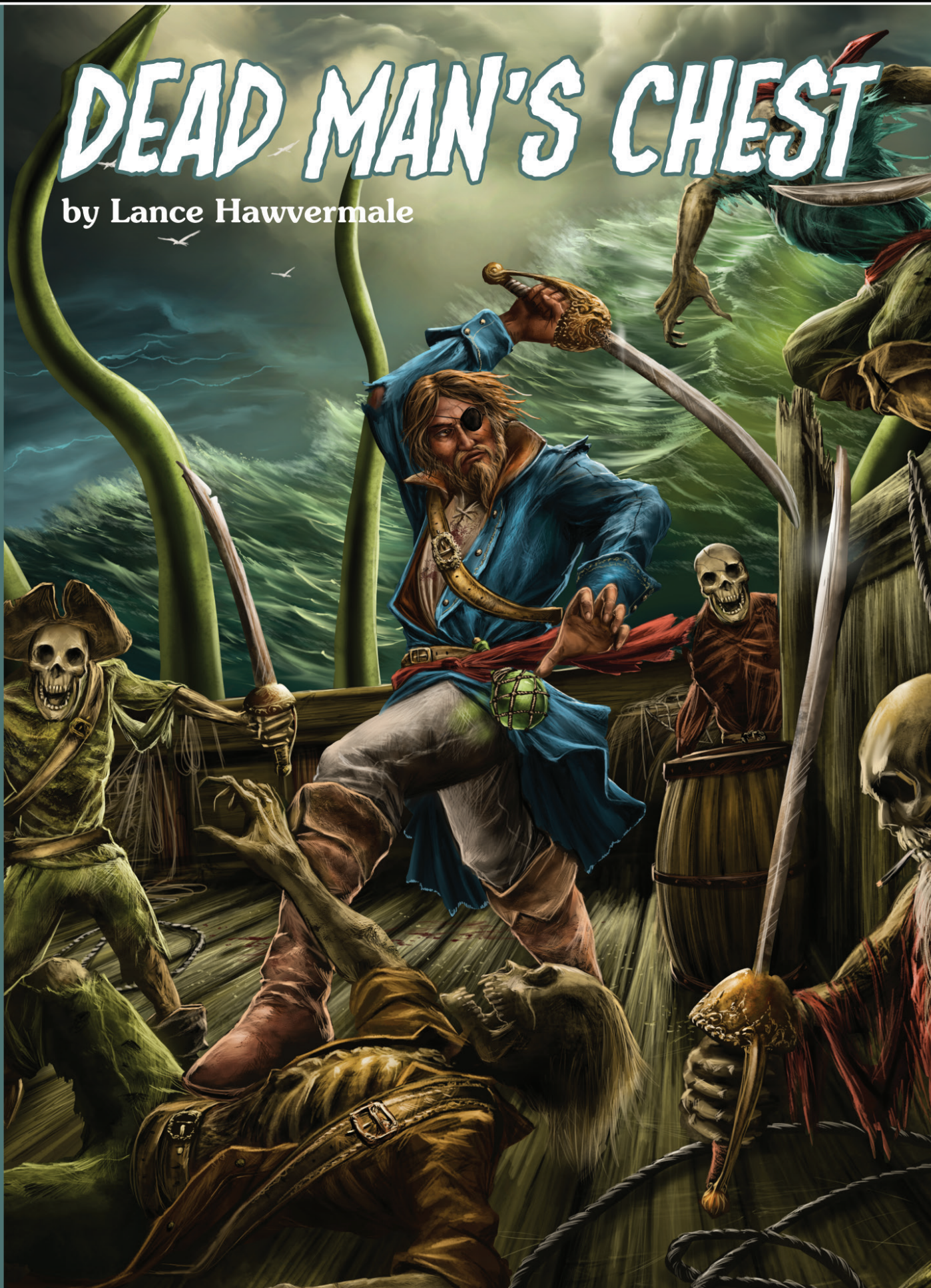




FROG GOD GAMES ADVENTURES

DEAD MAN'S CHEST

by Lance Hawvermale



5TH EDITION
COMPATIBLE

DEAD MAN'S CHEST

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DEAD MAN'S CHEST

INTRODUCTION

No place offers more adventure than the ocean. No dungeon is as deep, no jungle as full of exotic and dangerous life. Most folk spend their lives on dry ground, unaware that entire civilizations thrive beneath the waves, sometimes far more ancient and steeped in mystery than any of the world's surface. Though characters have long grown familiar with the air-breathing world above, seldom do they venture into the depths, and when they do, they discover wonders they never dreamed existed. The ocean environment is radically different from the surface world, in at least three very important ways: an insufficiency or complete absence of sunlight, the ever-increasing ambient pressure, and the fact that water rather than air is the omnipresent medium for

respiration, movement, and all other activities. Because of these and other factors, the ocean offers a venue for adventure that is at once alien and appealing. Strange things exist down there, as perilous as they are compelling.

But the water's surface is also a world unto itself. Great ships vie for control of the trading lanes. Dangerous reefs protect lost islands full of treasures yet unearthed. *Dead Man's Chest* lays bare the ocean. Within these pages you'll find rules variants to add to your game, many new spells, and wondrous items, but also information on the science of oceanography.



CHAPTER 1: AN OCEANOGRAPHY PRIMER

The ocean contains a variety of natural occurrences that can enliven any campaign. You shouldn't be dependent solely on monstrous encounters to make your player's character's life eventful on the high seas. This chapter reveals a short summary on many oceanic features, enabling you to present the characters with a more realistic description of the world that they will find themselves in.

Each entry also explains how best to use that particular feature in your own campaign.

MID-OCEAN RIDGE

The mid-ocean ridge is the region along the ocean floor where new seafloor is created. This typically takes place near the center of an ocean basin, though it exists in any location where two ocean plates spread apart from one another. Mid-ocean ridges are featured throughout the world, stretching over 40,000 miles in length. Their pattern winds across the globe in a fashion that is often likened to the seams of a baseball. They appear as mountainous formations or merely as mild swells upon the seafloor up to 2400 miles wide. Their crest is marked with a V-shaped depression running throughout its range, up to a mile deep and 10 to 20 miles wide. This rift valley is actually a volcanic fissure from which the new seafloor extends from below gradually over time.

The origin of the seafloor naturally begins beneath the surface. Within the rift where the two tectonic plates diverge, the reduction of pressure affecting the mantle allows the rock of the asthenosphere (the upper layer of the mantle) to rise and melt. The upwelling leads to the formation of magma chambers just beneath the mid-ocean ridge, acting as focal reservoirs of the material needed to produce new ocean crust. Molten rock from the depths of the magma chamber gradually hardens, producing several miles of coarse rock. Vertical sheets of magma from within the chamber rise up through fissures in the overlying crust, creating dikes. Portions of this uprising magma will break through to the surface, oozing along the seafloor exterior. The outer layer of the surface lava solidifies immediately in the near-freezing seawater, forming a pillowed layer of volcanic basalt — the surface of the new seafloor.

The mid-ocean ridge axis is marked with deep, jagged indentations known as fracture zones. These appear in frequent intervals across the ridge, offsetting its crest up to hundreds of miles in either direction. The fracture zones appearing between two offset segments of the ridge are recognized as transform faults, and the fracture zones outside of these segments are simply remnants of the plate's movement over millions of years. The segmented ridge is generally widest and highest in the middle of the offset, and slimmest and shortest near the ends, and is believed to occur due to an interaction between fracturing of the seafloor and magma accumulation.

Another feature of interest to be found on the mid-ocean ridge is hot springs, or hydrothermal vents. Hydrothermal vent fields are areas of underwater geysers that form in places along the mid-ocean ridge axis. When seawater creeps into deep cracks and fissures found in the flanks of the ridge, it reacts with the hot volcanic rock, chemically altering and heating it up to temperatures reaching 700° Fahrenheit. This superheated fluid rises, dissolving metals found within the rocks on its way back up to the surface. Continuous streams of thick black or white immensely hot fluid projects straight up through vents in the surface, showering the surroundings with precipitated minerals.

The fluids in vents known as black smokers precipitate so quickly as they cool in the seawater that the metal sulfides form solid, smokestack structures, typically a couple of stories high (the largest ever discovered is 160 feet tall). In regions where the altered seawater is substantially cooled before reaching the surface, the ejected fluid is usually spread out among numerous vents in the area and takes on a diffused, clear glow. These diffuse vents are often found among larger

more focused black smokers.

Life on the ocean floor is known for its scarcity, but hydrothermal vent fields are packed with an abundance and variety of life in one of the most volatile and unlikely of places. Organisms such as tubeworms, mussels, clams, and crustaceans gather or attach themselves near vents in incredibly dense clumps. However, it is the sulfur-eating bacteria found around and inside those creatures that grants them nourishment. The sulfide-oxidizing bacteria convert the vent chemicals into energy for the organisms through a process called chemosynthesis. This localized ecosystem is one of few known to exist independent of sunlight and photosynthesis.

USING MID-OCEAN RIDGES IN THE CAMPAIGN

In campaign worlds, mid-ocean ridges should be an important feature of the ocean. They mark the birthplace of the seafloor, directly influencing the geography of the planet, and provide an unlikely though successful site for life. The ridge shapes and sizes vary slightly from ocean to ocean, as does their productivity. In certain areas of the mid-ocean ridge, profuse magma accumulation beneath the ridge may produce large volcanic islands bisected by the active spreading ridge, such as Iceland in the North Atlantic.

Given the importance and regional nature of the mid-ocean ridge, implementing them into your game should prove simple and rewarding. Moderately intelligent ocean life dwelling on or near the ocean floor would certainly hold some opinion of it. Whether or not they fully understand its significance and true nature, some races may believe it to be sacred territory, or even a place where the deities exercise their direct will through volatile bursts of eruption. Denizens of the deep might even go to war over the rights to claim such land for spiritual and ancestral beliefs and practice. Races like sahuagin place great value on these areas. Furthermore, in specific places along the mid-ocean ridge, valuable minerals and metals could be discharged into the ocean in addition to seafloor, ripe for harvesting, and for conflict.

OCEAN FLOOR

From the time of its birth within the mid-ocean ridge, the young ocean floor is in constant motion. From the flanks of the ridge axis, gravity causes the new crust to fall away, accentuating the peaks of the ridge formation. Continuing, it becomes colder and contracts with time, growing denser and settling further. Sediment accumulation obscures its rock and hill-laden topography gradually, resulting in vast flatlands. Eventually, its existence will conclude in the inevitable return to the planet's mantle in deep trenches, some thousand miles away and millions of years later.

The ocean floor is a place of mystery. By its very nature it is not prone to exploration. At the average depth of the ocean floor at 13,000 feet, near-freezing seafloor water, crushing water pressure, and complete lack of sunlight make for a very uninviting environment. For these reasons, ocean floor exploration has been a slow and educating process. The topography of the ocean floor is every bit as varied as the land we're more familiar with. Stretching flatlands, peaking mountains, rolling hills, and plummeting canyons are all common ocean floor features. But as is often the case, the features that characterize the ocean have the tendency to be larger in scale, more severe, and more frequent than on land. In addition to the mid-ocean ridge and ocean trenches (both explained in detail elsewhere within the chapter), the following ocean floor features are of special significance:

Abyssal Hills. The abyssal hills emerge in the wake of seafloor spreading at the mid-ocean ridge. They are composed most generally in linear rows stretching parallel to the spreading ridge axis, appearing as fractured, elongated peaks up to over 3000 feet high and about 6 to 12 miles across. These hills are the most prominent geologic feature of the planet's surface. It is generally agreed that they are caused by an interaction of the faulting and eruptions taking place within the mid-ocean ridge axis. However, little of their formation and development is well understood.

Abyssal Plains. The abyssal plains are the flat regions of the ocean floor, constituting roughly half of the planet's topography. In fact, there is no flatter location on the planet, with a gradient no greater than .05 degrees. They are produced when the rocky terrain of the abyssal hills is obscured by sediment accumulation over the course of millions of years. The most significant contributor to the abyssal plains' flatness is the submarine flow of density-heavy currents called turbidity currents. These currents are basically underwater sediment avalanches, generated by earthquakes or simply acting as continuations of enduring river outlets. They transport mostly terrigenous (land originating) sediment from its settled location along the continental shelf to the continental slope and into the deep sea.

Sediment composition is varied throughout the ocean, based largely on a particular basin's history and location. The most abundant sediment composition is comprised of assorted clays, silts, and sands originating from land, metal-rich sediments, pebbles, and stone from the spreading ridges, and oozes consisting of calcareous and siliceous skeletal remains. On average, the thickness of sediment cover on the ocean floor is over half a mile. Typically, it is thickest near continental masses and thinnest near the center of an ocean basin, but other circumstances impact its accumulation. For instance, the Pacific Ocean's immense size places the inner regions of its basin out of reach from turbidity currents and most wind-carried sediments. In addition, its basin is nearly surrounded by hundreds of deep ocean trenches that funnel and trap a great deal of the sediments within their depths. As such, the abyssal hills comprise approximately three-quarters of the Pacific. The floor of the Atlantic Ocean, much smaller and with few trenches of significant size for sediments to escape, is nearly half-featured with abyssal hills.

Seamounts. Punctuating the ocean floor are seamounts, isolated seafloor volcanoes of heights greater than 600 miles (dwarfing Mount Everest's almost 6-mile height). They are most often conical, and have a recessed caldera within their summit. Seamounts that have flattened tops due to excessive erosion caused by water currents are called guyots. There are thousands of seamounts on the ocean floor, and many serve as great habitats of life. Creatures classified as suspension feeders adorn the steep slopes of seamounts near the top to intercept organic matter passing by in the water currents. Various coral polyps, sponges, and xenophyophores (single celled creatures similar to fungi that can grow up to 8 inches across) cling to seamounts to feed in this manner. Their presence also attracts other ocean wildlife. Seamounts are also larvae catchers; the very currents that provide food for seamount communities also provide for its continued population.

A small percentage of seamounts appear to have been created at the mid-ocean ridge. However, most are formed above regions known as hot spots, exceedingly hot locations within the mantle where plumes of magma have risen and melted through the oceanic lithosphere. The majority of these seamounts are no longer volcanically active, having been carried away from the magma source by the movement of the ocean plate. The seamounts created by exceptionally prolific hotspots break the surface of the ocean, often producing a chain of volcanic islands. As the oceanic crust glides over the excessive hot spot, one by one and oldest to youngest, an arcing trail of volcanic islands forms. A notable real-life example of this is the Hawaiian Islands. Chains of these seamount islands can extend many thousands of miles.

Life on the ocean floor — its presence, diversity, and development — is constantly being redefined. As we further explore the great depths of the ocean, the perceptions of a stale and stagnant seafloor largely devoid of life are being shattered. Despite the relative scarcity of life to

be found there, it is startlingly diverse. The possible number of species is projected to soar well beyond one million, and possibly possessing more biodiversity than the rain forest. Among the countless species of life inhabiting the deep seas are grenadier fish, slime-secreting eel-like hagfish, echinoderms such as sea cucumbers and brittle stars, and various species of crustaceans and invertebrates.

The primary source of food for many of these bottom-dwellers is organic debris that falls from the surface waters. This organic detritus, or marine snow, consists of microscopic, one-celled plant (phytoplankton) and animal (zooplankton) remains, along with various dissolved particulates that have clumped together into tiny flakes. Throughout the oceans, marine snow falls, raining down in sporadic pulses. In the summer, the spring-born plankton die in great numbers and immerse the ocean in a blizzard of organic matter, blanketing some spots on the ocean floor in a thick green blanket of dead matter. This, in addition to the rare arrival of whole animal carcasses, is what feeds the majority of the ocean floor life.

USING THE OCEAN FLOOR IN THE GAME

Adventure in the deep ocean should be highlighted with a constant hint of danger and suspense to keep the characters on edge. Those brave enough to defy the pulverizing pressure, near-freezing water, and utter blackness of the sea at those depths should be rewarded with an eventful experience. Whether it's subterranean monsters burrowing within the mud-packed sediment floor of the abyssal plains; ancient civilizations living in the abyssal hills, forced to migrate towards the mid-ocean ridge as their habitat is slowly consumed with sediments; or perhaps even elemental-driven turbidity currents sweeping throughout the sea like colossal sand storms, the ocean floor should provide plenty of excitement, and endless possibilities in your campaign.

REEFS

An important part of oceanic life, reefs are defined as elevated ridges along shallow places on the seafloor. Reefs are formed from creatures known as coral polyps, hence the popular name coral reef. Upon death, these tiny coral polyps leave behind hardened exoskeletons made of a calcareous (calcium-containing), stony material. These small bits of limestone, when combined with similar deposits from countless polyps, form the beautiful and labyrinthine structures that are coral reefs.

Depending on the number of polyps that die in the area, coral reefs grow at rates between 1 to 40 inches each year. Coral reefs are found exclusively in tropical regions of the ocean, never beyond 30 degrees north or south of the planet's equator and never in waters cooler than 61° Fahrenheit. Two primary types of coral exist — hard and soft. Categories of hard coral include brain coral and elkhorn coral, both of which have hard limestone frames. Soft corals such as sea fingers and sea whips do not form reefs.

Most campaign worlds boast at least three different kinds of coral reefs, though there is no limit on the variety of reef that can appear in a fantasy setting. One such example is listed below, along with the three typical types of reefs.

Barrier Reefs. These reefs always run parallel to the shoreline, but several yards out and separated by a lagoon. Because these reefs form a kind of protective palisade around the beach, they are known as barrier reefs.

Coral Atolls. These are rings of coral atop old, sunken volcanoes. Coral atolls begin as fringe reefs surrounding volcanic islands, but when the island sinks, the reef keeps growing and is classified as a coral atoll. Horseshoe-shaped collections of coral, atolls form rings around small lagoons that fill the caldera of inactive volcanoes.

Fringing Reefs. Running directly along the coastline, the fringing reefs are found built close to the continental shelf in the shallow

waters near shore.

Spherical Reef. One example of the kind of reef found in a fantasy world is the spherical reef. Also known as reef globes, these huge structures of coral are formed into great spheres by some unknown natural process. The walls of the reef globe are hard enough that the spheres can act as a temporary shelter for marine travelers.

Regardless of the exact nature of the reef, all such coral mazes are robust ecosystems supporting a variety of marine life. The reef's far layer consists of the living polyps, while below them are the calcareous reef framework, containing filamentous green algae. These algae provide nourishment for many of the animals that make their home in or near the reef. Fish and other creatures abound. A brief list of a reef's inhabitants includes the following: sponges, nudibranchs, reef sharks, groupers, clown fish, eels, snappers, jellyfish, anemones, sea stars, crabs, shrimps, lobsters, sea snakes, snails, octopi, nautilus, and clams.

USING REEFS IN THE GAME

Coral reefs make excellent sites for exotic adventure. Imagine a villain's underwater lair constructed from confusing coral passages. Spherical reefs can serve as hideouts for all manners of creatures, or hauled onto shore to use as part of an NPC's elaborate home. The stereotypical dungeon maze can take on a new form when made of coral; the winding coral corridors can present characters with a challenging labyrinth to solve. Reefs are notorious haunts for many dangerous beasts, such as eels, sharks, and octopi. Societies of sea elves can use coral to make armor, weapons, and other trade goods. Reefs are also known to conceal sunken ships beneath their protective arms of coral.

TECTONIC PLATES

The surface of the planet is essentially a rigid shell, a layer of thick rock comprised of continental or oceanic crust along with the uppermost portion of the mantle. This layer of the planet is known as the lithosphere. The oceanic lithosphere is on average 6 miles thick, while the continental lithosphere can be up to 60 miles thick. It is broken up into a dozen or more slabs or plates, known commonly as tectonic plates, which move and interact in relation to one another as they glide upon the asthenosphere, the partially molten rock region of the planet's mantle. The size and position of these tectonic plates are constantly changing, though only at rates of inches per year.

Tectonic plates interact with one another in several different ways, and the results of these interactions have a severe impact upon the topography and geology of the planet. In divergent boundaries, plates pull away from each other, creating new crust in the process. Since the size of the planet does not change, older crust must be destroyed simultaneously as new crust is formed. This occurs in the areas known as convergent boundaries, where two tectonic plates commit a slow collision. Transform boundaries, or transform-fault boundaries, are where two lithospheric plates simply glide or shift past the other.

Tectonic activity is never more evident, nor more crucial, than in the ocean. Geology occurs foremost at plate boundaries, and the plate boundaries of the ocean floor are of particular consequence to the rest of the planet as seismic and volcanic events occurring anywhere on the globe can be traced to activity at an ocean plate boundary. Furthermore, the phenomenon of seafloor spreading in divergent boundaries and the imminent result of ocean floor subduction in convergent boundaries points directly towards the composition and layout of the rest of the planet's surface.

USING TECTONIC ACTIVITY IN THE GAME

Tectonic plates are the origin of many large-scale events on any planet. Continental shelves are constantly moving — and sometimes this movement results in the release of a monster that had been contained for millennia deep in the crust of the earth. An NPC sorcerer who wants to wreak havoc on the world above could cause a great explosion at the juncture of two lithospheric plates, resulting in massive land shifts. The movement of the plates can result in tidal waves and earthquakes. Seeing this, it's no surprise that powerful NPCs might contrive to take control of certain points on the ocean floor, places where they can use their magic to command tectonic activity.

TIDES AND WAVES

So much depends upon the tides. As one of the most fundamental aspects of oceanography, the importance of tides and tidal activity cannot be overstated. Without the constant movement of the tides, life below the surface would be greatly different, as would the lives of those dependent upon the incoming and outgoing waters along the coast. Any capable sailor is well-versed in tidal lore. The study of the nature of tides involves unraveling some of the core tenets of the universe, namely mass and gravity. Quite simply, tides are the occasional rise and fall of a planet's waters, including oceans, seas, and bays. This constant up-and-down motion is due directly to the gravitational forces exerted upon the planet by the sun and moon.

Lunar pull accounts for most of the tidal activity on the planet. In a game world that has no moon, or on a planet with multiple moons, the tides will behave differently depending on the amount of gravitational pull being exerted at any one time. On an earth-like planet, two "high water" and two "low water" occur every lunar day. This rising and falling of water results in lateral water movements called tidal currents (not to be confused with ocean currents). Tidal currents flow in a shoreward or upstream direction during high water then reverses flow during low water.

Waves are the result of the wind. Generally speaking, the greater the wind speed, the higher the waves. Note that waves do not move horizontally, but only up and down. Another type of wave, the tsunami, can cause vast and terrible damage to structures when it crashes upon the shore. Tsunamis are not caused by tides, but rather by tectonic activity such as earthquakes and undersea volcanoes.

WAVE HEIGHT TABLE (DAY)

1d00	Height in feet			
	Summer	Winter	Autumn	Spring
01–10	5	15	20	15
11–20	25	18	20	15
21–30	42	20	15	35
31–40	20	35	15	25
41–50	18	10	5	22
51–60	35	18	20	15
61–70	15	30	10	22
71–80	17	25	20	10
81–90	45	20	30	15
91–00	10	10	25	20

WAVE HEIGHT TABLE (NIGHT)

1d100	Height in feet			
	Summer	Winter	Autumn	Spring
01–10	25	18	25	15
11–20	42	20	20	35
21–30	20	35	15	25
31–40	18	10	5	22
41–50	35	18	20	15
51–60	15	30	10	22
61–70	17	25	20	10
71–80	45	20	30	15
81–90	10	10	25	20
91–00	5	15	20	15

USING TIDES AND WAVES IN THE GAME

Tides can be used to reveal or conceal sunken ships, the entrances to hidden lairs, or other things. Waves can make life miserable for anyone trying to travel across the open sea. Refer to the Wave Height table for a quick way to determine wave height. Roll 1d00 and consult either the day or night portion of the chart.

Big waves can cause trouble for those aboard ships. The Wave Effects table shows what happens when waves of a certain size wash over the sides, or gunwales, of ships.

The following are guidelines for using the table.

Wave Size. Compare the wave height from the Wave Height table to the height of the ship's gunwale to determine "wave size." This is the amount by which the wave is taller than the ship's side.

Dexterity Check Modifier. Anyone forced to make a Dexterity check for any reason does so at a penalty when large waves wash over the ship.

WAVE EFFECTS TABLE

Wave Force	Wave Size	Dexterity Check Modifier	Creature Size	Wave Effect on Creatures	Strength Saving Throw DC
Light	0–2 feet	—	Any	None	—
Moderate	3–5 feet	—	Any	None	—
Strong	6–10 feet	–2	Tiny	Knocked prone	10
		—	Small or larger	None	—
		–4	Tiny	Swept overboard	15
		–2	Small	Knocked Prone	15
Severe	11–30 feet	—	Medium	Checked	15
		—	Large or larger	None	—
		–4	Small or smaller	Swept overboard	18
		–2	Medium	Knocked Prone	18
Windstorm	31–50 feet	—	Large or Huge	Checked	18
		—	Gargantuan	None	—
		Impossible	Medium or smaller	Swept overboard	20
		–4	Large	Knocked Prone	20
Hurricane	51–100 feet	—	Huge	Checked	20
		—	Gargantuan	None	—
		Impossible	Large or smaller	Swept overboard	30
		–4	Huge	Knocked Prone	30
Tornado	101+ feet	—	Gargantuan	Checked	30

Creature Size. This is the size of creature that a particular wave can effect.

Wave Effects. Any of these effects can be resisted with a Strength saving throw, the DC is indicated in the final column.

Knocked Prone. Creatures who fail their save are knocked prone by the force of the wave and swept in a random direction 1d6 feet.

Checked. Creatures who fail their save are unable to move against the force of the wave, and can take no action that round but that of stabilizing themselves.

Swept Overboard. Creatures who fail their save are knocked prone and carried 1d4 x 10 feet, taking 1d4 points bludgeoning damage per 10 feet traveled. If the distance traveled extends beyond the sides of the deck, the creature is tossed overboard.

TRENCHES

Ocean trenches are deep and narrow subterranean depressions within the ocean floor. They mark the deepest areas on the planet. It is in these trenches that the seafloor, now denser and well over 200 million years older, returns to the mantle where it is effectively recycled. Most often appearing adjacent to continental masses, their length can stretch up to thousands of miles. The depth of these trenches varies anywhere from the 20,000 feet necessary to generally be considered a trench, to over 35,000 feet.

Trenches form in the convergent plate boundaries known as subduction zones. General theory suggests that in these zones, an oceanic plate meets either another oceanic plate or continental plate and slides beneath it. The denser lithospheric ocean plate commits a slow plummet towards the mantle below, dragging the edge of the non-subducting plate down with it, producing the linear V-shaped trench. The dense lithosphere of older, thicker oceanic plates subducts quickly and steeply into the mantle, whereas the buoyant young lithosphere that is thinner and warmer bends slowly, creating a gentle trench slope.

The process of subduction has many consequences that impact the surrounding area, most notably the sweeping arcs of volcanoes. Over millions of years the convergence of the two plates leads to volcanic arc formations appearing on the overriding plate parallel to the subduction zone. As the descending oceanic plate lunges deeper

towards the mantle below, it is subjected to greater pressure and rising temperatures. Eventually the surface water of the crust and hydrated minerals from within the basaltic portions of the subducting plate are discharged into the mantle portion of the overlying lithospheric plate. As the water interacts with the mantle, it decreases the mantle's melting temperature, allowing it to melt. A supply of the magma created rises through the crust of the overriding plate and forms the volcanic arc. When subduction zones involve two oceanic plates, the chains of volcanoes that break the ocean surface are called volcanic island arcs.

Other side effects characterize subduction zones. Interactions between the two converging plates generate some of the most seismically powerful earthquakes in the world. The plot of the subducting plate's ascension can be outlined by the seismic activity occurring deeper and deeper within the planet's mantle, several hundred thousand kilometers beneath the surface. The earthquakes focused along subduction zones tend to be cyclic and reactionary. Subduction zone earthquakes can also wreak havoc upon the coastal areas by causing the incredibly destructive waves called tsunamis. Tsunamis caused by the subduction zone earthquakes or earthquake-triggered submarine landslides can be catastrophic events, wiping out miles of coastlands.

Despite frequent sediment-dense avalanches along the slopes, ocean trenches provide fairly hospitable homes for creatures that are capable of withstanding the crushing water pressure. The water temperature and seawater salinity found in trenches is identical

to the other areas of the deep sea, and sources of food tend to be slightly less scarce. The trench profile traps generous amounts of organic matter within, distributing it down to even the deepest dwellers. Their proximity to the coasts also grants access to especially plankton-rich surface waters raining in nourishment from above. Additionally, cold methane seeps exist along the slopes of some trenches, packed with methane-eating bacteria that nourish the creatures nearby through chemosynthesis. Anemones, crustaceans, bristle worms, and most prominently, holothurians (sea cucumbers), make homes in ocean trenches.

USING TRENCHES IN THE GAME

In campaign worlds, trenches serve as perhaps the most remote locations of the planet — much like in reality. Very few would likely know of their existence, and fewer still would be willing to explore them. However, those that take the proper precautions and brave the seemingly bottomless depths of these trenches should have plenty of sights to see. Long-abandoned ruins of ancient civilizations found along the trench walls or partially submerged treasures of immeasurable worth within the sediment-filled valley are but a couple enticements. A strong downward suction could exist within the trench formation, or the subduction zone might cease and become dormant. This is to say nothing of the possibilities as to what terrors might exist within these fearsome depths.



CHAPTER 2: UNDERWATER ADVENTURING

The oceans hide a world that most adventures and adventurers never explore. It is a world fraught with danger and discovery, mystery and the unknown.

VARIANTS

Many factors come into play when the characters venture beneath the water's surface. The following are all self-contained variant rules that can be added to your campaign to add a sense of verisimilitude. This is not to say that it will add realism, but in a seafaring campaign, these rules attempt to address issue that might draw your players out of the story you are attempting to tell.

You should feel free to modify them as you feel is appropriate for your campaign.

ENCUMBRANCE

While not necessarily required, this rules variant slightly modifies how much a character can carry without being affected. The effects of these rules affect all the following rules, but are not necessary to use them.

A creature's Strength score determines the amount of weight it can bear. The following terms define what the creature can lift or carry. Ignore the any Strength requirements for armor.

Carrying Capacity. Carrying capacity has three levels: Encumbered, Heavily Encumbered, and Maximum Capacity.

Encumbered. If a creature carries weight in excess of 5 times its Strength score, the creature is encumbered. An encumbered creature's speed drops by 10 feet.

Heavily Encumbered. If a creature carries weight in excess of 10 times its Strength score, up to its maximum carrying capacity, the creature is instead heavily encumbered. A heavily encumbered creature's speed drops by 20 feet and it has disadvantage on ability checks, attack rolls, and saving throws that use Strength or Dexterity.

Maximum Carrying Capacity. A creature's maximum carrying capacity is its Strength score times 15. If a creature reaches its maximum carrying capacity, its speed drops to 5 feet.

Push, Drag, or Lift. A creature can push, drag, or lift a weight in pounds up to twice its maximum carrying capacity (or 30 times its Strength score), and while pushing or dragging weight in excess of its maximum carrying capacity, its speed drops to 5 feet.

Size and Strength. Larger creatures can bear more weight, whereas Tiny creatures can carry less. For each size category above Medium, double the creature's carrying capacity at all levels, and the amount it can push, drag, or lift. For a Tiny creatures, halve these weights.

SWIMMING

A creature with a swimming speed does not need to worry overmuch about rough surf or strong currents, save for supernatural ones. A creature that lacks a swimming speed — such as the majority of the characters' racial options — is at a distinct disadvantage while in water. These disadvantages are heightened by what type of armor that creature is wearing, and what types of actions they are attempting to take while swimming.

The easiest way for a creature to gain a swimming speed is to utilize one of the benefits of the *alter self* spell: Aquatic Adaptation. The following rules detail the disadvantages that a creature suffers when it does not have such a boon.

Actions. Normally, it does not require an action to swim, unless another effect requires that a creature use their action to swim.

Speed. A creature without a swim speed can swim at half their normal walking speed in normal surf. They may need to make a DC 15 Strength (Athletics) check in rough water, or have disadvantage on the check if the waters are frothy from storm. Supernatural effects, such as the *control water* spell, dictate what ability checks may be necessary to survive within the magic's area.

When other effects modify a creature's speed, such as the *haste* spell or the amount of weight a creature carries, don't apply the effects of swimming until all other factors have been imposed.

Dashing. A character without a swim speed can still dash to swim further as their action (or bonus action as appropriate). However, swimming is taxing when done for long periods of time. If a creature uses the Dash action to swim farther more times than their Constitution modifier, they must make a DC 10 Constitution saving throw for each successive Dash action or gain one level of exhaustion.

Armor. Swimming in armor is a dangerous affair to be involved in. Even light armor can be cumbersome to the uninitiated. While wearing **light armor** that a creature is proficient in, they have no difficulties swimming unless another effect would impose it, such as the *control water* spell. A creature that lacks proficiency in light armor but tries to swim in it has disadvantage on any ability check made to do so.

Swimming in **medium armor** is somewhat difficult. The weight of the armor makes a creature negatively buoyant, causing them to sink if a character cannot continue swimming. A paralyzed or restrained creature that's wearing medium armor in water sinks at a rate of 10 feet at the end of each of its turns. A creature wearing medium armor moves at half their normal movement rate; a creature with a swimming speed is unaffected. Because a creature already moves at half their normal movement rate while swimming, this effectively forces the character to swim at one quarter their swimming speed.

Swimming in **heavy armor** is dangerous. A creature must use their action to swim or stay afloat by making a DC 10 Strength (Athletics) check. On a failed check, a creature sinks 15 feet at the end of each of their turns.

VISION

Seeing underwater is a difficult question to address, and will need to be taken in two steps: available light and turbidity, or clarity of the water.

SUNLIGHT

For the purposes of sunlight into the open ocean, the depths of the ocean are divided into three separate sections: the sunlight, twilight, and midnight zones. In the absence of sunlight — such as on a moonlit night — the ocean is complete darkness beneath 15 feet of water, and dim light to the surface.

The Sunlight (Euphotic) Zone. The sunlight zone occupies a depth down to 650 feet. Within this zone, sunlight allows vision to work normally absent any other conditions.

The Twilight (Dysphotic) Zone. The twilight zone occupies the deep from 650 feet down to 3000 feet. In this zone, sunlight rapidly decreases and it is considered dim light absent any other conditions.

