

100 ENCOUNTERS FOR FANTASY OCEANS

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GAMES



100 ENCOUNTERS FOR FANTASY OCEANS

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INTRODUCTION

The sea is a dangerous place and those who regularly sail on it know to treat it with respect. The weather is dangerous and those onboard a ship know they are in a fragile vessel skimming along the top of potentially vast, and hostile, depths. This supplement has 100 different encounters that can be used to add more detail to a sea voyage. Some of the encounters have potentially hazardous, others are odd and some may be a source of potential adventure hooks. Most of the encounters assume that the characters are travelling in some sort of ship on the ocean's surface, but they could be tweaked.

USING THE LIST

Either roll d100 for a random result or select appropriate ones manually.

1. A barrel bobs on the water's surface with a rope tied around it. If the barrel is pulled in, it can be seen that the rope continues for dozens of feet below the water. The rope's end has been severed (DC 5 Perception confirms the deliberate cut).

2. A bloated corpse floats on the surface. It bears the sign of predation and several sea birds are standing on it, pecking at the decomposing flesh.

3. A booming noise from below decks proves to be coming from outside the hull. Something within the water is making the sound, and it is being transmitted through the hull.

4. A canoe paddles out from an island, with the people onboard offering food, fresh water and other supplies and services to sell (basic rations, water and minor supplies suitable for ships such as rope can be purchased at prices 10% above normal).

5. A closed chest floats past the ship. If the chest is retrieved, it proves to be watertight. Inside it are maps and charts of the local area (the charts add a +5 circum-

stance bonus to any Survival or Profession (sailor) checks made related to navigating a ship in an area of the GM's choice).

6. A crack is heard from below the waterline and the ship starts to take on water (a DC 20 Profession (sailor) or Craft (carpentry) check or suitable magic is needed to fix the leak; if not fixed, the ship will eventually sink, taking 1 round per current hit point to do so).

7. A current starts to drag against the ship, pulling it off course. It can be seen that the current is an outlying drag from a distant whirlpool.

8. A dead whale floats on the water's surface. Various scavengers, both air and sea, are feeding from the carcass. An enormous hole has been ripped in the whale's side, seemingly from where something tore its way out of the beast (DC 15 Knowledge (nature) confirms that the hole was ripped from the inside out).

9. A fish caught on a line trailed behind the boat is large and disturbingly mutated, with multiple eyes and fins and what look like vestigial limbs.

10. A fishing boat is operating nearby. The fishermen offer to sell recently caught fish, both fresh and packed in salt (they will sell fish up to 4d6+6 days of trail rations, both fresh and salted, with fresh fish lasting only two days before they go off).

12. A flock of migrating birds descends on the ship, covering the spars, lines and rails. By the time the flock leaves, the ship and crew are heavily coated in guano (everyone on the ship's decks must save to avoid contracting filth fever).

12. A ghostly white sailing ship with tattered sails is seen passing during the night. It appears to be crewed by spectral figures (this is a [Bone Ship](#), see *Bestiary 5*, and it will attack if approached too closely).

13. A grinding noise is heard from below as the keel scrapes against a coral reef located just below the water's surface (the ship takes 1d6+2 points of damage).

14. A knocking sound is heard from below, as if something is knocking on the outside of the hull, beneath the surface of the water.

15. A large log floats past the ship.

16. An albatross flies down and perches on a masthead. Some of the sailors mutter that this is bad luck.

17. An empty longboat drifts past. It lacks oars and the wood has been damaged; the interior is covered in a thick coating of blood.

18. An immense tentacle reaches out of the water several hundred yards away, before dropping back into the water with a crash. Whatever creature the tentacle belongs to must be truly enormous (DC 20 Knowledge (arcana) identifies the tentacle as belonging to a kraken).

19. Another ship is encountered with tattered sails and rotting planks that seems barely able to stay afloat. No signs of life can be seen onboard (nothing can be salvaged from the vessel).

20. An outrigger canoe with at least a dozen rowers gives the ship a wide berth.

21. A patchwork and waterlogged raft bobs on the surface. It has been lashed together from various bits of flotsam and jetsam, and clearly had a mast at one point, although this has snapped off near the base. There are no signs of life on the raft.

22. A piece of black canvas floats by on the surface. If investigated, the canvas has an emblem of two crossed swords on it.

