

Maritime Encounter Table

Result	Encounter type	Encounter description	Encounter's effect on the ship
D100	Mundane		
01-02	Sea birds aloft	A lone sea bird circles overhead, then lands on the top spar... A good omen? Carries something its beak? A known plant?	Albatross: welcome as she's surely the soul of deceased comrade Petrel: bad! Warns of coming storm Seagull: if becalmed it's a good omen (wind on its way) White tern: a sure sign land is near! Cormorant: good fishing here Pelican: symbol of mercy & sacrifice
03-04	Dolphins	A herd of sea pigs (snouts with deeply furrowed foreheads) follows the ship, swiftly darting through the seas & leaping ahead of the bow. Arrows of the sea!	Sailors cheerful as it's a good omen "Mannan has mercy upon us" warns us of oncoming storm
05-06	Flying fish	Scores of small shapes burst from the sea, hanging in the air for a moment or two before darting back into the foaming waters	Opportunity to catch food?
07-08	Sea lions	Small, dark heads bob in the waters before sinking below & swimming under as long, sleek shapes alongside	Opportunity to catch food?
09-10	Shark	A lone fin emerges from the waters behind and begins to follow the ship, then starts circling...	Sailors are fearful as it's surely a bad omen; a portent of inevitable death...
11-12	Whale	A huge dark shape suddenly emerges from the deep. With effortless graces it heaves its massive, mottled and glistening hulk above the sea before crashing back down...	Simply surfacing? Or enraged by violent encounter with another ship?
13-14	Glowing shapes in water	Slowly the gloom of the deep is studded with hundreds maybe thousands of pinpricks of glowing light that float just beneath the surface	Bioluminescent algae or warning of imminent attack by...?
15-16	Boat spotted	A small sail is spotted and soon a tiny/small/fair/large boat emerges. A fishing boat? A coastal trader? Or pirates? Local or foreign vessel? Full sail?	Stay the course? Crowd on sail? Strike sails? Evasive action? (detour costs time)
17-18	Ship spotted	Sails of trading ship? Warship? Or pirates!?	As above
19-20	Full-rigged ship spotted	Large sails of a deep-sea trader? A great warship? Or even pirates!?	As above
	Landmark		
21-22	Flotsam	Floating wreckage of a ship, its equipment or even its cargo (barrels, sacks & bales)	Salvage valuable flotsam? Was it deliberately jettisoned to lighten the load in time of distress?
23-24	Derelict	Boat or ship that appears to be drifting... (Mutiny? Piracy? Plague? Curse? Castaway?)	Bad omen that saps sailors' morale? Go aboard? A trap? Or sudden prize?
25-26	Abandoned ship	Collision with another ship? Blown onto reef? Catastrophic fire? Abandoned?	Salvage jetsam flotsam? Evasive action? (detour costs time)
27-28	Unchartered island	Tiny landmass where none is marked on the map...? A remote island? Or something else? (Turtle dragon?)	Seek shelter in quiet bay for rest and repairs? Go ashore for freshwater? Scavenge and/or hunt for fresh food? Maroon mutineer(s)?
29-30	Adrift	Raft, dinghy or longboat? Dead? Or near-dead survivors?	Genuine survivors? Or pirates? Or even vampires?
31-32	Light house	Wooden and/or stone structure of several levels bearing a great fire that is visible for miles around	Keep her steady? Or steer a detour? A toll will be collected at their next port of entry at a rate of 1p per ton
	Incident		
33-34	Shallya's mercy	A member of the crew is laid low (sea sick, scurvy, cholera, dysentery, malaria, smallpox	Unless the sailor can be healed of the sickness it will demoralise the crew