The Midnight (Aphotic) Zone. The midnight zone begins at 3000 feet and continues to the bottom. In this zone, it is complete darkness.

VISIBILITY

Water's visibility is based on its turbidity, or the measure of the relative clarity of the liquid medium. Unlike the diffusion of sunlight by the passage of water, this is when material affects how clear a body of water is by turning the water cloudy or opaque. A body of

water's turbidity is always a function of external circumstance, such as the body of water's location or excessive churning of the water from storms.

An area of water's turbidity breaks down into four categories: low, medium, high, and occluded.

LOW TURBIDITY

Areas of low turbidity have a visibility distance of 180 (4d8 x 10) feet. Creatures or objects beyond this distance are heavily obscured, and creatures beyond half that distance are lightly obscured. Areas of low turbidity are most commonly found in deep water and occasionally in tropical coastal areas.

MEDIUM TURBIDITY

Areas of medium turbidity include sounds, bays, and coastal waters, caused by their relatively shallow depth and the sea currents which flow through them. An area of medium turbidity has a visibility distance of 90 (2d8 x 10) feet, beyond which creatures and objects are heavily obscured. Creature and objects are lightly obscured beyond half that distance.

HIGH TURBIDITY

Rivers and harbors always have high turbidity. The areas have sediment and silt from river mouths, which cause creatures to be heavily obscured beyond 30 (1d6 x 10) feet, and lightly obscured beyond half that distance.

OCCCLUDED

Reserved for the most turbulent waters, occluded waters have a visibility distance of 10 (1d4 x 5) feet, beyond which creatures are heavily obscured. Creatures and objects are lightly obscured within half that distance. Areas of occluded visibility occur in the strongest currents, such as those churned by storms or underwater events like eruptions and earthquakes, like the turbidity currents that cross the abyssal plains.

BREATHING

The most obvious way to handle breathing under water is the *water breathing* spell. Its utility and breadth makes it a necessity in seafaring adventures. However, if a creature does not possess it or another feature that allows them to breath under water, you can utilize the following rules.

A creature can hold its breath for a number of minutes equal to 1 + its Constitution modifier (minimum of 30 seconds) if a creature does nothing but use their turn to swim in normal surf.

A creature that is holding their breath when they take damage from any source must make a Constitution saving throw. The DC equals 10 or half the damage taken from the effect, whichever is higher. On a failure, they exhale and run out of breath.

If a creature runs out of breath, it can then survive a number of rounds equal to their Constitution modifier (minimum 1 round). At the start of its next turn, it drops to 0 hit points and is dying, and it can't regain hit points or be stabilized until it can breathe again.

PRESSURE

Pressure is a function of a creature's depth, caused by the weight of the water above them. For creatures of the land, this is an unknown and dangerous world. A creature that strays too deep risks having their blood pushed from their veins and into their lungs, where they drown on it.

Depth Rating. A depth rating is a number of increments of 30 feet, and it is these ratings that determine how deep a creature can go before

suffering from the effects of pressure. A creature's maximum depth rating is equal to their Constitution ability score x 30. For example, a creature with a Constitution of 10 can survive the pressure up to 300 feet without ill effects — assuming they have a source of magic or another feature that allows them to avoid drowning.

Once a creature reaches this depth, the effects of pressure become noticeable.

Water Breathing. A creature that can breathe water, either through magical or natural means, doubles their maximum depth rating. This is cumulative if a creature is an aquatic creature.

Creatures. A creature that is native to aquatic environments, such as one that has a swim speed like the killer whale, also doubles their maximum depth rating. This is cumulative with the ability to breathe water natively.

Damage. A creature takes a cumulative 1d6 bludgeoning damage at the end of each of their turns for every 30 feet past their maximum depth rating. This has an effect on a creature's ability to hold their breath, as detailed above.

PRESSURE SUMMARY

Creature Type	Depth Rating
Non-aquatic creature that can't breathe water	Constitution score x 30 ft.
Can breathe water or aquatic creature	Constitution score x 60 ft.
Can breathe water and aquatic creature	Constitution score x 120 ft.

THE REAL WORLD

This is not that far off from real world norms — at least for creatures.

If one considers a killer whale, its Constitution score is 13, meaning that it can survive without ill effects dives of up to 780 feet according to the above rules. An average minimum for killer whale depth in the real world is at least 328 feet, while the deepest dive, performed under experimental conditions, was 850 feet. Some species of whales have been recorded as deep as 866 feet in the North Pacific.

To continue the example, a hunter shark — a creature that can only breath water and is an aquatic creature — has a Constitution score of 15. This hunter shark would be able to swim without suffering the effects of pressure up to 1800 feet. To equate that to a real world equivalent, studies have shown that the average tiger shark would be recorded at 1100 feet, and possibly even deeper.

UNDERWATER COMBAT

The rules for underwater combat are fairly straightforward, but the following can add a bit of fun during combat.

Melee Weapon Attacks. While underwater, when a creature makes a melee weapon attack a creature that doesn't have a swimming speed (either naturally or granted by spells like *alter self*) has disadvantage on the attack roll unless the weapon is a dagger, javelin, shortsword, spear, or trident.

Ranged Weapon Attacks. A creature automatically misses a ranged weapon attack if the target is beyond the weapon's normal range, and has disadvantage on the attack roll if the target is within normal range unless the weapon is a crossbow, net, or a weapon that is thrown like a javelin (including a spear, trident, or dart).

From Land to Sea. Attacks that originate from above the surface to below the surface have special rules.

If a creature is floating on the surface of the water, they can be targeted by attacks from creature above the surface normally. However, if a creature is fully submerged but still within range of a surface creature's melee attack, a creature has half cover from creatures on or above the surface, to account for water's bending of light which obscures their vision.

If a creature makes a ranged weapon attack from on or above the surface at a target that is 5 feet or shallower beneath the surface, the attack is resolved normally. However, a creature that is deeper than 5 feet below the surface has three-quarters cover from attacks made from on or above the surface.

CASTING SPELLS

A creature that is incapable of breathing underwater is unable to cast spells with verbal components. In addition, in salt water, spells that deal lightning damage are more effective: creatures have disadvantage on saving throws to resist its effects and a creature has advantage on attack rolls with spells that deal lightning damage.

The bulk of this chapter contains daily weather entries, small capsules that describe the weather for a particular day, including high and low temperatures, wind speed, and other events. Preceding this information, however, is a look at certain weather-related factors that impact the data in the daily weather entries.



CHAPTER 3: WEATHER

TEMPERATURE

Temperature in the daily weather entries is listed in Fahrenheit and Celsius, with both highs and lows. For example, you might find this entry: Temp H 92/34 L 71/22. This means that the high temperature for that day will be 92° F or 34° C, with lows of 71° and 22° respectively.

HUMIDITY AND WIND CHILL

Two factors that combine with temperature to cause misery to travelers are humidity and wind chill. Though it might actually be 85°, a high humidity can make it feel like an unbearable 105°, while a strong wind can drop that and make it feel like a comfortable 72°. High humidity prohibits the body from being able to cool itself properly. Thus the body perceives the temperature as being higher than it actually is. This perceived temperature is called the heat index. The daily weather entries show you the base high and low temperatures, but you may optionally alter these temperatures by adding the effects of humidity and wind chill. On warm days, roll on the Random Humidity Table to find the percentage of humidity. When humidity is 50% or higher, refer to the daily weather entry to find the day's high temperature, then use the Heat Index Table to see how hot a character feels in such conditions. On days where the cold can be a problem, read the wind speed in the daily weather entry, then refer to the Wind Chill Table.

TEMPERATURE EFFECTS

Extremely high and low temperatures have serious effects on characters who are unprotected from the elements. Some of these effects are detailed in the daily weather entries. Other effects include the following:

Temperature Below 40° F. An unprotected character must succeed on a DC 10 Constitution (Survival) check each hour or take 3 (1d6) cold damage and gain one level of exhaustion. For each check of this type a character fails, the DC of subsequent checks increases by 1. The DC resets to 10 once the character regains at least one lost level of cold-based exhaustion. Characters wearing winter clothing need not make these checks.

Temperature Below 0° F. In conditions of severe cold or exposure, an unprotected character must succeed on a DC 12 Constitution (Survival) check once every 10 minutes or take 3 (1d6) cold damage and gain one level of exhaustion. For each check of this type a character fails, the DC of subsequent checks increases by 1. The DC resets to 10 once the character regains at least one lost level of cold-based exhaustion. Characters wearing winter clothing only need to make this check once per hour.

Temperature Below -20° F. Extreme cold forces unprotected characters to succeed on a DC 14 Constitution (Survival) check every minute or take 3 (1d6) cold damage and gain one level of exhaustion. For each check of this type a character fails, the DC of subsequent checks increases by 1. The DC resets to 10 once the character regains at least one lost level of cold-based exhaustion. Characters wearing winter clothing only need to make this check every 30 minutes. Those failing their check and wearing metal armor take an additional 3 (1d6) cold damage and have disadvantage on attack rolls and ability checks until they doff the armor.

Temperature Above 90° F. A character in very hot conditions must succeed on a DC 10 Constitution (Survival) check every hour or take 2 (1d4) fire damage and gain one level of exhaustion. For each check of this type a character fails, the DC of subsequent checks increases by 1. The DC resets to 10 once the character regains at least one lost level of heat-based exhaustion. Characters wearing heavy clothing or any sort of armor have disadvantage on these checks.

Temperature Above 110° F. In severe heat, a character must succeed on a DC 12 Constitution (Survival) check once every 10 minutes or take 2 (1d4) fire damage and gain one level of exhaustion. For each check of this type a character fails, the DC of subsequent checks increases by 1. The DC resets to 10 once the character regains at least one lost level of heat-based exhaustion. Characters wearing heavy clothing or any sort of armor have disadvantage on these checks.

Temperature Above 140° F. Exposure to these temperatures requires that characters succeed on a DC 14 Constitution (Survival) check every minute or take 3 (1d6) fire damage. For each check of this type a character fails, the DC of subsequent checks increases by 1. The DC resets to 10 once the character regains at least one lost level of heat-based exhaustion. Those wearing heavy clothing or any sort of armor have disadvantage on these checks. Those failing their check and wearing metal armor take an additional 3 (1d6) fire damage and have disadvantage on attack rolls and ability checks until they doff the armor.

RANDOM HUMIDITY

1d20	Arctic	Tropical	Temperate	Equatorial
1–2	10%	50%	10%	60%
3–6	10%	60%	20%	70%
7–10	20%	70%	30%	80%
11–14	30%	80%	40%	80%
15–18	40%	80%	50%	90%
19	50%	90%	60%	90%
20	50%	90%	70%	90%

HEAT INDEX TABLE

Temp.	50%	60%	70%	80%	90%
80	80	81	82	84	85
85	86	90	92	96	101
90	94	99	105	113	121
100	118	129	142	161	178

WIND

A typical entry for wind might look like this: Wind — 10–15 mph. This means that the wind is moving between 10 and 15 miles per hour. Note that this is the base wind speed. You may, at your discretion, roll 4d6 and add the result to the base wind speed.

Wind Direction. To determine the direction of the wind, consult the Wind Direction table.

RANDOM WIND DIRECTION

Roll 1d4, then 1d8

1–2		3–4	
1d8	Wind Direction	1d8	Wind Direction
1	NNE	1	SSW
2	NE	2	SW
3	ENE	3	WSW
4	E	4	W
5	ESE	5	WNW
6	SE	6	NW
7	SSE	7	NNW
8	S	8	N

WIND CHILL TABLE

Temp. (F)	Wind Speed (mph)											
	5	10	15	20	25	30	35	40	45	50	55	60
40	36	34	32	30	29	28	28	27	26	26	25	25
35	31	27	25	24	23	22	21	20	19	19	18	17
30	25	21	19	17	16	15	14	13	12	12	11	10
25	19	15	13	11	9	8	7	6	5	4	4	3
20	13	9	6	4	3	1	0	-1	-2	-3	-3	-4
15	7	3	0	-2	-4	-5	-7	-8	-9	-10	-11	-11
10	1	-4	-7	-9	-11	-12	-14	-15	-16	-17	-18	-19
5	-5	-10	-13	-15	-17	-19	-21	-22	-23	-24	-25	-26
0	-11	-16	-19	-22	-24	-26	-27	-29	-30	-31	-32	-33
-5	-16	-22	-26	-29	-31	-33	-34	-36	-37	-38	-39	-40
-10	-22	-28	-32	-35	-37	-39	-41	-43	-44	-45	-46	-48
-15	-28	-35	-39	-42	-44	-46	-48	-50	-51	-52	-54	-55
-20	-34	-41	-45	-48	-51	-53	-55	-57	-58	-60	-61	-62
-25	-40	-47	-51	-55	-58	-60	-62	-64	-65	-67	-68	-69
-30	-46	-53	-58	-61	-64	-67	-69	-71	-72	-74	-75	-76
-35	-52	-59	-61	-68	-71	-73	-76	-78	-79	-81	-82	-84
-40	-57	-66	-71	-74	-78	-80	-82	-84	-86	-88	-89	-91
-45	-63	-72	-77	-81	-84	-87	-89	-91	-93	-95	-97	-98

DAILY WEATHER

The remainder of this chapter comprises daily weather entries. The information is broken into several parts. To determine daily weather, find the current season (Spring, Summer, Autumn, Winter). Then find the appropriate terrain type (Tropical, Equatorial, Temperate, or Arctic). At this point you can select from one of the following 4 options: Rain/Day, Rain/Night, Dry/Day, Dry/Night. It's up to you to decide whether it's day or night, but for purposes of rain, roll 1d20 and use the Precipitation at Sea table. Note that this table in no way represents realistic precipitation chances, but simply provides a ready means to determine random weather. Finally, roll 1d100 to find the exact weather entry for that day.

PRECIPITATION AT SEA

	Dry	Rain/Snow
Arctic Sea	1-6	7-20
Desert Coast	1-18	19-20
Jungle Coast	1-4	5-20
Swamp Coast	1-9	10-20
Temperate Sea	1-12	13-20
Tropical Sea	1-7	8-20

SUMMER

TROPICAL

Heat stroke is a risk for any who travel the warm regions of the world. Those exerting themselves must succeed on a DC 10 Constitution saving throw for each hour of strenuous work or gain a level of exhaustion. For each cumulative hour of strenuous work, the DC of subsequent saves increases by 1. Resting in shaded areas for 10 minutes per hour negates the +1 to the DC for that hour. Spell components run a 10% chance of spoiling in humidity, if you determine they are subject to such damage.

RAIN/DAY

01–20

A gentle breeze blows, adding a pleasant cooling to the warm rain falling. Large drops patter along the deck, occasional sunshine warms the deck, quickly evaporating the rain and adding to the humidity. A sticky aspect of the air grows throughout the day as the humidity rises. Sunlight glints off the water like numerous smaller suns, blinding those not ready for the effect. Waves are large in width but not in height, rocking the ship with their passage. (Temp H 92/34 L 71/22, Wind — 10–15 mph. Characters on deck have disadvantage on concentration checks.)

21–40

Steady rain pummels the ship and those on board, quickly soaking all equipment and people. The waves are sedated, rarely topping 5 feet, seemingly held down with the rain. The sun tries to pierce the cloud cover with its intense glare, only succeeding in raising the temperature. Wind is non-existent, hammered to submission by the heavy rain (Temp H 91/33 L 80/27, Wind — 0–5 mph.)

41–60

Seemingly in rhythm with the lapping waves, periodic rain drops in vast amounts, quickly soaking all surfaces and washing away loose items. Between rainfalls, the sun attempts to burn away the moisture with blistering heat. Waves roll languidly, topping 6 feet in height but not steep enough to make more than an exaggerated rocking motion. The wind blows merrily, billowing out the sails of the ship and propelling the vessel over the large waves. (Temp H 89/32 L 71/22, Wind — 10–15 mph. Characters moving on deck during a deluge must succeed on a DC 6 Dexterity (Acrobatics) check or be knocked prone and pushed 10 feet in a random direction, and all exposed areas of the ship count as difficult terrain.)

61–80

A drizzle of rain, sometimes hard and sometimes light, falls continuously throughout the day. All surfaces are thoroughly soaked and heavy with water. The warmth of the occasional sun is diminished slightly by the cool rain, keeping it tolerable for all involved. Waves are present but pose no real threat to the direction of the ship or her course. The wind blows constantly, keeping the sails full but not pushing the limit of its capabilities. (Temp H 87/31 L 78/26, Wind — 15–20 mph.)

81–00

Heavy rain from unseen clouds pummels the ship and those on deck. Waves like great gray-green boulders smashing against the ship every minute. The overhead clouds have descended to a point where it seems the ship is in a large chamber. Wind hurtles against the vessel and its sail, trying to rip it from the mast and rigging. All loose items on deck vie for attention from the crashing waves or the blustery wind. (Temp H 91/33 L 80/27, Wind — 50–55 mph. Characters moving on deck must succeed on a DC 10 Dexterity (Acrobatics) check each round or be knocked prone and pushed 10 feet in a random direction. All exposed areas of the ship are lightly obscured and count as difficult terrain. Characters on deck also have disadvantage on Strength (Athletics) checks involving climbing and Constitution saving throws made to maintain concentration on a spell.)

RAIN/NIGHT

01–20

The cool of the night is accompanied by the patter of rain upon the deck. The humidity keeps the coolness of the night from being comfortable. The moon makes itself known through the clouds, illuminating a portion of the night sky to milky white. The waves crash against the hull as if trying to keep the ship from reaching its goal. The bounce of the ship as it passes over the waves keeps all but the soundest sleepers awake. (Temp H 33/90 L 22/71, Wind — 0–5 mph.)

21–40

Heavy rain from unseen clouds pummels the ship and those on deck. Waves can be seen in the dark like great gray-green boulders smashing against the ship every minute. The clouds press on the ship, cloaking all details over 10 feet away. Wind crashes against the vessel and its sail, trying to tear it from its supports. All loose items on deck vie for attention from the crashing waves or the blustery wind. (Temp H 33/91 L 27/80, Wind — 60–65 mph. Characters moving on deck must succeed on a DC 8 Dexterity (Acrobatics) check each round or be knocked prone and pushed 10 feet in a random direction. All exposed areas of the ship are lightly obscured and count as difficult terrain. Characters on deck also have disadvantage on Strength (Athletics) checks involving climbing and Constitution saving throws made to maintain concentration on a spell.)

41–60

Seemingly in rhythm with the lapping waves, periodic rain drops in vast amounts, quickly soaking all surfaces and washing away loose items. Waves roll languidly, topping 6 feet in height but not steep enough to make more than an exaggerated rocking motion. A light wind blows, carrying mist from the still warm water, visible in the occasional moonlight. (Temp H 76/25 L 71/22, Wind — 5–10 mph. Vision is reduced to 1/2 from the mist and the darkness. Darkvision is unaffected. Characters moving on deck must succeed on a DC 6 Dexterity (Acrobatics) check or be knocked prone. All exposed areas of the ship are lightly obscured and count as difficult terrain.)

61–80

A drizzle of rain, varying in strength continuously throughout during the nighttime hours. All surfaces are thoroughly soaked and heavy with water. The warmth of the day rapidly disappears, replaced with the humidity of the still evaporating water around the ship. Waves are present but pose no real threat to the direction of the ship. The wind blows constantly, keeping the sails full but not pushing the limit of its capabilities. (Temp H 80/27 L 78/26, Wind — 12–18 mph.)

81–00

A constant rain falls from gray clouds overhead, keeping all within it thoroughly soaked. The wind propels the ship slowly, seemingly held back by the rain, over the large hillock-shaped waves. Occasional lightning flashes illuminate the depth of the rain, looking like iron bars for as far as the eye can see, peppering the water. (Temp H 79/27 L 71/22, Wind — 5–10 mph. All exposed areas of the ship are lightly obscured and count as difficult terrain.)

DRY/DAY

01–20

The large sun dominates the sky but a swift breeze keeps the temperature to a more moderate level. Spray pulled up from the many waves, capped in white froth. The horizon is marked with a large bank of gray clouds, promising rain in the next day or two. (Temp H 90/33 L 75/24, Wind — 10–15 mph.)

21–40

Clouds run amok along the sky, occasionally blocking the sun and its warmth. The wind seemingly growls as it tears across the water at the ship. The sail quivers, trying to keep the wind from escaping. Waves rise up and crash against the hull of the ship, each impact like a bludgeon from nature itself. (Temp H 89/32 L 77/26, Wind — 45–50 mph. Characters moving on deck must succeed on a DC 8 Dexterity (Acrobatics) check each round or be knocked prone. All exposed areas of the ship count as difficult terrain, and characters on deck have disadvantage on Strength (Athletics) checks involving climbing and Wisdom (Perception) checks that rely on hearing.)

41–60

A crystal clear sky magnifies the sun, directing its heat against the ship and her crew. The wind puffs slowly, not enough to extinguish a candle, let alone cool the flesh of those in the open. Waves move across the water like a herd, trying to carry the ship along in their wake, fighting the vessel should it try to turn away. The spray carries over the rail into the faces of those on deck, quickly drying to leave powdered salt. (Temp H 92/34 L 87/31, Wind — 0–5 mph.)

61–80

The thick clouds overhead threaten to release their burden but maintain their hold for now. The moderate wind moves both the ship and the clouds, lifting the waves to heights of 10 feet, launching the spray into the air. The ship rolls with the impacts as it tips down one wave and up another, the prow having difficulty cutting through the water. (Temp H 89/32 L 82/29, Wind — 10–12 mph.)

81–100

The sky is clear, dotted with numerous small unimposing puffs of cloud. A steady wind blows, determined to cart items away in its embrace. The sun, high overhead, seems a greater distance than usual given the lack of heat generated. Abundant waves run to the horizon, making up for size with numbers. Churned to a gray-green only a few feet under the surface can be seen with any clarity; another indicator of the weak sun. (Temp H 79/27 L 77/26, Wind — 18–20 mph.)

DRY/NIGHT

01–20

Clear sky provides a view of the numerous constellations and guiding stars. Wind gusts from the North East create a flapping staccato to match the waves breaking on the hull of the ship. White-capped waves, visible in the moonlight, reach for the sailors on board, topping 7–8 feet. A slight mist can be felt in the wind; consequently, all surfaces are slick and shiny with moisture. (Temp H 80/27 L 79/27, Wind — 15–25 mph. Characters moving on deck must succeed on a DC 8 Dexterity (Acrobatics) check each round or be knocked prone. All exposed areas of the ship count as difficult terrain, and characters take a –1 penalty to Strength (Athletics) checks involving climbing and Wisdom (Perception) checks that rely on hearing.)

21–40

Clouds of stone gray run from horizon to horizon, extinguishing the stars and moon from view. The absence of wind allows the sails and rigging to hang listless, like cloth in a shop window. The water is unmarked, calm for many miles around the ship, waves visible in the far distance. Pressure seems to build, raising the temperature over several hours to just above a comfortable level. (Temp H 78/26 L 75/24, Wind — 0–5 mph. Experienced sailors know a storm is coming. Reroll on Tropical rain/day chart in 1d4 hours for result.)

41–60

The cool of the night is identified by the daytime heat escaping the decking, misting the moisture collected through the daylight hours. Raising the humidity to an uncomfortable level, it deadens the night sounds of the creaking riggings and lapping waves. Lone trenches of waves roll the ship as it moves through them like long strides of a great beast. Occasional clouds plunge the ship into darkness, allowing the moon and stars to peer through again in a few moments. (Temp H 90/33 L 78/26, Wind — 10–20 mph.)

61–80

Moon and gray clouds do battle overhead for dominance, sometimes plunging the world into darkness or a dim twilight. Numerous waves about the size of a man run the length of the water as far as the eye can see, all topped with a cone of greenish white froth. The rigging and sails have rivulets of collected water, which pools on the deck. Lines are heavy with water and deck boards are slick and shiny, sometimes reflecting the occasional starlight. (Temp H 78/26 L 75/24, Wind — 20–25 mph. Characters moving on deck must succeed on a DC 8 Dexterity (Acrobatics) check each round or be knocked prone. All exposed areas of the ship are lightly obscured and count as difficult terrain.)

81–100

Clear ebony night overhead provides astronomers and navigators a fine view of the stars and planets. A gentle wind blows from the West, flapping the sail and nettings. Small waves lap against the side of the boat like a heartbeat, reflections of the moon on the waves stand out against the black background of the water and night sky. (Temp H 79/27 L 75/24, Wind — 5–10 mph.)

TEMPERATE

RAIN/DAY

01–20

A gentle breeze blows, adding a slight chill to the damp air. Large drops patter along the deck, occasionally warmed by the sun and quickly evaporating. Gray white clouds fill the sky from horizon to horizon, predicting a constant rainfall. Waves are large in width but not in height, rocking the ship with the passage. (Temp H 70/22 L 54/13, Wind — 5–10 mph.)

21–40

Intense rain from ebony clouds pummel the ship and those unfortunate enough to be on deck. Waves like great gray-green boulders smashing against the ship every minute. The overhead clouds have descended to a point where it seems the ship is in a large subterranean chamber. The sail struggles to remain attached to the mast as the wind tries to rip it from the rigging. All loose items on deck vie for attention from the crashing waves or the blustery wind. (Temp H 64/18 L 62/17, Wind — 70–75 mph. Characters moving on deck must succeed on a DC 12 Dexterity (Acrobatics) check each round or be knocked prone and pushed 10 feet in a random direction. All exposed areas of the ship are lightly obscured and count as difficult terrain. Characters on deck have disadvantage on Strength (Athletics) checks involving climbing and Constitution saving throws made to maintain concentration on a spell.)

41–60

The sky carries a darker shade than normal, clouds so thick they block out all trace of light. Rain is propelled horizontally with the wind, hitting like daggers and needles, reducing vision to mere feet around each person. Winds blow loose objects and people unprepared for its force off course. Waves 15–30 feet high assault the ship, blowing over the rail and soaking sailors with its frigid embrace. (Temp H 79/27 L 75/24, Wind — 27–35 mph. Characters moving on deck must succeed on a DC 12 Dexterity (Acrobatics) check each round or be knocked prone and pushed 10 feet in a random direction. All exposed areas of the ship are heavily obscured and count as difficult terrain. Characters on deck also have disadvantage on Dexterity checks involving fine motor skills and Constitution saving throws made to maintain concentration on a spell.)

61–80

A constant rain falls from gray clouds overhead, keeping all within it thoroughly soaked. The wind propels the ship slowly, seemingly held back by the rain, over the large hillock-shaped waves. Occasional lightning flashes illuminate the depth of the rain, looking like iron bars for as far as the eye can see, peppering the water. (Temp H 61/17 L 53/12, Wind — 5–10 mph. All exposed areas of the ship are lightly obscured and count as difficult terrain. Characters on deck also have disadvantage on Strength (Athletics) checks involving climbing.)

81–100

A simple rain falls, creating a constant drone of rain on the wooden deck. The wind is not strong enough to alter the vertical direction of the rain, letting the sail hang like a soaked rag from the mast. The subtle waves rock the ship almost undetectably as they move on under currents. Clouds looking like an inverted mountain range press down upon the ship and crew. (Temp H 48/9 L 44/2, Wind — 5–20 mph.)

RAIN/NIGHT

01–20

Lightning-rippled clouds streak by overhead, waves lift like cliffs (6-15 feet) around the vessel. Rain alternates from side to side and straight down with the force of a hammer blow. Rivers of water course around the deck from the rain and waves, creating treacherous footing for all on board. The sails snap and crack as it fills with the wind, dropping deluges of collected rain to the deck below. Periodically, the sky lights up with a lightning blast nearby, painting everything in shades of white and gray; all other times, the charcoal sky and water bestow a sense of isolation. (Temp H 37/3 L 36/2, Wind — 55–60 mph. Characters moving on deck must succeed on a DC 14 Dexterity (Acrobatics) check each round or be knocked prone and pushed 15 feet in a random direction. All exposed areas of the ship are lightly obscured and count as difficult terrain. Characters on deck have disadvantage on Dexterity checks involving fine motor skills, Strength (Athletics) checks involving climbing, and Constitution saving throws made to maintain concentration on a spell.)

21–40

A constant rain falls from gray clouds overhead, keeping all within it thoroughly soaked. The wind propels the ship slowly, seemingly held back by the rain, over the large hillock-shaped waves. Occasional lightning flashes illuminate the depth of the rain, looking like iron bars for as far as the eye can see, peppering the water. (Temp H 42/6 L 39/5, Wind — 5–10 mph NE-E. All exposed areas of the ship are lightly obscured and count as difficult terrain. Characters on deck take a –1 penalty to Strength (Athletics) checks involving climbing.)

41–60

Thick rolling clouds erupt constantly with thunder and rain beating upon the wooden planks. The percussion of the rain is accented with the occasional spray of mountainous waves carried on the wind. Gusts of wind blow across the ship, attempting to pull everything along in its wake. Sight is reduced to feet, distance eliminated with the thick sheets of rain. (Temp H 59/16 L 48/10, Wind — 15–20 mph. Characters moving on deck must succeed on a DC 12 Dexterity (Acrobatics) check each round or be knocked prone. All exposed areas of the ship are heavily obscured and count as difficult terrain. Characters on deck have disadvantage on Dexterity checks involving fine motor skills, Strength (Athletics) checks involving climbing, and Constitution saving throws made to maintain concentration on a spell.)

61–80

Hurricane force rain and wind, the ship is tossed like a child's doll. Huge waves like mountains threaten to topple the vessel and launch the sailors into the unforgiving sea. Wind blows fiercely lifting all heavy objects not lashed down and propelling them around and off the ship. The sky and water are distinguishable, erasing the horizon as both are steel gray. (Temp H 62/17 L 54/13, Wind — 60–80 mph. Characters on deck must succeed on a DC 14 Dexterity (Acrobatics) check each round or be knocked prone and pushed 20 feet in a random direction. All exposed areas of the ship are heavily obscured and count as difficult terrain. Characters on deck have disadvantage on Dexterity checks and saving throws, Strength (Athletics) checks involving climbing, and Constitution saving throws made to maintain concentration on a spell.)

81–00

A simple rain falls, creating a constant drone of rain on the wooden deck. The wind is not strong enough to alter the vertical direction of the rain, letting the sail hang like a soaked rag from the mast. The subtle waves rock the ship almost undetectably as they move on under currents. Clouds looking like an inverted mountain range press down upon the ship and crew. Navigation can only be done through compass or landmarks. (Temp H 59/16 L 58/15, Wind — 5–10 mph.)

DRY/DAY

01–20

The large sun dominates the sky, but a swift breeze keeps the temperature to a cooler level. Spray pulled up from the many waves, capped in white froth and thrown across the deck. The horizon is marked with a large bank of gray clouds, promising rain in the next day or two. (Temp H 48/10 L 35/2, Wind — 10–15 mph.)

21–40

The sky is clear, dotted with numerous small unimposing puffs of cloud. A steady wind blows determined to cart items away in its embrace. The sun, high overhead seems a greater distance than usual given the lack of heat generated. Abundant waves run to the horizon, making up for size with numbers. Churned to a gray-green only a few feet under the surface can be seen with any clarity; another indicator of the weak sun. (Temp H 70/22 L 54/13, Wind — 18–20 mph.)

41–60

A crystal clear sky magnifies the sun directing its heat against the ship and her crew. The wind puffs slowly, not enough to extinguish a candle let alone cool the flesh of those warmer than usual day. Waves move across the water like a herd, trying to carry the ship along in their wake, fighting the vessel should it try to turn away. The spray carries over the rail into the faces of those on deck, quickly drying to leave traces of powdered salt. (Temp H 82/29 L 68/21, Wind — 5–10 mph. Sun stroke in 3d8 rounds unless properly attired for the sun. Characters on deck take a –1 penalty to Wisdom (Perception) checks that rely on sight and have disadvantage on Constitution saving throws made to maintain concentration on a spell.)

61–80

Sun and gray clouds do battle overhead for dominance, sometimes plunging the water into a dark twilight or bright daylight. Numerous waves, about the size of a man run the length of the water as far as the eye can see, all topped with a cone of white froth. The wind picks this froth from each and carries it along and coats all surfaces. This cooling spray makes the trip enjoyable for most on board, even in the shade. The rigging and sails flap in the breeze, occasionally dropping additional sprays to the deck, glinting like jewels in the periodic sun. (Temp H 75/25 L 61/17, Wind — 18–20 mph.)

81–00

Gray the colour of stone has been painted from horizon to horizon, plunging the day into twilight. The absence of wind allows the sails and rigging to hang listless, like cloth in a shop window. The water is unmarked, calm for many miles around the ship, waves visible in the far distance. Pressure seems to build, raising the temperature over several hours to a more comfortable level. (Temp H 64/18 L 51/11, Wind — 5–10 mph. Reroll in 4 game hours on the wet-day chart for the approaching storm.)

DRY/NIGHT

01–20

Clear sky provides a view of the numerous constellations and guiding stars. Wind gusts from the North East creating a flapping staccato to match the waves breaking on the hull of the ship. White capped waves, visible in the moonlight reach for the sailors on board, topping 7-8 feet. A slight mist can be felt in the wind; consequently, all surfaces are slick and shiny with moisture (Temp G 39/5 L 37/3, Wind — 15–25 mph. Characters moving on deck must succeed on a DC 6 Dexterity (Acrobatics) check each round or be knocked prone. Characters on deck take a –1 penalty to Wisdom (Perception) checks that rely on hearing and Strength (Athletics) checks involving climbing.)

21–40

Clear ebony night overhead provides astronomers and navigators a fine view of the stars and planets. A gentle wind blows from the South flapping the sail and nettings. Small waves lap against the side of the boat like a heartbeat; small white caps stand out stark against the black background of the water and night sky. (Temp H 64/18 L 62/17, Wind — 15–25 mph.)

41–60

An overcast sky blocks the view of all but the brightest stars and planets. Some navigation can still be done by experienced sailors. A breeze comes and goes, proving to be a fickle asset for the sails on the ship, waves playing tag rock the ship gently back and forth. (Temp H 79/27 L 75/24, Wind — 5–10 mph.)

61–80

Numerous stars turn the night sky into a twilight gray, offsetting the jet black of the calm water. A steady soft wind blows propelling the ship along on its way. The sound of the surf being cut by the hull is seemingly alone, periodically joined by the creak of the rigging and the soft voice of a sailor. (Temp H 61/17 L 53/12, Wind — 10–15 mph.)

