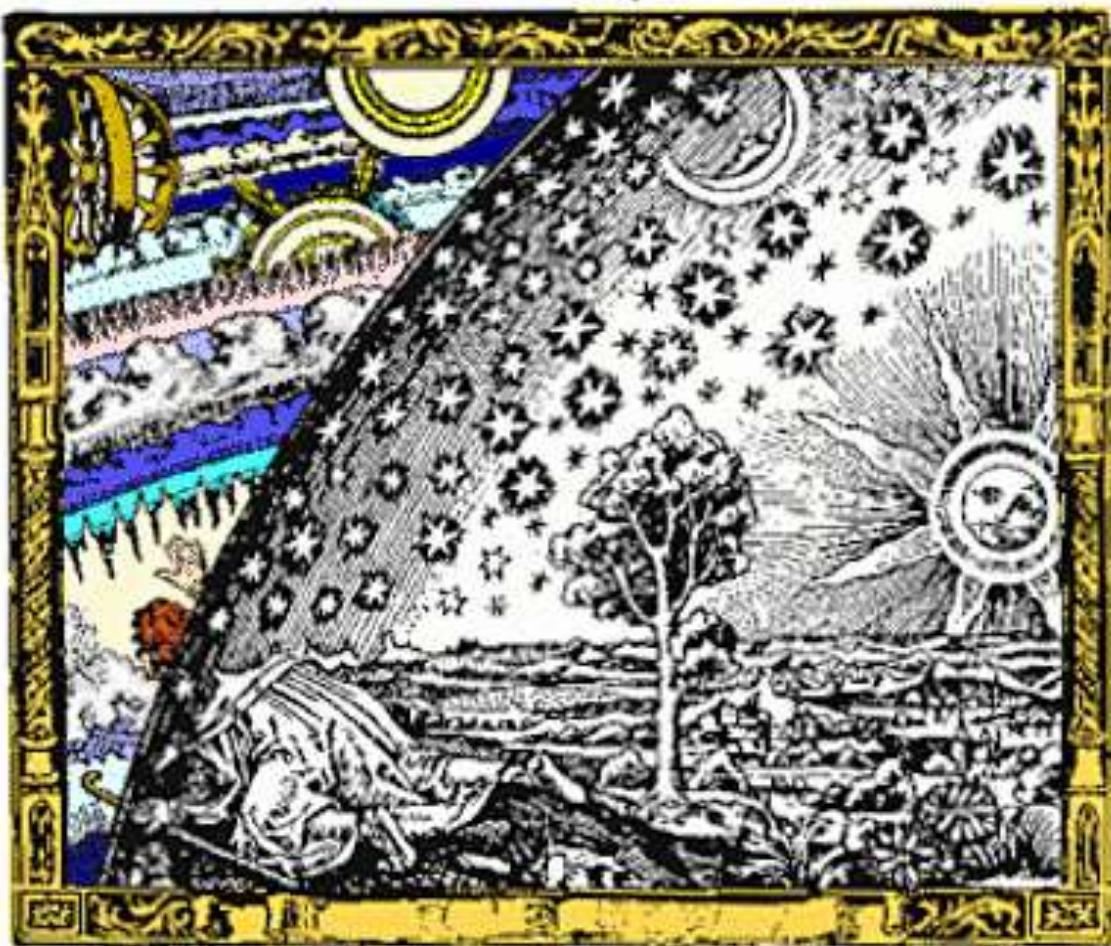
**96** The Library of Ebla is famous for its vast collection of tablets and works, such as the *Amir Arsalan-e Namdar*, the *Code of Hammurabi (Codex Hammurabi)*, the *Darab Nama*, *Enmerkar and the Lord of Aratta*, the *Epic of Gilgamesh*, *Instructions of Amenemhat*, *One Thousand and One Nights*, the *Pyramid Texts*, and *The Tale of Sinuhe* but to name some of the most important.

**97** A man wants to sell a tablet.

**98** A man exhibits many gruesome artifacts such as a mummified crocodile with a half-eaten corpse emerging from its maws, which has been mummified along with the reptile.

**99** The Well of Lilith is an accursed place where dwells a primordial succubus that spawned the first vampires of the world.

**00** An astronomical observatory is under construction in Ebla.





© Vjurco | Dreamstime.com

### III. SHADOW AND NIGHT ENCOUNTERS

“Bring me a light, to repel the shadows. Bring me a parcel of the sun, now that the moon has but disappeared, swallowed by the passing of time. For I am alone in the darkness and I do hear the ghosts whispering amongst themselves, and unfortunately perceive the doors that lead deeper still into the dark; the blackest doors are there, passages that are not meant to be opened by the simple mortal that I am...”

Passage from the play: *A Prayer Against the Night*. Author unknown.

### DDS 3: The Greatest Odysseys

Since the dawn of time the night and the shadow have both instilled an irrational fear in the heart of men. Rest to know if the adventurers are amid those souls who tremble when darkness falls. If they are bold enough to brave the mysterious night and explore the shadiest corners of the world roll a d100 and see what will come to light if the tiny tongues of fire inside their lanterns are not swallowed by the darkness first.

**01** A masked lady entirely clad in black leather emerges from an alley.

**02** A coal-black dog surrounded by a murky cloud barks loudly.

**03** It is said that each time that a crow or a raven perches on one of the branches of The Tree of The Deceased that an undead appears somewhere within the city's walls.

**04** The shade of a strange creature is visible on a wall but the monster itself is apparently invisible to the eye.

**05** A magician who long studied the undead now believes that he is himself dead. This delusional state is so strong that the man is sure to be putrefied in part.

**06** A troupe of artists presents a shadow play performance.

**07** A cat entirely made of shadow precedes a cleric.

**08** The inhabitants of a small thorp are constantly on the edge because shadow people appear inside their houses on a regular basis. No one has been able to banish these apparitions so far; fortunately, no one has been hurt either.

### DDS 3: The Greatest Odysseys

**09** It is impossible to light a fire inside the hearth of a specific room inside The Green Doors Inn, nor a simple candle, and the elven innkeeper can explain why.

**10** A thief enters inside a house during the night via one of the windows followed by two diminutive acolytes, probably two Halflings, or perhaps a duo of gnomes.

**11** A platoon of Nabataean soldiers from The Desert Empires prays Al-Qaum (Arabic: الْقَوْمُ) the Nabataean god of war and the night and guardian of caravans, and this as soon as the first hour of darkness begins.

**12** A woman crosses the entire city each morning and does the same when the evening comes, declaiming each time the same phrase over and over: “The time of the longest shadows has come yet again! Pray Shalim, god of dusk! Pray Shahar, goddess of the dawn!”

**13** A tall statue of Hecate stands in the middle of the cemetery of The City of the Mages, a place of worship worthy of this goddess of magic, witchcraft, the night, moon, ghosts, and necromancy.