23. A plume of smoke can be seen over the horizon. If navigated towards, the smoke disappears before it is reached. What it came from can still be found; a ship that has burnt to the waterline.

24. A pod of whales breach the water nearby, sending plumes into the air from their blowholes. Each whale is easily as large as the ship.

25. A sailor by the railings is suddenly grabbed and pulled overboard by a tentacle

that reaches over the side (DC 15 Knowledge (nature) check identifies the tentacle as belonging to a Giant Octopus; the sailor is beyond rescue).

26. A school of flying fish jump out of the water. Several land on the ship's deck (2d4 days' worth of rations of fish can be collected).

27. A ship can be seen on the horizon, too far away to clearly make out. It rapidly disappears, travelling in another direction.

28. A ship's boat in very poor shape. Chunks of wood are missing from the gunwales and it is heavily waterlogged. The boat is so badly damaged it is surprising that it is still afloat.

29. A ship's figurehead, depicting a winged angel, floats on the surface of the water. The wood bears signs of fire.

30. A shudder passes through the ship and the ship and masts sway wildly as something large passes beneath it (any characters in the rigging must make a DC 10 Reflex save or fall off, hitting the decks or the sea and taking appropriate damage).

31. A sinking ship is encountered. Only the ship's bow is still above the waves, and it rapidly sinks out of sight. There are no bodies, live or dead, or boats in the water in the area; nothing to suggest anyone got off the ship.

32. A small sandbar rises just above the surface of the water, with several beds of oysters on it, suggesting that it is often underwater (if the oysters are harvested, which will take 1d4+1 hours, a total of 5d6 days of rations can be found, together with 1d4+1 pearls worth 100 gp each).

33. A solitary wooden bucket drifts past the ship, somehow still afloat.

34. A squall hits the ship, tearing some sails before they can be drawn in and covering everyone on the deck in cold rain (speed is reduced by half until the sails are fixed, which requires a DC 10 Profession (sailor) check; the rain causes a Cold Snap, see Weather in Chapter 13:Environment of

the *Core Rulebook*).

35. A storm is gathering in the distance, and towering black clouds can be seen reaching high into the sky on the horizon. The temperature starts to drop and winds start picking up (see Storms in Weather of Chapter 13: Environment of the *Core Rulebook*).

36. A strong and nauseating rotting smell is coming from the ocean here (DC 15 Fortitude save or become nauseated).

37. At night a meteorite plunges down from the sky and hits the water near the horizon.

38. At night the water around the ship is filled with phosphorescence as many tiny glowing lifeforms surround it. Where the ship has been can easily be spotted, as its wake is a patch of darkness amidst the glowing sea.

39. A torn and damaged fishing net tangles with the ship.

40. A tube rises out of the water off the ship's bow, before going below the surface again.

41. A wave several feet high stretching out to the horizon passes under the ship, causing it to bob. This is a tidal wave which will be far more damaging when it reaches shallower waters.

42. Beautiful singing can be heard coming from a small group of rocks off the bow (DC 15 Knowledge (arcana) identifies the singing as coming from a [Siren](#), from *Pathfinder Bestiary 2*).

43. Dead fish dot the ocean's surface. If the water is checked, it can be found to be acidic, strong enough that it is damaging the ship's hull and entering the water will cause damage (creatures entering the water will suffer from Acid Effects, as in Environmental Rules in Chapter 13 of the *Core Rulebook*, except they only suffer 1d2 points of danger per round on immersion and the Fortitude save for the fumes is only DC 5).

44. Dozens of dorsal fins rise out of the

water the ship as many different sharks of different types start circling the ship (treat as 2d12+24 Sharks, divided into normal, Young Creature and Advanced Creature).

45. Drifting at sea on a sea anchor is a small sailing vessel. The ship doesn't respond to hails and, if boarded, proves to be completely empty. It still has plenty of stores, enough for several weeks' travel, as well as many personal possessions of the crew on board (the ship itself can be salvaged; see Sailing Ship in the *Core Rulebook*).

46. During the night, the mastheads are wreathed in faint, flameless fire, apparently a sign that a thunderstorm could be on its way.