		and yellow fever). Suffers the shakes? Can barely sleep? Occasionally see sprits!?	
35-36	Stowaway	Purser notices discrepancies in the stores, sailors hear noises at night, purser notices marks on the floor. Is it a cat? A rat? Or a runaway?	Sailors nervous until culprit is found If any sailor found to have seduced a member of the fairer sex & carried her to sea, disguised, he must suffer death
37-38	Spirit candles, corpusants (St Elmo's fire)	Everyone's hair stands on end as the rigging coruscates with electric blue light while balls of lightning swirl about overhead! (this is in fact a rare weather phenomenon in which luminous plasma is created by a coronal discharge from a sharp or pointed object in a strong electric field in the atmosphere)	Sailors freak out, Ld test to bring them back under control.
39-40	Corpse	A large, bloated corpse is spotted floating on the surface... Human? Sea creature? Or sea monster?	An omen? It appears to have had great chunks torn out of it! Foreshadows an imminent encounter with sea monster?
41-42	Sailors' duties	Scraping deck, cleaning weapons or spinning yarn (for mending sails, rope & hammocks)	Chance to discover the crew's morale? Opportunity to develop a character?
43-44	Sailors' <u>quiet</u> pastime	Whittling, carving & storytelling	As above
45-46	Bob's back	Unexplained losses attributed to Robert the hobgoblin	Lost to Bob? Or stolen by sailor? Significant item?
47-48	Spinning yarns	Sailors tell stories and gossip as they leisurely spin ropes and lines from yarn	Good opportunity to feed the PCs a warning and/or clues
49-50	Sailors' <u>rowdy</u> distraction	Singing, fiddling, dancing (jig)	Chance to discover the crew's morale? Opportunity to develop a character?
51	Sucking the monkey	Siphoning wine and/or spirits from the Captain's reserve	Severe or light punishment? Physical or verbal? Public or private? Make an example? Or clemency?
52	Skylark	High spirited sailors fool around and play while aloft among the sails and out of the immediate reach of their officers	As above (it sets a moral precedent)
53	Sailors' <u>illicit</u> pursuit	Board games, game at cards, dice for money, smoking	Fight amongst sailors? Injury? Death? Feeling of injustice lowers morale?
54	Cursed sailor	Starts with rumours at the scuttlebutt	Ignore? Investigate rumours? Denounce rumours? Punish rumour mongers?
55	At loggerheads	Shouts arise and soon it becomes clear 2 sailors are fighting using thin strips of iron	Break it up? Or let them fight it out? Due to gambling debt or bullying? Clemency? Or make an example?
	Hazard		
56	Waterspout	Tornado at seas	
57	Doldrums	Becalmed	
58	Iceberg	Detour or sail around?	
59	Rocks	Detour or sail around?	
60	Sand bank	Detour or sail over?	
61	Reef	Detour or sail over?	
62	Net	Stuck on prow	Requires removing, suddenly starts moving (creature trapped)
63	Kelp	Giant rafts of sargassum (thick seaweed) which will choke movement... maybe even foul the rudder?	Crew leaning over to fish out the kelp is sufficient? Or have to dive over and clear the fouling? Monsters lurk below and leap out to drag down anyone leaning over?
	Minor mishap		

64	Loose cargo	cargo shift: as above except cargo damaged	
65	Clewlines fouled	clewlines fouled, so reefing stuck until unsnarled	
66	Minor accident		
67	Footloose	A sail is not secured properly and blowing around in the wind.	Sailor go aloft to secure...
68	Fouled rope		
69	Snapped rigging	As above	
70	Water fouled	Poor quality? Bad stowage? Sabotage? Or cursed? How long? (man cannot survive more than 3-5 days without water)	Order rationing? If so, morale will be affected (Ld test)
71	Taken aback	An inattentive helmsmen might allow the dangerous situation to arise where the wind is blowing into the sails 'backwards',	Causing a sudden (and possibly dangerous) shift in the position of the sails...
Major mishap			
72	Cargo shift	causes ship to heel dangerous (develop a list to one side)	immediate Sail test to prevent start of capsize
73	Hourglass	Flogged (young midshipmen entrusted with turning the glass over to mark the passing of an hour would tap on the side to make the sand fall through faster), unturned or even broken!	
74	Provisions spoiled	Poor quality? Bad stowage? Sabotage? Or cursed? How long? (man cannot survive more than 20-40 days without food)	Order rationing? If so, morale will be affected (Ld test)
75	Beer soured		
76	Man overboard	crewman falls overboard	Drunk? Struck by boom? Pushed? Suicide? Ship cursed?
Minor disaster			
77	Torn canvas	Sail ripped by wind	
78	Anchor fouled		
79	Cargo shift	crewman struck by boom and injured (D6 + Wind speed/10)	
80	Cracked boom		
81	Snapped tiller		
82	Fall from aloft	A sailor falls from the rigging ($\frac{1}{4}$ to $\frac{3}{4}$ of height from top) or worse the yard (which is just few feet below crow's nest, see <i>Descrying</i>) where a 5yd (15') fall = 10-D6W & 10yd (30') = 20-D6W	If the sailor is not killed, he risks disability. Indeed, so great was the danger that many tattooed the words HOLD and FAST onto their knuckles.
83	Spring the sticks	top mast sprung	
84	Collision	ship strikes underwater obstacle (damage = D6+speed in knots, critical damage?) = minor leak	Whale
Major disaster			
86	Critical cargo shift	cargo shift: as above except a member of the crew is also crushed to death	
87	Grounded	ship collides with an obstacle (critical damage?) = serious leak	Anyone in rigging catapulted into sea
88	Loose cannon	A loose cannon, weighing thousands of pounds, would crush anything and anyone in its path, and possibly even break a hole in the hull, thus endangering the seaworthiness of the whole ship	
89	Fire		Caused by lighting? Sailor smoking? Sabotage? Curse?
90	Stranded	ship strikes an underwater obstacle & grounds (damage = D6+speed in knots and now stuck!) fire breaks out on the ship (powder	

		magazine?)	
91	Rudderless		
	Incredible		
92	Message in a bottle	The classic “message in the bottle” arrives	
93	Sea monster	giant squid, kraken, turtle dragon, sea serpent	
94	Maelstrom	Maelstrom/tidal bore/whirlpool	
95	Squall	A freak (sudden and immensely powerful) wind) preceded by dark and very low clouds	
	Fantastical		
96	Mermaids	Women blessed with rare beauty and sweet song who emerge to appeal for help...	Sailors lured by their music and voices to shipwreck on the rocky coast of their island?
97	Harpies		
98	Ghost ship?	Another vessel under full sail but without a soul on deck	tables set and meals half eaten
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