**14** An entity has stolen the very shadows of many citizens and now exerts its will upon them.

**15** A cleric prays a primordial god, namely Erebus, so as to be enshrouded by the primeval darkness and the shadow existing at the beginning of time.

**16** An assassin cloaked by the obscurity is ready to ambush his target.

**17** A procession of Norse priestesses leaves the temple of Nótt as soon as the night begins, repeating in chorus the prayer taught to them by the valkyrie Sigdrífa:

“Hail to the Day! Hail to the sons of Day!

To Night and her daughter hail!

With placid eyes behold us her,

and here sitting give us victory.

Hail to the Æsir! Hail to the Asyniur!

Hail to the bounteous earth!

Words and wisdom give us noble twain,

and healing hands while we live!”

Passage from the *Sigrdrífumál* or *Brynhildarljóð*: one of the heroic poems of the *Poetic Edda*.

**18** An old astronomer gazes at the night sky through his tarnished brass telescope.

**19** Shadowy bats emerge from the night.

**20** Small humanoids wearing deep purple armors and dark blue capes hide behind a wall.

**21** A single candle lantern illuminates the porch of a house.

**22** A gnome summons a light to illuminate the scene of a murder.

**23** A lantern-bearer guides an aristocrat.

**24** A gray-skinned humanoid clad in purple and having feminine forms shape-shifts and turns into an elven woman.

**25** Midnight, apogee of darkness; hour of mystery.

**26** All the cats of the city converge towards the market place, as if they have been summoned.

**27** Many rats dig through the garbage left in an alley.

**28** A black dragon hunts during a starless night.

**29** Many believe that the villages of The Green Belt – a succession of rural communities along The Princes' Road – are under the influence of a *Strigoi viu*, a living vampiric witch.

**30** An owl hunts small rodents.

**31** Raucous laughter and loud music fill the night near The Broken Sword Inn.

**32** A squad of drows awaits night-time to launch a raid against a peaceful village.

**33** A woman sleeps at the foot of a statue that represents Asteria – The Titan goddess of oracles, prophetic dreams, astrology and necromancy.

**34** A night watch patrol is attacked by a black armored figure.

**35** A scream of utter terror tears the night.

**36** Many crows are perched upon an iron fence.

**37** A stocky humanoid completely tilted over a body devours the bowels of the unfortunate.

**38** A practical joker places a skull atop a square post near the cemetery and then places a stone that emits a fair amount of light inside.

**39** Many citizens have been chased by a gargoyle recently.

**40** A group of lady paladins that venerates Breksta – goddess of twilight and dreams, who protects people from sunset to sunrise – patrols the city's perimeter.

**41** A ghost slowly crosses the street and politely takes off its hat as two women pass by.

**42** The local undertaker says that a group of ghoul tries to dig up a coffin buried recently.

**43** About a dozen of goblins that have successfully infiltrated the city try to access the sewers via a grate.

**44** Two men vandalize a statue.

**45** The Night-Birds Theatre Company presents the play *Black Annis, The Crone of Dane Hills*.

**46** Many clerics of Summanus – god of nocturnal thunder – gather outside each time that a thunderstorm hits the region during the night to pay homage to their deity.

**47** The Dilettante Blades is a band of halflings thieves that currently operates within the city. They have been nicknamed as such because they indiscriminately steal all the objects d'art that they can find – probably because they are unable to correctly estimate the value of a given piece.

## DDS 3: The Greatest Odysseys

**48** The Fiery Armor – which is probably some kind of construct – has been spotted once again.

**49** A half drunken bard is dragged by two beauties who appear to be professional pickpockets.

**50** A mastiff runs after a halfling holding an armful of small ornaments: candlesticks, curios, statuettes, paintings and trinkets.

**51** A translucent horse emerges from a stable.

**52** The Daughters of Selene – the local priestesses of the moon goddess – parade in the city riding in three silver chariots respectively pulled by a pair of oxen, a pair of horses, and lastly, a pair of large drakes.

**53** A dark ovoid slowly appears in midair.

**54** The Grim Reaper Festival is held regardless the menaces coming from the clergy of Ankou – the personification of death in Breton mythology.

**55** A man who wears a gray robe and a deformed hat is guarded by a trio of shadow hounds.

**56** A brawl that begun inside The Broken Sword Inn overflows in the streets around the establishment and the city guards seem to quickly lost control of the volatile situation.

**57** The full moon approaches and the inhabitants of Oak Town are afraid that The Gray Werewolf will come to take some of them.

### DDS 3: The Greatest Odysseys

**58** A clandestine shrine where the statuette of a Snake Goddess was venerated has been exposed.

**59** Someone leaves human bones in front of the house of a local councillor each night. No one has been able to catch or even glimpse the culprit so far.

**60** Large, dark blue-skinned humanoids sometimes appear at the edge of The Wild Wood.

**61** The mayor of Three-Stone-Bridges has accepted against all opposition that a small group of wererats enters the city's sewers in order to chase a marauding band of goblins.

**62** A lone but flamboyant priestess of Selene wearing a silken white gown with a shinning silver belt inlaid with pearls and who is moreover crowned with a silvery half moon stands before a shrine dedicated to Tempestas, the goddess of storms, armed with but a torch and a silvered longsword.

**63** The entire community of the coastal town of Beige-Sands is plagued by nightmares since a month.

**64** Many ogres led by an oni attack the gates.

**65** A magician conducts a disturbing ritual that involves a quartet of acolytes willing to give up some of their life force in the process.

**66** A force of orcs storms the locality of Alabaster Bridge under the new moon.

**67** A spectral panther jumps down from a tree.

### DDS 3: The Greatest Odysseys

**68** A delegation of priestesses who venerate the lunar goddess known as Tanit visits the local clergy of Selene.

**69** A delegation of fey from The Dark Court wants to be received by the king as soon as possible to discuss a matter of the utmost urgency.

**70** The local thieves' guild has engaged a rakshasa assassin to eliminate some troublesome guards and a handful of incorruptible officials.

**71** An armored carriage makes a round trip each night between the prison and the tower of a magician who is also one of the city's counsellors.

**72** Many two-headed black snakes have appeared within the city's walls since the destruction of a shrine dedicated to The Snake Goddess seemingly to avenge this act.

**73** Many spectators believe that the actress from The Night-Birds Theatre Company who plays the role of Black Annis in the play titled *Black Annis, The Crone of Dane Hills* is a true sorceress who cast spells against some people in the audience during her performances.

**74** A drunkard sleeps under a stone bench.

**75** A duo of prostitutes flirts with a potential customer.

**76** A merchant sells goods, magical trinkets, and weapons coming from The World Below, objects that cannot be exposed to direct sunlight according to him.