47. Floating in the water is a large, waterlogged crate. Clinging to the upper surface of the crate, barely out of the water, is a single individual in very poor shape, a sailor or from a wrecked ship. The sailor will need treatment for exposure and dehydration, or they will soon die (DC 15 Heal check or application of healing spells or potions will save them; the sailor is a Shipmate, see Chapter 9: NPC Gallery of the *GameMastery Guide*).

48. Glass fishing floats bob on the surface of the water. They are fragile and will break if the ship hits them.

49. Huge bubbles rise out of the water, bursting when they reach the surface with a strong, nauseating smell of rotten eggs (creatures who smell the bursting bubbles must make a DC 10 Fortitude save or become nauseated).

50. In the middle distance, a funnel reaches out of the clouds and touches the water, forming into a waterspout.

51. Large hailstones, several inches in diameter, rain down on the boat from the skies. The hail is large enough that it will damage anyone it hits who lacks protection (the hail does 1 point of lethal damage to those lacking protection, as per Weather in Chapter 13: Environment of the *Core Rulebook*).

52. Large patches of seaweed float on the surface of the water. They slow the ship down by dragging against the hull and some get tangled in the rudder, compromising the ship's steering until the plants are removed (until the seaweed is removed, travel is slowed by one quarter and any attempt to steer will require a DC 10 Profession (sailor) check).

53. Large sea turtles keep pace with the ship for a bit (these are [Giant Snapping Turtles](#), see *Pathfinder Bestiary 2*, and may become aggressive if provoked).

54. Many crabs climb up the sides of the ship and clamber onto the deck. They are not aggressive, but they are a nuisance, and will use their pincers if attacked (treat as a Crab Swarm if the crabs are attacked).

55. One of the ship's sails tears free from the mainmast, causing the vessel to lose way as the speed drops rapidly. The sail will need extensive repairs to be used again, as the canvas has become rotten (speed drops by a quarter until a new sail is rigged; the old one can be repaired with a DC 15 Craft (cloth), Craft (ships) or Profession (sailor) check).

56. On the horizon can be seen another ship, one that appears (DC 10 Perception) to be moving far too fast.

57. Parts of the deck's railing crumble when touched, as an infestation of parasitic worms has degraded their integrity. The worms may have affected other parts of the ship as well.

58. Parts of the sea appear to have been netted off. Rope nets stretch from the floor to the surface, held in place at the top by floats.

59. Patches of burning oil dot the surface of the water, and have the potential to set the ship on fire if sailed through (DC 15 Profession (sailor) check to avoid the burning oil; if this is failed, the ship must make a DC 15 save or start burning at the waterline).

60. Pieces of rock are floating on the sur-

face of the water. On examination (DC 10 Knowledge (dungeoneering)), they prove to be chunks of pumice.

61. Rats boil up onto the deck from below. They head to the sides and throw themselves into the water, biting anyone who tries to stop them or doesn't move out of the way quickly enough (treat as 1d4+1 Rat Swarms).

62. Reddened water marks where a large slick of blood covers the surface.

63. Schools of dolphins accompany the ship for a bit, jumping in and out of the water at the bow.

64. Several glass bottles bob past the ship. If retrieved, they prove to contain a fine wine (five bottles, each worth 20 gp unopened; DC 15 Appraise to value a bottle without opening it).

65. Several hundred yards away, the water's surface erupts in a huge plume before splashing back down.

66. Several ships are seen on the horizon close to each other. There appears to be a battle going on.

67. Several spherical objects float past the ship. If gathered, they prove to be gourds. They have clearly been used for storage, as each has a wooden cork in it, although they are all now empty.

68. Shadowy shapes of unknown size pass the vessel below the surface of the water, rapidly disappearing into the distance.

69. Something with a large, shiny body briefly breaches the surface of the water near to the ship, before disappearing below the water again.

70. Sticking above the surface of the water are many tiny islands, each no more than a few yards across. Most are no more than a cluster of seaweed-festooned rocks sticking above the surface, but a few have patches of sand.

71. Storm clouds ring the vessel on all sides, putting it in a ring of fine weather, though one with little wind.

72. Strong winds pick up and, unless the amount of sails on a sailing ship are reduced, could cause serious problems (DC 10 Profession (sailor) check to realise and deal with this).

73. Tangles of sea plants, flotsam and jetsam swirl slowly in a gyre, forming a miniature Sargasso. Crabs are climbing all over the surface and several larger sea birds appear to be using the area as a place to rest.