81–00

A severe wind blows threatening to rip the sail from the mast, propelling the vessel over the waves like a toy. Thick ribbons of cloud race overhead like gray gashes in the constellations. Many large waves run the length of vision, occasionally growing to such a large size (45 feet) they threaten to topple the ship like flotsam. (Temp H 48/9 L 44/2, Wind — 60–65 mph. Characters on deck take a –1 penalty to Strength (Athletics) checks involving climbing and Constitution saving throws made to maintain concentration on a spell.)

ARCTIC

Wind chill is a real concern when the temperature drops below 32° F. Exposure to the wind risks frostbite for flesh. The effective temperature, for purposes of calculating potential harm caused by extreme cold, can be found in the Wind Chill Table.

RAIN/DAY

01–20

White gray clouds span from horizon to horizon, periodic deluges of snow drop upon the water and ship. The deck is quickly covered in a white blanket of snow, making progress slow around the ship. Finding equipment is difficult for the inexperienced sailor, boxes and barrels becoming nondescript objects in the snow. The wind moves the snow in various directions as it descends, moving the sails to half full with their strongest force. (Temp H –10/–23 L –15/–26, Wind — 10–15 mph. All exposed areas of the ship count as difficult terrain. See rules above for the consequences of exposure to extreme temperatures.)

21–40

Sleet drops like sheets of needles upon sailors in the open. The wind drives the sleet almost horizontally across the waves. Large mountains of water move across the area threatening to bash the vessel into submission. The steel gray sky rolls like the underside of a surf promising many hours of attack. The rigging creaks and sails moan ominously in the barrage of the storm. Movement along the deck is perilous at best; those in the upper reaches of the vessel cling for their lives. (Temp H –15/–27 L –25/–31, Wind — 20–25 mph. See rules above for the consequences of exposure to extreme temperatures. Characters moving on deck must succeed a DC 10 Dexterity (Acrobatics) check each round or be knocked prone and be pushed 10 feet in a random direction. All exposed areas of the ship are lightly obscured and count as difficult terrain. Characters on deck have disadvantage on Dexterity checks involving fine motor skills, Strength (Athletics) checks involving climbing, and Constitution saving throws made to maintain concentration on a spell.)

41–60

Freezing mist falls like a cloud landing on water. Wind is present but too weak to fill sails. Ice flows move on the sunken currents, dancing around the ship at great distances. Waves are subdued, seemingly moving in numerous directions, no pattern discernable. Ice forms on most surfaces with extended exposure, sails and rigging becoming rigid and hazardous with each passing hour. (Temp H –15/–26 L –20/–29, Wind — 0–5 mph. See rules above for the consequences of exposure to extreme temperatures. Characters moving on deck must succeed on a DC 10 Dexterity (Acrobatics) check each round or be knocked prone. All exposed areas of the ship are lightly obscured and count as difficult terrain.)

61–80

Lightning-rippled clouds streak by overhead, waves lift like cliffs (6–15 feet) around the vessel. Rain and sleet alternate from side to side and straight down with the force of a hammer blow. Ice coats all exposed surfaces in minutes, creating treacherous areas on the ship and rigging. The sails snap and crack as it fills with the wind, snow, and ice, chunks of collected ice dropping ice dropping to the deck below. Periodically, the sky lights up with a lightning blast nearby painting everything with in shades of white and gray, all other times the charcoal sky and water bestow a sense of isolation. (Temp H –20/–29 L –31/–35, Wind — 25–35 mph N. All exposed areas of the ship are lightly obscured and count as difficult terrain. 10% chance of course change required for ice formation in path of ship. See rules above for the consequences of exposure to extreme temperatures.)

81–00

The sky carries a darker shade than normal, clouds so thick they block out all trace of light. Rain is propelled horizontally with the wind, hitting like daggers and needles reducing vision to mere feet around each person. Ice forms on all surfaces, making passage difficult on deck. Winds blow loose objects and people unprepared for its force off course. Waves 5–30 feet high assault the ship, blowing over the rail and soaking sailors with its frigid embrace. (Temp H –20/–29 L –29/–34 mph. See rules above for the consequences of exposure to extreme temperatures. Characters moving on deck must succeed on a DC 14 Dexterity (Acrobatics) check each round or be knocked prone and pushed 10 feet in a random direction. All exposed areas of the ship are heavily obscured and count as difficult terrain. Characters on deck have disadvantage on Dexterity checks involving fine motor skills, Strength (Athletics) checks involving climbing, Wisdom (Perception) checks that rely on hearing.)

RAIN/NIGHT

01–20

Lightning-rippled clouds streak by overhead, waves lift like cliffs (6–15 feet) around the vessel. Hail alternates from side-to-side and straight down with the force of a hammer blow. Ice coats all exposed surfaces in minutes, creating treacherous areas on the ship and rigging. The sails snap and crack as it fills with the wind, snow, and ice, dropping chunks of ice to the deck below. Periodically, the sky lights up with a lightning blast nearby painting everything within shades of white and gray; all other times, the charcoal sky and water bestow a sense of isolation. (Temp H –20/–29 L –31/–35, Wind - 45–50 mph. Characters moving on deck must succeed on a DC 12 Dexterity (Acrobatics) check each round or be knocked prone and pushed 10 feet in a random direction. All exposed areas of the ship are heavily obscured and count as difficult terrain. Characters on deck have disadvantage on Strength (Acrobatics) checks involving climbing and Wisdom (Perception) checks that rely on hearing. See rules above for the consequences of exposure to extreme temperatures.)

21–40

Freezing mist falls like a cloud landing on the water. Wind is present but too weak to fill sails. Ice flows move on the sunken currents, dancing around the ship at great distances. Waves are subdued, seemingly moving in numerous directions, no pattern discernable. Ice forms on most surfaces with extended exposure, sails and rigging becoming rigid and hazardous with each passing hour. (Temp H –15/–23 L –20/–29, Wind - 0–5 mph. Characters moving on deck must succeed on a DC 10 Dexterity (Acrobatics) check each round or be knocked prone. All exposed areas of the ship are lightly obscured and count as difficult terrain. Characters on deck have disadvantage on Strength (Athletics) checks involving climbing and Wisdom (Perception) checks that rely on hearing. See rules above for the consequences of exposure to extreme temperatures.)

41-60

The night sky carries a darker shade than normal, clouds so thick they block out all trace of light. Rain is propelled horizontally with the wind, hitting like daggers and needles reducing vision to mere feet around each person. Ice forms on all surfaces making passage difficult on deck. Winds blow loose objects and people unprepared for its force off course. Waves 15-30 feet high assault the ship, blowing over the rail and soaking sailors with its frigid embrace. (Temp H -20/-29 L -29/-34, Wind - 27-35 mph. Characters moving on deck must succeed on a DC 14 Dexterity (Acrobatics) check each round or be knocked prone and pushed 10 feet in a random direction. All exposed areas of the ship are lightly obscured and count as difficult terrain. Characters on deck have disadvantage on Dexterity checks involving fine motor skills, Strength (Athletics) checks involving climbing, and Wisdom (Perception) checks that rely on hearing. See rules above for the consequences of exposure to extreme temperatures.)

61-80

Constant icy drizzle settles on all surfaces, turning the dark night into a dark gray, reducing vision to nearly non-existent. Frigid temperatures freeze the moisture within minutes on every surface. Travel across deck is difficult but manageable to those familiar with surroundings. Sound is subdued with the ice pellets, adding a muffling effect to conversations. Waves are unseen but can be felt hitting the deck every few seconds, occasionally bathing the deck with its spray, a testament to their height of several feet. (Temp H -10/-23 L -15/-26, Wind - 5-10 mph. Characters moving on deck must succeed on a DC 8 Dexterity (Acrobatics) check each round or be knocked prone. All exposed areas of the ship are lightly obscured and count as difficult terrain. Characters on deck take a -1 penalty to Wisdom (Perception) checks that rely on hearing.)

81-00

Large thick flakes drop around the ship, landing softly on the water before melting. Equipment and decking are quickly covered in a thick blanket of white snow. Waves roll languidly topping 6 feet in height but not steep enough to make more than an exaggerated rocking motion. A light wind blows carrying the flakes on the air currents, visible in the occasional moonlight. (Temp H 19/-7 L -2/-19, Wind - 5-10 mph. Characters moving on deck must succeed on a DC 6 Dexterity (Acrobatics) check each round or be knocked prone. All exposed areas of the ship are lightly obscured and count as difficult terrain.)

DRY/DAY

01-20

Clear blue sky overhead provides ample room for the bright sun to shine. Wind gusts from the North East, flapping the sail and nettings. White-capped waves, topping 7-8 feet high seem to pushing large chunks of ice along in their grasp. (Temp H -21/-29 L -28/-33, Wind - 10-15 mph. Those working while facing the sun must succeed on a DC 10 Constitution saving throw or be blinded for 1d4 hours. Characters with a natural sensitivity to light have disadvantage on this saving throw. 10% chance of course changed required for ice flow in path of ship.)

21-40

Sun and gray clouds do battle overhead for dominance, sometimes plunging the water into a dark twilight or bright daylight. Numerous waves, about the size of a man run the length of the water as far as the eye can see, all topped with a cone of white froth. The wind picks this froth from each and carries it along, freezing it to any surface it covers. The rigging and sails labour under the extra weight of the ice, glinting like jewels in the periodic sun. (Temp H -25/-32 L -32/-36, Wind - 20-25 mph. Characters moving on deck must succeed on a DC 10 Dexterity (Acrobatics) check each round or be knocked prone. All exposed areas of the ship count as difficult terrain. Characters on deck also take a -1 penalty to Strength (Athletics) checks involving climbing. 12% chance of course change required for ice flow in path of ship.)

41-60

Gray, the color of stone, has been painted from horizon to horizon, plunging the day into twilight. The absence of wind allows the sails and rigging to hang listless, like cloth in a shop window. The water is unmarked, calm for many miles around the ship, waves visible in the far distance. Pressure seems to build, raising the temperature over several hours to a more comfortable level. Icebergs in the distance hold steady like islands. (Temp H -17/-27 L -20/-29, Wind - 0-5 mph. Experienced sailors know a storm is coming. Reroll on Arctic day-rain chart in 1d4 hours for result. 2% chance of course change for icebergs in path of ship.)

61-80

Streamers of billowy clouds race overhead in the wind. Large waves buffet the ship attempting to carry it along with them. Wind assaults the vessel hard from the west, never wavering or letting up. Tacking into the wind seems impossible from its vicious force while tacking with the wind runs a risk of never getting control of the ship back. (Temp H -20/-29 L -27/-33, Wind - 35-40 mph. Characters moving on deck must succeed on a DC 6 Dexterity (Acrobatics) check each round or be knocked prone and pushed 5 feet in a random direction.)

81-00

The air burns with the wind chill, crusting ice all over the ship, the sun adding no aid to the frigid temperature. Clouds are non-existent in the sky, collecting only on the horizons. While filling the sails, the wind steals the breath from those on deck freezing exposed flesh in minutes. (Temp H -18/-28 L -35/-37, Wind - 45-50 mph. Characters moving on deck must succeed on a DC 8 Dexterity (Acrobatics) check each round or be knocked prone and pushed 10 feet in a random direction. All exposed areas of the ship count as difficult terrain. Characters on deck take a -1 penalty on Strength (Athletics) checks involving climbing.)

DRY/NIGHT

01-20

Clear ebony night overhead provides astronomers and navigators a fine view of the stars and planets. A gentle wind blows from the South, flapping the sail and nettings. Small waves lap against the side of the boat like a heartbeat, icebergs stand out stark white against the black background of the water and night sky. (Temp H -20/-29 L -25/-32, Wind - 5-10 mph. 10% chance of course changes required for ice flow in path of ship.)

21-40

Large clouds move overhead, blocking the stars and moon with their bulk. The ship rolls gently on the waves as it rides through the water. Occasionally, larger waves provide a small drop for the vessel as it is carried over the lip of the wave. The strong wind takes the ship along with it, filling the sails and pulling at cloaks of those on board. (Temp H -22/-30 L -26/-32, Wind - 10-15 mph. Characters on deck take a -1 penalty to Wisdom (Perception) checks that rely on hearing.)

41-60

Clouds block all stars and only hint at the location of the moon, adding a claustrophobic feel to the trip. The absence of wind allows the sails and rigging to hang listless, like cloth in a shop window. The ebony water ripples in the soft breeze, white caps standing out like glowing embers. (Temp H -19/-28 L -25/-32, Wind - 0-5 mph. 2% chance of course change for icebergs in path of ship.)

61-80

Partial clouds cover sections of the sky, seemingly unmoving. Large waves buffet the ship attempting to carry it along with them. Wind assaults the vessel hard from the west, never wavering or letting up. Travel during the night at full sail run double risk of collision with ice. (Temp H -25/-31 L -29/-33, Wind - 25-35 mph. Characters moving on deck must succeed on a DC 6 Dexterity (Acrobatics) check each round or be knocked prone. 15% chance of course change for ice.)

80-00

Wisps of cloud move across the sky sometimes blocking the stars. The brightness of the visible stars and moon provides ample light to maneuver around the ship and perform most tasks. The ever-present wind provides enough force to keep the ship moving at optimum speed. The absence of spray from the calm waters allows for equipment to dry. (Temp H -29/-34 L -31/-35, Wind — 20-25 mph.)

EQUATORIAL

Within the Equatorial region, humidity is issue for temperature measurement. Reference to the Humidity Table will bring about a more realistic gauge for temperature; consequently, the effects of heat upon those traveling the waves should be watched closely.

RAIN/DAY

01-20

A heavy wind blows, adding a texture to the warm rain falling. Large drops patter along the deck, occasional sunshine warm the decks, quickly evaporating the rain and adding to the humidity. A sticky aspect of the air grows throughout the day as the humidity rises. Sunlight glints off the water like numerous smaller suns, blinding those not ready for the effect. Waves are large in width but not in height, rocking the ship with their passage. (Temp H 89/32 L 80/27, Wind — 30-35 mph. Characters on deck take a -1 penalty to Constitution saving throws made to maintain concentration on a spell.)

21-40

Heavy rain pummels the ship and those on board, quickly soaking all equipment and people. The waves are sedated, rarely topping 5 feet, seemingly held down with the impact of the rain. The sun tries to pierce the cloud cover with its intense glare, only succeeding in raising the temperature. Wind is non-existent, hammered to submission by the heavy rain. (Temp H 75/24 L 71/22, Wind — 0-5 mph.)

41-60

Seemingly in rhythm with the lapping waves, periodic rain drops in vast amounts, quickly soaking all surfaces and washing away loose items. Between rainfalls, the sun attempts to burn away the moisture with blistering heat, never quite successful and so leaving all with a heaviness of moisture. Waves roll languidly topping 6 feet in height but not steep enough to make more than an exaggerated rocking motion. The wind blows merrily, billowing out the sails of the ship and propelling the vessel over the large waves. (Temp H 79/27 L 71/22, Wind — 10-15 mph. Characters moving on deck during a deluge must succeed on a DC 6 Dexterity (Acrobatics) check or be knocked prone and pushed 10 feet in a random direction, and all exposed areas of the ship count as difficult terrain.)

61-80

A drizzle of rain, sometimes hard and sometimes light, falls continuously throughout the day. All surfaces are thoroughly soaked and heavy with water. The warmth of the occasional sun is diminished slightly by the cool rain, keeping it tolerable for all involved. Waves are present but pose little threat to the navigation of the ship or to the course she desires to take. The wind blows constantly, keeping the sails full but not pushing the limit of its capabilities. (Temp H 87/31 L 78/26, Wind — 15-20 mph.)

81-00

Heavy rain from unseen clouds pummels the ship and those on deck. Waves like great gray-green boulders smashing against the ship every minute. The overhead clouds have descended to a point where it seems the ship is in a large chamber. Wind hurtles against the vessel and its sail, trying to rip it free from the mast and rigging. All loose items are tossed around the decking, creating hazards for those on deck. (Temp H 80/27 L 74/24, Wind — 50-55 mph. Characters moving on deck must succeed on a DC 10 Dexterity (Acrobatics) check each round or be knocked prone and pushed 10 feet in a random direction. All exposed areas of the ship count as difficult terrain. Characters on deck also have disadvantage on Strength (Athletics) checks involving climbing and Constitution saving throws made to maintain concentration on a spell.)

RAIN/NIGHT

01-20

The humidity of the night is made comfortable by the patter of rain upon the deck. The coolness of the rain seems to steal some of the weight of the air. The thin clouds mask the presence of the stars but leave a large halo where the moon tries to shine. The waves crash against the hull as if trying to keep the ship from reaching its goal. The bounce of the ship as it passes over the waves keeps all but the soundest sleepers awake. (Temp H 80/27 L 71/22, Wind — 0-5 mph.)

21-40

Heavy rain from ebony clouds press down on the ship and those on deck. Waves can be seen in the dark like great gray-green boulders smashing against the ship every minute. The overhead clouds have descended to a point where it seems the ship is in a large chamber. Wind hurtles against the vessel and its sail, trying to rip it from the mast and rigging. All loose items on deck vie for attention from the crashing waves or the blustery wind. (Temp H 77/26 L 62/17, Wind — 20-25 mph. Characters moving on deck must succeed on a DC 10 Dexterity (Acrobatics) check each round or be knocked prone. All exposed areas of the ship are lightly obscured and count as difficult terrain. Characters on deck also have disadvantage on Strength (Athletics) checks involving climbing and Constitution saving throws made to maintain concentration on a spell.)

41-60

Seemingly in rhythm with the lapping waves, periodic rain drops in vast amounts, quickly soaking all surfaces and washing away loose materials. Waves roll languidly, topping 6 feet in height but not steep enough to make more than an exaggerated rocking motion. A light wind blows carrying a humid mist from the still warm water, visible in the intermittent moonlight. (Temp H 76/25 L 71/22, Wind — 5-10 mph. Characters moving on deck must succeed on a DC 6 Dexterity (Acrobatics) check each round or be knocked prone and pushed 10 feet in a random direction. All exposed areas of the ship are lightly obscured and count as difficult terrain.)

61-80

A drizzle of rain, sometimes hard and sometimes light, falls continuously during the nighttime hours. All surfaces are thoroughly soaked and heavy with water. The warmth of the day rapidly disappears, replaced with the humidity of the still evaporating water around the ship. The waves are smaller than normal and works with the rain to stay weak enough to be inconsequential. The wind blows constantly, keeping the sails full but not pushing the limit of its capabilities. (Temp H 80/27 L 78/26, Wind — 12-18 mph.)

81-00

A thrashing rain accompanies hurricane force winds. In the distance amid lightning flashes, water spouts can be seen reaching for the sky. Waves, the size of small mountains, rise above the vessel giving the ship a wide span of view when atop a wave, and a sense of claustrophobia when in a gully. (Temp H 79/27 L 71/22, Wind — 45-50 mph. Characters moving on deck must succeed on a DC 14 Dexterity (Acrobatics) check each round or be knocked prone and pushed 15 feet in a random direction. All exposed areas of the ship are lightly obscured and count as difficult terrain. Characters on deck also have disadvantage on Strength (Athletics) checks involving climbing.)

DRY/DAY

01-20

The large sun dominates the sky but a swift breeze keeps the temperature to a more moderate level. Spray pulled up from the many waves, capped in white froth. The horizon is marked with a large bank of gray clouds, promising rain in the next day or two. The humidity rises throughout the day adding a weight to the sun which saps the strength of those not acquainted with the Equatorial waters. (Temp H 81/28 L 75/24, Wind — 10-15 mph.)

Clouds run amok along the sky, occasionally blocking the sun and its warmth. The wind seemingly growls as it tears across the water at the ship. The sail quivers, trying to keep the wind from escaping. Waves rise up and crash against the hull of the ship each impact like a bludgeon from nature itself. (Temp H 77/26 L 74/24, Wind — 60–65 mph. Characters moving on deck must succeed on a DC 10 Dexterity (Acrobatics) check each round or be knocked prone and pushed 10 feet in a random direction. All exposed areas of the ship count as difficult terrain. Characters on deck also have disadvantage on Strength (Athletics) checks involving climbing and Wisdom (Perception) checks that rely on hearing.)

21–40

A crystal clear sky magnifies the sun, directing its heat against the ship and her crew. The wind puffs slowly, not enough to extinguish a candle, let alone cool the flesh of those in the open. Waves move across the water like a herd, trying to carry the ship along in their wake, fighting the vessel should it try to turn away. The spray carries over the rail into the faces of those on deck, quickly drying to leave powdered salt. (Temp H 77/26 L 74/23, Wind — 0–5 mph.)

41–60

The thick clouds overhead threaten to release their burden, moisture released in the form of a thick palpable air. While no rain has fallen during the day, all surfaces are beaded with sweat and spray from the moisture-laced air. The moderate wind moves both the ship and the clouds, lifting the waves to heights of 10 feet, launching the spray into the air. The ship rolls with the impacts as it tips down one wave and up another, the prow having difficulty cutting through the water. (Temp H 77/26 L 75/24, Wind — 10–12 mph.)

61–80

The sky is clear, dotted with numerous small, unimposing puffs of cloud. A steady wind blows, determined to cart items away in its embrace. The sun, high overhead, seems a greater distance than usual, given the lack of heat generated. Abundant waves run to the horizon, making up for size with numbers. Churned to a gray-green, only a few feet under the surface can be seen with clarity; another indicator of the weak sun. (Temp H 79/27 L 77/26, Wind — 20–25 mph.)

81–00

DRY/NIGHT

Clear sky provides a view of the numerous constellations and guiding stars. Wind gusts from the South West, creating a flapping staccato to match the waves breaking on the hull of the ship. White-capped waves, visible in the moonlight, reach for the sailors on board, topping 7–8 feet. A slight mist can be felt in the wind; consequently, all surfaces are slick and shiny with moisture. (Temp H 75/25 L 61/17, Wind — 15–25 mph. Characters moving on deck must succeed on a DC 6 Dexterity (Acrobatics) check each round or be knocked prone. All exposed areas of the ship count as difficult terrain. Characters on deck also take a –1 penalty to Strength (Athletics) checks involving climbing and Constitution saving throws made to maintain concentration on a spell.)

01–20

Clouds of stone gray run from horizon to horizon, extinguishing the stars and moon from view. The absence of wind allows the sails and rigging to hang listless, like cloth in a shop window. The water is unmarked, calm for many miles around the ship, waves visible in the far distance. Pressure seems build, raising the temperature over several hours to just above a comfortable level. (Temp H 76/25 L 75/24, Wind — 0–5 mph. Experienced sailors know a storm is coming. Reroll on Equatorial day–rain chart in 1d4 hours for result.)

21–40

The cool of the night is identified by the daytime heat escaping the decking, misting the moisture collected through the daylight hours. Raising the humidity to an uncomfortable level, it deadens the night sounds of creaking riggings and lapping waves. Long trenches of waves roll the ship as it moves through them like long strides of a great beast. Occasional clouds plunge the ship into darkness, allowing the moon and stars to peer through again in a few moments. (Temp H 76/25 L 69/21, Wind — 10–20 mph.)

41–60

Periodic clouds block the moon and stars, stealing their dim light and guidance. Numerous waves, about the size of a man, run the length of the water as far as the eye can see, all topped with a cone of greenish white froth. The rigging and sails have rivulets of collected water, which pools on the deck. Lines are heavy with water, and deck boards are slick and shiny, reflecting any light source. (Temp H 78/26 L 75/24, Wind — 20–25 mph. Characters moving on deck must succeed on a DC 6 Dexterity (Acrobatics) check each round or be knocked prone. All exposed areas of the ship count as difficult terrain. Characters on deck also take a –1 penalty to Strength (Athletics) checks involving climbing and Wisdom (Perception) checks that rely on sight.)

61–80

Clear ebony night overhead provides astronomers and navigators a fine view of the stars and planets. A gentle wind blows from the West, flapping the sail and nettings. Small waves lap against the side of the boat like a heartbeat, reflections of the moon on the waves stand out stark white against the black background of the water and night sky. (Temp H 79/27 L 75/24, Wind — 5–10 mph.)

81–00

SPRING

TROPICAL

Heat stroke is a risk for any who travel the warm regions of the world. Those exerting themselves must succeed on a DC 10 Constitution saving throw for each hour of strenuous work or gain a level of exhaustion. For each cumulative hour of strenuous work, the DC of subsequent saves increases by 1. Resting in shaded areas for 10 minutes per hour negates the +1 to the DC for that hour. Spell components run a 10% chance of spoiling in humidity, if you determine they are subject to such damage.

RAIN/DAY

A gentle breeze blows, adding a pleasant cooling to the warm rain falling. Large drops patter along the deck, and occasional sunshine warm the deck, quickly evaporating the rain and adding to the humidity. A sticky aspect of the air grows throughout the day as the humidity rises. Sunlight sparkles off the water like numerous smaller suns, blinding those unprepared for the effect. Waves are large in width but not in height, rocking the ship with their passage. (Temp H 85/30 L 78/26, Wind — 5–10 mph. Characters on deck have disadvantage on Constitution saving throws made to maintain concentration on a spell.)

01–20

Heavy rain pummels the ship and those on board, quickly drenching all equipment and people. The waves are minimal, rarely topping 5 feet, seemingly held down with the rain. The sun tries to penetrate the cloud cover with its intense glare, only succeeding in raising the temperature. Wind is non-existent, hammered to submission by the heavy rain. (Temp H 91/33 L 88/31, Wind — 0–5 mph.)

21–40

Seemingly in rhythm with the lapping waves, periodic rain drops in vast amounts, quickly soaking all surfaces and washing away loose items. Between rainfalls the sun attempts to burn away the moisture with blistering heat. Waves roll languidly, topping 6 feet in height but not steep enough to make more than an exaggerated rocking motion. The wind blows merrily, billowing out the sails of the ship and propelling the vessel over the large waves. (Temp H 89/32 L 71/22, Wind — 10–15 mph. Characters moving on deck during a deluge must succeed on a DC 6 Dexterity (Acrobatics) check or be knocked prone and pushed 10 feet in a random direction, and all exposed areas of the ship count as difficult terrain.)

41–60

61–80 A drizzle of rain, alternating between light and hard, falls continuously throughout the day. All surfaces are thoroughly waterlogged and heavy with water. The warmth of the occasional sun is diminished slightly by the cool rain, keeping it tolerable for all involved. Waves are present but pose no real threat to the direction of the ship or her course. The wind blows constantly, keeping the sails full but not pushing the limit of its capabilities. (Temp H 86/30 L 75/24, Wind — 30–35 mph.)

81–00 Grayish clouds dump heavy rains upon the ship and her riders. Waves like great gray-green boulders smashing against the ship every minute. The overhead clouds have descended to a point where it seems the ship is in a large chamber. Wind hurtles against the vessel and its sail, trying to rip it from the mast and rigging. All loose items on deck vie for attention from the crashing waves or the blustery wind. (Temp H 90/33 L 80/27, Wind — 20–25 mph. Characters moving on deck must succeed on a DC 10 Dexterity (Acrobatics) check each round or be knocked prone. All exposed areas of the ship are lightly obscured and count as difficult terrain. Characters on deck also have disadvantage on Strength (Athletics) checks involving climbing and Constitution saving throws made to maintain concentration on a spell.)

RAIN/NIGHT

01–20 The cool of the night is accompanied by the patter of rain upon the deck. The humidity keeps the coolness of the night from becoming comfortable. The moon makes itself known through the clouds, illuminating a portion of the night sky to milky white. The waves crash against the hull as if trying to keep the ship from reaching its goal. The bounce of the ship as it passes over the waves keeps all but the soundest sleepers awake. (Temp H 89/32 L 78/26, Winds — 0–15 mph.)

21–40 Falling rain eliminates possible viewing of any distance greater than 50 feet. Waves can be seen in the dark like great gray-green boulders smashing against the ship every minute. Wind hurtles against the vessel and its sail, trying to rip it from the mast and rigging. The strong wind tries to steal any small items from the ship through sheer determination and strength. (Temp H 87/31 L 81/27, Wind — 45–50 mph. Characters moving on deck must succeed on a DC 12 Dexterity (Acrobatics) check each round or be knocked prone and pushed 10 feet in a random direction. All exposed areas of the ship are lightly obscured and count as difficult terrain. Characters on deck also have disadvantage on Strength (Athletics) checks involving climbing and Constitution saving throws made to maintain concentration on a spell.)

41–60 The waves rock the ship in cadence to the heavy rain, quickly soaking all surfaces and washing away loose items. Waves roll languidly, topping 6 feet in height but not steep enough to make more than an exaggerated rolling motion. A light wind blows carrying mist from the still warm water, visible in the occasional moonlight. (Temp H 85/30 L 78/26, Wind — 5–10 mph. Characters moving on deck during a deluge must succeed on a DC 6 Dexterity (Acrobatics) check each round or be knocked prone and pushed 10 feet in a random direction. All exposed areas of the ship are lightly obscured and count as difficult terrain.)

61–80 A thick misting of rain keeps all items and equipment saturated. The comfort of the day rapidly disappears, replaced with the humidity of the still evaporating water around the ship. Waves are present but pose no real threat to the ship. The wind blows constantly, keeping the sails full but not pushing the limit of its capabilities. (Temp H 83/28 L 72/22, Wind — 25–30 mph.)

81–00 A continual rain falls from gray clouds overhead, keeping all within it thoroughly soaked. The wind propels the ship slowly, seemingly held back by the rain, over the large hillock-shaped waves. Occasional lightning flashes illuminate the depth of the rain, looking like iron bars for as far as the eye can see, peppering the water. (Temp H 89/32 L 85/30, Wind — 5–10 mph. All exposed areas of the ship are lightly obscured and count as difficult terrain. Characters on deck also take a –1 penalty to Strength (Athletics) checks involving climbing.)

DRY/DAY

01–20 The large sun dominates the sky but a swift breeze keeps the temperature to a more moderate level. Spray is pulled up from the many waves, capped in white froth. The horizon is marked with a large bank of gray clouds promising rain in the next day or two. (Temp H 91/33 L 79/26, Wind — 20–25 mph.)

21–40 Clouds run amok along the sky, occasionally blocking the sun and its warmth. The wind seemingly howls as it tears across the water at the ship. The sail quivers, trying to keep the wind from escaping. Waves rise up and crash against the hull of the ship, each impact like a bludgeon from nature itself. (Temp H 86/30 L 79/26, Wind — 60–65 mph. Characters moving on deck must succeed on a DC 12 Dexterity (Acrobatics) check each round or be knocked prone and be pushed 10 feet in a random direction. Characters on deck also have disadvantage on Strength (Athletics) checks that rely on hearing.)

41–60 A crystal clear sky magnifies the sun, directing its heat against the ship and her crew. The wind puffs slowly, not enough to quench the heat from the flesh of those in the open. Waves move across the water like a herd, trying to carry the ship along in their wake, fighting the vessel should it try to turn away. The spray carries over the rail into the faces of those on deck, quickly drying to leave powdered salt. (Temp H 85/30 L 73/23, Wind — 0–5 mph.)

61–80 The thick clouds overhead threaten to release their burden but maintain their hold for now. The moderate wind moves both the ship and the clouds, lifting the waves to heights of 10 feet, launching the spray into the air. The ship rolls with the impacts as it tips down one wave and up another, the prow having difficulty cutting through the water. (Temp H 87/31 L 79/26, Wind — 20–25 mph.)

81–00 The sky is clear, dotted with numerous small, unimposing puffs of cloud. A steady wind blows, determined to cart items away in its embrace. The sun, high overhead, seems a greater distance than usual given the lack of heat generated. Abundant waves run to the horizon, making up for size with numbers. Churned to a gray-green, only a few feet under the surface can be seen with any clarity; another indicator of the weak sun. (Temp H 84/29 L 72/22, Wind — 18–20 mph.)

DRY/NIGHT

01–20 Clear sky provides a view of the numerous constellations and guiding stars. Wind gusts from the North East, creating a flapping staccato to match the waves breaking on the hull of the ship. White-capped waves, visible in the moonlight, reach for the sailors on board, topping 7–8 feet. A slight mist can be felt in the wind; consequently, all surfaces are slick and shiny with moisture. (Temp H 86/30 L 75/24, Wind — 15–25 mph. Characters moving on deck must succeed on a DC 6 Dexterity (Acrobatics) check each round or be knocked prone. All exposed areas of the ship count as difficult terrain. Characters on deck also take a –1 penalty to Strength (Athletics) checks involving climbing and Wisdom (Perception) checks that rely on hearing.)

21-40

Clouds of stone gray run from horizon to horizon, extinguishing the stars and moon from view. The absence of wind allows the sails and rigging to hang listless, like cloth in a shop window. The water is unmarked, calm for many miles around the ship, waves visible in the far distance. Pressure seems to build, raising the temperature over several hours to just above a comfortable level. (Temp H 78/26 L 73/23, Wind — 0-5 mph. Experienced sailors know a storm is coming. Reroll on Tropical day-rain chart in 1d4 hours for result.)

41-60

The cool of the night is easily identified by the daytime heat escaping the decking, misting the moisture collected through the daylight hours. Raising the humidity to an uncomfortable level, it deadens the night sounds of creaking riggings and lapping waves. Long trenches of waves roll the ship as it moves through them like long strides of a great beast. Occasional clouds plunge the ship into darkness, allowing the moon and stars to peer through again in a few moments. (Temp H 88/31 L 80/27, Wind — 10-20 mph.)

61-80

Moon and gray clouds do battle overhead for dominance, sometimes plunging the world into a dark twilight or bright daylight. Numerous waves, about the size of a man, run the length of the water as far as the eye can see, all topped with a cone of grayish white froth. The rigging and sails have rivulets of collected water, which pools on the deck. Lines are heavy with water, and deck boards are slick and shiny, sometimes reflecting the occasional illumination. (Temp H 78/26 L 75/24, Wind — 20-25 mph. Characters moving on deck must succeed on a DC 6 Dexterity (Acrobatics) check each round or be knocked prone. All exposed areas of the ship count as difficult terrain. Characters on deck also take a -1 penalty to Strength (Athletics) checks involving climbing and Wisdom (Perception) checks that rely on sight.)

81-00

Clear ebony night overhead provides astronomers and navigators a fine view of the stars and planets. A gentle wind blows from the West, flapping the sail and nettings. Small waves lap against the side of the boat like a heartbeat, reflections of the moon on the waves stand out stark white against the black background of the water and night sky. (Temp H 75/24 L 72/22, Wind — 5-10 mph.)