**77** The Nocturnal Centaur once again gallops across the whole town, awaking everyone.

**78** A madman has introduced a clutch of darkmantles inside the municipality.

**79** Some demon-worshippers use a ramshackle building to perform their unholy ceremonies.

**80** A figure throws a body from the roof of a public edifice, which proves to be nothing but a wooden mannequin.

**81** A centaur female poses for an old woman who is a famous painter for a work titled *Sagittarius: The Constellation, or The Archer In The Flesh.*

**82** A platoon of duergars invades an outpost.

**83** An amorous couple sit near a statue of Erato – the Muse of lyric poetry, especially love and erotic – reads a text that makes them blush.

**84** A sage helps many students who draw stellar charts.

**85** A house is on fire.

**86** The centaur female that has modeled for the piece known as *Sagittarius: The Constellation, or The Archer In The Flesh,* has died under mysterious circumstances.

**87** A falconer trains many nighthawks.

**88** A dark shape runs across the wood.

**89** An astronomer pays homage to Urania, or the “celestial one”, the muse of astronomy.

**90** A swordswoman pray Janus – god of gates, doors, doorways, beginnings and endings – before she crosses the threshold of a dark cave.

### DDS 3: The Greatest Odysseys

**91** A local legend says that all the shooting stars that fall within the perimeter of Amaethon's Field become gold rings that grant three wishes to the being that discovers one.

**92** Many whisper that the city is not ruled by The Great Council but is instead under the sway of The Night Lords – a group of powerful undead.

**93** An astrologer who draws the horoscope of the king after a careful study of the positions of the planets discovers that the monarch is about to be in jeopardy in the following days.

**94** No one has left a light inside the empty theatre after the play; according to the theatrical superstition people now believe that a ghost has entered the place.

**95** Many astrologers from different cultures discuss about the respective signs used in their own countries and about the beliefs, interpretations, and philosophies related to the subject.

**96** A sword made of dark gray smoke floats above a tomb.

**97** Six gnolls are gathered around a fire.

**98** Dozens of fireflies dance at the edge of the wood.

**99** Hundreds of moths are massed together on a desiccated tree, completely covering the trunk, exception made of a hole from where more waves of nocturnal insects relentlessly emerge.

**00** The blue hour has come at last; the night is almost over... almost.



© Balan Stefan alexandru | Dreamstime.com

## IV. SKY ENOUNTERS

Ever dreamt about flying chariots, such as the ones of Sól and Máni, or about wonderful castles in the heavens? Ever wished to discover a pair of winged sandals or a flying broomstick? Ever designed a flying contraption upon some drawing board in the hope of building the real thing? In the affirmative, this list is definitely intended for you. Roll a d100 in order to discover the marvels of the sky...

Ad astra...

Ad victoriam...

### DDS 3: The Greatest Odysseys

**01** Crepuscular rays of light pierce the clouds like gigantic columns built between the earth and the heavens.

**02** A rain of shooting stars falls from the night sky.

**03** The moon and the sun are both visible in the early morning and a celebration is jointly held by the clergy of Máni (Moon) and Sól (Sun).

**04** A flying ship navigates between two mountains at a tremendous speed.

**05** A compact mass of towering cumulonimbus clouds approaches.

**06** A cubical fortress drifts slowly in the azure followed by a quartet of small fortifications that are modest replicas of the main keep.

**07** A series of lightning bolts tears the heavens.

**08** Black, wolf-shaped clouds pursue a shinning chariot across the blue expanse of the daytime.

**09** A troop of women in full battle regalia astride horses flies over a battlefield, surrounded by hundreds of ravens.

**10** The snowy peaks of a mountain range emerge from an ocean of clouds.

**11** A cleric prays Aeolus, supreme ruler of the winds, to obtain a favorable breeze.

**12** A giant eagle circles the bare summit of an elevation sited within the elven territories.

**13** A woman has received a present appropriated for a queen: a sapphire pendant named “Heart of the Sky”.

## DDS 3: The Greatest Odysseys

**14** An angel takes to the air, followed by many more.

**15** Many pretend that the captain of *The Black Baroness* possesses a magical bag given to him by a priest of Aeolus.

**16** A sage studies a small statuette representing Pazuzu – king of the demons of the wind and bearer of storms and drought – which is perhaps a potent magical artifact.

**17** A flock of vrocks assails a lone angel.

**18** A succubus passionately kisses an elven fighter and then leaves him.

**19** A young woman prays Dogoda – a spirit of the west wind associated with love and gentleness.

**20** The Council of Draconis is about to take place and dragons from all over the world will soon gather to a secret meeting place, which, according to the myth, is under The Watchful Eye of The Celestial King. Sages hypothesize that the monarch is purely and simply the constellation of Draco but this doesn't help much those who want to pinpoint the site where the reunion will take place.

**21** Two men wearing artificial wings made from threads, wax, and feathers glide above the sea.

**22** A pseudodragon disappears all the sudden.

**23** An old man praises Stribog – the god and spirit of the winds, sky and air, also known as the grandfather of the winds of the eight directions.

## DDS 3: The Greatest Odysseys

**24** An artist paints a tableau where three nymphs cry over the body of an angelic young man with broken wings.

**25** A flight of dragons regrouping representatives from all the draconic species heads for The Council of Draconis.

**26** A comet passes through the constellation of The Sagittarius in line with the arrow knocked to the gigantic bow.

**27** The clergy of Eate is a dangerous one, because their deity is not only a storm god, but also the god of fire.

**28** Kappa Draconis – the infamous dragonborn champion – has ascended The Throne of The Bolla, also known as The Sleeping Dragon.

**29** A pterodactylus casts a shadow on the ground.

**30** A gnome who pilots an ornithopter gets off the ground and rapidly gains altitude.

**31** Dozens of archaeopteryx clumsily attack a sorcerer wearing winged boots.

**32** The statue of an archangel floats in the sky.

**33** An undead astride a gigantic bat lets a scythe falls to the ground.

**34** A duo of hill giants releases three chimeras.

**35** An avatar of Iris – personification of the rainbow and messenger of the gods – and a leprechaun discuss together at the end of a rainbow.

**36** A bard sings a song titled *The Cyclopean Eye of Fire*.

### DDS 3: The Greatest Odysseys

**37** In order to awake The Black Dead Knight from its eternal slumber one must place its old sword upon New Moon Rock during a lunar eclipse in the middle of winter.

**38** A small group of bugbear attempt to train many winged drakes.

**39** A half-drow priestess leads a group of female doppelganger rogues known as The Daughters of Nyx. Nyx is a primordial goddess of the night, a shadowy figure of exceptional power and beauty.

**40** Colorful fireworks illuminate the night.

**41** A squad of dwarves is attacked by many griffons.

**42** A party of efreets awaits the setting sun in order to land inside a volcano pompously called by the inhabitants of a small village sited not far from there The Fiery and Fiercest Peak at the End of the World.

