

# RED SKY AT MORNING



Crossing the high seas for characters levels 1-10

## TRAVEL ON THE SEAS

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

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

### SEA EVENTS

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

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

### WEATHER EVENTS

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

# MONSTERS AND SHIPS

## SEA MONSTERS

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

## ENEMY SHIPS

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

## FRIENDLY SHIPS

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

## SHIP NAMES

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

## CREW AND MORALE

### SAILOR NAMES

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

### PIRATE CAPTAIN NAMES

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

### CREW MORALE

#### D10 Detail

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

### CREW EVENTS

#### D10 Detail

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



# ISLANDS AND WAYPOINTS

## SPOTTER SEES AN ISLAND WITH...

### D12 Detail

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



## DANGERS ASHORE

### D10 Detail

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

## TREASURES HIDDEN ASHORE

### D12 Detail

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

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