TEMPERATE

RAIN/DAY

01-20

A gentle breeze blows, adding a slight chill to the damp air. Large drops patter along the deck, occasionally warmed by the periodic sun and quickly evaporating. Gray white clouds fill the sky from horizon to horizon, predicting a constant rainfall. Waves are large in width but not in height, rocking the ship with their passage. (Temp H 39/5 L 37/3, Wind — 5-10 mph.)

21-40

Heavy rain from ebony clouds pummel the ship and those unfortunate enough to be on deck. Waves like great grayish green hammers smashing against the ship every minute. The overhead clouds have descended to a point where they encase the ship in a large subterranean chamber. Wind plunges against the vessel and its sail, trying to tip it from the mast and rigging. All loose items on deck vie for attention from the crashing waves or the blustery wind. (Temp H 45/7 L 36/3, Wind — 35-45 mph. Characters moving on deck must succeed on a DC 10 Dexterity (Acrobatics) check each round or be knocked prone and pushed 10 feet in a random direction. All exposed areas of the ship are lightly obscured and count as difficult terrain. Characters on deck also have disadvantage on Strength (Athletics) checks involving climbing and Wisdom (Perception) checks that rely on hearing.)

41-60

The sky carries a darker shade than normal, clouds so thick they block out all trace of light. Rain is propelled horizontally with the wind, hitting like daggers and needles, reducing vision to mere feet around each person. Winds blow loose objects and people unprepared for its force off course. Waves 15-30 feet high assault the ship, blowing over the rail and soaking sailors with its frigid embrace. (Temp H 42/6 L 40/4, Wind — 45-50 mph. Characters moving on deck must succeed on a DC 14 Dexterity (Acrobatics) check each round or be knocked prone and pushed 15 feet in a random direction. All exposed areas of the ship are lightly obscured and count as difficult terrain. Characters on deck also have disadvantage on Strength (Athletics) checks involving climbing, Dexterity checks involving fine motor skills, Wisdom (Perception) checks that rely on hearing.)

61-80

A constant rain falls from gray clouds overhead, keeping all within it thoroughly soaked. The wind propels the ship slowly, seemingly held back by the rain, over the large hillock-shaped waves. Occasional lightning flashes illuminate the depth of the rain, looking like iron bars for as far as the eye can see, peppering the water. (Temp H 42/6 L 35/2, Wind — 5-10 mph. Characters moving on deck must succeed on a DC 6 Dexterity (Acrobatics) check each round or be knocked prone. All exposed areas of the ship are lightly obscured and count as difficult terrain.)

81-00

The drone of the rain on the wooden deck becomes hypnotic after a time. The wind is not strong enough to alter the vertical direction of the rain, letting the sail hang like a soaked rag from the mast. The subtle waves rock the ship almost undetectably as they move by on unseen currents. Clouds looking like an inverted mountain range press down upon the ship and crew. (Temp H 48/10 L 40/4, Wind — 5-10 mph.)

RAIN/NIGHT

01-20

Lightning-rippled clouds streak by overhead; waves lift like cliffs (6-15 feet) around the vessel. Large rain drops alternate from side-to-side and straight down with the force of a hammer blow. Rivers of water course around the deck from the rain and waves, creating treacherous footing for all on board. The sails snap and crack as it fills with the wind, dropping deluges of collected rain to the deck below. Periodically, the sky lights up with a lightning blast nearby, painting everything in shades of white and gray; all other times, the charcoal sky and water bestow a sense of isolation. (Temp H 36/3 L 26/-3, Wind — 30-35 mph. Characters moving on deck must succeed on a DC 14 Dexterity (Acrobatics) check each round or be knocked prone and pushed 15 feet in a random direction. All exposed areas of the ship are lightly obscured and count as difficult terrain. Characters on deck also have disadvantage on Dexterity checks involving fine motor skills and Constitution saving throws made to maintain concentration on a spell.)

21-40

A constant rain falls from gray clouds overhead, keeping all within thoroughly soaked. The wind propels the ship slowly, seemingly held in check by the rain, over the large hillock-shaped waves. Occasional lightning flashes illuminate the depth of the rain, looking like fine iron bars for as far as the eye can see, peppering the water. (Temp H 43/6 L 31/0, Wind — 5-10 mph. Characters moving on deck must succeed on a DC 6 Dexterity (Acrobatics) check each round or be knocked prone. All exposed areas of the ship are lightly obscured and count as difficult terrain. Characters on deck also take a -1 penalty to Strength (Athletics) checks involving climbing.)

41–60	<p>Thick, rolling clouds erupt continuously with thunder and rain, beating upon the wooden planks. The percussion of the rain is accented with the occasional spray of mountainous waves carried on the wind. Gusts of wind blow across the ship attempting to pull everything along in its wake. Sight is reduced to feet, distance eliminated with thick sheets of rain. (Temp H 41/5 L 38/3, Wind — 30–50 mph. Characters moving on deck must succeed on a DC 12 Dexterity (Acrobatics) check each round or be knocked prone and pushed 10 feet in a random direction. All exposed areas of the ship are heavily obscured and count as difficult terrain. Characters on deck also take a –1 penalty to Dexterity checks involving fine motor skills and Constitution saving throws made to maintain concentration on a spell.)</p>	<p>Sun and gray clouds do battle overhead for dominance, sometimes plunging the ship into a dark twilight or bright daylight. Numerous waves, about the size of a man, run the length of the water as far as the eye can see, all topped with a cone of greenish-white froth. The wind picks this froth from each and carries it along, coating all surfaces. This cooling spray makes the trip enjoyable for most on board, even in the shade. The rigging and sails flap in the breeze, occasionally dropping additional sprays to the deck, glinting like jewels in the periodic sun. (Temp H 44/7 L 39/4, Wind — 18–20 mph.)</p>
61–80	<p>Hurricane force rain and winds; consequently, the ship is tossed like a child's doll. Huge waves like mountains threaten to topple the vessel and launch the sailors into the unforgiving sea. Wind blows fiercely, lifting all heavy objects or small creatures not lashed down and propelling them around and off the ship. The sky and water are undistinguishable; erasing the horizon as both are steel gray. (Temp H 35/2 L 29/–2, Wind — 80–90 mph. Characters moving on deck must succeed on a DC 15 Dexterity (Acrobatics) check each round or be knocked prone and pushed 20 feet in a random direction. All exposed areas of the ship are lightly obscured and count as difficult terrain. Characters on deck also have disadvantage on Dexterity checks and saving throws, Strength (Athletics) checks involving climbing, Wisdom (Perception) checks that rely on hearing.)</p>	<p>Gray the color of stone has been painted from horizon to horizon, plunging the day into twilight. The absence of wind allows the sails and rigging to hang lifeless, like cloth in a shop window. The water is unmarked, calm for many miles around the ship, waves visible in the far distance. Pressure seems to build, raising the temperature over several hours to a more comfortable level. (Temp H 37/3 L 32/0, Wind — 5–10 mph. Reroll in 4 game hours on the wet-day chart for the approaching storm.)</p>
81–00	<p>A simple rain falls, creating a drumbeat of rain on the wooden deck. The wind is not strong enough to alter the vertical direction of the rain, letting the sail hang like a soaked rag from the mast. The subtle waves rock the ship almost undetectably as they move on under currents. Clouds looking like an inverted mountain range press down upon the ship and crew. Navigation can only be done through compass or landmarks. (Temp H 37/3 L 28/–2, Wind — 5–10 mph.)</p>	<p>DRY/NIGHT</p> <p>Clear sky provides a view of the numerous constellations and guiding stars. Wind gusts from the East, creating a flapping staccato to match the waves breaking on the hull of the ship. White-capped waves, visible in the moonlight, reach for the sailors on board, topping 7–8 feet. A slight mist can be felt in the wind; consequently, all surfaces are slick and shiny with moisture (Temp H 38/4 L 31/0, Wind — 15–25 mph. Characters moving on deck must succeed on a DC 6 Dexterity (Acrobatics) check each round or be knocked prone. All exposed areas of the ship count as difficult terrain. Characters on deck also take a –1 penalty to Strength (Athletics) checks involving climbing and Wisdom (Perception) checks that rely on hearing.)</p>
01–20	<p>The large sun governs the sky, but a swift breeze keeps the temperature to a cooler level. Spray is pulled up from the many waves, capped in white froth and thrown across the deck. The horizon is marked with a large bank of gray clouds, promising rain in the next day or two. (Temp H 47/8 L 39/4, Wind — 20–25 mph.)</p>	<p>Clear ebony night overhead provides astronomers and navigators a fine view of the stars and planets. A gentle wind blows from the South, flapping the sail and nettings. Small waves lap against the side of the boat like a heartbeat; small white caps stand out stark against the black background of the water and night sky. (Temp H 41/5 L 36/3, Wind — 15–25 mph.)</p>
21–40	<p>The sky is clear, dotted with numerous small, unimposing puffs of cloud. A steady wind blows, determined to cart items away in its embrace. The sun, high overhead, seems a greater distance than usual given the lack of heat generated. Abundant waves run to the horizon, making up for size with numbers. Churned to a gray-green, only a few feet under the surface can be seen with any clarity; another indicator of the weak sun. (Temp H 43/6 L 33/1, Wind — 18–20 mph.)</p>	<p>An overcast sky blocks the view of all but the brightest stars and planets. Some navigation can still be done by experienced sailors. A breeze comes and goes, proving to be a fickle asset for the sails on the ship, waves playing tag rock the ship gently back and forth. (Temp H 42/6 L 29/–2, Wind — 5–10 mph.)</p>
41–60	<p>A crystal clear sky amplifies the sun, directing its heat against the ship and her crew. The wind puffs slowly, not enough to extinguish a candle let alone cool the flesh of those warmer than usual day. Waves move across the water like a herd, trying to carry the ship along in their wake, fighting the vessel should it try to turn away. The spray carries over the rail into the faces of those on deck, quickly drying to leave traces of powdered salt. (Temp H 40/4 L 35/2, Wind — 5–10 mph. Characters on deck take a –1 penalty to Wisdom (Perception) checks that rely on sight and Constitution saving throws made to maintain concentration on a spell.)</p>	<p>Numerous stars turn the night sky into a twilight gray, offsetting the jet black of the calm water. A steady, soft wind blows, propelling the ship along on its way. The sound of the surf being cut by the hull is seemingly alone, periodically joined by the creak of the rigging and the soft voice of a sailor. (Temp H 45/7 L 39/4, Wind — 10–15 mph.)</p> <p>Gale force winds blow, threatening to rip the sail from the mast, propelling the vessel over the waves like a toy. Thick ribbons of cloud race overhead like gray gashes in the constellations. Many large waves run the length of vision, occasionally growing to such a large size (45 feet) they threaten to topple the ship like flotsam. (Temp H 37/3 L 26/–3, Wind — 65–70 mph. Characters moving on deck must succeed on a DC 8 Dexterity (Acrobatics) check each round or be knocked prone and pushed 5 feet in a random direction. Characters on deck also take a –1 penalty to Strength (Athletics) checks involving climbing and Constitution saving throws made to maintain concentration on a spell.)</p>

ARCTIC

Wind chill is a real concern when the temperature drops below 32° F. Exposure to the wind risks frostbite for flesh. The effective temperature, for purposes of calculating potential harm caused by extreme cold, can be found in the Wind Chill Table.

RAIN/DAY

01–20

White gray clouds span from horizon to horizon, periodic deluges of snow drop upon the water and the ship. The deck is quickly covered in a blanket of white snow, making progress slow around the ship. Finding equipment is difficult for the inexperienced sailor, boxes and barrels becoming nondescript objects in the snow. The wind moves the snow in various directions as it descends, moving the sails to half full with their strongest force. (Temp H –11/–24 L –16/–27, Wind — 0–5 mph. All exposed areas of the ship count as difficult terrain. See rules above for the consequences of exposure to extreme temperatures.)

21–40

Frozen rain drops like sheets of needles upon sailors in the open. The wind drives the sleet almost horizontally across the waves. Large mountains of water move across the area, threatening to bash the vessel into submission. The steel gray sky rolls like the underside of a surf, promising many hours of attack. The rigging creaks and sails moan ominously in the barrage of the storm. Movement along the deck is perilous at best; those in the upper reaches of the vessel cling for their lives. (Temp H –15/–27 L –25/–31, Wind — 20–25 mph. Characters moving on deck must succeed on a DC 10 Dexterity (Acrobatics) check each round or be knocked prone and pushed 10 feet in a random direction. All exposed areas of the ship are lightly obscured and count as difficult terrain. Characters on deck have disadvantage on Dexterity checks involving fine motor skills, Strength (Athletics) checks, and Constitution saving throws to maintain concentration on a spell. See rules above for the consequences of exposure to extreme temperatures.)

41–60

Freezing mist falls like a cloud landing on the water. Wind is present but too weak to fill sails. Ice flows move on the sunken currents, dancing around the ship at great distances. Waves are subdued, seemingly moving in numerous directions, no pattern discernable. Ice forms on most surfaces with extended exposure, sails and rigging becoming rigid and hazardous with each passing hour. (Temp H –12/–29 L –17/–28, Wind — 0–5 mph. Characters moving on deck must succeed on a DC 8 Dexterity (Acrobatics) check each round or be knocked prone. All exposed areas of the ship are lightly obscured and count as difficult terrain. Characters on deck take a –1 penalty to Strength (Athletics) checks involving climbing. See rules above for the consequences of exposure to extreme temperatures)

61–80

Clouds pregnant with lightning streak by overhead, waves lift like cliffs (6–15 feet) around the vessel. Rain alternates from side-to-side and straight down with the force of a hammer blow. Ice coats all exposed surfaces in minutes, creating treacherous areas on the ship and rigging. The sails snap and crack as they fill with the wind, snow, and ice, dropping chunks of ice to the deck below. Periodically, the sky lights up with a lightning blast nearby, painting everything in shades of white and gray; all other times, the charcoal sky and water bestow a sense of isolation. (Temp H –19/–29 L –22/–30, Wind — 35–40 mph. Characters moving on deck must succeed on a DC 12 Dexterity (Acrobatics) check each round or be knocked prone and pushed 10 feet in a random direction. All exposed areas of the ship are lightly obscured and count as difficult terrain. Characters on deck have disadvantage on Wisdom (Perception) checks that rely on hearing and take –1 penalty on Dexterity checks involving fine motor skills, Strength (Athletics) involving climbing. See rules above for the consequences of exposure to extreme temperatures.)

81–00

The sky carries a darker shade than normal, clouds so thick they block out all trace of light. Rain is propelled horizontally with the wind, hitting like daggers and needles, reducing vision to mere feet around each person. Ice forms on all surfaces, making passage difficult on deck. Winds blow loose objects and people unprepared for its force off course. Waves 15–30 feet high assault the ship, blowing over the rail and soaking sailors with its frigid embrace. (Temp H –16/–27 L –27/–33, Wind — 27–35 mph. Characters moving on deck must succeed on a DC 10 Dexterity (Acrobatics) check each round or be knocked prone and pushed 5 feet in a random direction. All exposed areas of the ship are lightly obscured and count as difficult terrain. Characters on deck have disadvantage on Dexterity checks involving fine motor skills, Strength (Athletics) checks involving climbing, Wisdom (Perception) checks that rely on hearing.)

RAIN/NIGHT

01–20

Clouds infused with lightning fill the sky around the ship, while waves lift like cliffs (6–15 feet) around the vessel. Rain alternates from side-to-side and straight down with the force of a hammer blow. Ice coats all exposed surfaces, quickly creating treacherous areas on the ship and rigging. The sails, snap and crack as it fills with the wind, snow, and ice, dropping chunks of ice to the deck below. Periodically, the sky lights up with a lightning blast nearby, painting everything in shades of white, blue, and gray; all other times the charcoal sky and water bestow a sense of isolation. (Temp H –25/–30 L –30/–34, Wind — 50–55 mph. Characters moving on deck must succeed on a DC 12 Dexterity (Acrobatics) check each round or be knocked prone and pushed 10 feet in a random direction. All exposed areas of the ship are lightly obscured and count as difficult terrain. Characters on deck have disadvantage on Wisdom (Perception) checks that rely on hearing.)

21–40

Freezing mist falls like a cloud landing on the water. Wind is present but too weak to fill sails. Ice flows move on the sunken currents, dancing around the ship at great distances. Waves are subdued, seemingly moving in numerous directions, no pattern discernable. Ice forms on most surfaces with extended exposure, sails and rigging becoming rigid and hazardous with each passing hour. (Temp H –12/–24 L –22/–30, Wind — 0–5 mph. Characters moving on deck must succeed on a DC 8 Dexterity (Acrobatics) check each round or be knocked prone. All exposed areas of the ship are lightly obscured and count as difficult terrain. Characters on deck take a –1 penalty to Wisdom (Perception) checks that rely on hearing. See rules above for the consequences of exposure to extreme temperatures.)

41–60

The night sky carries a darker shade than normal, clouds so thick they block out all trace of light. Rain is propelled horizontally with the wind, hitting like daggers and needles, reducing vision to mere feet around each person. Ice forms on all surfaces, making passage difficult on deck. Winds blow loose objects and people unprepared for its force off course. Waves 15–30 feet high assault the ship, blowing over the rail and soaking sailors with its frigid embrace. (Temp H –17/–28 L –24/–30, Wind — 27–35 mph. Characters moving on deck must succeed on a DC 14 Dexterity (Acrobatics) check each round or be knocked prone and pushed 15 feet in a random direction. All exposed areas of the ship are heavily obscured and count as difficult terrain. Characters on deck have disadvantage on Dexterity checks involving fine motor skills, Strength (Athletics) checks involving climbing, Wisdom (Perception) checks that rely on hearing. See rules above for the consequences of exposure to extreme temperatures.)

Constant icy drizzle settles on all surfaces, turning the dark night into a dark gray, reducing vision to nearly non-existent. Frigid temperatures freeze the moisture within minutes on every surface. Travel across deck is difficult but manageable to those familiar with surroundings. Sound is subdued with the ice pellets, adding a muffling effect to conversations. Waves are unseen but can be felt hitting the ship every few seconds, occasionally bathing the deck with its spray, a testament to its height of several feet. (Temp H -16/-27 L -25/-31, Wind — 5-10 mph. Characters moving on deck must succeed on a DC 8 Dexterity (Acrobatics) check each round or be knocked prone and pushed 5 feet in a random direction. All exposed areas of the ship are heavily obscured and count as difficult terrain. Characters on deck have disadvantage on Wisdom (Perception) checks that rely on hearing. See rules above for the consequences of exposure to extreme temperatures.)

61-80

Large thick flakes drop around the ship, landing softly on the water before melting. Equipment and decking are quickly covered in a thick blanket of white snow. Waves roll languidly, topping 6 feet in height but not steep enough to make more than an exaggerated rocking motion. A light wind blows carrying the flakes on the air currents, visible in the occasional moonlight. (Temp H -20/-29 L -26/-32, Wind — 5-10 mph. Characters moving on deck must succeed on a DC 6 Dexterity (Acrobatics) check each round or be knocked prone. All exposed areas of the ship are lightly obscured and count as difficult terrain.)

81-00

DRY/DAY

Clear blue sky overhead provides ample room for the bright sun to shine. Wind gusts from the North East, flapping the sail and nettings. White-capped waves, topping 7-8 feet high seem to be pushing large chunks of ice along in their grasp. (Temp H -19/-29 L -24/-31, Wind — 20-25 mph. Those working while facing the sun must succeed on a DC 10 Constitution saving throw or be blinded for 1d4 hours. Characters with a natural sensitivity to light have disadvantage on this saving throw. 10% chance of course change required for ice flow in path of ship.)

01-20

Sun and gray clouds do battle overhead for dominance, sometimes plunging the day into a gray twilight or bright daylight. Numerous waves, about the size of a man, run the length of the water as far as the eye can see, all topped with a cone of blue-white froth. The wind picks this froth from each and carries it along freezing it to any surface it covers. The rigging and sails labour under the extra weight of the ice, glinting like jewels in the periodic sun. (Temp H -21/-29 L -28/-33, Wind — 20-25 mph. Characters moving on deck must succeed on a DC 10 Dexterity (Acrobatics) check each round or be knocked prone. All exposed areas of the ship count as difficult terrain. Characters on deck also take a -1 penalty to Strength (Athletics) checks involving climbing. 12% chance of course change required for ice flow in path of ship.)

21-40

Gray the color of stone has been painted from horizon to horizon, plunging the day into twilight. The absence of wind allows the sails and rigging to hang listless, like cloth in a shop window. The water is unmarked, calm for many miles around the ship, waves visible in the far distance. Pressure seems to build, raising the temperature over several hours to a more comfortable level. Ice bergs in the distance hold steady like islands. (Temp H -18/-28 L -25/-31, Wind — 0-5 mph. Experienced sailors know a storm is coming. Reroll on Arctic day-rain chart in 1d4 hours for result. 2% chance of course change for ice bergs in path of ship.)

41-60

Streamers of billowy clouds race overhead in the wind. Large waves buffet the ship attempting to carry it along with them. Wind assaults the vessel hard from the west, never wavering or letting up. Tacking into the wind seems impossible from its vicious force while tracking with the wind runs a risk of never getting control of the ship back. (Temp H -18/-28 L -30/-34, Wind — 50-55 mph. Characters moving on deck must succeed on a DC 6 Dexterity (Acrobatics) check each round or be knocked prone and pushed 10 feet in a random direction.)

61-80

The air burns with the wind chill, crusting ice all over the ship, the sun adding no aid to the frigid temperature. Clouds are non-existent in the sky, collecting only on the horizons. While filling the sails, the wind steals the breath from those on deck, freezing exposed flesh in minutes. (Temp H -16/-27 L -29/-34, Wind — 45-50 mph S. Characters moving on deck must succeed on a DC 8 Dexterity (Acrobatics) check each round or be knocked prone and pushed 10 feet in a random direction. All exposed areas of the ship count as difficult terrain. Characters on deck take a -1 penalty on Dexterity checks involving fine motor skills and Strength (Athletics) checks involving climbing.)

81-00

DRY/NIGHT

Clear ebony night overhead provides astronomers and navigators a fine view of the stars and planets. A gentle wind blows from the South, flapping the sail and nettings. Small waves lap against the side of the boat like a heartbeat, ice bergs stand out stark white against the black background of the water and night sky. (Temp H -20/-29 L -27/-33, Wind — 5-10 mph. 10% chance of course changes required for ice flow in path of ship. No change to skills.)

01-20

Large clouds move overhead, blocking the stars and moon with their bulk. The ship rolls gently on the waves as it rides through the water. Occasionally larger waves provide a small drop for the vessel as it is carried over the lip of the wave. The strong wind takes the ship along with it, filling the fails and pulling at cloaks of those on board. (Temp H -17/-28 L -25/-31, Wind — 40-45 mph. Characters on deck take a -1 penalty on Wisdom (Perception) checks that rely on hearing.)

21-40

Clouds block all stars and only hint at the location of the moon, adding a claustrophobic feel to the trip. The absence of wind allows the sails and rigging to hang listless, like cloth in a shop window. The ebony water ripples in the soft breeze, white caps standing out like glowing embers. (Temp H -14/-26 L -28/-33, Wind — 0-5 mph. 2% chance of course change for ice bergs in path of ship.)

41-60

Partial clouds cover sections of the sky, seemingly unmoving. Large waves buffet the ship attempting to bear it along with them. Wind assaults the vessel hard from the west, never wavering or letting up. Travel during the night at full sail runs a double risk of collision with ice. (Temp H -19/-29 L -25/-31, Wind — 45-50 mph. Characters moving on deck must succeed on a DC 6 Dexterity (Acrobatics) check each round or be knocked prone and pushed 10 feet in a random direction. 15% chance of course change for ice.)

61-80

Wisps of cloud move across the sky, sometimes blocking the stars. The brightness of the visible stars and moon provides ample light to maneuver around the ship and perform most tasks. The ever-present wind provides enough force to keep the ship moving at optimum speed. The absence of spray from the calm waters allows for equipment to remain cold but dry. (Temp H -25/-31 L -35/-37, Wind — 10-15 mph.)

81-00

EQUATORIAL

Within the Equatorial region, humidity is issue for temperature measurement. Reference to the Humidity Table will bring about a more realistic gauge for temperature; consequently, the effects of heat upon those traveling the waves should be watched closely.

RAIN/DAY

01–20 A heavy wind blows, adding a texture to the warm rain falling. Large drops patter along the deck, occasional sunshine warms the deck, quickly evaporating the rain and adding to the humidity. A sticky aspect of the air grows throughout the day as the humidity rises. Sunlight glints off the water like numerous smaller suns, blinding those not ready for the effect. Waves are large in width but not in height, rocking the ship with their passage. (Temp H 75/24 L 58/15, Wind — 20–25 mph. Characters on deck take a –1 penalty to Constitution saving throws made to maintain concentration on a spell.)

21–40 Driving rain pummels the ship and those on board, quickly soaking all equipment and people. The waves are sedated, rarely topping 5 feet, seemingly held down with the impact of the rain. The sun tries to pierce the cloud cover with its intense glare, only succeeding in raising the temperature. Wind is non-existent, hammered to submission by the heavy rain. (Temp H 77/25 L 63/17, Wind — 0–5 mph.)

41–60 Seemingly in rhythm with the lapping waves, periodic rain drops in vast amounts, quickly soaking all surfaces and washing away loose items. Between rainfalls, the sun attempts to burn away the moisture with blistering heat, never quite successful and so leaving all with a heaviness of moisture. Waves roll languidly, topping 6 feet in height but not steep enough to make more than an exaggerated rocking motion. The wind blows merrily, billowing out the sails of the ship and propelling the vessel over the large waves. (Temp H 79/27 L 71/22, Wind — 10–15 mph. Characters moving on deck during a deluge must succeed on a DC 6 Dexterity (Acrobatics) check or be knocked prone and pushed 10 feet in a random direction, and all exposed areas of the ship as difficult terrain.)

61–80 A drizzle of rain, sometimes hard and sometimes light, falls throughout the day. All surfaces are thoroughly soaked and heavy with water. The warmth of the occasional sun is diminished slightly by the cool rain, keeping it tolerable for all involved. Waves are present but pose no threat to the navigation of the ship or to the course she desires to take. The wind blows constantly, keeping the sails full but not pushing the limit of its capabilities. (Temp H 76/25 L 66/19, Wind — 30–35 mph.)

81–00 Rain drops like a swarm of arrows carried at a velocity that actually inflicts pain on exposed skin. Waves like great gray-green boulders smashing against the ship every minute. The overhead clouds have descended to a point where it seems the ship is in a large chamber. Wind hurtles against the vessel and its sail, trying to rip it free from the mast and rigging. All loose items are tossed around the decking, creating hazards for those on deck. (Temp H 73/22 L 62/17, Wind — 60–65 mph. Characters moving on deck must succeed on a DC 12 Dexterity (Acrobatics) check each round or be knocked prone and pushed 10 feet in a random direction. All exposed areas of the ship count as difficult terrain. Characters on deck have disadvantage on Strength (Athletics) checks involving climbing and take a –1 penalty to Constitution saving throws made to maintain concentration on a spell.)

RAIN/NIGHT

01–20 The humidity of the night is made comfortable by the patter of rain upon the deck. The coolness of the rain seems to steal some of the thickness in the air. The thin clouds mask the presence of the stars but leave a large halo where the moon tries to shine. The waves crash against the hull as if trying to keep the ship from reaching its goal. The bounce of the ship as it passes over the waves keeps all but the soundest sleepers awake. (Temp H 73/22 L 57/14, Wind — 0–5 mph.)

21–40 Heavy rain from ebony clouds press down on the ship and those on deck. Waves can be seen in the dark like great gray-green boulders smashing against the ship every minute. The overhead clouds have descended to a point where it seems the ship is in a large gray bubble. Wind hurtles against the vessel and its sail, trying to rip it from the mast and rigging. All loose items on deck vie for attention from the crashing waves or the blustery wind. (Temp H 71/21 L 68/20, Wind — 50–60 mph. Characters moving on deck must succeed on a DC 8 Dexterity (Acrobatics) check each round or be knocked prone and pushed 10 feet in a random direction. All exposed areas of the ship are lightly obscured and count as difficult terrain. Characters on deck have disadvantage on Strength (Athletics) checks involving climbing and take –1 penalty to Constitution saving throws made to maintain concentration on a spell.)

41–60 Seemingly in rhythm with the lapping waves, periodic rain drops in vast amounts, quickly soaking all surfaces and washing away loose materials. Waves roll languidly, topping 6 feet in height but not steep enough to make more than an exaggerated rocking motion. A light wind blows, carrying a humid mist from the still warm water, visible in the intermittent moonlight. (Temp H 72/22 L 65/15, Wind — 5–10 mph. Characters moving on deck must succeed on a DC 6 Dexterity (Acrobatics) check each round or be knocked prone. All exposed areas of the ship are lightly obscured and count as difficult terrain.)

61–80 A drizzle of rain, sometimes hard and sometimes light, falls continuously throughout during the nighttime hours. All surfaces are thoroughly soaked and heavy with water. The warmth of the day rapidly disappears replaced with the humidity of the still evaporating water around the ship. The waves are smaller than normal and works with the rain to stay weak enough to be inconsequential. The wind blows constantly, keeping the sails full but not pushing the limit of its capabilities. (Temp H 71/21 L 66/19, Wind — 20–25 mph.)

81–00 A thrashing rain accompanies hurricane force winds. In the distance amid lightning flashes, water spouts can be seen reaching for the sky. Waves, the size of small mountains, rise above the vessel, giving the ship a wide span of view when atop a wave, and a sense of claustrophobia when in a gully. (Temp H 74/24 L 64/18, Wind — 70–75 mph. Characters moving on deck must succeed on a DC 14 Dexterity (Acrobatics) check each round or be knocked prone and pushed 15 feet in a random direction. All exposed areas of the ship are lightly obscured and count as difficult terrain. Characters on deck have disadvantage on Dexterity checks and saving throws, Strength (Athletics) checks involving climbing, Wisdom (Perception) checks that rely on hearing.)

DRY/DAY

01–20 The large sun dominates the sky, but a swift breeze keeps the temperature to a more moderate level. Spray pulled up from the many waves, capped in white froth. The horizon is marked with a large range of gray clouds, promising rain in the next day or two. The humidity rises throughout the day, adding a weight to the sun, which saps the strength of those not acquainted with the Equatorial waters. (Temp H 76/25 L 64/18, Wind — 30–35 mph.)

21–40 Clouds run amok along the sky, occasionally blocking the sun and its warmth. The wind seemingly growls as it tears across the water at the ship. The sail quivers, trying to keep the wind from escaping. Waves rise up and crash against the hull of the ship, each impact like a bludgeon from nature itself. (Temp H 77/26 L 74/24, Wind — 25–35 mph. Characters moving on a deck must succeed on a DC 6 Dexterity (Acrobatics) check each round or be knocked prone. All exposed areas of the ship are lightly obscured and count as difficult terrain. Characters on deck also have disadvantage on Strength (Athletics) checks involving climbing and take a –1 penalty to Wisdom (Perception) checks that rely on hearing.)

41–60

A crystal clear sky seems to enlarge the sun, directing its heat against the ship and her crew. The wind puffs slowly, not enough to extinguish a candle, let alone cool the flesh of those in the open. Waves move across the water like a herd, trying to carry the ship along in their wake, fighting the vessel should it try to turn away. The spray carries over the rail into the faces of those on deck, quickly drying to leave powdered salt. (Temp H 77/26 L 70/21, Wind — 0–5 mph.)

61–80

The thick clouds overhead threaten to release their burden, moisture released in the form of a thick, palpable air. While no rain has fallen during the day, all surfaces are beaded with sweat and spray from the moisture-laced air. The moderate wind moves both the ship and the clouds, lifting the waves to heights of 10 feet, launching the spray into the air. The ship rolls with the impact as it tips down one wave and up another, the prow having difficulty cutting through the water. (Temp H 71/21 L 58/15, Wind — 10–15 mph.)

81–00

The sky is clear, dotted with numerous small, unimposing puffs of cloud. A steady wind blows, determined to cart items away in its embrace. The sun, high overhead, seems a greater distance than usual given the lack of heat generated. Abundant waves run to the horizon, making up for size with numbers. Churned to a gray-green only a few feet under the surface can be seen with any clarity; another indicator of the weak sun. (Temp H 73/22 L 67/19, Wind — 25–30 mph.)

DRY/NIGHT

01–20

Clear expanse provides a view of the numerous constellations and guiding stars. Wind gusts from the South, creating a flapping staccato to match the waves breaking on the hull of the ship. White-capped waves, visible in the moonlight reach for the sailors on board, topping 7–8 feet. A slight mist can be felt in the wind; consequently, all surfaces are slick and shiny with moisture. (Temp H 75/25 L 64/18, Wind — 15–25 mph. Characters moving on deck must succeed on a DC 6 Dexterity (Acrobatics) check each round or be knocked prone. All exposed areas of the ship count as difficult terrain. Characters on deck also take a –1 penalty to Strength (Athletics) checks involving climbing and Wisdom (Perception) checks that rely on hearing.)

21–40

Clouds of stone gray run from horizon to horizon, extinguishing the stars and moon from view. The absence of wind allows the sails and rigging to hang listless, like cloth in a shop window. The water is unmarked, calm for many miles around the ship, waves visible in the far distance. Pressure seems to build, raising the temperature over several hours to just above a comfortable level. (Temp H 77/25 L 58/15, Wind — 0–5 mph. Experienced sailors know a storm is coming. Reroll on Equatorial day–rain chart in 1d4 hours for result.)

41–60

The cool of the night is identified by the daytime heat escaping the decking, misting the moisture collected through the daylight hours. Raising the humidity to an uncomfortable level, it deadens the night sounds of creaking riggings and lapping waves. Long trenches of waves roll the ship as it moves through them like long strides of a great beast. Occasional clouds plunge the ship into darkness, allowing the moon and stars to peer through again in a few moments. (Temp H 73/22 L 65/18, Wind — 10–20 mph.)

61–80

Starts and gray clouds do battle overhead for control, sometimes plunging the world into a dark twilight or bright moonlight. Numerous waves, about the size of a man, run the length of the water as far as the eye can see, all topped with a small cone of greenish white froth. The rigging and sails have rivulets of collected water, which pools on the deck. Lines are heavy with water, and deck boards are slick and shiny, sometimes reflecting the occasional moonlight. (Temp H 74/24 L 56/14, Wind — 20–25 mph. Characters moving on deck must succeed on a DC 6 Dexterity (Acrobatics) check each round or be knocked prone. All exposed areas of the ship count as difficult terrain. Characters on deck also take a –1 penalty to Strength (Athletics) checks involving climbing and Wisdom (Perception) checks that rely on sight.)