**43** A feminine apparition made of swirling white mist floats in the air.

**44** A platoon of elven archers shoots down a small dragon.

**45** An old man conjectures about the near future when he observes the clouds.

**46** Galek Stone-Wing is a legendary gargoyle that has the power to call from afar its kindred.

**47** The colossus of Caelus is so tall that its head reaches the clouds.

**48** The Downfall's Ghost appears only when it rains.

**49** A waterspout occurs over The Great Silver Lake.

### DDS 3: The Greatest Odysseys

**50** A soothsayer predicts that the storm giants from The Thunderstorm Hills will attack the city during the next heavy shower.

**51** In some eastern mythology it is said that if a man is touched by a rainbow he will be drawn to the heavens and will become a "Planetnik" – a half-demonic creature of some kind that is under the power of the thunder and lightning god Perun.

**52** A glider without pilot flutters above the hills.

**53** The entire Aerial Knights Corps flies in formation above the king's castle today and the ladies of the court can admire both these gentlemen and the strong hippogriffs they have personally trained since they hatched.

**54** The Adventurers of the Bright Orb have chased the harpies that occupied The Tower of Innas, but the numerous bird-like women left have just migrated elsewhere.

**55** A gigantic beanstalk reaches the heavens.

**56** A floating island slowly drifts above the fields, which creates a panic amongst the workers.

**57** A local legend pretends that the mage Velkor the Great once thrown a huge book high in the air and that the tome has never fallen back. This book is now known as The Levitating Codex and its dark brown shape is still visible above the ruins of Velkor's Tower according to this tale.

**58** A young girl has befriended a manticore.

### DDS 3: The Greatest Odysseys

**59** A jeweller inspired by The Epic of Gilgamesh has created The Jewelled Necklace of the Great Mother Ishtar – a priceless, rainbow-like ornament truly worthy of a goddess.

**60** An ogre launches a screaming halfling in the air.

**61** The image of a winged demon holding a skull-capped sceptre appears above the city.

**62** A warrior who espoused a fey has received from her as wedding gift many Adar Llwch Gwin – giant birds very similar to griffons.

**63** The Blue Crow is a witch who possesses a flying broom.

**64** The Swan Maiden of Odin land together at the surface of a lake before they turned into women once more.

**65** Brilliant sundogs are visible on both sides of the setting sun.

**66** An elven hunter shoots down a peryton – a creature which is a hybrid between a stag and a bird.

**67** A star of the Cygnus constellation is about to go supernova. This event has been prophesied by a Norse witch long ago and the star's end is supposed to coincide with the dead of Hervor, daughter of Angantyr The Berserker.

**68** A splendid hammer with a short handle have been found by a farmer who thinks that this is Mjöllnir – the very hammer of Thor himself – which fell from Asgard.

**69** A group of daring thieves has stolen an item recently acquired by the city's museum: The Flying Throne of Kay Kāvus.

**70** A priestess of Selene uses a moonbow to get across a precipice.

**71** A sphinx pursues a flying carpet.

**72** An otherworldly lady clad in a white robe enhanced with silver sequins here and there is aloft amongst the light clouds and pretends to be a Selenite, an inhabitant of the Moon.

**73** A thick cloud of silver dust is carried by the wind.

**74** A deep green aurora borealis illuminates the northern night sky.

**75** A paladin wants to recover Fragarach – a legendary sword also known as “The Answerer”, “The Retaliator”, and “The Sword of Air” – in order to clear the name of the princess Deidre. No one can tell a lie with Fragarach at his or her throat, thus the name 'Answerer'. It is also said that the very wind is at the sword user's command and that this incredible blade can moreover cut through a shield or a wall easily enough.

**76** A glider piloted by a wooden automaton is about to drop an alchemical bomb.

**77** Winged ladies armed with mace and protected by shields emblazoned with a dark harpy assault a small tower sited atop a floating island.

**78** The Baron of Stradthel is about to receive a very special guest, namely Alcyone Azure-Feather, a bird-like woman known as an Alkonost who is a messenger from The East Realms.

**79** A wraith hovers in front of the moon.

**80** According to Elseveris The Wanderer the magician who lives at the summit of The Big Hill has a wyvern at his service.

**81** Many bright flashes of light illuminate the night sky but for a brief moment, yet the heavens are perfectly clear.

**82** An arrogant noble has decided to organize an aerial hunt. The aristocrat wants to seek out and kill the pegasi that nest on The Celestial Avalonis, a floating island.

**83** An inventor tries its new toy: a winged construct.

**84** A priestess of Freya who wears a cloak entirely made of falcon feathers turns into a bird of prey.

**85** A tear between an alien plane and our own world lets escape strange creatures that look like floating brains with tentacles.

**86** A hot air balloon slowly drifts westwards.

**87** Many giants operate a catapult in order to launch a quartet of kobolds equipped with wings made of leather.

**88** The crows and ravens of The Brown Bogs are infected with a disease and the infection has begun to spread.

**89** The gigantic ash cloud produces by an erupting volcano is visible high in the air.

**90** A Norse king in exile gives to a monarch who helped him a bronze known as The Sun Chariot – a work of art that represents the goddess Sunna as the sun, her representation being pulled by two horses, Arvak and Alsvid.

**91** A girl receives as gift a bluebird of happiness.

### DDS 3: The Greatest Odysseys

**92** A well-known aristocrat is suspected to be The Night Raven – aka The Dark Milady – a thief who possesses a magic cloak that enables her to fly.

**93** A quartet of shedu – winged lions with human heads – flanks a flying carpet that carries The Lady Asherah, Princess of The Land of the Lords of Brightness, also known as The Land of Sumeria.

**94** An ancient artifact of The East Realms known as The Sky Disk – which has been lent to the kingdom – has been stolen.

**95** The Night of a Thousand Wishes is an annual event that last but for a single night, a time where countless shooting stars falls upon the land.

**96** Birds that live on human flesh have established their nests around a lake. These monstrosities have beaks of bronze and metallic feathers and many witnesses say that these avian creatures can use their feathers as lethal missiles.

**97** The Sky Disk is a bronze plate enhanced with gold symbols that represent respectively the full moon, the waxing moon, a crude sun boat, and many stars, some of them forming a constellation.

**98** A brood of four giant eagles has been abducted from The Elven Eries.

**99** An immobile cloud supports a lot of statues that represent many legendary birds from various mythologies.

**00** An old man relates the tale of many lumberjacks who had made a pact with a devil in order to obtain a flying canoe so as to reach their beloveds, but who've been tricked by

### DDS 3: The Greatest Odysseys

the powerful entity and condemned to row in the night sky for all eternity. This tale is titled *La Chasse-galerie*, but is also known as "The Bewitched Canoe" or "The Flying Canoe", and many variations are known to exist.