74. The area of water that the ship enters is of a different colour and clarity to the surroundings. It also appears to be devoid of sea life. If the water is tested, it is found to be fresh, not salt.

75. The keel of a capsized boat is seen above the water. If the wreck is explored, it proves to be empty of life and most of the items on it are broken, ruined by water or both.

76. The mainmast suddenly cracks and gives way, damaging sails, spars and rigging and nearly sending several crewmembers flying (speed is reduced by half until the mast and rigging are fixed, which will require a DC 30 Profession (carpentry) check if performed at sea).

77. The mast and rigging from another ship float in the water. The sails have all disappeared from the mast, though.

78. The ocean ahead is frozen, and it appears to have frozen instantly, going by the waves that are made of ice (DC 10 Knowledge (nature) to confirm).

79. There is a cry as a crewman falls from the rigging and lands hard in the water by the ship, breaking bones and knocking them unconscious. They will drown if they can't be rescued (a character will need to enter the water, probably with a rope tied around them, and succeed at a DC 15 Swim check to rescue the crewman).

80. The sea around the ship is filled with hundreds of jellyfish of many different sizes and appearances. Some of the jellyfish are poisonous (if the water is entered,

treat the jellyfish as a [Jellyfish Swarm](#) from *Bestiary 2*).

81. The sea floor rapidly shallows here, and the sandy bottom can be seen through the surprisingly clear water.

82. The sea is dotted with icebergs, most of them quite small but a few of them far larger than a ship.

83. The ship drops in the water suddenly, almost as if the water level had briefly lowered.

84. The ship enters a patch of water that has turned red. The red water stretches far into the distance and some of the sailors claim it is an ill omen.

85. The ship enters a powerful current with a lurch, taking it on a new direction. The current will make travel faster in the direction it is going, but will prove difficult to easily break free from (returning to the original course will require a DC 15 Profession (sailor) check).

86. The ship is hit by a squall that rains what appears to be blood onto it, causing the crew to mutter about bad omens. The rain is not blood but simply red from dust within it.

87. The ship is in a strong sea current, and is being pulled along by it in a different direction to the one intended to travel (a DC 10 Profession (sailor) check will return the ship to its original course).

88. The ship is suddenly jostled from its course, sending sailors stumbling and the wheel spinning, as it is hit by a rogue wave.

89. The ship suddenly lists to one side, sending loose items and unsecured people above and below decks flying (DC 10 Reflex save for a character to keep their feet; 1d2 points of damage on failure). Several of the crew are injured by hitting things or being hit by them.

90. The ship's wheel suddenly starts to spin freely and the ship loses its way, as the connection between the wheel and the rudder has broken. If examined, it appears

to have been deliberately done (DC 10 Knowledge (engineering) confirms this).

91. The temperature drops rapidly below freezing and frost forms on the ship's surfaces.

92. The water is extremely silty, with very little visibility below the surface. The silt seems to be drifting from a point of origin (noticed with DC 10 Perception), rather than being from the sea floor.

93. The water is shallow here, and the upper parts of a wrecked ship protrude above the surface.

94. The water is very hot, with plumes of steam rising up from it (the water is just below boiling and entering it causes lethal damage as per Heat Dangers in Chapter 13: Environment of the *Core Rulebook*).

95. The water's surface is covered in a layer of dead fish of different types. The dead fish appear to be left alone by any predators (the fish have died from poison and are poisonous if eaten; treat as belladonna from Poison in Appendix 1 of the *Core Rulebook*).

96. The winds suddenly die down and come to a complete stop. The water's surface becomes smooth as the ship is becalmed (movement is halted).

97. Thick fog rises up quickly and engulfs the ship, dropping vision down rapidly and making it dangerous to proceed (the DC of all Profession (sailor) checks increases by 10 whilst in the fog when the skill is being used to navigate the ship).

98. Thumps and splashes are heard as several dozen dead seagulls rain out of the sky, landing on the ship's deck and in the surrounding water.

99. What appears to be a huge figure seems to be walking through the water in the distance, pulling a net behind them (DC 10 Knowledge (local) check identifies the figure as a storm giant).

100. Wreckage drifts past the ship. It looks to be from a destroyed vessel, and there are planks, spars, crates and barrels floating in the water. One of the planks bears several letters reading "leste".



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