81–00

Clear ebony night overhead provides astronomers and navigators a fine view of the stars and planets. A gentle wind blows from the South South-East, flapping the sail and nettings. Small waves lap against the side of the boat like a heartbeat, reflections of the moon on the waves stand out stark white against the black background of the water and night sky. (Temp H 78/25 L 67/19, Wind — 5–10 mph.)

AUTUMN

TROPICAL

Heat stroke is a risk for any who travel the warm regions of the world. Those exerting themselves must succeed on a DC 10 Constitution saving throw for each hour of strenuous work or gain a level of exhaustion. For each cumulative hour of strenuous work, the DC of subsequent saves increases by 1. Resting in shaded areas for 10 minutes per hour negates the +1 to the DC for that hour. Spell components run a 10% chance of spoiling in humidity, if you determine they are subject to such damage.

RAIN/DAY

01–20

A gentle breeze blows, adding a pleasant cooling to the warm rain falling. Large drops patter along the deck and occasional sunshine warms the deck, quickly evaporating the rain and adding to the humidity. A sticky aspect of the air grows throughout the day as the humidity rises. Sunlight glints off the water like numerous smaller suns, blinding those not ready for the effect. Waves are large in width but not in height, rocking the ship with their passage. (Temp H 90/33 L 78/26, Wind — 10–15 mph. Characters on deck take a –1 penalty to Constitution saving throws made to maintain concentration on a spell.)

21–40

Severe rain pummels the ships and those on board, quickly soaking all equipment and people. The waves are sedated, rarely topping 5 feet seemingly held down with the rain. The sun tries to pierce the cloud cover with its intense glare, only succeeding in raising the temperature. Wind is non-existent, hammered to submission by the heavy rain. (Temp H 89/32 L 84/30, Wind — 0–5 mph.)

41–60

Seemingly in rhythm with the lapping waves, periodic rain drops in large amounts, quickly soaking all surfaces and washing away loose items. Between rainfalls the sun attempts to burn away the moisture with searing heat. Waves roll languidly, topping 6 feet in height but not steep enough to make more than an exaggerated rocking motion. The wind blows merrily, billowing out the sails of the ship and propelling the vessel over the large waves. (Temp H 88/32 L 74/24, Wind — 20–25 mph. Characters moving on deck during a deluge must succeed on a DC 6 Dexterity (Acrobatics) check each round or be knocked prone and pushed 10 feet in a random direction. All exposed areas of the ship count as difficult terrain.)

61–80

A drizzle of rain, sometimes hard and sometimes light, falls continuously throughout the day. All surfaces are thoroughly soaked and heavy with water. The warmth of the occasional sun is diminished slightly by the cool rain, keeping it tolerable for all involved. The wind blows constantly, keeping the sails full but not pushing the limit of its capabilities. (Temp H 86/31 L 79/27, Wind — 30–35 mph.)

81-00

Rain from imposing clouds strike the ship and those on deck. Waves like great gray-green boulders smashing against the ship every minute or so. The overhead clouds have descended to a point where it seems the ship is in a large chamber. Wind hurtles against the vessel and its sail, trying to rip it from the mast and rigging. All loose items on deck vie for attention from the crashing waves or the blustery wind. (Temp H 85/30 L 75/25, Wind — 45-50 mph. Characters moving on deck must succeed on a DC 10 Dexterity (Acrobatics) check each round or be knocked prone and pushed 10 feet in a random direction. All exposed areas of the ship are lightly obscured and count as difficult terrain. Characters on deck take a -1 penalty to Constitution saving throws made to maintain concentration on a spell and have disadvantage on Strength (Athletics) checks involving climbing and Wisdom (Perception) checks that rely on hearing.)

RAIN/NIGHT

01-20

The cool of the night is accompanied by the patter of rain upon the deck. The humidity keeps the coolness of the night from becoming entirely comfortable. The moon makes itself known through the clouds, illuminating a portion of the night sky to milky white. The waves crash against the hull as if trying to keep the ship from reaching its goal. The bounce of the ship as it passes over the waves keeps all but the soundest sleepers awake. (Temp H 84/30 L 74/24, Wind — 15-20 mph. Characters on deck take a -1 penalty to Constitution saving throws made to maintain concentration on a spell.)

21-40

Steady rainfall beats at the ship with determination normally reserved for the cursed. Waves can be seen in the dark like a herd of turquoise animals, smashing against the ship every minute. Wind plunges against the vessel and its sails, trying to rip it from its bindings. All loose items and small creatures on deck vie for attention from the crashing waves or the blustery wind. (Temp H 87/31 L 81/28, Wind — 60-65 mph. Characters moving on deck must succeed on a DC 10 Dexterity (Acrobatics) check each round or be knocked prone and pushed 10 feet in a random direction. All exposed areas of the ship are lightly obscured and count as difficult terrain. Characters on deck have disadvantage on and Strength (Athletics) checks involving climbing, Wisdom (Perception) checks that rely on hearing, and Constitution saving throws made to maintain concentration on a spell.)

41-60

Sheets of rain drop upon the water and the unfortunate sea-going vessel, completely waterlogging the ship and her crew. Occasionally easing off in intensity, the rain soon begins again, ramping up its strength. Waves roll languidly, topping 6 feet in height but not steep enough to make a difference in any ship's course should they attempt to climb its expanse. A light wind blows, carrying mist from the still warm water, visible in the occasional moonlight. (Temp H 83/29 L 79/27, Wind — 5-10 mph. Characters moving on deck during a deluge must succeed on a DC 6 Dexterity (Acrobatics) check each round or be knocked prone and pushed 10 feet in a random direction. All exposed areas of the ship are lightly obscured and count as difficult terrain.)

61-80

A light drizzle of rain falls from gray clouds overhead, keeping all within it thoroughly soaked. The wind propels the ship slowly, seemingly held back by the rain, over the large hillock-shaped waves. Occasional lightning flashes illuminate the depth of the rain, looking like iron bars for as far as the eye can see, peppering the water. (Temp H 77/26 L 68/21, Wind — 15-20 mph.)

81-00

A continual rain falls from gray clouds overhead, keeping all within it thoroughly soaked. The wind propels the ship slowly, seemingly held back by the rain, over the large hillock-shaped waves. Occasional lightning flashes illuminate the depth of the rain, looking like iron bars for as far as the eye can see, peppering the water. (Temp H 77/26 L 68/21, Wind — 15-20 mph. Characters moving on deck must succeed on a DC 6 Dexterity (Acrobatics) check each round or be knocked prone. All exposed areas of the ship are lightly obscured and count as difficult terrain. Characters on deck take a -1 penalty to Dexterity saving throws and Strength (Athletics) checks involving climbing.)

DRY/DAY

01-20

The large sun dominates the sky, but a swift breeze keeps the temperature to a more moderate level. Spray is pulled up from the many waves, capped in white froth and tossed upon the ship and anything on deck. The horizon is marked with a large bank of gray clouds, promising rain in the next day or two. (Temp H 88/32 L 75/24, Wind — 20-25 mph.)

21-40

Clouds run amok along the sky, occasionally blocking the sun and its warmth. The wind seemingly growls as it tears across the water at the ship. The sail quivers, trying to keep the wind from escaping. Waves rise up and crash against the hull of the ship, each impact like a bludgeon from nature itself. (Temp H 86/31 L 79/27, Wind — 25-35 mph. Characters on deck have disadvantage on Strength (Athletics) checks involving climbing and take a -1 penalty to Wisdom (Perception) checks that rely on hearing.)

41-60

A crystal clear sky magnifies the sun, directing its heat against the ship and her crew. The wind puffs slowly, not enough to extinguish a candle, let alone cool the flesh of those in the open. Waves move across the water like a herd, trying to carry the ship along in their wake, fighting the vessel should it try to turn away. The spray carries over the rail into the faces of those on deck, quickly drying to leave powdered salt. (Temp H 90/33 L 84/30, Wind — 0-5 mph.)

61-80

The thick clouds overhead threaten to release their burden but maintain their hold for now. The moderate wind moves both the ship and the clouds, lifting waves to heights of 10 feet, launching the spray into the air. The ship rolls with the impacts as it tips down one wave and up another, the prow having difficulty cutting through the water. (Temp H 84/30 L 79/27, Wind — 15-20 mph.)

81-00

The sky is clear, dotted with numerous small, unimposing puffs of cloud. A steady wind blows, determined to cart items away in its embrace. The sun, high overhead, seems a greater distance than usual, given the lack of heat generated. Abundant waves run to the horizon, making up for size with numbers. Churned to a gray-green, only a few feet under the surface can be seen with any clarity; another indicator of the weak sun. (Temp H 79/27 L 77/26, Wind — 30-35 mph.)

DRY/NIGHT

01-20

Clear sky provides a view of the numerous constellations and guiding stars. Wind gusts from the North East, creating a flapping staccato to match the waves breaking on the hull of the ship. White-capped waves, visible in the moonlight, reach for the sailors on board, topping 7-8 feet. A slight mist can be felt in the wind; consequently, all surfaces are slick and shiny with moisture. (Temp H 80/27 L 79/27, Wind — 15-25 mph. Characters on deck take a -1 penalty to Strength (Athletics) checks involving climbing and Wisdom (Perception) checks that rely on hearing.)

21–40 Clouds of stone gray run from horizon to horizon, extinguishing the stars and moon from view. The absence of wind allows the sails and rigging to hang listless, like cloth in a shop window. The water is unmarked, calm for many miles around the ship, waves visible in the far distance. Pressure seems to build, raising the temperature over several hours to just above a comfortable level. (Temp H 81/28 L 77/26, Wind — 0–5 mph. Experienced sailors know a storm is coming. Reroll on Tropical day–rain chart in 1d4 hours for result.)

41–60 The cool of the night is easily identified by the daytime heat escaping the decking, misting the moisture collected through the daylight hours. Raising the humidity to an uncomfortable level, it deadens the night sounds of creaking riggings and lapping waves. Long trenches of water roll the ship as it moves through them like long strides of a great beast. Occasional clouds plunge the ship into darkness, allowing the moon and stars to peer through again in a few moments. (Temp H 85/30 L 83/29, Wind — 10–20 mph.)

61–80 Alternating cloud cover keeps the world in either the pitch dark or the luminescent twilight. Numerous waves, about the size of a large horse (8 feet), run the length of the water and far as the eye can see, all topped with a cone of greenish white froth. The rigging and sails have rivulets of collected water, which pools on the deck. Lines are heavy with water and deck boards are slick and shiny, sometimes reflecting the occasional moonlight. (Temp H 78/26 L 75/24, Wind — 20–25 mph. Characters on deck take a –1 penalty to Dexterity saving throws, Strength (Athletics) checks involving climbing, and Wisdom (Perception) checks that rely on sight.

81–00 Clear ebony night overhead provides astronomers and navigators a fine view of the stars and planets. A gentle wind blows from the West, flapping the sail and nettings. Small waves lap against the side of the boat like a heartbeat, reflections of the moon on the waves stand out stark white against the black background of the water and night sky. (Temp H 82/29 L 80/28, Wind — 5–10 mph.)

TEMPERATE

RAIN/DAY

01–20 A placid breeze blows, adding a slight chill to the damp air. Large drops patter along the deck, occasionally warmed by the periodic sun and quickly evaporating. Gray white clouds fill the sky from horizon to horizon, predicting a constant rainfall. Waves are large in width but not in height, rocking the ship with their passage. (Temp H 75/25 L 63/18, Wind — 5–10 mph.)

21–40 Heavy rain from ebony clouds attack the ship and those on unfortunate enough to be on deck. Waves like great gray-green hammers smashing against the ship every minute. The overhead clouds have descended to a point where they encase the ship in a world of twilight. Wind hurtles against the vessel and its sail, trying to rip it from the mast and rigging. All loose items on deck vie for attention from the crashing waves or the blustery wind. (Temp H 82/29 L 69/21, Wind — 50–60 mph. Characters moving on deck must succeed on a DC 10 Dexterity (Acrobatics) check each round or be knocked prone and pushed 10 feet in a random direction. All exposed areas of the ship and count as difficult terrain. Characters on deck also have disadvantage on Strength (Athletics) checks involving climbing, Wisdom (Perception) checks that rely on hearing, and Constitution saving throws made to maintain concentration on a spell.)

41–60 The sky carries a darker shade than normal, clouds so thick they block out all trace of light. Rain is propelled horizontally with the wind, hitting like daggers and needles, reducing vision to mere feet around each person. Winds blow loose objects and people unprepared for its force off course. Waves 15–30 feet high assault the ship, blowing over the rail and soaking sailors with its frigid embrace. (Temp H 79/27 L 75/24, Wind — 45–50 mph NE. Characters moving on deck must succeed on a DC 10 Dexterity (Acrobatics) check each round or be knocked prone and pushed 5 feet in a random direction. All exposed areas of the ship are lightly obscured and count as difficult terrain. Characters on deck have disadvantage on Dexterity checks involving fine motor skills, Strength (Athletics) checks involving climbing, Wisdom (Perception) checks that rely on hearing, and Constitution saving throws made to maintain concentration on a spell.)

61–80 A constant rain falls from gray clouds overhead, keeping all within it thoroughly soaked. The wind propels the ship slowly, seemingly afraid to let its fury loose. Waves remain small and inconsequential providing no hindrance to navigation or speed. Occasional lightning flashes illuminate the depth of the rain, looking like iron bars for as far as the eye can see, peppering the water. (Temp H 76/25 L 65/19, Wind — 5–10 mph. All exposed areas of the ship are lightly obscured and count as difficult terrain. Characters on deck take a –1 penalty to Dexterity saving throws and Strength (Athletics) checks involving climbing.)

81–00 A simple rain falls, creating a constant drone of rain on the wooden deck. The wind is not strong enough to alter the vertical direction of the rain, letting the sail hang like a soaked rag from the mist. The subtle waves rock the ship almost undetectably as they move by on unseen currents. Clouds looking like an inverted mountain range press down upon the ship and crew. (Temp H 82/29 L 63/18, Wind — 5–10 mph.)

RAIN/NIGHT

01–20 Lightning-rippled clouds streak by overhead as waves lift like cliffs (6–15 feet) around the vessel. Rain alternates from side-to-side and straight down with the force of a hammer blow. Rivers of water course around the deck from the rain and waves, creating treacherous footing for all on board. The sails snap and crack as they fill with wind, dropping deluges of collected rain to the deck below. Periodically, the sky lights up with a lightning blast nearby, painting everything in shades of white, blue, and gray; all other times, the charcoal sky and water bestow a sense of isolation. (Temp H 75/25 L 74/24, Wind — 20–25 mph. Characters moving on deck must succeed on a DC 14 Dexterity (Acrobatics) check each round or be knocked prone and pushed 5 feet in a random direction. All exposed areas of the ship are lightly obscured and count as difficult terrain. Characters on deck have disadvantage on Dexterity checks involving fine motor skills and Constitution saving throws made to maintain concentration on a spell.)

21–40 Rain constantly falls from gray clouds overhead, keeping all within it thoroughly soaked. The wind propels the ship slowly, seemingly held back by the rain, over the large hillock-shaped waves. Occasional lightning flashes illuminate the depth of the rain, looking like iron bars for as far as the eye can see, peppering the water. (Temp H 78/26 L 69/21, Wind — 5–10 mph. All exposed areas of the ship are lightly obscured and count as difficult terrain. Characters on deck take a –1 penalty to Dexterity saving throws and Strength (Athletics) checks involving climbing.)

41–60 Thick, rolling clouds erupt constantly with thunder and rain, beating upon the wooden planks. The percussion of the rain is accented with the occasional spray of enormous waves carried on the wind. Gusts of wind blow across the ship, attempting to pull everything along in its wake. Sight is reduced to feet, while seeing into the distance is eliminated with the thick sheets of rain. (Temp H 76/25 L 63/18, Wind — 35–45 mph. Characters moving on deck must succeed on a DC 12 Dexterity (Acrobatics) check each round or be knocked prone and pushed 5 feet in a random direction. All exposed areas of the ship are heavily obscured and count as difficult terrain. Characters on deck have disadvantage on Dexterity saving throws and Strength (Athletics) checks involving climbing and take a –1 penalty to Dexterity checks involving fine motor skills and Constitution saving throws made to maintain concentration on a spell.)

61–80 Hurricane force rain and winds; consequently, the ship is tossed like a doll during a child’s tantrum. Huge waves like mountains threaten to topple the vessel and launch the sailors into the unforgiving sea. Wind blows fiercely, lifting all heavy objects or small creatures not lashed down and propelling them around and off the ship. The sky and water are indistinguishable, erasing the horizon and any gauge for distance. (Temp H 69/21 L 61/17, Wind — 55–60 mph. Characters moving on deck must succeed on a DC 14 Dexterity (Acrobatics) check each round or be knocked prone and pushed 10 feet in a random direction. All exposed areas of the ship count as difficult terrain. Characters on deck have disadvantage on Strength (Athletics) checks involving climbing, Dexterity checks and saving throws, and Constitution saving throws made to maintain concentration on a spell.)

81–00 A simple rain falls, creating a constant drumming of rain on the wooden deck. The wind is not strong enough to alter the vertical direction of the rain, letting the sail hang like a soaked rag from the mast. The waves rock the ship almost lovingly as they move past, propelled by unseen currents. Clouds looking like an inverted mountain range press down upon the ship and crew. Navigation can only be done through compass or landmarks. (Temp H 74/124 L 68/21, Wind — 5–10 mph E.)

DRY/DAY

01–20 The enormous sun dominates the sky, but a swift breeze keeps the temperature to a cooler level. Spray pulled up from the many waves, capped in white froth and thrown across the deck. The horizon is marked with a large bank of gray clouds, promising rain in the next day or two. (Temp H 78/26 L 70/22, Wind — 30–35 mph.)

21–40 The sky is clear, dotted with numerous small unimposing puffs of cloud. A solid wind blows, determined to cart items away in its embrace. The sun, high overhead, seems a greater distance than usual given the lack of heat generated. Abundant waves run to the horizon, making up for size with numbers. Churned to a gray-green, only a few feet under the surface can be seen with any clarity; another indicator of the weak sun. (Temp H 76/25 L 69/21, Wind — 25–30 mph.)

41–60 A crystal clear sky magnifies the sun, directing its heat against the ship and her crew. The wind puffs slowly, not enough to extinguish a candle let alone cool the flesh of those caught in the sun’s angry flare. Waves move across the water like a herd, trying to carry the ship along in their wake, fighting the vessel should it try to turn away. The spray carries over the rail into the faces of those on deck, quickly drying to leave traces of powdered salt. (Temp H 82/29 L 74/24, Wind — 5–10 mph. Sun stroke in 3d8 rounds unless properly attired for the sun. Characters on deck take a –1 penalty to Wisdom (Perception) checks that rely on sight and Constitution saving throws made to maintain concentration on a spell.)

61–80 Sun and gray clouds do battle overhead for supremacy, sometimes plunging the water into a dark twilight or bright daylight. Numerous waves, about the size of a man, run the length of the water as far as the eye can see, all topped with a cone of white froth. The wind picks this froth from each and carries it along, coating all surfaces. This cooling spray makes the trip enjoyable for most on board, even in the shade. The rigging and sails labour, flapping in the breeze, occasionally dropping additional sprays to the deck, glinting like jewels in the periodic sun. (Temp H 75/25 L 67/20, Wind — 18–20 mph N.)

81–00 The sky resembles a great slab of granite from horizon to horizon, plunging the day into twilight. The absence of wind allows the sails and rigging to hang listless, like robes on a wizard. The water is unmarked, calm for many miles around the ship, waves visible in the far distance. Pressure seems to build, raising the temperature over several hours to a more comfortable level. (Temp H 71/22 L 66/19, Wind — 5–10 mph. Reroll in 4 game hours on the wet-day chart for the approaching storm.)

DRY/NIGHT

01–20 Clear sky provides a view of the numerous constellations and guiding stars. Wind gusts from the West to create a flapping staccato to match the waves breaking on the hull of the ship. White-capped waves, visible in the moonlight, reach for the sailors on board, topping 7–8 feet. A slight mist can be felt in the wind; consequently, all surfaces are slick and shiny with moisture. (Temp H 78/26 L 63/18, Wind — 15–25 mph. Characters on deck take a –1 penalty to Strength (Athletics) checks involving climbing and Wisdom (Perception) checks that rely on hearing.)

21–40 Clear ebony night overhead provides astronomers and navigators a fine view of the stars and planets. A gentle wind blows from the South, flapping the sail and nettings. Small waves lap against the side of the boat like a heartbeat; small white caps stand out stark against the black background of the water and night sky. (Temp H 80/28 L 66/19, Wind — 15–25 mph.)

41–60 An overcast sky blocks the view of all but the brightest stars and planets. Some navigation can still be done by experienced sailors. A breeze comes and goes, proving to be a fickle asset for the sails on the ship, waves playing tag rock the ship gently back and forth. (Temp H 79/27 L 75/24, Wind — 5–10 mph.)

61–80 Numerous stars turn the onyx sky into a twilight gray, offsetting the jet black of the calm water. A steady, soft wind blows, propelling the ship along on its way. The sound of the surf being cut by the hull is seemingly alone, periodically joined by the creak of the rigging and the soft voice of a sailor. (Temp H 70/22 L 66/19, Wind — 10–15 mph. Characters proficient in the use of navigator’s tools have advantage on Wisdom (Survival) checks made to use those tools.)

81–00 A severe wind blows, threatening to rip the sail from the mast, propelling the vessel over the waves like a plaything. Thick ribbons of cloud race overhead like gray gashes in the constellations. Many large waves run the length of the vision, occasionally growing to such a large size (45 feet) they threaten to topple the ship like flotsam. (Temp H 69/21 L 61/17, Wind — 15–25 mph. Characters on deck take a –1 penalty to Strength (Athletics) checks involving climbing and Constitution saving throws made to maintain concentration on a spell.)

ARCTIC

Wind chill is a real concern when the temperature drops below 32° F. Exposure to the wind risks frostbite for flesh. The effective temperature, for purposes of calculating potential harm caused by extreme cold, can be found in the Wind Chill Table.

RAIN/DAY

01–20 White gray clouds span from horizon to horizon, periodic deluges of snow drop upon the water and the ship. The deck is quickly covered in a blanket of white snow, making progress slow around the ship. Finding equipment is difficult for the inexperienced sailor, boxes and barrels becoming nondescript objects in the snow. The wind moves the snow in various directions as it descends, moving the sails to half full with their strongest force. (Temp H 29/–2 L 21/–6, Wind — 10–15 mph. All exposed areas of the ship count as difficult terrain. Characters on deck take a –1 penalty to Dexterity checks involving fine motor skills.)

21–40 Sleet drops like sheets of needles upon sailors in the open. The wind drives the sleet almost horizontally across the waves. Large mountains of water move across the area, threatening to bash the vessel into submission. The steel gray sky rolls like the underside of a surf, promising many hours of attack. The rigging creaks and sails moan ominously in the barrage of the storm. Movement along the deck is perilous at best; those in the upper reaches of the vessel cling for their lives. (Temp H 23/–5 L 20/–4, Wind — 35–40 mph. Characters moving on deck must succeed on a DC 10 Dexterity (Acrobatics) check each round or be knocked prone and pushed 10 feet in a random direction. All exposed areas of the ship are lightly obscured and count as difficult terrain. Characters on deck also have disadvantage on Wisdom (Perception) checks that rely on hearing and Constitution saving throws made to maintain concentration on a spell, and take a –1 penalty to Dexterity checks involving fine motor skills and Strength (Athletics) checks involving climbing.)

41–60 Freezing mist falls like a cloud landing on the water. Wind is present but too weak to fill sails. Ice flows move on the sunken currents, dancing around the ship at great distances. Waves are subdued, seemingly moving in numerous directions with no pattern discernable. Ice forms on most surfaces with extended exposure, sails and rigging becoming rigid and hazardous with each passing hour. (Temp H 28/–3 L 21/–6 Wind — 0–5 mph. Characters moving on deck must succeed on a DC 6 Dexterity (Acrobatics) check each round or be knocked prone. All exposed areas of the ship are lightly obscured and count as difficult terrain. Characters on deck also take a –1 penalty to Wisdom (Perception) checks that rely on hearing.)

61–80 Crimson lightning tears through the clouds, streaking by overhead, and waves lift like cliffs (6–15 feet) around the vessel. Rain alternates from side-to-side and straight down with the force of a hammer blow. Ice coats all exposed surfaces in minutes, creating treacherous areas on the ship and rigging. The sails snap and crack as it fills with the wind, snow, and ice, dropping chunks of ice to the deck below. Periodically the sky lights up with a lightning blast nearby painting everything with in shades of white and black, all other times the charcoal sky and water bestow a sense of isolation. (Temp H 31/0 L 23/–4, Wind — 50–55 mph. Characters moving on deck must succeed on a DC 10 Dexterity (Acrobatics) check each round or be knocked prone and pushed 10 feet in a random direction. All exposed areas of the ship are lightly obscured and count as difficult terrain. Characters on deck also have disadvantage on Wisdom (Perception) checks that rely on hearing and take a –1 penalty to Dexterity saving throws. 10% chances of course change required for ice formation in path of ship.)

81–00

The sky carries a darker shade than normal, clouds so thick they block out all trace of light. Hail is propelled horizontally with the wind, hitting like daggers and needles, reducing vision to mere feet around each person. Ice forms on all surfaces, making passage difficult on deck. Winds blow loose objects and people unprepared for its force off course. Waves 15–30 feet high assault the ship, blowing over the rail and soaking sailors with its frigid embrace. (Temp H 33/1 L 27/–2, Wind — 35–40 mph. Characters moving on deck must succeed on a DC 12 Dexterity (Acrobatics) check each round or be knocked prone and pushed 10 feet in a random direction. All exposed areas of the ship count as difficult terrain. Characters on deck also have disadvantage on Dexterity checks involving fine motor skills, Strength (Athletics) checks involving climbing, Wisdom (Perception) checks that rely on hearing, and Constitution saving throws made to maintain concentration on a spell.)

RAIN/NIGHT

01–20 Lightning-rippled clouds streak by overhead. Waves lift like cliffs (6–15 feet) around the vessel as rain attacks side-to-side and straight down with the force of a hammer blow. Ice coats all exposed surfaces quickly, creating treacherous areas on the ship and rigging. The sails, resounding with snaps and cracks as it fills with the wind, snow, and ice, dropping chunks of ice to the deck below. Periodically the sky lights up with a violet or crimson lightning blast nearby, painting everything with shades of white; all other times, the charcoal sky and water bestow a sense of isolation. (Temp H 28/–2 L 21/–6, Wind — 25–35 mph. Characters moving on deck must succeed on a DC 10 Dexterity (Acrobatics) check each round or be knocked prone and pushed 5 feet in a random direction. All exposed areas of the ship count as difficult terrain. Characters on deck also have disadvantage on Wisdom (Perception) checks that rely on hearing or sight, and take a –1 penalty to Dexterity saving throws. 10% chance of course change required for ice formation in path of ship.)

21–40 Icy mist falls like a cloud, landing on the water. Wind is present but too weak to fill sails. Ice flows move on the sunken currents, dancing around the ship like predators at great distances. Waves are subdued, seemingly moving in numerous directions, no pattern discernable. Ice forms on most surfaces with extended exposure, sails and rigging becoming rigid and hazardous with each passing hour. (Temp H 30/–1 L 23/–5, Wind — 0–5 mph. Characters moving on deck must succeed on a DC 8 Dexterity (Acrobatics) check each round or be knocked prone. All exposed areas of the ship are lightly obscured and count as difficult terrain. Characters on deck also take a –1 penalty to Wisdom (Perception) checks that rely on hearing.)

41–60 The night sky carries a shade darker than normal, clouds so thick they block out all trace of light. Rain is propelled horizontally with the wind, hitting like daggers and needles, reducing vision to mere feet around each person. Ice forms on all surfaces, making passage dangerous on deck and in the lines above. Winds blow loose objects and people unprepared for its force off course. Waves 15–30 feet high assault the ship, blowing over the rail and soaking sailors with its frigid embrace. (Temp H 33/1 L 23/–5, Wind — 27–35 mph. Characters moving on deck must succeed on a DC 12 Dexterity (Acrobatics) check each round or be knocked prone and pushed 10 feet in a random direction. All exposed areas of the ship are heavily obscured and count as difficult terrain. Characters on deck also have disadvantage on Dexterity checks involving fine motor skills, Strength (Athletics) checks involving climbing, Wisdom (Perception) checks that rely on hearing, and Constitution saving throws made to maintain concentration on a spell.)

61-80

Constant sub-zero drizzle settles on all surfaces, turning the dark night into a dark gray, reducing vision to nearly non-existent. Frigid temperatures freeze the moisture within minutes on every surface. Travel across deck is difficult but manageable to those familiar with surroundings. Sound is subdued with the ice pellets, adding a muffling effect to conversations. Waves are unseen but can be felt hitting the ship every few seconds, occasionally bathing the deck with its spray, a testament to its height of several feet. (Temp H 28/-2 L 21/-6, Wind — 5-10 mph. Characters moving on deck must succeed on a DC 12 Dexterity (Acrobatics) check each round or be knocked prone and pushed 10 feet in a random direction. All exposed areas of the ship are heavily obscured and count as difficult terrain. Characters on deck also take a -1 penalty to Wisdom (Perception) checks that rely on hearing.)

81-00

Large thick flakes drop around the ship, landing softly on the water before melting. Equipment and decking are quickly covered in a thick blanket of white snow. Waves roll languidly, topping 6 feet in height but not steep enough to make more than an exaggerated rocking motion. A light wind blows carrying the flakes on the air currents, visible in the occasional moonlight. (Temp H 33/1 L 26/-3, Wind — 5-10 mph. Characters moving on deck must succeed on a DC 8 Dexterity (Acrobatics) check each round or be knocked prone. All exposed areas of the ship are lightly obscured and count as difficult terrain.)

DRY/DAY

01-20

Clear blue sky overhead provides ample room for the bright sun to shine. Wind gusts from the North East, flapping the sail and nettings. White-capped waves, topping 7-8 feet high, seem to be pushing large chunks of ice along in their grasp. (Temp H 30/-1 L -26-3, Wind — 10-15 mph. Those working while facing the sun must succeed on a DC 10 Constitution saving throw or be blinded for 1d4 hours. Characters with a natural sensitivity to light have disadvantage on this saving throw. 10% chance of course change required for ice flow in path of ship.)

21-40

Sun and gray clouds do battle overhead for power, sometimes plunging the water into a dark twilight or bright daylight. Numerous waves, about the size of a man, run the length of the water as far as the eye can see, all topped with a cone of blue-white froth. The wind picks this froth from each and carries it along, freezing it to any surface it covers. The rigging and sails labour under the extra weight of the ice, glinting like jewels in the periodic sun. (Temp H 29/-2 L 21/-6, Wind — 20-25 mph. Characters moving on deck must succeed on a DC 10 Dexterity (Acrobatics) check each round or be knocked prone. All exposed areas of the ship count as difficult terrain. Characters on deck take a -1 penalty to Dexterity saving throws, Strength (Athletics) checks involving climbing, and Wisdom (Perception) checks that rely on sight. 12% chance of course change required for ice flow in path of ship.)

41-60

A wide bank of clouds have blotted out the sun; consequently, the diluted light colors the world in tints of twilight gray. The absence of wind allows the sails and rigging to hang listless, like cloth in a shop window. The water is unmarked, calm for many miles around the ship, waves visible in the far distance. Pressure seems to build, raising the temperature over several hours to a more comfortable level. Ice bergs in the distance hold steady like islands. (Temp H 32/0 L 28/-2, Wind — 0-5 mph. Experienced sailors know a storm is coming. Reroll on Arctic day-rain chart in 1d4 hours for result. 2% chance of course change for ice bergs in path of ship.)

61-80

Streamers of billowy clouds race overhead in the wind. Large waves buffet the ship, attempting to carry it along with them. Wind assaults the vessel hard from the west, never wavering or letting up. Tacking into the wind seems impossible from its vicious force while tacking with the wind runs a risk of never getting control of the ship back. (Temp H 23/-5 L 18/-8, Wind — 25-35 mph. Characters on deck take a -1 penalty to Dexterity checks and saving throws.)

81-00

The air burns with the wind chill crusting ice all over the ship, the sun adding no aid to the frigid temperature. Clouds are non-existent in the sky, collecting only on the horizons. While filling the sails, the wind steals the breath from those on deck freezing exposed flesh in minutes. (Temp H 22/-5 L 15/-10, Wind — 35-40 mph. Characters moving on deck must succeed on a DC 6 Dexterity (Acrobatics) check each round or be knocked prone. All exposed areas of the ship count as difficult terrain. Characters on deck take a -1 penalty to Dexterity checks involving fine motor skills.)

DRY/NIGHT

01-20

Clear ebony sky overhead provides astronomers and navigators a fine view of the stars and planets. A gentle wind blows from the South, flapping the sail and nettings. Small waves lap against the side of the boat like a heartbeat; ice bergs stand out stark white against the black background of the water and night sky. (Temp H 32/0 L 25/-4, Wind — 5-10 mph. 2% chance of course changes required for ice flow in path of ship.)

21-40

Large clouds move overhead, blocking the stars and moon with their bulk. The ship rolls gently on the waves as it rides through the water. Occasionally larger waves provide a small drop for the vessel as it is carried over the lip of the wave. The strong wind takes the ship along with it, filling the sails and pulling at cloaks of those on board. (Temp H 29/-2 L 24/-4, Wind — 10-15 mph. Characters on deck take a -1 penalty to Wisdom (Perception) checks that rely on hearing.)

41-60

Clouds block all stars and only hint at the location of the moon, adding a claustrophobic feel to the trip. The absence of wind allows the sails and rigging to hang listless, like cloth in a shop window. The ebony water ripples in the soft breeze, white caps standing out like glowing embers. (Temp H 31/0 L 26/-3, Wind — 0-5 mph. 2% chance of course change for ice bergs in path of ship.)