La Chasse-galerie; Henri Julien (1852-1908)





© Pklimenko | Dreamstime.com

## V. STEPPE ENOUNTERS

Wild horses running freely across an infinite ocean of grass that reaches the horizon; a road that spans successive empires to reach The Far East; Horse-People, Tsars, Khans, who vie for the land; fantastic creatures such as the Alkonosts, the Bagienniks, or the Gamayuns; strong female characters such as a rebellious Tsarevna, a witch who lives in a walking house, and a dragon about to forge an empire. You have entered The Vast Steppes, an intriguing land. Roll a d100 and be ready to discover its awesome sights and fabulous creatures.

### DDS 3: The Greatest Odysseys

**01** A caravan travels along The Silk Road, the major way that entirely crosses The Vast Steppes.

**02** A war amongst the Khans of The Eastern Steppes rages for the succession of the heirless Khagan.

**03** The carcass of a horse is surrounded by silver pieces scattered on the arid ground.

**04** A minor branch of The Silk Road ends near The Inner Sea.

**05** A group of boys guard a herd of yaks.

**06** The forested banks of The Placid River are infested by chokers that hide in the trees.

**07** A group of barbarians has desecrated a tomb dating back to the Yamna culture and taken the bodies found inside, but the corpses were covered with ochre, and a trace of their passage is still visible.

**08** The King of Pannonia is en route for the capital of The Central Empire in order to meet the Tsar.

**09** A steppe eagle flies over a trail, probably attracted by some carrion.

**10** A group of farmers has brought back Bactrian camels that were wandering in their fields. Some of the beasts of burden were still carrying goods.

**11** An old witch astride a flying broomstick kidnaps a young girl.

**12** A woman goes inside a bathhouse to consult Bannik – a spirit that can predict the future.

**13** The Kingdom of Pannonia is at war with its neighbour, The Avar Khaganate.

**14** A strong thunderstorm turns the arid soil into a muddy terrain.

**15** A small family of nomads loaded with enormous backpacks rests at the edge of a wheat field.

**16** A druid is accompanied by a bunch of corsac foxes.

**17** Many herders of The Central Steppes transfer their herds of cattle and flocks of sheep between the Gishlag – the winter pasture – and the Yaylag – the summer highland pasture.

**18** A band of renegade Horse-People attacks and pillages small villages in order to survive.

**19** Many villages have been built along the banks of The Norse's Way, an important river so named because it is frequently used by the Vikings.

**20** A statue has been erected upon the site where the former Tsar has wrestled barehanded with a bear.

**21** A gigantic wild goat charges.

**22** A trapper who has left many days ago for The Black Lake has not returned. His wife fears that he has been captured and devoured by a Bagiennik – a water demon.

**23** The Tsarevna Aksinya – daughter of Innokentiy The First, Tsar of The Central Empire – has left the court for an unknown destination and is actively searched for.

**24** A dozen of cats are released in a cereal field to hunt down rodents.

**25** A white tiger of tremendous proportion has left its original territory and now prowls the grasslands.

**26** A female copper dragon known as Zhanna Cupra has established a lair and let know that she intends to establish an empire in the most arid parts of The Central Steppes. This proclamation has immediately earned the wyrm another name: The Titian Tsaritsa.

**27** A small elevation in the south of The Kingdom of Pannonia proves to be a unique kurgan, a tumulus with an elaborate burial chamber made of stones inside where many caryatids representing half-plant, half-human figures support the structure.

**28** Many ships loaded with wooden beams coming from the north travel the length of The River Evdokiya.

**29** A boy who plays with a mouse and a stick pretends to be a magician and says that the rodent is his familiar.

**30** Nicholas the Young – a shrewd merchant – has recently presented is fiancé to his family. This beautiful maiden is always dressed in white robe and many elders believe that she is some kind of fey, most probably a Vila.

**31** Wends barbarians make an incursion in the north-western part of the country.

**32** The Tsarina is mad with worry about her daughter – the Tsarevna Aksinya – and wants to send adventurers in the east to consult a Gamayun – a wise and knowledgeable half-woman, half-bird creature.

**33** The Khan Gansükh (Mongolian: steel-axe) now controls The Eastern Steppes for the most part, which means he will probably become the next Khagan of this land.

**34** An army of bugbears has been spotted in the north at the edge of the taiga.

**35** The Khan Tömörbaatar (Mongolian: iron-hero) is the last leader of The Eastern Steppes who has not been captured by The Steel-Axe Khan.

**36** The Tsar's troops have attacked the bugbears encamp inside the northern forests and been repelled. Many soldiers have unfortunately discovered that the humanoids have made an alliance with the dryads leaving there.

**37** A shaman summons an elemental in the form of a towering cyclone.

**38** A badly hurt Wends woman lies on the gravel bank of a small river.

**39** A fisherman who has seen an Alkonost lays her eggs on the western seashore of The Inner Sea has remained there to know when the bird-like woman will put them into the water.

**40** A bogatyr (a knight errant) known as Ilya Muromets has sworn to slay Svyatogor the Giant.

**41** The elves of the taiga have decided to intervene in the conflict that opposes the bugbears of the north and The Central Empire.

**42** Two men play chess in the middle of nowhere.

**43** A bard plays the gusli for a fair damsel.

**44** An old fisherman who has observed an Alkonost for days now knows for sure that a storm will sweep The Inner Sea in six or seven days, exactly when the eggs of the creature will hatch.

**45** The Wends who invaded the north-western part of the country have begun to erect many statues representing their gods over the territory, mainly to Svetovid, their god of war.

**46** The war between the bugbears and The Central Empire might prove to be a long conflict because the elves of the taiga have discovered that the evil humanoids are led by Boruta – a demon lord of the woods and hunting who is always surrounded by monstrous wolves and bears.

**47** A group of hunters tracks a deer.

**48** A marriage is celebrated within a temple dedicated to Siebog and Živa – god and goddess of love and marriage.

**49** The Wends have christened a huge dark stone Flins, just like their god of death.

**50** A seven-headed hydra that the locals have called Simargl lairs in The Bog of Marzanna.

**51** A strong wind bends the grass and the trees.

**52** An elven party from the taiga searches all over the forest in order to find the old shrines of Ipabog, a demigod of the hunt, in the hope to find in one of them a legendary bow that has pertained to the mythical hero.

**53** A villager who has gone fishing has returned in quite a hurry after he had seen a cabin walking on chicken legs – a house such as the one of the infamous Baba Yaga.

**54** A Viking longship has stopped for the night along the shore of The Norse's Way.

**55** Some priests of Peklenc – who is a lord of the underground and a divine judge – can summon basilisks and use them as emissaries or servants.

**56** An old woman ambles from house to house inside the village of Izba during the evening but no one knows who she is.

**57** A bright feather is caught between two stones. The feather glows brightly, almost like a fire.

**58** The city of Indrik is a major town where the herders come to sell their animals.

**59** Many farmers pray to Jarilo – a god associated with many aspects, namely vegetation, fertility, spring, war and harvest.

