

RED SKY AT MORNING



Crossing the high seas for characters levels 1-10

TRAVEL ON THE SEAS

For every 1d4 days of travel on the high seas, roll on the Sea Events chart. If the navigator passes a Wisdom (Survival) check based on the local danger level, roll with disadvantage.

Roll on the Spotter Sees An Island With... table every 1d6 days.

SEA EVENTS

D20	Detail
1	A fine wind: skip rolls on this table for the next 1d6 days of travel
2	Just passing: roll on the Friendly Ships table; the ship steers clear unless hailed
3	Shoal of flying fish: -2 on next roll on the Crew Morale table
4	Guiding dolphins: advantage on the next Wisdom (Survival) check to navigate
5	Soft skies: the next roll on the Weather Events table is at -2
6	Supplies: roll on the Friendly Ships table; the crew wishes to trade
7	An uncertain omen: roll on the Crew Morale table
8	Scavengers: roll on the Sea Monsters table; the monster(s) flee if reduced to half their total HP
9	Clouds roll in: roll on the Weather Events table
10	Crossfire: roll on the Enemy Ships and Friendly Ships tables; they are warring at sea
11	Buccaneers: roll on the Enemy Ships table
12	Strange tides: roll twice on the Weather Events tables
13	Raiders: roll on the Sea Monsters and Enemy Ships tables; they are allies
14	Sea lair: roll on the Sea Monsters and Weather Events tables

15	Old allies: roll on the Crew Morale and Enemy Ship tables
16	Angry seas: roll on the Sea Monsters and Crew Morale tables
17	Alien stars: disadvantage on the next Wisdom (Survival) check to navigate. Roll on the Sea Monsters table at +5
18	Red sky at morning: roll on the Crew Morale and Weather Events tables, both at +3
19	Roll twice, combining the results
20	Perfect storm: roll on the Weather Events , Enemy Ships , and Sea Monsters tables. Afterwards, roll on the Crew Morale table

WEATHER EVENTS

D10	Detail
1	Becalmed: dead in the water 1d4 days
2	Waxing moon: good creatures have advantage on attack rolls for 1d4 days
3	Trade winds: double the ship's speed for the next 24 hours
4	Graveyard: 1d4 abandoned ships threaten to crash into passing vessels
5	High waves: DC 13 CON save or seasick (treat as poisoned) for 1d4 hours
6	Vicious currents: DC 15 DEX save or go overboard, lasts 1d4 rounds
7	Waning moon: evil creatures have advantage on attack rolls for 1d4 days
8	St. Elmo's Fire: a random <i>lightning bolt</i> shoots across the deck in 1d4 rounds
9	Whirlpool: ship torn asunder unless guided free by a group DC 15 Wisdom (Survival) check in 1d4 rounds
10	Typhoon: Combine whirlpool , vicious currents , and high waves

MONSTERS AND SHIPS

SEA MONSTERS

D12	Detail
1	1d8 merfolk hunting two merrow
2	A dragon turtle ; it wants magic items
3	A sea hag impersonating a merfolk
4	Swarm of quippers with 20ft. fly speed
5	1d6 zombies of drowned sailors climb aboard each turn for 1d8 turns
6	3 sahuagin per player, 3 reef sharks
7	Freak wave tosses a giant shark aboard
8	An angry wyvern blown out to sea
9	1d10 wererats burst from belowdecks
10	A demanding merfolk archmage riding a plesiosaurus
11	An aboleth seeking a cult of servants
12	Two storm giants in an honor duel

ENEMY SHIPS

D10	Detail
1	Skeleton crew of humanoid pirates
2	Hypnotized crew lead by a harpy
3	Falsely helpful crew hiding a vampire
4	Well-armed gnoll buccaneers
5	Cult of Dagon seeking to awaken the god
6	Warship from a hostile country
7	Rakshasa disguised as a human captain
8	Crew of merciless plague sufferers
9	The fearsome Queen of the Black Coast and her berserker crew
10	Spectral galleon filled with ghosts

FRIENDLY SHIPS

D10	Detail
1	A guardian naga and her zealous crew
2	A naval ship from a friendly kingdom
3	Gruff fishermen in a skiff dragged too far out to sea
4	Honorable sailors beset by plague
5	Remaining survivors of a pirate attack
6	Tiefling merchants with strange wares
7	Cleric missionaries of a benevolent god
8	Traveling carnival ship with elephants
9	Privateers with captured smugglers
10	Small fleet of ocean-dwelling halflings