61-80

Partial clouds covers sections of the sky, seemingly unmoving. Large waves buffet the ship, attempting to carry it along with them. Wind assaults the vessel hard from the west, never wavering or letting up. Travel during the night at full sail run double risk of collision with ice. (Temp H 30/-1 L 22/-5, Wind — 25-35 mph. Characters on deck take a -1 penalty to Dexterity checks and saving throws. 15% chance of course change for ice.)

81-00

Wisps of cloud move across the sky, sometimes blocking the stars. The brightness of the visible stars and moon provides ample light to maneuver around the ship and perform most tasks. The ever-present wind provides enough force to keep the ship moving at optimum speed. The absence of spray from the calm waters allows for equipment to dry. (Temp H 30/-1 L 26/-3, Wind — 10-15 mph.)

EQUATORIAL

Within the Equatorial region humidity is an issue for temperature measurement. Reference to the Humidity Table will bring about a more realistic gauge for temperature; consequently, the effects of heat upon those traveling the waves should be watched closely.

RAIN/DAY

01–20	A strong wind blows, adding a texture to the warm rain falling. The occasional rain mists on the warm deck, adding more humidity to the air. A sticky aspect of the air grows throughout the day as the humidity rises. Bright sun reflects off all wet and shiny surfaces, creating a glare from all directions. Waves are large in width but not in height, rocking the ship with their passage. (Temp H 79/27 L 65/19, Wind — 10–15 mph. Characters on deck take a –1 penalty to Constitution saving throws made to maintain concentration on a spell.)
21–40	Heavy rain pummels the ship and those on board, drenching all equipment and passengers. The waves are sedated, rarely topping 8 feet, seemingly held down with the impact of the rain. The sun tries to pierce the cloud cover with its intense glare, only succeeding in raising the temperature. Wind is non-existent hammered to submission by the heavy rain. (Temp H 75/24 L 71/22, Wind — 0–5 mph.)
41–60	Seemingly in rhythm with the lapping waves, periodic rain drops in vast amounts, quickly soaking all surfaces and washing away loose items. Between rainfalls, the sun attempts to burn away the moisture with blistering heat, never quite successful and so leaving all with a heaviness of moisture. Waves roll languidly, topping 6 feet in height but not steep enough to make more than an exaggerated rocking motion. The wind blows merrily, billowing out the sails of the ship and propelling the vessel over the large waves. (Temp H 79/27 L 71/22, Wind — 20–25 mph. Characters moving on deck during a deluge must succeed on a DC 8 Dexterity (Acrobatics) check each round or be knocked prone and pushed 5 feet in a random direction. All exposed areas of the ship count as difficult terrain.)
61–80	A drizzle of rain, sporadically hard and light, falls throughout the day. All surfaces is thoroughly soaked and heavy with water. The warmth of the occasional sun is diminished slightly by the cool rain, keeping it tolerable for all involved. The wind blows constantly, keeping the sails full but not pushing the limit of its capabilities. (Temp H 81/28 L 77/26, Wind — 25–30 mph.)
81–00	Heavy rain from unseen clouds pummels the ship and those on deck. Waves like great green battering rams smashing against the ship every minute. The overhead clouds have descended to a point where it seems the ship is in a large chamber. Wind hurtles against the vessel and its sail, trying to rip it free from the mast and rigging. All loose items are tossed around the decking creating hazards for those on deck. (Temp H 80/27 L 74/24, Wind — 25–30 mph. Characters moving on deck must succeed on a DC 10 Dexterity (Acrobatics) check each round or be knocked prone and pushed 5 feet in a random direction. All exposed areas of the ship count as difficult terrain. Characters on deck also have disadvantage on Strength (Athletics) checks involving climbing and take a –1 penalty to Constitution saving throws made to maintain concentration on a spell.)

RAIN/NIGHT

01–20	The humidity of the night is made comfortable by the patter of rain upon the deck. The coolness of the rain seems to steal some of the thickness in the air. The thin clouds mask the presence of the stars but leave a large halo where the moon tries to shine. The waves crash against the hull as if trying to keep the ship from reaching its goal. The bounce of the ship as it passes over the waves keeps all but the soundest sleepers awake. (Temp H 80/27 L 70/22, Wind — 0–5 mph.)
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Heavy rain from ebony clouds press down on the ship and those on deck. Waves can be seen in the dark like great gray-green boulders smashing against the ship every minute. The overhead clouds have descended to a point where it seems the ship is in a large chamber. Wind hurtles against the vessel and its sail, trying to rip it from the mast and rigging. All loose items and small creatures on deck vie for attention from the crashing waves or the blustery wind. (Temp H 77/26 L 62/17, Wind — 20–25 mph. Characters moving on deck must succeed on a DC 10 Dexterity (Acrobatics) check each round or be knocked prone. All exposed areas of the ship are lightly obscured and count as difficult terrain. Characters on deck also have disadvantage on Strength (Athletics) checks involving climbing and Wisdom (Perception) checks that rely on hearing, and take a –1 penalty to Constitution saving throws made to maintain concentration on a spell.)

Seemingly in rhythm with the lapping waves, periodic rain drops in vast amounts, quickly soaking all surfaces and washing away loose materials. Waves roll languidly, topping 6 feet in height but not steep enough to make more than an exaggerated rocking motion. A light wind blows carrying a humid mist from the still warm water, visible in the intermittent moonlight. (Temp H 76/25 L 71/22, Wind — 5–10 mph. Characters moving on deck must succeed on a DC 6 Dexterity (Acrobatics) check each round or be knocked prone. All exposed areas of the ship are lightly obscured and count as difficult terrain.)

A drizzle of rain, sometimes hard and sometimes light, falls continuously throughout during the nighttime hours. All surfaces are thoroughly soaked and heavy with water. The warmth of the day rapidly disappears replaced with the humidity of the still evaporating water around the ship. The waves are smaller than normal and works with the rain to stay weak enough to be inconsequential. The wind blows constantly, keeping the sails full but not pushing the limit of its capabilities. (Temp H 80/27 L 78/26, Wind — 312–18 mph.)

A thrashing rain accompanies hurricane force winds. In the distance amid lightning flashes water spouts can be seen reaching for the sky. Waves, the size of small mountains, rise above the vessel giving the ship a wide span of view when atop a wave, and a sense of claustrophobia when in a gully. (Temp H 79/27 L 71/22, Wind — 80–85 mph. Characters moving on deck must succeed on a DC 14 Dexterity (Acrobatics) check each round or be knocked prone and pushed 15 feet in a random direction. All exposed areas of the ship are lightly obscured and count as difficult terrain. Characters on deck also have disadvantage on Dexterity checks and saving throws, Strength (Athletics) checks involving climbing, and Constitution saving throws made to maintain concentration on a spell.)

DRY/DAY

The incessant sun is offset by a breeze, keeping the temperature to a seemingly more moderate level. Spray flies up in the wind, fed by the many white-capped waves sprinting past the ship. The horizon is marked with a large bank of gray clouds, promising rain in the next day or two. The humidity rises throughout the day, adding a weight to the sun which saps the strength of those not acquainted with the Equatorial waters. (Temp H 81/28 L 75/24, Wind — 20–25 mph.)

Clouds run amok along the sky, occasionally blocking the sun and its warmth. The wind seemingly growls as it tears across the water at the ship. The sail quivers, trying to keep the wind from escaping. Waves rise up and crash against the hull of the ship, each impact like a bludgeon from nature itself. (Temp H 77/26 L 69/21, Wind — 25–35 mph. Characters on deck have disadvantage on Strength (Athletics) checks involving climbing and take a –1 penalty to Dexterity saving throws and Wisdom (Perception) checks that rely on hearing.)

41–60

A crystal clear sky magnifies the sun, aiming its heat against the ship and her crew. The wind puffs slowly, not enough to cool the flesh of those in the open or ruffle the sails. Waves move across the water like a herd, trying to carry the ship along in their wake, fighting the vessel should it try to turn away. The spray carries over the rail into the faces of those on deck, quickly drying to leave powdered salt. (Temp H 77/26 L 65/19, Wind — 0–5 mph. Characters on deck take a –1 penalty to Strength checks and Constitution saving throws made to maintain concentration on a spell.)

61–80

The thick clouds overhead threaten to release their load, moisture currently released in the form of a thick palpable air. While no rain has fallen during the day, all surfaces are beaded with sweat and spray from the humidity-laced air. The moderate wind moves both the ship and the clouds, lifting the waves to heights of 10 feet, launching the spray into the air. The ship rolls with the impacts as it tips down one wave and up another, the prow having difficulty cutting through the water. (Temp H 77/26 L 70/22, Wind — 25–30 mph.)

81–00

The sky is clear, dotted with the occasional cloud. A steady wind blows determined to cart items away in its embrace. The weak sun cannot raise the temperature, regardless of its steady glare. Abundant waves run to the horizon, making up for size with numbers. Churned to a gray-green only a few feet under the surface can be seen with any clarity; another indicator of the weak sun. (Temp H 75/25 L 64/18, Wind — 35–40 mph.)

DRY/NIGHT

01–20

Clear sky provides a view of the numerous constellations and guiding stars. Wind gusts from the North East, creating a flapping staccato to match the waves breaking on the hull of the ship. White-capped waves, visible in the moonlight reach for the sailors on board, topping 7–8 feet. A slight mist can be felt in the wind; consequently, all surfaces are slick and shiny with moisture. (Temp H 75/25 L 61/17, Wind — 15–25 mph. Characters on deck take a –1 penalty to Strength (Athletics) checks involving climbing and Wisdom (Perception) checks that rely on hearing.)

21–40

Clouds of stone gray run from horizon to horizon, extinguishing the stars and moon from view. The absence of wind allows the sails and rigging to hang listless, like cloth in a shop window. The water is like unmarked, calm for many miles around the ship, waves visible in the far distance. Pressure seems to build, raising the temperature over several hours to just above a comfortable level. (Temp H 76/25 L 63/18, Wind — 0–5 mph. Experienced sailors know a storm is coming. Roll on Equatorial day- rain chart in 1d4 hours for result.)

41–60

The cool of the night is identified by the daytime heat escaping the decking, misting the moisture collected through the daylight hours. Raising the humidity to an uncomfortable level, it deadens the night sounds of creaking riggings and lapping waves. Long trenches of waves roll the ship as it moves through them like long strides of a great beast. Occasional clouds plunge the world into darkness, allowing the moon and stars to peer through again in a few moments. (Temp H 74/24 L 69/21, Wind — 10–20 mph.)

61–80

Lines of clouds run the length of the night sky. The bright moon hides behind this occasional cover, sometimes plunging the world into a dark twilight or bright moonlight. Numerous waves, about the size of a man, run the length of the water as far as the eye can see, all topped with a cone of greenish white froth. The rigging and sails have rivulets of collected water which pools on the deck. Lines are heavy with water and deck boards are slick and shiny, sometimes reflecting the occasional sunlight. (Temp H 78/26 L 75/24, Wind — 20–25 mph. Characters on deck take a –1 penalty to Dexterity saving throws, Strength (Athletics) checks involving climbing, and Wisdom (Perception) checks that rely on sight.)

81–00

Clear ebony night overhead provides astronomers and navigators a fine view of the stars and planets. A gentle wind blows from the West, flapping the sail and nettings. Small waves lap against the side of the boat like a heartbeat; reflections of the moon on the waves stand out stark white against the black background of the water and night sky. (Temp H 79/27 L 67/20, Wind — 5–10 mph.)

WINTER

TROPICAL

RAIN/DAY

01–20

A gentle breeze blows, adding a pleasant cooling to the warm rain falling. Large drops patter along the deck, quickly evaporating the rain and adding to the humidity. A sticky aspect of the air grows throughout the day as the humidity rises. Sunlight glints off the water like numerous smaller suns, blinding those not ready for the effect. Waves are large in width but not in height, rocking the ship with their passage. (Temp H 88/32 L 75/25, Wind — 10–15 mph. Characters on deck take a –1 penalty to Constitution saving throws made to maintain concentration on a spell.)

21–40

Steady rainfall descends upon the ship and those on board, quickly soaking all equipment and people. The waves are sedated, rarely topping 5 feet seemingly held down with the rain. The sun tries to pierce the cloud cover with its intense glare, only succeeding in raising the temperature. Wind is non-existent hammered to submission by the heavy rain (Temp H 83/29 L 78/26, Wind — 0–5 mph.)

41–60

Waves brush against the ship in counter point to the periodic rain, falling in vast amounts, quickly water logging everything. Between rainfalls the sun attempts to burn away the moisture with blistering heat. Waves roll, languidly topping 6 feet in height but not steep enough to make more than an exaggerated rocking motion. The wind blows merrily, billowing out the sails of the ship and propelling the vessel over the large waves. (Temp H 89/23 L 76/25, Wind — 20–25 mph. Characters moving on deck must succeed on a DC 6 Dexterity (Acrobatics) check each round or be knocked prone and pushed 10 feet in a random direction. All exposed areas of the ship count as difficult terrain.)

61–80

Rain falls continuously through the day, varying between hard and soft, keeping all items and surfaces heavy with moisture. The warmth of the occasional sun is diminished slightly by the cool rain, keeping it tolerable for all involved. The wind blows constantly, keeping the sails full but not pushing the limit of its capabilities. (Temp H 83/29 L 70/22, Wind — 25–30 mph.)

81–00

Blankets of water fall from the sky, creating a deluge which threatens to wash away all on deck. Waves like great gray-green boulders smashing against the ship every minute. The overhead clouds have descended to a point where it seems the ship is in a large chamber. Wind hurtles against the vessel and its sail, trying to rip it from the mast and rigging. (Temp H 87/32 L 74/24, Wind — 20–25 mph. Characters moving on deck must succeed on a DC 8 Dexterity (Acrobatics) check each round or be knocked prone and pushed 10 feet in a random direction. All exposed areas of the ship are lightly obscured and count as difficult terrain. Characters on deck also have disadvantage on Strength (Athletics) checks involving climbing and take a –1 penalty to Wisdom (Perception) checks that rely on hearing and Constitution saving throws made to maintain concentration on a spell.)

RAIN/NIGHT

01–20

While cool, the night remains uncomfortable due to the humidity carried on the air. The moon makes itself known through the clouds, illuminating a portion of the night sky to milky white. The waves crash against the hull as if trying to keep the ship from reaching its goal. The bounce of the ship as it passes over the waves keeps all but the soundest sleepers awake. (Temp H 86/31 L 79/27, Wind — 0–5 mph. Characters on deck take a –1 penalty to Constitution saving throws made to maintain concentration on a spell.)

21–40

Heavy rain from substantial clouds pummel the ship and those on deck. Waves can be seen in the dark like great gray-green boulders smashing against the ship every minute. The overhead clouds have descended to a point where it seems the ship is in a large chamber. Wind hurtles against the vessel and its sail, trying to rip it from the mast and rigging. All loose items and small creatures on deck vie for attention from the crashing waves or the blustery wind. (Temp H 85/30 L 79/27, Wind — 50–55 mph. Characters moving on deck must succeed on a DC 6 Dexterity (Acrobatics) check each round or be knocked prone. All exposed areas of the ship are lightly obscured and count as difficult terrain. Characters on deck also have disadvantage on Strength (Athletics) checks involving climbing and Wisdom (Perception) checks that rely on hearing, and take a –1 penalty to Constitution saving throws made to maintain concentration on a spell.)

41–60

Seemingly in rhythm with the lapping waves, periodic rain drops in vast amounts, quickly soaking all surfaces and washing away loose items. Waves roll languidly, topping 6 feet in height but not steep enough to make more than an exaggerated rocking motion. A light wind blows carrying mist from the still warm water, visible in the occasional moonlight. (Temp H 87/31 L 77/26, Wind — 5–10 mph. All exposed areas of the ship are lightly obscured. Characters on deck take a –1 penalty to Strength (Athletics) checks involving climbing.)

61–80

A drizzle of rain falls endlessly throughout during the nighttime hours. All surfaces are thoroughly soaked and heavy with water. The warmth of the day rapidly disappears replaced with the humidity of the still evaporating water around the ship. Waves are present but pose no real threat to the direction of the ship or her course. The wind blows constantly, keeping the sails full but not pushing the limit of its capabilities. (Temp H 83/29 L 77/26, Wind — 12–18 mph.)

81–00

A constant rain falls from gray clouds overhead keeping all within it thoroughly soaked. The wind propels the ship slowly, seemingly held back by the rain, over the large hillock shaped waves. Occasional lightning flashes illuminate the depth of the rain, looking like iron bars for as far as the eye can see, peppering the water. (Temp H 79/27 L 71/22, Wind — 5–10 mph. All exposed areas of the ship are lightly obscured. Characters on deck take a –1 penalty to Dexterity saving throws, Strength (Athletics) checks involving climbing and Wisdom (Perception) checks that rely on sight.)

DRY/DAY

01–20

The large sun dominates the sky but a swift breeze keeps the temperature to a more moderate level. Spray pulled up from the many waves, capped in white froth. The horizon is marked with a large bank of gray clouds promising rain in the next day or two. (Temp H 85/30 L 72/23, Wind — 20–25 mph.)

21–40

Clouds run riot along the sky, occasionally blocking the sun and its warmth. The wind seemingly growls as it tears across the water at the ship. The sail quivers trying to keep the wind from escaping. Waves rise up and crash against the hull of the ship each impact like a bludgeon from nature itself. (Temp H 86/31 L 75/ 25, Wind — 25–35 mph. Characters on deck have disadvantage on Strength (Athletics) checks involving climbing and take a –1 penalty to Wisdom (Perception) checks that rely on hearing.)

41–60

A crystal clear sky magnifies the sun directing its heat against the ship and her crew. The wind puffs slowly, not enough to extinguish a candle let alone cool the flesh of those in the open. Waves move across the water like a herd, trying to carry the ship along in their wake, fighting the vessel should it try to turn away. The spray carries over the rail into the faces of those on deck, quickly drying to leave powdered salt. (Temp H 84/29 L 77/26, Wind — 0–5 mph.)

61–80

The thick clouds overhead threaten to release their burden but maintain their hold for now. The moderate wind moves both the ship and the clouds, lifting the waves to heights of 10 feet, launching the spray into the air. The ship rolls with the impacts as it tips down one wave and up another, the prow having difficulty cutting through the water. (Temp H 89/32 L 82/29, Wind — 25–30 mph.)

81–00

The sky is clear, dotted with numerous small mediocre puffs of cloud. A steady wind blows determined to cart items away in its embrace. The sun, high overhead seems a greater distance than usual given the lack of heat generated. Abundant waves run to the horizon, making up for size with numbers. Churned to a gray green only a few feet under the surface can be seen with any clarity; another indicator of the weak sun. (Temp H 88/32 L 80/28, Wind — 20–25 mph.)

DRY/NIGHT

01–20

Clear sky provides a view of the innumerable constellations and guiding stars. Wind gusts from the South creating a flapping staccato to match the waves breaking on the hull of the ship. White-capped waves, visible in the moonlight reach for the sailors on board, topping 10 feet. A slight mist can be felt in the wind; consequently, all surfaces are slick and shiny with moisture. (Temp H 87/31 L 81/28, Wind — 30–35 mph. Characters on deck take a –1 penalty to Strength (Athletics) checks involving climbing and Wisdom (Perception) checks that rely on hearing.)

21–40

Clouds of dull steel run from horizon to horizon, extinguishing the stars and moon from view. The lack of wind allows the sails and rigging to hang listless, like cloth in a shop window. The water is unmarked, tranquil for many miles around the ship, waves visible in the far distance. Pressure seems to build, raising the temperature over several hours to just above a comfortable level. (Temp H 86/31 L 80/28, Wind — 0–5 mph. Experienced sailors know a storm is coming. Reroll on Tropical day-rain chart in 1d4 hours for result.)

41–60

The cool of the night is acknowledged by the daytime heat escaping the decking, misting the moisture collected through the daylight hours. Raising the humidity to an uncomfortable level it deadens the night sounds of creaking riggings and lapping waves. Troughs of water roll the ship as it moves through them like long strides of a great beast. Occasional clouds steal the minimal light, allowing the moon and stars to peer through again in a few moments. (Temp H 90/33 L 84/29, Wind — 10–20 mph.)

61–80

The clouds battle with the moon overhead for supremacy, plunging the world into pitch dark or muted twilight. Numerous waves, about the size of a man run the length of the water as far as the eye can see, all topped with a cone of greenish white froth. The rigging and sails have rivulets of collected water which pools on the deck. Lines are heavy with water and deck boards are slick and shiny, sometimes reflecting the occasional moonlight. (Temp H 83/29 L 74/24, Wind — 20–25 mph. Characters on deck take a –1 penalty to Dexterity saving throws, Strength (Athletics) checks involving climbing, and Wisdom (Perception) checks that rely on sight.)

81–00

Clear ebony night overhead provides astronomers and navigators a fine view of the stars and planets. A gentle wind blows from the West flapping the sail and nettings. Small waves lap against the side of the boat like a heartbeat, reflections of the moon on the waves stand out stark white against the black background of the water and night sky. (Temp H 83/29 L 78/26, Wind — 10–15 mph.)

TEMPERATE

RAIN/DAY

01–20 A gentle breeze blows, adding a slight chill to the damp air. Large drops patter along the deck, occasionally warmed by the periodic sun and quickly evaporated. Gray white clouds fill the sky from horizon to horizon predicting a constant rainfall. Waves are large in width but not in height, rocking the ship with their passage (Temp H 46/9 L 35/2, Wind — 5–10 mph.)

21–40 Rain from onyx clouds thrash the ship and those on unfortunate enough to be on deck. Waves like great gray-green behemoths smashing against the ship every few minutes. The overhead clouds have descended gathering the ship in its embrace. Wind hurtles against the vessel and its sail, trying to rip it from the mast and rigging. The clouds of mist streak by carried on the fierce wind presenting the illusion of even greater speed. All loose items on deck vie for attention from the crashing waves or the blustery wind. (Temp H 54/13 L 42/6, Wind — 55–60 mph. Characters moving on deck must succeed on a DC 6 Dexterity (Acrobatics) check each round or be knocked prone. All exposed areas of the ship are lightly obscured and count as difficult terrain. Characters on deck also have disadvantage on Strength (Athletics) checks involving climbing and Wisdom (Perception) checks that rely on hearing, and take a –1 penalty to Constitution saving throws made to maintain concentration on a spell.)

41–60 The sky carries a darker shade than normal, clouds so thick they block out all trace of light. Rain is propelled horizontally with the wind, hitting like daggers and needles, reducing vision to mere feet around each person. Winds blow loose objects and people unprepared for its force off course. Waves 15–30 feet high assault the ship, blowing over the rail and soaking sailors with its frigid embrace. (Temp H 44/8 L 37/3, Wind — 40–45 mph NE. Characters moving on deck must succeed on a DC 8 Dexterity (Acrobatics) check each round or be knocked prone and pushed 5 feet in a random direction. All exposed areas of the ship are lightly obscured and count as difficult terrain. Characters on deck also have disadvantage on Dexterity checks involving fine motor skills, Wisdom (Perception) checks that rely on hearing, and Constitution saving throws made to maintain concentration on a spell.)

61–80 A constant rain falls from gray clouds overhead keeping all within it thoroughly soaked. The wind propels the ship slowly, seemingly held back by the rain, over the large hillock shaped waves. Occasional lightning flashes illuminate the depth of the rain, looking like iron bars for as far as the eye can see, peppering the water. (Temp H 50/11 L 40/5, Wind — 5–10 mph NE. All exposed areas of the ship are lightly obscured. Characters on deck take a –1 penalty to Dexterity saving throws and Strength (Athletics) checks involving climbing.)

81–00 A simple rain falls creating a constant drone of rain on the wooden deck. The wind is not strong enough to alter the vertical direction of the rain letting the sail hang like a soaked rag from the mast. The subtle waves rock the ship almost undetectably as they move by on unseen currents. Clouds looking like an inverted mountain range press down upon the ship and crew. (Temp H 44/8 L 33/1, Wind — 10–15 mph.)

RAIN/NIGHT

01–20 Clouds brimming with lightning streak by overhead as waves lift like cliffs (6–15 feet) around the vessel. Rain alternates from side to side and straight down with the force of a hammer blow. Rivers of water course around the deck from the rain and waves creating treacherous footing for all on board. The sails snap and crack as it fills with the wind, dropping deluges of collected rain to the deck below. Periodically the sky lights up with a lightning blast nearby painting everything with in shades of white, blue and gray, all other times the charcoal sky and water bestow a sense of isolation. (Temp H 47/9 L 41/6, Wind — 20–25 mph. Characters moving on deck must succeed on a DC 10 Dexterity (Acrobatics) check each round or be knocked prone and pushed 5 feet in a random direction. All exposed areas of the ship are lightly obscured and count as difficult terrain. Characters on deck also have disadvantage on Dexterity checks involving fine motor skills, Strength (Athletics) checks involving climbing, and Constitution saving throws made to maintain concentration on a spell.)

21–40 A constant rain falls from gray clouds overhead keeping all within it thoroughly soaked. The wind propels the ship slowly, seemingly held back by the rain, over the large hillock shaped waves. Occasional lightning flashes illuminate the depth of the rain, looking like iron bars for as far as the eye can see, peppering the water. (Temp H 45/8 L 38/4, Wind — 5–10 mph. All exposed areas of the ship are lightly obscured. Characters on deck take a –1 penalty to Dexterity saving throws and Strength (Athletics) checks involving climbing.)

41–60 Thick rolling clouds erupt constantly with thunder and rain beating upon the wooden planks. The percussion of the rain is accented with the occasional spray of mountainous waves carried on the wind. Gusts of wind blow across the ship attempting to pull everything along in its wake. Sight is reduced to feet, distance eliminated with the thick sheets of rain. (Temp H 50/11 L 43/7, Wind — 15–20 mph. Characters moving on deck must succeed on a DC 8 Dexterity (Acrobatics) check each round or be knocked prone. All exposed areas of the ship are heavily obscured and count as difficult terrain. Characters on deck also have disadvantage on Dexterity saving throws, and take a –1 penalty to Dexterity checks involving fine motor skills and Constitution saving throws made to maintain concentration on a spell.)

61–80 Hurricane force rain and wind, the ship is tossed like a child's doll. Huge waves like mountains threaten to topple the vessel and launch the sailors into the unforgiving sea. Wind blows fiercely lifting all heavy objects not lashed down and propelling them around and off the ship. The sky and water are undistinguishable, erasing the horizon as both are steel gray. (Temp H 39/4 L 31/0, Wind — 75–80 mph NNW. Characters moving on deck must succeed on a DC 14 Dexterity (Acrobatics) check each round or be knocked prone and pushed 15 feet in a random direction. All exposed areas of the ship count as difficult terrain. Characters on deck also have disadvantage on Dexterity checks and saving throws, Strength (Athletics) checks involving climbing, and Constitution saving throws made to maintain concentration on a spell.)

81–00 A simple rain falls creating a constant drone of rain on the wooden deck. The wind is not strong enough to alter the vertical direction of the rain letting the sail hang like a soaked rag from the mast. The faint waves rock the ship almost indiscernibly as they move on underwater currents. Clouds looking like an inverted mountain range press down upon the ship and crew. Navigation can only be done through compass or landmarks. (Temp H 60/16 L 52/12, Wind — 5–10 mph E.)

DRY/DAY

01–20 The large sun governs the sky but a swift breeze keeps the temperature to a cooler level. Spray pulled up from the many waves, capped in white froth and thrown across the deck. The horizon is marked with a large bank of gray clouds promising rain in the next day or two. (Temp H 56/14 L 44/8, Wind — 20–25 mph.)

21–40 The sky is clear, dotted with numerous small unimposing puffs of cloud. A steady wind blows determined to cart items away in its embrace. The sun, high overhead seems a greater distance than usual given the lack of heat generated. Abundant waves run to the horizon, making up for size with numbers. Churned to a gray-green only a few feet under the surface can be seen with any clarity; another indicator of the weak sun. (Temp H 58/15 L 49/10, Wind — 15–20 mph.)

41–60 A crystal clear sky magnifies the sun directing its heat against the ship and her crew. The wind puffs slowly, not enough to extinguish a candle let alone cool the flesh of those warmer than usual day. Waves move across the water like a herd, trying to carry the ship along in their wake, fighting the vessel should it try to turn away. The spray carries over the rail into the faces of those on deck, quickly drying to leave traces of powdered salt. (Temp H 60/16 L 52/12, Wind — 5–10 mph. Sun stroke in 3d8 rounds unless properly attired for the sun. Sunburn may be a risk. Characters on deck take a –1 penalty to Wisdom (Perception) checks that rely on sight and Constitution saving throws made to maintain concentration on a spell.)

61–80 Sun and gray clouds do battle overhead for dominance, sometimes plunging the water into a dark twilight or bright daylight. Numerous waves, about the size of a man run the length of the water as far as the eye can see, all topped with a cone of white froth. The wind picks this froth from each and carries it along and coats all surfaces. This cooling spray makes the trip enjoyable for most on board, even in the shade. The rigging and sails labour flap in the breeze, occasionally dropping additional sprays to the deck, glinting like jewels in the periodic sun. (Temp H 45/8 L 36/3, Wind — 18–20 mph N.)

81–00 Gray the colour of stone has been painted from horizon to horizon, plunging the day into twilight. The absence of wind allows the sails and rigging to hang listless, like cloth in a shop window. The water is unmarked, calm for many miles around the ship, waves visible in the far distance. Pressure seems to build, raising the temperature over several hours to a more comfortable level. (Temp H 55/13 L 46/9, Wind — 5–10 mph. Re-roll in 4 game hours on the wet-day chart for the approaching storm.)

DRY/NIGHT

01–20 Clear sky provides a view of the numerous constellations and guiding stars. Wind gusts from the West, creating a flapping staccato to match the waves breaking on the hull of the ship. White capped waves, visible in the moonlight reach for the sailors on board, topping 7-8 feet. A slight mist can be felt in the wind; consequently, all surfaces are slick and shiny with moisture (Temp H 39/5 L 32/0, Wind — 15–25 mph. Characters on deck take a –1 penalty to Dexterity saving throws, Strength (Athletics) checks involving climbing, and Wisdom (Perception) checks that rely on hearing.)

21–40 Clear jet black night overhead provides astronomers and navigators a fine view of the stars and planets. A gentle wind blows from the South flapping the sail and nettings. Small waves lap against the side of the boat like a heartbeat; small white caps stand out stark against the black background of the water and night sky. (Temp H 58/15 L 44/8, Wind — 15–25 mph.)

41–60 An overcast sky blocks the view of all but the brightest stars and planets. Some navigation can still be done by experienced sailors. A breeze comes and goes, proving to be a fickle asset for the sails on the ship, waves playing tag rock the ship gently back and forth. (Temp H 49/10 L 43/7, Wind — 15–20 mph.)

61–80 Numerous stars turn the night sky into a twilight gray, offsetting the onyx of the calm water. A steady soft wind blows propelling the ship along on its way. The sound of the surf being cut by the hull is seemingly alone, periodically joined by the creak of the rigging and the soft voice of a sailor. (Temp H 55/13 L 44/8, Wind — 20–25 mph. Characters proficient in the use of navigator's tools have advantage on Wisdom (Survival) checks made to use those tools.)

81–00 A severe wind blows threatening to rip the sail from the mast, propelling the vessel over the waves like a toy. Thick ribbons of cloud race overhead like gray gashes in the constellations. Many large waves run the length of vision, occasionally growing to such a large size (45 feet) they threaten to topple the ship like flotsam. (Temp H 52/12 L 45/8, Wind 15–25 mph. Characters on deck take a –1 penalty to Strength (Athletics) checks involving climbing and Constitution saving throws made to maintain concentration on a spell.)

ARCTIC

Wind chill is a real concern when the temperature drops below 32° F. Exposure to the wind risks frostbite for flesh. The effective temperature, for purposes of calculating potential harm caused by extreme cold, can be found in the Wind Chill Table.

RAIN/DAY

01–20 White gray clouds span from horizon to horizon, periodic deluges of snow drop upon the water and the ship. The deck is quickly covered in a white blanket of snow making progress slow around the ship. Finding equipment is difficult for the inexperienced sailor, boxes and barrels becoming nondescript objects in the snow. The wind moves the snow in various directions as it descends, moving the sails to half full with their strongest force. (Temp H –15/–26 L –20/–29, Wind — 15–20 mph. All exposed areas of the ship count as difficult terrain.)

21–40 Sleet drops like sheets of needles upon sailors in the open. The wind drives the sleet almost horizontally across the waves. Large mountains of water move across the area threatening to bash the vessel into submission. The steel gray sky rolls like the underside of a surf promising many hours of attack. The rigging creaks and sails moan ominously in the barrage of the storm. Movement along the deck is perilous at best; those in the upper reaches of the vessel cling for their lives. (Temp H –12/–25 L –23/–30, Wind — 20–25 mph. Characters moving on deck must succeed on a DC 10 Dexterity (Acrobatics) check each round or be knocked prone. All exposed areas of the ship are lightly obscured and count as difficult terrain. Characters on deck also have disadvantage on Wisdom (Perception) checks that rely on hearing, and Constitution saving throws made to maintain concentration on a spell, and take a –1 penalty to Dexterity checks involving fine motor skills and Strength (Athletics) checks involving climbing.)

41–60 Freezing mist falls, landing like a blanket upon the water. Wind is present but too weak to fill sails. Ice flows move on the sunken currents, dancing around the ship at great distances. Waves are subdued, seemingly moving in numerous directions with no pattern discernable. Ice forms on most surfaces with extended exposure, sails and rigging becoming rigid and hazardous with each passing hour. (Temp H –14/–26 L –19/p–28, Wind — 0–5 mph. Characters moving on deck must succeed on a DC 6 Dexterity (Acrobatics) check each round or be knocked prone. All exposed areas of the ship are lightly obscured and count as difficult terrain.)

61–80

Clouds explode with lightning and thunder as waves lift like cliffs (6–15 feet) around the vessel. Rain alternates from side to side and straight down with the force of a hammer blow. Ice coats all exposed surfaces in minutes creating treacherous areas on the ship and rigging. The sails snap and crack as it fills with the wind, snow and ice, dropping chunks of ice to the deck below. Periodically the sky lights up with a lightning blast nearby painting everything with in shades of white and black, all other times the charcoal sky and water bestow a sense of isolation. (Temp H –16/–27 L –25/–31, Wind — 25–35 mph. Characters moving on deck must succeed on a DC 8 Dexterity (Acrobatics) check each round or be knocked prone. All exposed areas of the ship are lightly obscured and count as difficult terrain. Characters on deck also have disadvantage on Wisdom (Perception) checks that rely on hearing and take a –1 penalty to Dexterity saving throws. 10% chance of course change required for ice formation in path of ship.)