**60** A beautiful, scantily clad woman is perched on the biggest branch of a willow sited at the edge of a lake.

**61** The inhabitants of a village are harassed by The Shishiga – a matriarchal tribe of goblins that infests the nearby woods.

**62** A terrible green dragon with three heads known as Zmey Gorynych devastates the country. A courageous warrior who confronted the reptile and miraculously survived has better described the beast, saying that it walks on two back paws, has small front paws, and that it spits fire from all its mouths.

**63** The Tsar of The Central Empire and the monarch of Pannonia have signed a pact, which has ended the conflict with The Avar Khaganate.

**64** A Wends priestess prays Juthrbog – god of the moon – washed by the light of a nearly full moon.

**65** A knight travels up and down The Central Empire in the hope to discover at least a clue as to the whereabouts of the legendary sword known as Kladenets, which is also sometimes referred to as Asp The Serpent.

**66** Hundreds of dwarves have been engaged to maintain the Serpent's Wall in good condition. This ancient system of fortifications stretches across all of Pannonia in the south.

**67** The Tsar has issued a summons to all the priests of Perun – god of thunder, lightning, and war – in order to end the war in the north.

**68** The Cossacks have established a new fortress in the south.

**69** A mother narrates a tale about a vixen and a rooster to her children by the fireside.

**70** An old man who travelled far and away relates one of his journeys upon an island where a tribe of Rani lives under the vigilant protection of a trio of gods known as Rugiewit, Porenut, and Porewit.

**71** A young girl who has spent a long period of time in a forest during the winter has met Father Frost and because she has been polite towards him she has received splendid gifts,

which haven't been the case with her stepsister who have been frozen to death by the entity.

**72** A unique rogue known as Nightingale the Robber attacks the merchants and the travelers. This monster – which is part human and part bird – is able to fly, lives in a nest, and is able to stun anyone with its powerful whistle.

**73** Many people have left offerings for the Vila, which are nymph-like entities, near a sacred tree. The gifts comprise round cakes, ribbons, fresh fruits and vegetables, and flowers.

**74** Many men have drowned in the lake beside the town of Nikodim. The townsfolk think that either a bagiennick – a water demon – or a vodyanoy – an evil male water spirit – is the sole responsible.

**75** A Wends priest of Marowit – the god of nightmares – plagues the inhabitants of a village with nocturnal visions more terrible one than the others.

**76** Anyone who enters within Blud's Field get utterly lost.

**77** A girl thinks that her mother – whom is kind of a witch – tries to obtain the service of a cikavac by way of a long ritual. A cikavac is a winged animal with a long beak that can steal honey and milk, and fulfill wishes; its proprietor can moreover understand the animal language.

**78** A man believes that his neighbour has a domovoi – a house spirit – at his service.

**79** A council of magician is held near The Stone of Veles – a rock that vaguely resembles to a dragon. Many bards also attend.

**80** Many soldiers believe that some of their superior officers are fexts – a form of undead – because they survived to countless battles.

**81** The miners who work in The Copper Mine of Dorofei pretend that they are protected by Karzełek, a rare kind of dwarf.

**82** Many villagers have fallen sick and a wise woman believes that a Likhoradka – a female spirit that can make people badly ill – wanders around the village.

**83** The townsfolk of Indrik who have slain an evil Mora – a female shape-shifter and a witch – are now confronted to her ghost.

**84** A dwarven blacksmith prays Svarog before his day of work.

**85** A Narechnitsa – a sorceress who appears when a child is brought into the world and foretells his or her fate – had appeared to the mother of Kseniya when she was born twenty-five years ago, telling her that her daughter will one day become a famous swordswoman who will save the life of the Tsarevna after a long journey beside a group of foreigners.

**86** A region of The Southern Steppes is under the sway of a Nocnitsa – a night hag.

**87** The farmers of a small rural community sacrifice roosters in order to appease an ovinnik – a malevolent spirit that has burned down many threshing houses.

**88** Two children lost within a cornfield scream for help after a tall beautiful girl wearing a shinning white robe had led them astray.

**89** A group of young women near the marketplace say about an elf that he is a psotnik – a word which means an elf, but also a “mischief maker”.

**90** A falconer who serves the crown possesses a trained raróg – an eagle that can turned into a whirlwind.

**91** A wood located along The Silk Road is the home of many Samodivas – woodland fairies that looked like ethereal maidens with long loose hair. Their gowns are decorated with feathers that enable them to fly like birds, though some of them have real, angel-like wings.

**92** A dangerous Wends who is a magic-user has a skrzak – an imp – as familiar.

**93** The villagers of Izba bury the body of a woman face down with a sickle around its head. This method is used to prevent her to rise from the grave, the villagers firmly believing that she's a strzyga – a form of vampire.

**94** Many soldiers guard the neighborhoods of a swamp since a week after that two brothers named Vladlen and Vsevolod had disappeared along with their horses in the vicinity. The authorities believe that a murderous thief is responsible but an old warrior amongst them thinks that a topielec – the spirit of a drown person – might be the real culprit.

**95** A travelling scribe is delighted to have found out that a rare copy of The Laurentian Codex – a collection of early chronicles about The Central Empire and the surrounding lands as well – is probably hidden in the ruins of a nearby fortress.

**96** A Cossack bard plays on his kobza.

**97** According to a traveler a cluster of megaliths known as deer stones marks the end of The Vast Steppes faraway in the west, across The Lands of the Khans. These stones are so named because the representations of many winged deer are carved on them.

**98** A lone, bearded Cossack armed with a long lance keeps watch next to its horse.

**99** A path enables the Cumans – a nomadic tribe from the southern part of The Steppes – to make raids against The Central Empire. The Tsar's militaries advisers now wants to locate this narrow but strategic track that probably crosses the entire region known as The Savage Fields.

**00** A fair maiden is chosen by a boyar to become his wife, the man claiming that she is truly the fairest lady of the land, a girl as beautiful as the representations of the goddess Zaria – goddess of beauty in Slavic mythology.



### DDS 3: The Greatest Odysseys



© Tomak | [Dreamstime.com](https://www.dreamstime.com)





© Ribe | Dreamstime.com

## VI. UNDERSEA ENCOUNTERS

"You like the sea, Captain?"

"Yes; I love it! The sea is everything. It covers seven tenths of the terrestrial globe. Its breath is pure and healthy. It is an immense desert, where man is never lonely, for he feels life stirring on all sides. The sea is only the embodiment of a supernatural and wonderful existence. It is nothing but love and emotion; it is the 'Living Infinite,' as one of your poets has said. In fact, Professor, Nature manifests herself in it by her three kingdoms--mineral, vegetable, and animal. The sea is the vast reservoir of Nature. The globe began with sea, so to speak; and who knows if it will not end with it? In it is

### DDS 3: The Greatest Odysseys

supreme tranquillity. The sea does not belong to despots. Upon its surface men can still exercise unjust laws, fight, tear one another to pieces, and be carried away with terrestrial horrors. But at thirty feet below its level, their reign ceases, their influence is quenched, and their power disappears. Ah! sir, live--live in the bosom of the waters! There only is independence! There I recognise no masters! There I am free!"