SHIP NAMES

2D12	Detail	Detail
1	The Devil's	Strumpet
2	The Holy	Mermaid
3	The Ebony	Lion
4	The Shining	Saint
5	The Bloody	King
6	The Fallen	Dolphin
7	The Noble	Kraken
8	The Highborn	Skull
9	The Thieving	Seahawk
10	The Jade	Baron
11	The Swift	Blackheart
12	The Murderous	Mariner

CREW AND MORALE

SAILOR NAMES

3D12	Detail	Detail	Job
1	Jackson	Fenty	Captain
2	Tegan	Bobbins	First mate
3	Rosaline	Davis	Quartermaster
4	Victor	Scrimshaw	Bosun
5	Han	Took	Master-At-Arms
6	Igor	Santiago	Helmsman
7	Mort	Figgins	Cook
8	Audra	Li	Sailor
9	Gastov	Pierre	Sailor
10	Hilda	Smee	Sailor
11	Yao	Mendez	Sailor
12	Harson	Barbuta	Swab

PIRATE CAPTAIN NAMES

2D10	Detail	Detail
1	Scagg	Red Death
2	Mary	Bilge
3	One-Eyed	Blackpaw
4	Beardy	Timbers
5	Jimmy	Jake
6	Violet	Ruby
7	Skully	Dent
8	Old	Fiddler
9	Maggie	Gull
10	Dogface	Skullcrusher

CREW MORALE

D10	Detail
1	Rum cache: reroll next morale roll if 6+
2	Sea shanty: scare away next Sea Monsters table result
3	Good chow: everyone has advantage on CON saves for 24 hours
4	Teamwork: -2 next morale roll
5	Smooth sailing: crew are happy
6	Gambling argument: +2 next morale roll
7	Murder in the night: lose one crew
8	Drunken fools: 1d4 crew mutiny
9	Rebels: 1d6 crew mutiny
10	Insurrection: 1d20 crew mutiny

CREW EVENTS

D10	Detail
1	Stowaway: gain a random sailor
2	Man overboard!
3	Smoke from belowdecks
4	Something hideous in the fishing nets
5	A challenger for the title of captain
6	A new sailor climbs aboard... out here?!
7	Persuasive sailor tries to incite mutiny
8	Spotter sees an island no one else sees
9	1d10 sailors hopelessly drunk on duty
10	A ghost suddenly possesses helmsman



ISLANDS AND WAYPOINTS

SPOTTER SEES AN ISLAND WITH...

D12	Detail
1	A shattered stone keep
2	Pirate ships docked at a sheltered cove
3	Sheer cliffs dotted with caves
4	A lonely lighthouse on a hill
5	Jade-walled ruins buried in the jungle
6	A domed observatory with a telescope
7	A huge, bronze statue atop a plateau
8	Six living people chained to the cliff face
9	Platforms and bridges suspended between the trees
10	A cyclopean onyx temple built with inhuman angles and symbols
11	Wyverns circling a freshwater lake
12	The fabled lost towers of Kytheria



DANGERS ASHORE

D10	Detail
1	A pack of savage, silver-haired gorillas
2	A vicious band of children with spears
3	An insular tribe of dragon-worshippers
4	An angel cast out of the Golden Fields
5	The wretched fish-men cult of Dagon
6	Astrologer-wizards delving the cosmos
7	A commune of mutineers and killers
8	A wyvern hatchery
9	An unwelcoming community of elves
10	A pirate outpost and black market

TREASURES HIDDEN ASHORE

D12	Detail
1	A trove of the rarest fireheart rum
2	A glade where black lotus flowers grow
3	The map to find the Fiddler's Green where the souls of dead sailors revel
4	A deep well that leads to another world
5	The bejeweled Heart of Wend
6	A clutch of wyvern eggs
7	A pirate's cache of gold and gems
8	The legendary greatsword Ivernicate, Eternal Winter
9	The true name of a demon carved into a stone tablet
10	A spring with healing water
11	Opalescent dragon turtle shells
12	The necromantic Book of Skelos

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