81–00

The sky carries a darker shade than normal, clouds so thick they block out all trace of light. Rain is propelled horizontally with the wind, hitting like daggers and needles reducing vision to mere feet around each person. Ice forms on all surfaces making passage difficult on deck. Winds blow loose objects and people unprepared for its force off course. Waves 15–30 feet high assault the ship, blowing over the rail and soaking sailors with its frigid embrace. (Temp: H -20/ -29 L -25/ -31 Wind 40- 45 mph. Characters moving on deck must succeed on a DC 12 Dexterity (Acrobatics) check each round or be knocked prone and pushed 5 feet in a random direction. All exposed areas of the ship are heavily obscured and count as difficult terrain. Characters on deck also have disadvantage on Dexterity checks involving fine motor skills, Strength (Athletics) checks involving climbing, Wisdom (Perception) checks that rely on hearing, and Constitution saving throws made to maintain concentration on a spell.)

RAIN/NIGHT

01–20

Bulbous clouds promise a tremendous storm front. Waves lift like cliffs (20–30 feet) around the vessel as rain attacks side-to-side and straight down with the force of a hammer blow. Ice coats all exposed surfaces in minutes, creating treacherous areas on the ship and rigging. The sails snap and crack as it fills with the wind, snow and ice, dropping chunks of ice to the deck below. Periodically the sky lights up with a lightning blast nearby painting everything with in shades of white, all other times the charcoal sky and water bestow a sense of isolation. (Temp H –17/–27 L –24/–31, Wind — 25–35 mph. Characters moving on deck must succeed on a DC 12 Dexterity (Acrobatics) check each round or be knocked prone and pushed 5 feet in a random direction. All exposed areas of the ship are lightly obscured and count as difficult terrain. Characters on deck also have disadvantage on Wisdom (Perception) checks that rely on hearing and take a –1 penalty to Dexterity saving throws. 10% chance of course change required for ice formation in path of ship.)

21–40

Freezing mist falls like a cloud landing on the water. Wind is present but too weak to fill sails. Ice flows move on the sunken currents, dancing around the ship at great distances. Waves are subdued, seemingly moving in numerous directions, no pattern discernable. Ice forms on most surfaces with extended exposure, sails and rigging becoming rigid and hazardous with each passing hour. (Temp H –18/–28 L –22/–30, Wind — 0–5 mph. Characters moving on deck must succeed on a DC 6 Dexterity (Acrobatics) check each round or be knocked prone. All exposed areas of the ship count as difficult terrain. Characters on deck also take a –1 penalty to Wisdom (Perception) checks that rely on sight.)

41–60

The night sky carries a shade darker than normal, clouds so thick they block out all trace of light. Rain is propelled horizontally with the wind, hitting like daggers and needles, reducing vision to mere feet around each person. Ice forms on all surfaces making passage dangerous on deck and in the lines above. Winds blow loose objects and people unprepared for its force off course. Waves 15–30 feet high assault the ship, blowing over the rail and soaking sailors with its frigid embrace. (Temp H –16/–27 L –18/–28, Wind — 40–45 mph. Characters moving on deck must succeed on a DC 12 Dexterity (Acrobatics) check each round or be knocked prone and pushed 10 feet in a random direction. All exposed areas of the ship are heavily obscured and count as difficult terrain. Characters on deck also have disadvantage on Dexterity checks involving fine motor skills, Strength (Athletics) checks involving climbing, Wisdom (Perception) checks that rely on hearing, and Constitution saving throws made to maintain concentration on a spell.)

61–80

Constant icy drizzle settles on all surfaces, turning the dark night into a dark gray, reducing vision to nearly non-existent. Frigid temperatures freeze the moisture within minutes on every surface. Travel across deck is difficult but manageable to those familiar with surroundings. Sound is subdued with the ice pellets, adding a muffling effect to conversations. Waves are unseen but can be felt hitting the ship every few seconds, occasionally bathing the deck with its spray, a testament to its height of several feet. (Temp H –15/–26 L –20/–29, Wind — 5–10 mph. Characters moving on deck must succeed on a DC 10 Dexterity (Acrobatics) check each round or be knocked prone and pushed 10 feet in a random direction. All exposed areas of the ship are lightly obscured and count as difficult terrain.)

81–00

Large thick flakes drop around the ship, landing softly on the water before melting. Equipment and decking are quickly covered in a thick blanket of white snow. Waves roll languidly, topping 6 feet in height but not steep enough to make more than an exaggerated rocking motion. A light wind blows carrying the flakes on the air currents, visible in the occasional moonlight. (Temp H –11/–24 L –19/–28, Wind — 5–10 mph. Characters moving on deck must succeed on a DC 6 Dexterity (Acrobatics) check each round or be knocked prone. All exposed areas of the ship are lightly obscured and count as difficult terrain.)

DRY/DAY

01–20

Clear blue sky overhead provides ample room for the bright sun to shine. Wind gusts from the West, flapping the sail and nettings. White-capped waves, topping 7–8 feet high seem to be pushing large chunks of ice along in their grasp. (Temp H –12/–25 L –17/–27, Wind — 10–15 mph. Those working while facing the sun must succeed on a DC 10 Constitution saving throw or be blinded for 1d4 hours. Characters with a natural sensitivity to light have disadvantage on this saving throw. 10% chance of course changed required for ice flow in path of ship.)

21–40

Sun and gray clouds do battle overhead for power, sometimes plunging the water into a dark twilight or bright daylight. Numerous waves, about the size of a man, run the length of the water as far as the eye can see, all topped with a cone of white froth. The wind picks this froth from each and carries it along freezing it to any surface it covers. The rigging and sails labour under the extra weight of the ice, glinting like jewels in the periodic sun. (Temp H –16/–27 L –22/–30, Wind — 20–25 mph. Characters moving on deck must succeed on a DC 6 Dexterity (Acrobatics) check each round or be knocked prone. All exposed areas of the ship count as difficult terrain. Characters on deck also take a –1 penalty to Dexterity saving throws, Strength (Athletics) checks involving climbing, and Wisdom (Perception) checks that rely on sight. 12% chance of course change required for ice flow in path of ship.)

EQUATORIAL

Within the Equatorial region humidity is an issue for temperature measurement. Reference to the Humidity Table will bring about a more realistic gauge for temperature; consequently, the effects of heat upon those traveling the waves should be watched closely.

RAIN/DAY

01–20 A fierce wind blows, adding a texture to the warm rain falling. Large drops patter along the deck, occasional sunshine warms the deck, quickly evaporating the rain and adding to the humidity. A sticky aspect of the air grows throughout the day as the humidity rises. Sunlight glints off the water like numerous smaller suns, blinding those not ready for the effect. Waves are large in width but not in height, rocking the ship with their passage. (Temp H 73/22 L 65/18, Wind — 35–40 mph. Characters on deck take a –1 penalty to Constitution saving throws made to maintain concentration on a spell.)

21–40 Heavy rain pummels the ship and those on board, quickly soaking everything on deck. The waves are sedated, rarely topping 5 feet, seemingly held down with the impact of the rain. The sun tries to pierce the cloud cover with its intense glare, only succeeding in raising the temperature. Wind is non-existent hammered to submission by the heavy rain. (Temp H 70/21 L 62/17, Wind — 0–5 mph.)

41–60 Seemingly in rhythm with the lapping waves, periodic rain drops in vast amounts, quickly soaking all on board and washing away loose items. Between rainfalls the sun attempts to burn away the moisture with blistering heat, never quite successful and so leaving all with a heaviness of moisture. Waves roll languidly, topping 6 feet in height but not steep enough to make more than an exaggerated rocking motion. The wind blows merrily, billowing out the sails of the ship and propelling the vessel over the large waves. (Temp H 67/19 L 58/15, Wind — 10–15 mph. Characters moving on deck during a deluge must succeed on a DC 8 Dexterity (Acrobatics) check each round or be knocked prone and pushed 10 feet in a random direction.)

61–80 A drizzle of rain, sometimes hard and sometimes light, falls throughout the day. All equipment is thoroughly soaked and heavy with water. The warmth of the occasional sun is diminished slightly by the cool rain, keeping it tolerable for all involved. The wind blows constantly, keeping the sails full but not pushing the limit of its capabilities. Waves rise from the water to knock the ship with thundering impacts every few minutes. (Temp H 73/22 L 66/19, Wind — 20–25 mph.)

81–00 Thick rains from gargantuan clouds clobber the ship and those on deck. Waves like great green battering rams smashing against the ship every few minutes. The overhead clouds have descended to a point where it seems the ship is in a large chamber. Wind hurtles against the vessel and its sail, trying to rip it free from the mast and rigging. All loose items are tossed around the decking creating hazards for those on deck. (Temp H 67/19 L 59/15, Wind — 50–55 mph. Characters moving on deck must succeed on a DC 10 Dexterity (Acrobatics) check each round or be knocked prone and pushed 10 feet in a random direction. All exposed areas of the ship count as difficult terrain. Characters on deck also have disadvantage on Strength (Athletics) checks involving climbing and take a –1 penalty to Constitution saving throws made to maintain concentration on a spell.)

RAIN/NIGHT

01–20 The humidity of the night is made comfortable by the patter of rain upon the deck, the coolness of the rain stealing some of the heat. The thin clouds mask the presence of the stars but leave a large halo where the moon tries to shine. The waves crash against the hull as if trying to keep the ship from reaching its goal. The bounce of the ship as it passes over the waves keeps all but the soundest sleepers awake. (Temp H 74/24 L 64/18, Wind — 0–5 mph.)

41–60

Gray the colour of stone has been painted from horizon to horizon, plunging the day into twilight. The absence of wind allows the sails and rigging to hang listless, like cloth in a shop window. The water is unmarked, calm for many miles around the ship, waves visible in the far distance. Pressure seems to build, raising the temperature over several hours to a more comfortable level. Ice bergs in the distance hold steady like islands. (Temp H –17/–27 L –26/–32, Wind — 0–5 mph. Experienced sailors know a storm is coming. Reroll on Arctic day–rain chart in 1d4 hours for result. 2% chance of course change for ice bergs in path of ship.)

61–80

Streamers of billowy clouds race overhead in the wind. Large waves buffet the ship attempting to carry it along with them. Wind assaults the vessel hard from the west, never wavering or letting up. Tacking into the wind seems impossible from its vicious force while tacking with the wind runs a risk of never getting control of the ship back. (Temp H –19/–28 L –25/–31, Wind — 30–35 mph. Characters on windward side of deck take a –1 penalty to Dexterity checks and saving throws.)

81–00

The air burns with the wind chill crusting ice all over the ship, the sun adding no aid to the frigid temperature. Clouds are non-existent in the sky, collecting only on the horizons. While filling the sails, the wind steals the breath from those on deck freezing exposed flesh in minutes. (Temp H –18/–28 L –23/–30, Wind — 25–30 mph. Characters moving on deck must succeed on a DC 6 Dexterity (Acrobatics) check each round or be knocked prone. All exposed areas of the ship count as difficult terrain. Characters on deck take a –1 penalty to Dexterity checks involving fine motor skills and Strength (Athletics) checks involving climbing.)

DRY/NIGHT

01–20

Untouched sky overhead provides astronomers and navigators a fine view of the stars and planets. A gentle wind blows from the South, flapping the sail and nettings. Small waves lap against the side of the boat like a heartbeat, ice bergs stand out stark white against the black background of the water and night sky. (Temp H –20/–29 L –25/–32, Wind — 5–10 mph. 10% chance of course changes required for ice flow in path of ship.)

21–40

Large clouds move overhead, blocking the stars and moon with their bulk. The ship rolls gently on the waves as it rides through the water. Occasionally larger waves provide a small drop for the vessel as it is carried over the lip of the wave. The strong wind takes the ship along with it, filling the sails and pulling at cloaks of those on board. (Temp H –13/–21 L –21/–30, Wind — 45–50 mph. Characters on deck take a –1 penalty to Wisdom (Perception) checks that rely on hearing.)

41–60

Clouds block all stars and only hint at the location of the moon, adding a claustrophobic feel to the trip. The absence of wind allows the sails and rigging to hang listless, like cloth in a shop window. The ebony water ripples in the soft breeze, white caps standing out like glowing embers. (Temp H –19/–28 L –25/–32, Wind — 0–5 mph. 2% chance of course change for ice bergs in path of ship.)

61–80

Partial clouds covers sections of the sky, seemingly unmoving. Large waves buffet the ship attempting to carry it along with them. Wind assaults the vessel hard from the west, never wavering or letting up. Travel during the night at full sail run double risk of collision with ice. (Temp H –23/–30 L –29/–33, Wind — 55–60 mph. Characters on deck take a –1 penalty to Dexterity checks and saving throws. 15% chance of course change for ice.)

81–00

Wisps of cloud move across the sky sometimes blocking the stars. The brightness of the visible stars and moon provides ample light to maneuver around the ship and perform most tasks. The ever-present wind provides enough force to keep the ship moving at optimum speed. The absence of spray from the calm waters allows for equipment to dry. (Temp H –19/–28 L –21/–29, Wind — 30–35 mph.)

21-40

A deluge of rain from ebony clouds press down on the ship and those on deck. Waves can be seen in the dark like great gray-green boulders smashing against the ship every minute. The overhead clouds have descended to a point where it seems the ship is in a large chamber. Wind hurtles against the vessel and its sail, trying to rip it from the mast and rigging. All loose items and small creatures on deck vie for attention from the crashing waves or the blustery wind. (Temp H 71/21 L 62/17, Wind — 45-50 mph. Characters have disadvantage on Strength (Athletics), Wisdom (Perception), and Concentration checks.)

41-60

Seemingly in rhythm with the lapping waves, periodic rain drops in vast amounts, quickly soaking all surfaces and washing away loose materials. Waves roll languidly, topping 6 feet in height but not steep enough to make more than an exaggerated rocking motion. A light wind blows carrying a humid mist from the still warm water, visible in the intermittent moonlight. (Temp H 75/24 L 66/19, Wind — 15-20 mph. Characters moving on deck during a deluge must succeed on a DC 8 Dexterity (Acrobatics) check each round or be knocked prone and pushed 10 feet in a random direction. All exposed areas of the ship are lightly obscured and count as difficult terrain.)

61-80

A drizzle of rain, flip-flopping between hard and light, falls continuously throughout during the nighttime hours. All surfaces are thoroughly soaked and heavy with water. The warmth of the day rapidly disappears replaced with the humidity of the still evaporating water around the ship. The waves are smaller than normal and work with the rain to stay weak enough to be inconsequential. The wind blows constantly, keeping the sails full but not pushing the limit of its capabilities. (Temp H 78/25 L 71/21, Wind — 30-35 mph.)

81-00

A thrashing rain accompanies hurricane force winds. In the distance amid lightning flashes, water spouts can be seen reaching for the sky. Waves, the size of small mountains, rise above the vessel giving the ship a wide span of view when atop a wave, and a sense of claustrophobia when in a gully. (Temp H 72/22 L 68/20, Wind — 75-85 mph. Characters moving on deck must succeed on a DC 14 Dexterity (Acrobatics) check each round or be knocked prone and pushed 15 feet in a random direction. All exposed areas of the ship are lightly obscured and count as difficult terrain. Characters on deck also have disadvantage on Dexterity checks and saving throws, Strength (Athletics) checks involving climbing, Wisdom (Perception) checks that rely on hearing, and Constitution saving throws made to maintain concentration on a spell.)

DRY/DAY

01-20

The large sun dominates the sky but a swift breeze keeps the temperature to a more moderate level. Spray is pulled up from the many waves, capped in white froth. The horizon is marked with a large bank of gray clouds promising rain in the next day or two. The humidity rises throughout the day adding a weight to the sun which saps the strength of those not acquainted with the Equatorial waters. (Temp H 79/26 L 72/22, Wind — 10-15 mph.)

21-40

Clouds run amok along the sky, occasionally blocking the sun and its warmth. The wind seemingly growls as it tears across the water at the ship. The sail quivers trying to keep the wind from escaping. Waves rise up and crash against the hull of the ship each impact like a bludgeon from nature itself. (Temp H 75/24 L 65/15, Wind — 45-50 mph. Characters on deck have disadvantage on Strength (Athletics) checks involving climbing and take a -1 penalty to Dexterity saving throws and Wisdom (Perception) checks that rely on hearing.)

41-60

A crystal clear sky allows the sun to direct its heat against the ship and her crew. The wind breathes slowly, not enough to extinguish a candle let alone cool the flesh of those in the open. Waves move across the water like a herd, trying to carry the ship along in their wake, fighting the vessel should it try to turn away. The spray carries over the rail into the faces of those on deck, quickly drying to leave powdered salt. (Temp H 74/24 L 69/20, Wind — 0-5 mph.)

61-80

The turbulent clouds overhead threaten to release their load, allowing the moisture to be released in the form of a thick palpable air. While no rain has fallen during the day, all surfaces are beaded with sweat and spray from the moisture laced air. The moderate wind moves both the ship and the clouds, lifting the waves to heights of 10 feet, launching the spray into the air. The ship rolls with the impacts as it tips down one wave and up another, the prow having difficulty cutting through the water. (Temp H 68/20 L 60/10 Wind — 20-25 mph.)

81-00

The sky is clear, dotted with numerous small unimposing collections of cloud. A steady wind blows determined to cart items away in its embrace. The sun, high overhead seems a greater distance than usual given the lack of heat generated. Abundant waves run to the horizon, making up for size with numbers. Churned to a gray-green only a few feet under the surface can be seen with any clarity; another indicator of the weak sun. (Temp H 75/24 L 71/21, Wind — 20-25 mph.)

DRY/NIGHT

01-20

An open sky provides a view of the numerous constellations and guiding stars. Wind gusts from the North East, creating a flapping staccato to match the waves breaking on the hull of the ship. White-capped waves, visible in the moonlight reach for the sailors on board, topping 7-8 feet. A slight mist can be felt in the wind; consequently, all surfaces are slick and shiny with moisture. (Temp H 74/24 L 67/19, Wind — 20-35 mph. Characters on deck take a -1 penalty to Strength (Athletics) checks involving climbing and Wisdom (Perception) checks that rely on hearing.)

21-40

Clouds, reminiscent of the underside of gray crashing surf, run from horizon to horizon, extinguishing the stars and moon from view. The absence of wind allows the sails and rigging to hang listless, like cloth in a shop window. The water is like glass, calm for many miles around the ship, waves visible in the far distance. Pressure seems to build, raising the temperature over several hours to just above a comfortable level. (Temp H 70/21 L 61/16, Wind — 0-5 mph. Experienced sailors know a storm is coming. Reroll on Equatorial day-rain chart in 1d4 hours for result.)

41-60

The cool of the night is identified by the daytime heat escaping the decking, misting the moisture collected through the daylight hours. Raising the humidity to an uncomfortable level, it deadens the night sounds of creaking riggings and lapping waves. Long trenches of waves roll the ship as it moves through them like long strides of a great beast. Occasional clouds plunge the world into darkness, allowing the moon and stars to peer through again in a few moments. (Temp H 76/25 L 69/21, Wind — 10-20 mph.)

61-80

Thin clouds attempt to block the bright moonlight, only muting the brilliance periodically. Rain falls lightly from unseen sources slowly drenching the ship and equipment. Numerous waves, about 10 feet tall run the length of the water as far as the eye can see, all topped with a cone of greenish white froth. The rigging and sails have rivulets of collected water which pools on the deck. Lines are heavy with water and deck boards are slick and shiny, sometimes reflecting the occasional sunlight. (Temp H 62/17 58/15, Wind — 20-25 mph. Characters on deck take a -1 penalty to Strength (Athletics) checks involving climbing, Dexterity saving throws, and Wisdom (Perception) checks that rely on sight.)

81-00

A clear night overhead provides astronomers and navigators a fine view of the stars and planets. A gentle wind blows from the South, flapping the sail and nettings. Small waves lap against the side of the boat like a heartbeat, reflections of the moon on the waves stand out stark white against the black background of the water and night sky. (Temp H 67/19 L 61/16, Wind — 5-10 mph.)

CHAPTER 4: NEW SPELLS

Most of these spells deal with water-related events, ships, sailing, the ocean, or the weather, while some are used in the creation of certain sea-based magic items or constructs, namely the glass whale.

SPELL LISTS

BARD SPELLS

1st Level

Anchor
Buoyancy
Detect Current
Detect Land
Unseen Pilot

2nd Level

Ballast
Navigator's Eye
Protection from Pressure

3rd Level

Cause Bends

4th Level

Farvision
Ironrope

CLERIC SPELLS

1st Level

Anchor
Control Fog
Detect Current
Detect Land

3rd Level

Cause Bends
Glassiron

4th Level

Farvision
Ironrope

5th Level

Land Sail

DRUID SPELLS

Cantrips (0 Level)

Hard Water Blast

1st Level

Control Fog
Detect Current
Detect Fish
Detect Land

2nd Level

Ballast
Fill the Sails
Hard Water Weapon
Protection from Pressure
Undertow

3rd Level

Cause Bends
Strangling Seaweed

4th Level

Lunar Glare
Stonehull

5th Level

Air Sphere
Create Iceberg
Split Ice

9th Level

Create Island

RANGER SPELLS

1st Level

Detect Current
Detect Fish
Detect Land

2nd Level

Ballast
Hard Water Weapon
Protection from Pressure

3rd Level

Strangling Seaweed

4th Level

Stonehull

5th Level

Air Sphere

SORCERER SPELLS

Cantrips (0 Level)

Hard Water Blast

1st Level

Anchor
Buoyancy
Detect Current
Detect Land

2nd Level

Ballast
Boarding Plank
Fill the Sails
Hard Water Weapon
Protection from Pressure
Spectral Sail

Undertow

Water Web

3rd Level

Glassiron
4th Level
Desail
Farvision
Ironrope
Lunar Glare
Scalding Sea
Stonehull

5th Level

Air Sphere
Create Iceberg
Land Sail
Split Ice

8th Level

Raise Shipwreck

9th Level

Create Island

WARLOCK SPELLS

1st Level

Unseen Pilot

3rd Level

Cause Bends

4th Level

Farvision
Lunar Glare

9th Level

Curse of the Ancient Mariner

WIZARD SPELLS

Cantrips (0 Level)

Hard Water Blast

1st Level

Anchor
Buoyancy
Control Fog
Detect Current
Detect Fish
Detect Land
Unseen Pilot

2nd Level

Ballast
Boarding Plank
Fill the Sails
Hard Water Weapon
Navigator's Eye
Protection from Pressure
Spectral Sail
Undertow
Water Web

3rd Level

Cause Bends
Glassiron
Strangling Seaweed

4th Level

Desail
Farvision
Ironrope
Lunar Glare
Scalding Sea
Stonehull

5th Level

Air Sphere
Create Iceberg
Land Sail
Split Ice

8th Level

Raise Shipwreck

9th Level

Create Island
Curse of the Ancient Mariner

AIR SPHERE

5th-level transmutation

Casting Time: 1 action

Range: Self (5-foot-radius)

Components: V, S, M (a metal wire bent into a loop)

Duration: Concentration, up to 10 minutes

A bubble of pure, fresh air extends out from you in a 5-foot radius, lifting you a few inches off the ground, and moves with you, remaining centered on you. Until this spell ends, your speed is 0, and the bubble provides you and those in the area with fresh, breathable air, no matter the conditions outside the bubble. If underwater, the bubble also protects those in the area from the drawbacks caused by being in a deep, underwater environment. The bubble doesn't prevent attacks or spells from passing through it, but creatures inside the bubble have advantage on saving throws against noxious or poisonous gases, such as from the *stinking cloud* spell or burnt other fumes.

When you cast this spell and as a bonus action on your turn, you can move yourself up to 20 feet in any direction. Willing creatures within the bubble move with you. An unwilling creature that succeeds on a Constitution saving throw is unaffected. If this movement would cause a creature within the bubble to provoke an opportunity attack by moving out of an enemy's reach, that enemy has disadvantage on the opportunity attack to hit the creature.

A creature no longer affected by this spell, either by moving out of the bubble or by the spell ending, floats gently to the ground if it is aloft.

At Higher Levels. When you cast this spell using a spell slot of 6th or 7th level, you can maintain your concentration on the spell for up to 1 hour. When you use a spell slot of 8th level or higher, you can maintain your concentration on the spell for up to 8 hours.

ANCHOR

1st-level abjuration

Casting Time: 1 action

Range: Touch

Components: V, S, M (a small bit of iron and a piece of string)

Duration: 24 hours

You touch a boat or ship, bringing it to a gentle halt. Until the spell ends, the vessel can't be moved by any means. You can use an action to touch the vessel again and end the effect.

BALLAST

2nd-level transmutation

Casting Time: 1 action

Range: Touch

Components: S

Duration: Concentration, up to 1 minute

This spell causes an object or creature that is no larger than Medium sized to be either neutrally buoyant or positively buoyant (your choice). If the object or creature is neutrally buoyant, it floats at its current depths. If it is a creature, it can then make ability checks to swim without suffering from the effects of wearing armor. If the object or creature becomes positively buoyant, it rises 30 feet at the end of each of its turns until it reaches a solid object that stops its progress or the surface of the body of water, whichever comes first.

At Higher Levels. For each spell slot above 2nd, increase the size of the object or creature you can affect with this spell, up to 5th level.

BOARDING PLANK

2nd-level evocation

Casting Time: 1 action

Range: 60 feet

Components: V, S, M (a splinter of wood)

Duration: Concentration, up to 10 minutes

An invisible plank of force springs into existence at a point you choose within range. The plank appears in a horizontal orientation or at an angle no greater than 45 degrees. If the plank isn't anchored on or between two solid masses (such as boats, walls, or trees), it collapses on itself, and the spell ends at the start of your next turn. The plank is 5 feet wide and can be up to 30 feet long. It is 1/4 inch thick, and it lasts for the duration.

Nothing can physically pass through the plank. It is immune to all damage and can't be dispelled by *dispel magic*. A *disintegrate* spell destroys the plank instantly, however. The plank also extends into the Ethereal Plane, blocking ethereal travel through the plank.

BUOYANCY

1st-level transmutation

Casting Time: 1 reaction, which you take when you or a creature within 60 feet of you begins sinking or suffocating while underwater

Range: 60 feet

Components: S, M (a small pumice stone)

Duration: 5 minutes

Choose up to five sinking or suffocating creatures within range. A sinking or suffocating creature ascends to the surface of the water at a rate of 10 feet per round until the spell ends. If a creature reaches the surface before the spell ends, it floats on the surface until the spell ends. An unwilling creature that succeeds on a Constitution saving throw is unaffected.

CAUSE BENDS

3rd-level necromancy

Casting Time: 1 action

Range: Touch

Components: V, S

Duration: Concentration, up to 1 minute

Your touch forces high-pressure gas bubbles into the bloodstream of a creature, causing it great pain, especially while in water. Make a melee spell attack against a creature within your reach. On a hit, you afflict the creature with a cursed version of the bends. While afflicted with the bends, its speed is halved, and it is incapacitated if it is submerged in water.

The target can make a Constitution saving throw at the end of each of its turns. On a success, the spell ends. Alternatively, a *remove curse* spell ends the effect.

This spell has no effect on undead, constructs, or creatures that ignore the drawbacks caused by being in a deep, underwater environment.

At Higher Levels. If you cast this spell using a spell slot of 4th level or higher, the duration is concentration, up to 10 minutes. If you use a spell slot of 5th level or higher, the duration is 8 hours. If you use a spell slot of 7th level or higher, the duration is 24 hours. If you use a 9th level spell slot, the spell lasts until it is dispelled. Using a spell slot of 5th level or higher grants a duration that doesn't require concentration.

CONTROL FOG

1st-level transmutation

Casting Time: 1 action

Range: 120 feet

Components: V, S, M (a small horn)

Duration: Concentration, up to 1 hour

Until the spell ends, you control any freestanding fog within range inside an area you choose that is a cube up to 20 feet on a side. You can choose from any of the following effects when you cast this spell. As an action on your turn, you can repeat the same effect or choose a different one.

Thin. You can cause the fog in the area to thin. If the fog's area is heavily obscured, it becomes lightly obscured. If the fog's area is lightly obscured, it no longer obscures vision. The fog remains thinned in this way until the spell ends or you choose a different effect.

Thick. You can cause the fog in the area to thicken. If the fog's area is lightly obscured, it becomes heavily obscured. If there is no fog in the area, you create fog in the area. This fog spreads around corners, and its area is lightly obscured.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, the area of fog you can control increases by 10 feet for each slot level above 1st.

CREATE ICEBERG

5th-level evocation

Casting Time: 1 action

Range: 120 feet

Components: V, S, M (a small piece of glass)

Duration: Instantaneous

You create an iceberg up to 60 feet in diameter in an area of saltwater you can see within range. It must be in an area with enough saltwater to support an iceberg of its size. The iceberg can have any shape you desire, though it can't occupy the same space as a creature or object. If the iceberg cuts through a creature's space when it appears, the creature is pushed directly away from the center of the iceberg.

The iceberg is an object that can be damaged. It has AC 12 and 60 hit points, and it is vulnerable to fire damage. If created in a non-arctic climate, the iceberg takes 1d4 fire damage at the start of each of your turns.

CREATE ISLAND

9th-level conjuration

Casting Time: 10 minutes

Range: Sight

Components: V, S, M (pearl dust worth at least 1,000 gp, which the spell consumes)

Duration: 30 days

You create an island of bare stone up to 1 mile in diameter in an area of saltwater you can see within range that is big enough to hold the island. The island isn't connected to the seafloor, but it remains stationary in the location you create it. The island can have any shape you desire.

Because the island's creation occurs slowly, creatures in the area can't usually be trapped or injured by the creation. Similarly, this spell doesn't directly affect plant growth in the area, and plants in the area either move with the island's creation or are pushed directly away from its center, at the GM's discretion.

You can create a permanent island by casting this spell in the same location every month for one year.

CURSE OF THE ANCIENT MARINER

9th-level necromancy

Casting Time: 1 minute

Range: Touch

Components: V, S, M (an albatross made of diamond, worth at least 500 gp per Hit Die of the target, which embeds in the target's flesh while the spell lasts)

Duration: Until dispelled

You create a magical curse on a creature you touch. The target must succeed on a Wisdom saving throw or be cursed by this spell; if it succeeds, it is immune to this spell if you cast it again. While cursed by this spell, the target brings bad luck onto any water-bound vessel it rides or captains. The bad luck manifests itself in a variety of ways, usually minor at first, such as the crew failing basic navigation checks, then progressing to major, such as the wind steering the vessel into an oncoming storm, and finally ending in catastrophic events, such as a mighty sea monster attacking the vessel and sinking it. The bad luck's manifestation is at the GM's discretion, and GMs are encouraged to make the curse's effects both gradual and severely punishing. In all cases, the curse eventually leads to the vessel's destruction, though the cursed target always, sometimes miraculously, survives.

The curse can be ended only with a *wish* spell, which causes the albatross embedded in the target's skin to disintegrate.

DESAIL

4th-level transmutation

Casting Time: 1 action

Range: 300 feet

Components: V, S, M (a tiny candle)

Duration: Concentration, up to 10 minutes

You cause the sails of a vessel within range to shrink. If the vessel is wind-powered, its speed is halved for the duration. If the vessel is both wind and oar-powered, its speed is reduced by one quarter instead. This spell can't target a vessel that doesn't have sails.

DETECT CURRENT

1st-level divination (ritual)

Casting Time: 1 action

Range: Self

Components: V, S

Duration: Concentration, up to 10 minutes

For the duration, you can sense the presence of currents within 1 mile of you. You know the location of the current, the direction it is moving, and its speed.

The spell can penetrate most barriers, but it is blocked by 1 foot of stone, 1 inch of common metal, a thin sheet of lead, or 3 feet of wood or dirt.

DETECT FISH

1st-level divination (ritual)

Casting Time: 1 action

Range: Self

Components: V, S, M (a fish scale)

Duration: Concentration, up to 10 minutes

For the duration, you can sense the presence and location of beasts with an Intelligence of 2 or lower that have the Amphibious or Water Breathing traits within 60 feet of you. You can also identify the kind of beast, such as crab, reef shark, or tuna fish, and its general health, such as injured, suffering from an illness, or healthy.

DETECT LAND

1st-level divination (ritual)

Casting Time: 1 action

Range: Self

Components: V, S

Duration: Concentration, up to 10 minutes

For the duration, you can sense the presence of land, such as islands or a continent, within 5 miles of you. You know the direction to the land, but not its size or other features, such as terrain type. You detect only land that is above the surface of the water.

The spell can penetrate most barriers, but it is blocked by 1 foot of stone, 1 inch of common metal, a thin sheet of lead, or 3 feet of wood or dirt.

FARVISION

4th-level transmutation

Casting Time: 1 action

Range: Touch

Components: V, S, M (a glass or crystal eye and a pinch of high-quality sand)

Duration: 8 hours

You touch a transparent object such as glass spectacles, a glass monocle, a crystal spyglass, or similar object and imbue it with magic. For the duration, a creature can use a bonus action to place the object over at least one of its eyes, gaining darkvision out to a range of 90 feet until the object is removed from its eye.

Casting this spell on the same object every day for a year makes this effect permanent.

FILL THE SAILS

2nd-level transmutation

Casting Time: 1 minute

Range: 30 feet

Components: V, S, M (a feather from a seabird)

Duration: Concentration, up to 1 hour

You fill the sails of a vessel within range with swift-moving air. For the duration, the vessel's speed increases by half. For example, a vessel with a speed of 2 miles per hour moves 3 miles per hour when affected by this spell. This spell can't target a vessel that doesn't have sails.

At Higher Levels. When you cast this spell using a spell slot of 3rd or 4th level, you can maintain concentration on the spell for up to 8 hours. When you use a spell slot of 5th level or higher, you can maintain your concentration on the spell for up to 24 hours.

GLASSIRON

3rd-level transmutation

Casting Time: 1 action

Range: Touch

Components: V, S

Duration: Concentration, up to 1 hour

You touch a nonmagical object made of glass, crystal, metal, or stone or a creature made of glass, crystal, metal, or stone. For the duration, the target has resistance to thunder damage and has immunity to the special effects of spells and effects with drawbacks specific to nonmagical objects made of glass, crystal, metal, or stone, such as the drawback for inorganic materials in the *shatter* spell or a rust monster's Rust Metal trait or Antennae action.