Jules Verne, *Twenty Thousand Leagues Under The Seas*, Chapter 10.

Like the heroes of Jules Verne rest to discover what lies under the waves. Roll a d100 and pray that the Kraken is far, very far away from you...

**01** The submarine caves of a ridge accommodate an entire tribe of sahuagins.

**02** A female sea elf is escorted by six dolphins.

**03** A trio of large sharks attacks a whale and the blood soon attracts more of them.

**04** A perfect circle of rusty swords surrounds a blade that is unaffected by the salty waters at the bottom of a sandy depression.

**05** A small group of mermaids uses the exoskeleton of a dead crustacean of enormous proportions to fashion shields.

**06** The recent wreck of a galleon is infested by ghouls that devour the corpses of the poor sailors who drowned.

**07** A sahuagin baron collects skulls that lie along a coral reef.

**08** A long line of zombies walking along a submerged sand bank heads towards the shore.

**09** A group of women pearl divers collects oysters.

**10** A row of Doric columns emerges from the seafloor.

**11** A huge silvery net is caught between two stones.

**12** The carcass of a narwhal whose tusk has been removed lies on the rocky slope of a reef with a harpoon still embedded in its flank.

**13** Many old bottles whose seals are still intact are half buried in the sand.

**14** The wreck of an antique trireme whose side has been completely torn has let escaped most of its cargo. Dozens of amphorae are still visible along its flank.

**15** An underwater landslide carries along its devastating path a lot of rocks and the carcass of a chull.

**16** A silver amulet with a representation of Leucothea – a sea goddess who helps sailors in distress – lies upon a rock.

**17** A sandbank is brusquely moved by a strong, but irregular undercurrent.

**18** A small submersible slowly descents towards a sunken tower.

**19** According to some mermen a benevolent god known as Ahti lives in an undersea palace called Ahtola with his wife, Vellamo.

### DDS 3: The Greatest Odysseys

**20** A pair of *Basilosaurus* – prehistoric cetaceans – swims near the surface.

**21** Beams of light illuminate a glass dome under which a city can be seen.

**22** A shoal of haddocks swims directly towards a deployed net.

**23** The crew of a ship throws overboard the entire cargo and everything quickly sinks.

**24** Those who know the secrets of The Arches of Poseidon can travel from one ocean to another everywhere in the world, some say even beyond.

**25** A mass of wooden debris is carried away by an undercurrent.

**26** A group of tritons enters inside a huge underwater sea-cave.

**27** A gigantic electric eel attacks a mermaid.

**28** A strange humanoid with the face of a bearded old man, the body of a fish, and the arms and legs of a human lazily swims not far from a vast forest of tall algae.

**29** A natural arch of stone surrounded by patches of sea grass is engraved with a unique

symbol:  (Capricorn).

**30** An undersea palace made of coral is sited on top of an important elevation.

**31** A giant octopus attacks.

**32** A plesiosaur devours a big fish.

**33** Many sea-goats converge towards a glowing arch.

### DDS 3: The Greatest Odysseys

**34** A turtle, which is as large as an island, is at rest at the bottom of the ocean. The ruins of a small village and small geological formations are visible upon its shell.

**35** If the rumors are true, an each uisge (Scottish Gaelic: water horse) hides near the shore. This water spirit is a shape-shifter that can take the form of a thoroughbred horse or that of a pony, or else become a handsome man.

**36** The sea elves of The South Sea are invaded by Cecaelia – also known as octopus persons – which count within their ranks many witches.

**37** The inhabitants of a coastal town throw overboard a young woman under the pretext that she's a mermaid and that she belongs to the sea. In fact the poor girl has miraculously reached adulthood despite the fact that she's afflicted with Sirenomelia – a very rare deformity also known as Mermaid Syndrome.

**38** A selkie male often goes to a village of fishermen to meet his human mistress.

**39** Finfockaheem is a realm inhabited by shapeshifters known as the Finfolks. These evil, mermaids-like being are also capable sorcerers and sorceresses.

**40** A fissure lets escape big bubbles.

**41** A boat sinks.

**42** A giant crab known as Karkinos ravages the continental rise all around The Central Sea.

**43** A couple of orca hunts.

### DDS 3: The Greatest Odysseys

**44** A wizard wants to discover a rock fragment coming from the mountain Sappan that fell into the sea at the same time that Yam, a god from The Primordial Chaos.

**45** A chariot pulled by a pair of big sea-horses passes nearby.

**46** A pearl that is slightly bigger than a grapefruit can be seen inside a half-open oyster.

**47** A trident is shoved into the sandy sea floor.

**48** Tiny fishes hide within a forest of underwater plants.

**49** The figurehead of a ship walks on the seabed and looks everywhere as if it was looking for something.

**50** A black smoker vomits superheated water and mud coming from under the ocean floor.

**51** A sea chest stands in a precarious state of equilibrium at the apex of a natural column.

**52** Not a single life form survives near The Brine Pool of Huixtocihuatl (Aztec mythology; goddess who presided over salt and salted water).

**53** The Sea-Goats tribes worship Aphros and Bythos – a pair of sea gods known together as The Ichthyocentauri. The two deities are represented as centaurs-like creature with the torsos of men, the lower fore-parts of horses, and long, serpentine tails that end like those of a fish.

**54** All those who have tried to reach the island where live the Hesperides far, far away in the west have never come back. The reason for this is that a sea serpent with one hundred heads known as Ladon guards the place since the beginning of the world.

**55** An explorer wants to discover The Nereids' Nymphaeum, an undersea monument consecrated to the sea nymphs, the fifty daughters of Nereus and Doris.

**56** A crude cage made from iron grates that normally serve as hatches has been assembled and placed in the middle of a clearing surrounded by various aquatic plants.