At Higher Levels. When you cast this spell using a spell slot of 6th level or higher, the spell lasts until dispelled, without requiring your concentration.

HARD WATER BLAST

Evocation cantrip

Casting Time: 1 action

Range: 60 feet

Components: V, S

Duration: Instantaneous

A stream of water streaks out from your palm toward a creature within range. Make a ranged spell attack against the target. On a hit, it takes 1d4 bludgeoning damage, and it is pushed 5 feet away from you. The target can't be pushed into damaging terrain such as lava or a pit, a solid object such as a wall, or another creature.

The spell's damage increases by 1d4 when you reach 5th level (2d4), 11th level (3d4), and 17th level (4d4).

HARD WATER WEAPON

2nd-level conjuration

Casting Time: 1 bonus action

Range: Self

Components: V, S

Duration: Concentration, up to 1 minute

You create a weapon of solidified water in your hand. It takes the shape of any one-handed simple or martial weapon, and you are proficient with it. When you hit with it, the weapon deals normal damage for a weapon of its type plus an extra 1d6 cold damage.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, the damage increases by 1d6 for every two slot levels above 2nd.

IRONROPE

4th-level transmutation

Casting Time: 1 action

Range: Touch

Components: V, S, M (a pinch of powdered iron)

Duration: 24 hours

You touch a length of rope that is up to 100 feet long and make it as tough as iron. The rope's AC increases to 19, it has 20 hit points, it has a damage threshold of 5, and it has resistance to fire damage. A creature must succeed on a Strength saving throw to bend or manipulate the rope.

Alternatively, you can touch a single sail tied with rope. A vessel with a sail enchanted with this spell has advantage on saving throws and ability checks against strong winds, storms, and other effects that would move the vessel against the pilot's will.

At Higher Levels. When you cast this spell using a spell slot of 5th level or higher, the length of rope you can affect with this spell increases by 50 feet for each slot level above 5th.

LAND SAIL

5th-level transmutation (ritual)

Casting Time: 1 action

Range: 60 feet

Components: V, S, M (three seabird feathers fastened to the hull of the target vessel)

Duration: 8 hours

This spell grants a vessel within range the ability to move across any solid surface—such as dirt, ice, or rock—as if it were harmless water (vessels crossing damaging terrain can still take damage from moving through the area, such as an area of ground covered by the *spike growth* spell). The vessel's movement through the solid surface leaves a narrow trench no wider or deeper than the vessel's keel in the surface as the vessel moves, the majority of its bulk gliding above the surface.

Though this spell allows a vessel to move across a solid surface, the vessel must still have a method of propulsion. A sailing vessel needs wind to sail across a solid surface just as it does in water, and an oar-powered vessel must be poled along the ground.

If you target a beached vessel, the vessel rights itself and can be moved by its method of propulsion; however, this spell doesn't repair damage to the hull or guarantee that the vessel will be seaworthy once returned to the water. Unless supported or returned to water, the vessel grinds to a halt and falls over when the spell ends.

LUNA'S GLARE

4th-level illusion

Casting Time: 10 minutes

Range: 300 feet

Components: V, S, M (a small white or silver pearl worth 100 gp)

Duration: 8 hours

You create a false moon that is visible within 5 miles of you for the duration. You must be outdoors at night to cast this spell.

A shapechanger that can see the moon must succeed on a Constitution saving throw or instantly revert to its original form. It can't assume a different form until it leaves the moon's light, such as by stepping around a shadowed corner or into a building.

Tidal water within 5 miles of the moon rise to high tide gradually as you cast the spell. The tide remains high for the duration. Because the water's movement occurs slowly, creatures in the tidal water can't be trapped or injured by the water's movement, and objects in the water that aren't being worn or carried and plants floating in the water are carried along with the water's movement. Moored and anchored boats rise with the water's level but are otherwise unaffected by the water's movement.

NAVIGATOR'S EYE

2nd-level conjuration

Casting Time: 1 minute

Range: 30 feet

Components: V, S

Duration: 24 hours

You create a set of navigator's tools in a space or on a surface within range. Choose up to two creatures within range. Each target has proficiency with the navigator's tools you created for the duration. After 24 hours, the tools crumble to dust.

RAISE SHIPWRECK

8th-level transmutation

Casting Time: 1 minute

Range: Sight

Components: V, S

Duration: Concentration, up to 1 hour

One sunken vessel of your choice that you can see within range rises vertically 20 feet per round until it reaches the water's surface. It floats on the surface for the duration. If the vessel is in multiple pieces, you must choose which piece to raise to the surface.

When the spell ends, the vessel sinks gently to the seafloor unless it was made seaworthy before the end of the spell.

At Higher Levels. When you cast this spell using a spell slot of 9th level, the duration is 24 hours and doesn't require your concentration.

PROTECTION FROM PRESSURE

2nd-level abjuration

Casting Time: 1 action

Range: Touch

Components: S, M (a hard shell)

Duration: 8 hours

This spell greatly increases a creature's resistance to the pressure of depths. One creature you touch multiplies their maximum depth rating by your spellcasting ability score.

At Higher Levels. For each spell slot above 2nd, you can extend the benefits of this spell to another creature within range.

SCALDING SEA

4th-level conjuration

Casting Time: 1 action

Range: 120 feet

Components: V, S

Duration: Concentration, up to 1 minute

You create a 20-foot-radius sphere of steam on a point within range on the surface of a body of water. The steam spreads around corners, and its area is lightly obscured. It lasts for the duration or until a wind of moderate or greater speed (at least 10 miles per hour) disperses it.

When you cast this spell and as an action on a later turn, you can superheat the steam, burning the creatures in the area. Each creature in the steam must make a Constitution saving throw. The creature takes 3d6 fire damage on a failed save, or half as much damage on a successful one. After you superheat the steam three times, the spell ends.

At Higher Levels. When you cast this spell using a spell slot of 5th level or higher, the radius of the cloud increases by 10 feet for each slot level above 4th.

SPECTRAL SAIL

2nd-level conjuration

Casting Time: 1 action

Range: 60 feet

Components: V, S, M (a small swatch of canvas)

Duration: 8 hours

You create a spectral sail on the mast of a sailing vessel that has lost its sail or that has a sail that is tied or otherwise incapable of catching the wind to propel the vessel. For the duration, you can change the direction of the spectral sail as a bonus action on each of your turns. The spectral sail is invisible and made of force, but it otherwise acts like a canvas sail.

At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, the duration is 24 hours.

SPLIT ICE

5th-level transmutation

Casting Time: 10 minutes

Range: Self (200-foot line)

Components: V, S, M (a miniature field plow)

Duration: Concentration, up to 8 hours

Sea-bound ice in a 200-foot line extending in front of and behind you parts in a trench that is 30 feet wide and 15 feet deep. The parted ice forms walls on either side of you. The trench moves with you, creating a passageway in front of and behind you for seafaring vessels. As you move away from an area that was parted, the ice slowly recombines over the course of the next round until it is restored to the way it was before you cast this spell.

The ice's splitting occurs slowly, and creatures in the area can't usually be trapped or injured by the ice's movement. Similarly, this spell doesn't directly affect plant growth. The moved ice carries any plants and creatures along with it as it splits and reforms with your passing. An unwilling creature must make a Dexterity saving throw to avoid being moved with the ice, though it might find itself falling into the water of the trench created by this spell unless it is capable of flying.

This spell can target only nonmagical ice and can't harm or destroy ice created by spells or effects, such as the *wall of ice* spell or an ice devil's Wall of Ice action.

STONEHULL

4th-level abjuration

Casting Time: 1 action

Range: 60 feet

Components: V, S, M (diamond dust worth 250 gp, which the spell consumes)

Duration: Concentration, up to 1 hour

This spell turns the hull of a vessel within range as hard as stone. Until the spell ends, the target vessel has resistance to nonmagical bludgeoning, piercing, and slashing damage.

STRANGLING SEAWEED

3rd-level conjuration

Casting Time: 1 action

Range: 90 feet

Components: V, S, M (a piece of seaweed)

Duration: Concentration, up to 10 minutes

Squirming, green seaweed fills a 10-foot-radius sphere on a point in the water that you can see within range. The area becomes difficult terrain for the duration.

When a creature enters the area for the first time on a turn or starts its turn there, the creature must succeed on a Dexterity saving throw or be restrained. Until this restraint ends, the creature is suffocating. A creature that starts its turn in the area and is already restrained by the seaweed takes 2d6 bludgeoning damage. A creature, including a restrained creature, can use its action to make a Strength or Dexterity check (its choice) against your spell save DC. On a success, it frees the restrained creature.

A boat or ship 60 feet long or shorter that enters the area of seaweed stops moving, held in place by the seaweed. The vessel's pilot can use its action to make an Intelligence or Wisdom check (its choice) using navigator's tools against your spell save DC. On a success, the pilot frees the vessel.

The growth of the seaweed is camouflaged to look natural. Any creature that can't see the area at the time the spell is cast must make a Wisdom (Perception) check against your spell save DC to recognize the water as hazardous before entering it.

UNDERTOW

2nd-level evocation

Casting Time: 1 action

Range: Self (60-foot line)

Components: V, S

Duration: Concentration, up to 1 minute

While underwater, a line of fast-moving water 60 feet long and 10 feet wide blasts from you in a direction you choose for the spell's duration. Each creature that starts its turn in the line must succeed on a Strength saving throw or be pushed 15 feet away from you in a direction following the line. If a creature on the surface of the water fails the saving throw, it is also pulled beneath the surface of the water and begins suffocating unless it can breathe underwater.

Any creature in the line must spend 2 feet of movement for every 1 foot it moves when moving closer to you.

As a bonus action on each of your turns before the spell ends, you can change the direction in which the line blasts from you.

At the GM's discretion, the undertow can push current-driven seafaring vessels in a direction following the line, and a vessel's pilot can resist the push by succeeding on a Strength saving throw.

UNSEEN PILOT

1st-level conjuration (ritual)

Casting Time: 1 action

Range: 100 feet

Components: V, S, M (a piece of string and a bit of wood)

Duration: 8 hours

This spell creates an invisible, mindless, shapeless force that pilots and navigates a vehicle, such as a ship or wagon, in the direction of your choice until the spell ends. The pilot springs into existence in an unoccupied space near a vehicle's wheel or primary controls within range. It has AC 10, 1 hit point, and a Strength of 2, and it can't attack. If it drops to 0 hit points, the spell ends.

Once on each of your turns as a bonus action, you can mentally command the pilot to change the direction it is steering the vehicle or stop the vehicle. The pilot knows basic directions and how to navigate the vehicle in most normal conditions and terrain, but it can't navigate a vehicle in uncertain or chaotic situations, such as through a storm or on a chariot chase through crowded city streets. The pilot doesn't know specific locations, nor can it read a map, and can steer the vehicle only in the direction you indicate.

The pilot drives and navigates the vehicle, but it doesn't power the vehicle. A vehicle powered by oars, wind, horses, or the like must still have its power source for the pilot to successfully navigate the vehicle. The pilot is stationary at the primary controls of the vehicle, and, if you move more than 100 feet away from it, the spell ends.

WATER WEB

2nd-level conjuration

Casting Time: 1 action

Range: 60 feet

Components: V, S, M (a bit of rope from a net)

Duration: Concentration, up to 1 hour

You conjure a mass of tangled rope at a point underwater within range. The rope fills a 20-foot cube from that point for the duration. The rope is difficult terrain and lightly obscures the area.

Each creature that starts its turn in the rope or that enters the rope-filled area during its turn must make a Dexterity saving throw. On a failed save, the creature is restrained as long as it remains in the rope or until it breaks free.

A creature restrained by the rope can use its action to make a Strength check against your spell save DC. If it succeeds, it is no longer restrained.

Any 5-foot cube of rope above the surface of the water frays and fades away in 1 round, releasing any creature restrained in that section.

CHAPTER 5: NEW MAGIC ITEMS

Many new magical objects make their debut in this book. They are described below.

ANCHOR OF WEIGHING

Wondrous item, rare

When you use an action to speak the command word, this ornate, pocket-sized, wooden anchor becomes a full-sized anchor. While full-sized on a boat or ship, the anchor prevents the vessel from being moved by any means for up to 24 hours. Using an action to speak the command word again ends this effect. Once used, this feature can't be used again until the next dawn.

APPARATUS OF THE CRAB, SCOUTING

Wondrous item, legendary

This version of the *apparatus of the crab* is more lightweight and compact than its larger cousin. It can seat only one Medium or smaller creature, and its compartment holds enough air for 6 hours of breathing. It includes two additional levers.

Grasping Claws. This lever extends (up) and retracts (down) a pair of grasping claws, which can pick up and hold objects weighing up to 20 pounds within 20 feet of the *apparatus*. These claws can't be used to make attacks.

Magnet. This lever activates (up) and deactivates (down) a magnet on the front of the *apparatus*. When activated, metal objects that aren't being worn or carried within 10 feet of the *apparatus* move to it and stick to the front of the *apparatus*. Each creature within 10 feet of the *apparatus* must succeed on a DC 17 Strength saving throw or the metal items worn or carried by it stick to the front of the *apparatus*. A creature that is wearing metal armor that fails the saving throw is pulled toward the *apparatus* and restrained as it sticks to the front of the *apparatus*. A creature can use its action to remove itself or a stuck object from the front of the *apparatus* by succeeding on a DC 17 Strength check.

The *scouting apparatus of the crab* is a Large object with the following statistics:

Armor Class: 15

Hit Points: 100

Speed: 30 ft., swim 60 ft. (or 0 ft. for both if the legs and tail aren't extended)

Damage Immunities: poison, psychic

Other than the listed changes, the *scouting apparatus of the crab* functions the same as the *apparatus of the crab*.

AQUASCOPE OF THE KUAH-LIJ

Wondrous item, uncommon

This item is two lanterns bound by a thin, silken rope. While holding at least one of the lanterns, you can speak its command word and extend the rope from 100 feet to 500 feet.

While one of the lanterns is in water and you are holding the other, you can speak another command word as an action to peer into your lantern. If you do, the lantern you are holding displays what the other lantern sees. The lantern in the water has darkvision with a radius of 120 feet and can be rotated by rotating the lantern you are holding.

If you drop the lantern into an area with cramped confines such as a ship wreckage or coral reef, there is a 25 percent chance that it becomes tangled. This chance increases to 50 percent if you are moving along

the surface of the water and pulling the underwater lantern with you. To untangle it, a creature must dive down and physically remove the lantern from the confines.

BALLASTS OF BUOYANCY

Wondrous item, very rare

These barrels come in a set of four. While all four barrels are affixed to a larger ship (a ship requiring a crew of 20 or more to function), an officer of the ship can use an action to speak its command word, reducing the ship's draft by 50 percent).

BAMBOO SKIFF

Wondrous item, uncommon

This object is a small skiff made from linked bamboo poles. It is 10 feet long, 4 feet wide, and 2 feet deep and can hold up to four Medium or smaller creatures. You can use an action to speak its command word while grasping the tiller, causing the skiff to move up to 60 feet in a direction of your choice. While within 3 miles of a coast or reef, the skiff can't be capsized, no matter how violent the weather or movement of its occupants.

BOOTS OF THE WAVES

Wondrous item, uncommon (requires attunement)

While you wear these calf-high boots, you have advantage on ability checks and saving throws against being pushed, pulled, or knocked prone by strong winds and waves or the movement of a ship at sea. In addition, you have advantage on saving throws against spells or features that push, pull, or knock prone by creating or manipulating wind or water, such as the *control water*, *gust of wind*, or *sleet storm* spells or a water elemental's Whelm action.

BOTTLED CLOUD

Wondrous item, uncommon

This clear crystal bottle swirls with white, fluffy clouds and weighs 1 pound. When you use an action to remove the stopper, a cloud up to 40 feet long, up to 10 feet wide, and 1 foot thick appears. It flows along the ground out of the bottle, forming a solid, but fluffy, surface after 1 round. It stays together even over openings in the ground, allowing it to form a bridge across a pit or chasm as long as at least 5 feet of the cloud is on a solid surface. Once formed, the cloud is immobile and can support up to 500 pounds, and a creature that moves across it has advantage on Dexterity (Stealth) checks.

You can use an action to speak its command word while touching the bottle to the cloud to bring the cloud back into the bottle. If you don't collect the cloud, it disperses after 1 hour. It can't be dispersed early by wind unless the wind is at least a strong wind (21 or more miles per hour), which disperses the cloud after 1 minute. Once used, the cloud can't be summoned again until dawn of the next cloudy day.

BROOCH OF THE DESERT

Wondrous item, common

While wearing this brooch, you and your equipment remain dry even in the heaviest of storms. This brooch doesn't keep you dry while immersed in water, but it dries you and your equipment 1 round after you are no longer immersed.

BROOCH OF THE DOLPHIN

Wondrous item, uncommon

While wearing this dolphin-shaped brooch, you can hold your breath for up to 30 minutes, and you have blindsight out to a range of 30 feet while underwater. Your blindsight is echolocation, and you can't use it while deafened.

CAPTAIN'S HORN

Wondrous item, very rare

These small, gold hoop earrings come in a set of ten: one captain pair and four officer pairs. While you are wearing one pair of the earrings, you can communicate telepathically with any creature within 60 feet of you that is wearing one of the pairs of earrings in this set. While you are wearing the captain pair of earrings, you can send a single, telepathic message to all of the creatures within 60 feet of you that are wearing pairs of the officer earrings.

If the captain's pair of earrings is destroyed, all of the pairs of earrings become nonmagical.

CASTER'S BONES

Wondrous item, uncommon (requires attunement by a spellcaster)

As a bonus action, you rattle or drop these rune-etched animal bones and choose whether to target yourself or a creature within 60 feet of you with the bones' magic. If you target yourself, you have advantage on your next spell attack roll. If you target another creature, the creature must succeed on a DC 15 Wisdom saving throw or have disadvantage on its saving throw against the next spell of 3rd level or lower that you cast with the creature as the target. Once you use the bones, they can't be used again until the next dawn.

CORAL ARMOR

Armor (medium or heavy, but not hide), uncommon

This suit of armor is crafted out of coral by the songchangers. While you're wearing it, you have a swimming speed of 10 feet.

CORAL LUNG

Wondrous item, uncommon

This hollow tube of coral is about 1 foot long with a mouthpiece at one end. While underwater, you can hold the tube in your mouth and breathe air for 1 hour. Once emptied, the tube's reservoir of air can be refilled by holding it above water for 1 minute.

CORAL SWORD

Weapon (any sword), uncommon

You gain a +1 bonus to attack and damage rolls made with this magic weapon. In addition, when you attack with this magic sword while underwater, you don't have disadvantage on the attack roll from attacking underwater without a swimming speed.

COMPASS OF PELORA

Wondrous item, rare (requires attunement)

While holding this compass, you can use an action to target a creature you can see within 120 feet of you. The compass points in the direction of the targeted creature, regardless of distance, as long

as the two of you are on the same plane of existence. It points to the creature's physical body whether living or dead, and it points in the direction of that target until you use an action to target a new creature.

DEEP SUIT OF THE KUAH-LI

Wondrous item, rare (requires attunement)

This wet suit is light, flexible, and comes with an attached cowl. It can be worn under normal clothes. While wearing this wet suit with its cowl up, you can breathe underwater, and you have a swimming speed equal to your walking speed. In addition, you have resistance to cold damage while immersed in water, and you ignore any drawbacks from being in a deep, underwater environment. Pulling the cowl up or down requires an action.

Some variations of the wet suit come with a *light* spell enchanted on the top of the cowl, which can be activated by speaking its command word.

DERELICT'S CHARTBOOK

Wondrous item, rare

This large chartbook contains maps, charts, and notes penned ages ago by sailors since lost to time. It is waterproof, suffering no ill effects from being submerged or stored in a humid location. If a page is damaged, destroyed, or removed, it is magically repaired by the next dawn. If you reference this book while navigating a ship, you have advantage on the ability check.

Control Weather. You can use an action to cast *control weather* from the chartbook. The duration is 8 hours without requiring concentration, but, after the initial casting, you can't change the weather more often than once each hour. Once you use this feature, you can't use it again until 7 days have passed.

DISSENSION'S DIGIT

Wondrous item, artifact (requires attunement)

Castagil was a great captain of the piratical sort. Aboard the mighty galleon *The Sea Wench*, he and his crew plundered the seas for nearly a decade. Castagil was a nautical genius and a practicing hydromancer. His skills of captaining and his command of water were outshone only by his lust for gold.

Night had fallen on the 45th day of an unrelenting search for the gold of Captain Moritire Nightshade, famed pirate captain ages gone. The crew was weary, the provision barrels were empty, and the ship wasn't a league closer to the famed treasure. That night as a storm brewed in the north, mutiny brewed in the barracks. The crew took Castagil in his sleep, beat him, and bound him in the cargo hold.

The next day, the ship set anchor near a small uncharted island. The quartermaster and six others dragged Castagil to shore, intending to maroon him with nothing more than a dirk. In the distance they heard a rumbling, and ash flitted through the air. They marched Castagil no more than a hundred yards into the jungle and came upon a trembling volcano. With their cutlasses they prodded their former captain up to the rim, and pushed him in. As he plummeted toward the lava, he summoned all his magic into one curse. When he hit the lava, the volcano erupted so violently that boulders the size of wagons crashed into the hull of the ship, sinking it. As the dust and ash settled, it was revealed that the entire island had been razed. The only thing that remained was a small, glowing sphere.

The *dissension's digit* is a red crystal globe about 2 inches in diameter. When used, it glows with the oozing, red light of lava.

Random Properties. The *dissension's digit* has the following random properties:

- 2 minor beneficial properties
- 1 minor detrimental property

Forged in Fire. While attuned to the globe, you are immune to fire damage.

Spells. The globe has 5 charges and regains 1d4 + 1 expended charges daily at dawn. If you are attuned to the globe, you can use an action and expend one or more charges to cast one of the following spells (save DC 18) from it: *flame strike* (2 charges), *locate object* (must be an object made of gold or other precious substance, 1 charge), *protection from energy* (1 charge), or *teleport* (3 charges).

Curse. Castagil's greed curses this item and attuning to the *dissension's digit* extends the curse to you. Each time you are within 30 feet of an object worth 100 gp or more, you must succeed on a DC 20 Wisdom saving throw or do everything in your power to hold and possess the object. You are unwilling to part with objects worth 100 gp or more unless it leads to possessing an even more valuable item. You are unwilling to part with the *dissension's digit* unless you are targeted by the *remove curse* spell or similar magic.

Destroying the Globe. The *dissension's digit* can be destroyed only by a good-aligned spellcaster casting *remove curse* on the item twice then throwing it into an active volcano.

EXILE'S WOOD

Wondrous item, uncommon

This 3-foot-long plank of wood has three pairs of leather loops, and it never sinks, no matter the weather or water conditions, as long as it doesn't support more than 1,000 pounds of weight.

GUIDE STONE

Wondrous item, rare

This Medium gray, oval stone is the saving grace of many guilds with merchants traveling in dangerous weather. Each stone has up to four smaller, fragment stones tied to it. While holding one of these fragments, you feel a gentle tugging in the direction of the *guide stone* if you are within 250 miles of it.

HOSPITALITY'S HAMMOCK

Wondrous item, uncommon

This hammock is spun of the finest spider silk. When you spend a long rest in this hammock, you recover from one disease or one blinded, deafened, paralyzed, or poisoned condition afflicting you. In addition, you regain 1 extra spent Hit Dice after finishing a long rest in this hammock.

LUNG LEAF

Wondrous item, rare

This large leaf is a deep, rich blue with silver veins running through it. For 8 hours after you consume this leaf, you can breathe underwater, and you have a swimming speed equal to your walking speed.

MARINER'S EYEPATCH

Wondrous item, uncommon

This eyepatch is heavily encrusted with jewels and arcane writing. While wearing this eyepatch, you can use an action to cast the *comprehend languages* spell or the *see invisibility* spell with it. The eyepatch can't be used this way again until the next dawn.

MERCY'S MANDOLIN

Wondrous item, rare

The face of this balsa wood mandolin is inlaid with mother-of-pearl. The neck has been carved to resemble the jumping form of a porpoise. You must be proficient with string instruments to use this mandolin. You can use this mandolin to create soothing music to help revitalize your wounded allies during a short rest. If you or up to six friendly creatures of your choice who can hear your performance regain hit points at the end of the short rest, each of those creatures regains an extra 1d4 hit points.

If you are a bard and use this mandolin as part of your Song of Rest feature, each creature affected by your Song of Rest regains 1d4 hit points in addition to the hit points it regains from your Song of Rest.

MOONSILVER ORB

Wondrous item, artifact (requires attunement)

When the Yalts, now called the Coralites, first arrived at their current home, they found a quiet coral reef that was pounded by surf and often wracked by tropical storms. For many centuries, the Coralites huddled together in island caves as they watched their homes sweep away with the wind.

With the advent of the songchangers, the creations of the Coralites became more sophisticated and increasingly infused with magic. The *Moonsilver Orb* was conceived to bring the same peace to nature that the Coralites had achieved in society. Calm winds and placid seas were the result.

The *Moonsilver Orb* is composed of sand from the ocean floor, silver from the Elemental Plane of Earth, and moonlight gathered on a moonless night. The orb is a silver, glass sphere about 4 inches in diameter with mist swirling inside it.

Random Properties. The *Moonsilver Orb* has the following random properties:

- 1 minor beneficial property
- 1 major beneficial property
- 2 minor detrimental properties

Denizen of the Deep. While attuned to the orb, you can speak Aquan, you can breathe underwater, you have a swimming speed of 60 feet, and you can ignore the drawbacks caused by a deep, underwater environment.

Eye of the Storm. While attuned to the orb and at sea, the weather within 1 mile of you is warm with light clouds and a moderate wind, no matter the weather conditions outside of that mile.

Spells. The orb has 7 charges and regains 1d4 + 3 expended charges daily at dawn. If you are attuned to the orb, you can use an action and expend one or more charges to cast one of the following spells (save DC 18) from it: *conjure animals* (water-based animals only, 2 charges), *conjure minor elementals* (water only, 2 charges), or *conjure elemental* (water only, 3 charges).

Whirlpool. You can use an action to create a whirlpool on a point of water you can see within 1 mile of you. Each creature that starts its turn in the water within 100 feet of that point must succeed on a DC 20 Strength saving throw or be pulled 30 feet closer to the center of the whirlpool. A creature that starts its turn in the center of the whirlpool must succeed on a DC 22 Strength saving throw or be pulled underwater and begin suffocating if it can't breathe underwater. In addition, a creature that starts its turn underwater in the center of the whirlpool must make a DC 18 Constitution saving throw, taking 21 (6d6) cold damage on a failed save, or half as much damage on a successful one. Any object that is not being worn or carried automatically fails the saving throw. A ship that starts its turn on the water within 100 feet of the point you chose automatically fails the saving throw unless its pilot succeeds on a DC 18 Dexterity or Wisdom check using navigator's tools. On initiative count 20 (losing initiative ties), the whirlpool moves 1d100 feet in a random direction. The whirlpool lasts for up to 1 minute, until your concentration ends

(as if concentrating on a spell), or until the whirlpool moves into water that is less than 20 feet deep. The *Moonsilver Orb* can't be used in this way again until 7 days have passed.

Destroying the Orb. The only way to destroy the *Moonsilver Orb* is to cast the *shatter* spell on it while it is on the Elemental Plane of Earth. The remains of the orb must then be consumed by an earth elemental within 1 minute or the *Moonsilver Orb* reforms within 1 hour in a random body of water on the Material Plane.

PORTRAIT OF SELF-EXAMINATION

Wondrous item, rare

This portrait of a woman with penetrating eyes is charged with magic. If you spend 24 hours over a period of 3 days or fewer studying and contemplating the portrait, the colors swirl and shift to reflect you, and you learn some deep, inner truth about yourself. At the end of the 24 hours, you must make a DC 15 Wisdom saving throw. On a success, you accept the deep, inner truth the portrait reveals to you, and your Wisdom score increases by 1. On a failure, the portrait's revelation shakes your confidence in yourself and your abilities, and your Charisma score decreases by 1.

PRESERVED HEARTS

Wondrous item, rarity by heart

A *preserved heart* is the magically-preserved heart from a humanoid. Different types of hearts exist, each with a different single-use effect. To activate the heart's magic, you must use an action to consume it.

Courtesan (uncommon). This heart once belonged to a courtesan slain by a competitor. When you consume it, you gain the ability to cast the *friends* cantrip for 24 hours. In addition, you can cast the *charm person* spell once for the next 24 hours. Your spell save DC for these spells is equal to 8 + your proficiency bonus + your Constitution modifier.

Shaman (rare). This heart once belonged to the shaman of a nomadic tribe. When you consume it, you gain 20 temporary hit points for 24 hours.

Shark Hunter (very rare). This heart once belonged to a great shark-hunting warrior who died of old age. When you consume it, you gain a swimming speed equal to your walking speed for 24 hours. In addition, severed body members (fingers, legs, tails, and so on), if any, are restored after 2 minutes. If you have the severed part and hold it to the stump, consuming the heart also causes the limb to instantaneously knit to the stump.

Slave (uncommon). This heart once belonged to an escaped slave. When you consume it, your walking speed increases by 10 feet for 24 hours.

Warrior (rare). This heart once belonged to great warrior who died after defeating overwhelming odds. When you consume it, you are immune to the charmed and frightened conditions, and you have advantage on Strength checks and Strength saving throws for 24 hours.

Witch Doctor (uncommon). This heart once belonged to a witch doctor whose heart was removed while the witch doctor was still breathing. When you consume it, you gain the ability to cast one cleric cantrip and one wizard cantrip of your choice for 24 hours. Your spell save DC for these spells is equal to 8 + your proficiency bonus + your Constitution modifier.

Youth (very rare). This heart once belonged to a wrongfully-accused youth who was punished and slain for a crime. When you consume it, your body reverses some of its aging, reducing your age by 7 years. The magic of this heart can't reduce your age to less than 7 years old.

ROD OF AIR AND WATER MASTERY

Rod, very rare (requires attunement)

This rod has two glass orbs affixed to either end. One is filled with water and the other is filled with murky, white air. It has the following properties.

Of Air and Water. While underwater and holding the rod, you have a swimming speed equal to your walking speed. While exposed to air and holding the rod, you have advantage on ability checks and saving throws against being pushed or shoved by wind, such as by a strong storm or the *gust of wind* spell.

Spells. While holding the rod, you can use an action to cast one of the following spells from it: *feather fall*, *fog cloud*, *water breathing*, or *water walk*.

Of Ice and Wind. While holding the rod, you can use an action to cast *wall of ice* or *wind wall*. The spell save DC for these spells is 17. This feature can't be used again until the next dawn.

SAHUAGIN'S DISMAY

Wondrous item, very rare

This tattered, green flag bears the image of a red trident. While this flag flies on the mast of a ship, the ship and its crew are protected from nonmagical extreme weather. The temperature on the ship is always cool, wind speeds never go higher than strong, and precipitation that falls on the ship is never heavier than a steady mist. The flag also protects the ship from being swamped by even the largest waves, though strong currents still affect the ship. The flag doesn't protect the ship from predation by sea creatures or from being capsized or sunk by such creatures.

SEXTANT OF SEEMING

Wondrous item, very rare

While holding this sextant inside a seafaring vessel, you can use an action to cast *mirage arcane* on the vessel. The illusion lasts for up to 24 hours or until you use an action to dismiss it. Once you use this feature, you can't use it again until the next dawn.

SHUDDERER'S COWL

Wondrous item, rare (requires attunement)

While wearing this cloak in bright or dim light, you have resistance to cold damage.

Curse. Once you don this cursed cloak, you can't remove it unless you are targeted by the *remove curse* spell or similar magic. While wearing this cloak in darkness, you have vulnerability to cold damage, and you have disadvantage on saving throws against being frightened.

SPECTACLES OF THE SAHUAGIN

Wondrous item, rare

While wearing these lenses made from carefully-preserved sahuagin eyes, you have darkvision out to a range of 60 feet, and you can magically command any shark within 60 feet of you, using a limited telepathy. If you already have darkvision, wearing the spectacles increases its range by 60 feet.

UNYIELDING MAST

Wondrous item, legendary

This unassuming, wooden mast has a mithral core and is infused with magic. While the mast is affixed to a ship big enough for a crew of at least 10, the ship gains the following benefits:

The ship's damage threshold increases by 5.

The ship is immune to fire damage.

The ship magically repairs 5 hit points of damage each day it hasn't taken damage.

WETSKIN OF THE KUAH-LIJ

Wondrous item, uncommon

If you breathe only water or have the Limited Amphibiousness trait, you can breathe normally out of the water while wearing this wetskin.

In addition, while wearing this wetskin, you can use an action to cast the *thunderwave* spell with it, except the spell deals cold damage instead of thunder damage, and it doesn't create an audible boom. The spell save DC for this spell is 15. The wetskin can't be used this way again until the next dawn or until the wetskin spends 8 hours submerged in water.

WHEEL OF CHAOS

Wondrous item, rare

This ornately-decorated ship's wheel is inlaid with symbols of chaos and destruction. While the wheel is affixed to a ship big enough for a crew of at least 10, the ship's speed is increased by 25%. In addition, you can use an action to cast the *control weather* spell with it. The spell lasts 8 hours, and you don't need to maintain concentration on it. The wheel can't be used this way again until 5 days have passed.

Curse. This wheel is cursed and affixing it to a ship extends the curse to the ship. Once affixed to a ship, the wheel can't be removed unless the ship is targeted by the *remove curse* spell or similar magic. While the wheel is affixed to a ship, denizens of the sea are attracted to the ship. A creature with the Amphibious or Water Breathing trait has advantage on Wisdom (Perception) checks to detect the ship, on Strength (Athletics) and Dexterity (Acrobatics) checks to climb or move on the ship, and on its first attack roll each round while on the ship.



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DEAD MAN'S CHEST

by Lance Hawvermale

No place offers more adventure than the ocean. No dungeon is as deep, no jungle as full of exotic and dangerous life. Most folk spend their entire lives on dry ground, unaware that entire civilizations thrive beneath the waves, sometimes far more ancient and steeped in mystery than any on the world's uppers surface. Though player characters have long grown familiar with the air-breathing world above, seldom do they venture into the depths, and when they do, they discover wonders they never dreamed existed. The ocean offers a venue for adventure that is at once alien and appealing. Strange things exist down there, as perilous as they are compelling.



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