**57** A crude shelter made from piled up stones leans against a cliff.

**58** Four human sages have written about The Nereids, namely Apollodorus, Hesiod, Homer, and Hyginus. From these four sources one can draw up a list of all the daughters of Nereus; unfortunately, when the texts are put together, a total of ninety-four names appears instead of the fifty someone wishes to know

**59** A vast swarm of glowing jellyfishes swims near the coast.

**60** The statue of a crab-like creature is buried under a thick carpet of seaweeds.

**61** According to the works of Apollodorus, Hesiod, Homer, and Hyginus, the names of the Nereids are, in alphabetic order, the following ones: Actaea, Agave, Amathia, Amphionome, Amphithoe, Amphitrite, Apseudes, Arethusa, Asia, Autonoe, Beroe, Callianassa, Callianira, Calypso, Ceto, Clio, Clymene, Cranto, Creneis, Cydippe, Cymo, Cymatolege, Cymodoce, Cymothoe, Deiopea, Dero, Dexamene, Dione, Doris, Doto, Drymo, Dynamene, Eione, Ephyra, Erato, Eucrante, Eudore, Eulimene, Eumolpe, Eunice, Eupompe, Eurydice, Evagore, Evarne, Galene, Galatea, Glauce, Glauconome, Halie, Halimede, Hipponoe, Hippothoe, Iaera, Ianassa, Ianira, Ione, Laomedia, Leiagore, Leucothoe, Ligea, Limnoria, Lycorias, Lysianassa, Maera, Melite, Menippe, Nausithoe, Nemertes, Neomeris, Nesaea, Neso, Opis, Orithyia, Panopaea, Panope, Pasithea, Pherusa,

Phyllodoce, Plexaure, Pluto, Pontomedusa, Pontoporia, Poulunoe, Pronoe, Proto, Protomedia, Psamathe, Sao, Spio, Thaleia, Themisto, Thetis, Thoe, and finally, Thoosa.

**62** A shoal of skeletal fishes engulfs a couple of tritons.

**63** By cross-checking the works of Apollodorus, Hesiod, Homer, and Hyginus, twenty-two names pertaining to the Nereids can be identified as being authentic, namely those of Actea, Agave, Amphitrite, Arethusa, Calypso, Cydippe, Dione, Doris, Dynamene, Erato, Eurydice, Leucotho, Lycorias, Nesaea, Panopaea, Panope, Pherusa, Psamathe, Thaleia, Thetis, and last but not least, Thoosa.

**64** A huge mass of ink seems to move on its own.

**65** Ninety-four slabs of marble lie around the monument consecrated to The Daughters of Nereus. Each slab is engraved with the name of a Nereid but only fifty of these flat pieces of stone are the correct ones that someone must put back in place in order to form the stairway that is also the key that will open the door of the edifice.

**66** Many cranes operated by teams of humanoids are erected near an oceanic trench.

**67** An important section of the ocean floor is entirely masked by a layer of mollusc shells.

**68** The surrounding waters are quite cloudy.

**69** An anchor is firmly gripped to a rock.

**70** A golden nude female figure shines at the bottom of a small depression.

**71** A stone altar consecrated to Phorcys – god of the hidden dangers of the deep – is surrounded by offerings.

**72** A skeleton surrounded by a huge chain that is tied to two iron ball moves in accord with the current.

**73** A creature hidden under the sand suddenly moves away, creating in the process a sandy cloud that dissipates very slowly.

**74** A sea demon known as Rahab has stolen Rán's Silver Net, which has infuriated the Norse goddess.

**75** A mosasaur – a prehistoric marine predator – tries to enlarge a hole located in the side of a wreck.

**76** All the sea dwellers avoid a region known as The Land of the Black Tortoise.

**77** Half a dozen women astride strange creatures that are like a hybrid between a horse and a fish patrols a vast area.

**78** The goddess Rán has sent her nine daughters far and away and ordered them to bring back her silvery net.

**79** A mythical sea turtle known as a zaratan has been spotted in the south recently. Such creatures have a very long-life span and reach a size that defies the imagination.

**80** A splendid altar made from many colourful corals that support an overly large shell of red abalone filled to the brim with offerings stands on top of a sandy elevation.

### DDS 3: The Greatest Odysseys

**81** An expedition looks for tridacna clams, a genus of giant clam that sometimes produce giant pearls; although such pearls aren't considered fit for jewellery they are nonetheless at the middle of many tales and legends.

**82** The capital of The Kingdom of the Tritons is a golden palace build at the bottom of the sea named Aegae.

**83** An iceberg smashes against a submarine ridge during a storm and ice shards filled the waters everywhere around, both above and underneath the surface.

**84** A dice-like, sculpted block engraved with many symbols is half buried in the sand.

The signs that adorn this sizeable cube are the following ones:  (Aquarius), 

(Cancer),  (Capricorn),  (Neptune),  (Pisces), and finally, two symbols put together on a single side:  (Salt) and  (Water).

**85** The Whirlpool of Charybdis is an unexplainable phenomena that exists since many millennia; all those who have gone too closely to this body of water have been attracted down the vortex and surely been killed.

**86** A sea dragon resides inside The Cavern of Cetus, the former abode of a mythical sea monster that the dragon has vanquished.

**87** If the tall tales of the coast are accurate a morgen who lives inside a vast complex of sea caves located near The White Cliff is the sole responsible for all the disappearances that have occurred in the vicinity of the city of Ys.

### DDS 3: The Greatest Odysseys

**88** A crazy gnome and his two acolytes who have successfully tied a watertight compartment upon the back of a whale experiment their first dive.

**89** An expedition wants to quickly recover the precious items of a library that has sunken in the harbor of the city of Alexia after an earthquake before the water damages the treasures too badly.

**90** A mermaid who has become a vampire hunts with many sharks.

**91** The Brown Forest is a vast expanse of kelp with a very bad reputation, but all this aquatic vegetation hides an ancient kingdom.

**92** A ship's bell is still tied to a mast that has been wedged between two masses of rock.

**93** A large rectangular piece of beige marble covered with round indentations that is located at the bottom of The Pit of Oceanus is rumored to be a door that leads to a submarine crypt where the remains of an primordial god reposes, although one must first gather The Three Thousands Pearls of The Oceanids in order to fill all the grooves, which will give him access to the tomb.

**94** A dozen of mermen and as many mermaids tend a large garden of edible seaweeds.

**95** The wreck of a caravel has become the house of a sea witch.

**96** The Sea of Gandvik – also known as The Bay of Serpents – is infamous for the quantity of sea snakes that live in its waters.

**97** The sea floor around the Island of a Thousands Reefs is littered with bones and wrecks aplenty.

**98** Nordahl the Skald – a famous Norse bard who died at sea – has become a ghost that now roams The Seven Seas according to the currents. Whenever he goes he sings about the heroes who have found a way to explore the bottomless oceans or about the incredible events that occurs under the waves.

**99** A gathering is about to reunite The Daughters of Ægir near The Daughters' Skerries – a cluster of small rocky islands off the coast of Hibernia. The nine daughters of Ægir and Rán want to take stock about their researches to find out the silver net pertaining to their mother.

**00** Nordahl the Skald sings about The Nine Skerry-Brides, Blódughadda, Bylgja, Dröfn, Dúfa, Hefring, Himglæva, Hrönn, Kólga, and Udr, The Fair Daughters of Ægir, the nine sisters who have decided to enlist a group of stalwart heroes.

