IN THE HEART OF THE SEA

A Procedural High Seas 'Hex Crawl'

Travel & Encounter icons

Large | small icon = nearby | chance to outrun (or, probable | improbable)

White spotted red flag | blue flag = destination | landfall is a day's sail away

Trouble onboard *e.g.* crew (mutinous), disease, broken equipment, food, infestation, leak, listing, navigation, propulsion, drinking water

Vessel sighted *e.g.* abandoned (ghost), fishing, fugitives, islanders, merchant (junk), navy (military), pirates, slavers, smugglers, whaling

Natural hazard *e.g.* freak wave, gas, reef, rock, sand bar, strong current, odd submerged obstacle, volcanic activity, whirlpool, wreck

Benign shallow-water encounter *e.g.* basking shark, eels, jellyfish, manatee, porpoises, sea birds, sea otter, seals, shoal of fish, turtle

Signs of land *e.g.* buoys, coastal clouds, drifting coconuts, floating log, flotsam, humanoid's body, nets, scent in air, sea birds, seals

Benign deep-water encounter *e.g.* albatross, dolphins, flying fish, huge jellyfish, manta ray, orca, sail fish, loggerhead turtle, shark, whale

Aquatic society *e.g.* ixitxachitl, koalinth, kopoacinth, kuo-toa, lacedon, locathah, mer‑folk, sahuagin, sea-elves, triton

Dangerous creature *e.g.* bellicose whale, dragon turtle, giant shark /squid/octopus, morkoth, plesiosaurus, sea hag/serpent, aerial threat

Travel time

Travel time – decide how many days the voyage will take and roll for each day. Alternatively, roll until any flag is reached; or for a long sea voyage, roll until the red flag with a white spot is reached.

Method

For each Hex-Flower (**HF**) 'engine' below, determine what dominant condition or important encounter will happen that day.

This is done by rolling and summing 2D6 and moving from the 'current Hex' to a 'new Hex' in the 2D6 rolled 'Navigation Direction'. The 'new Hex' defines what is happening that day.

The six 'Navigation Directions' are shown in the centre of the schematic Navigation HF (see right) and are coloured **pink**. So, if the 'current Hex' is in the centre of a HF and a 12 is rolled, then the day's conditions are set by the Hex directly above the central Hex. However, a roll of 6 gives the Hex below. The 'new Hex' will also be tomorrow's jumping off point. So, the past condition/encounter has a legacy effect on the next outcome.

Going off the Hex Flower

Where the 'Navigation Direction' would lead "off" the HF, simply wrap round to the opposite edge of the HF (examples shown right).
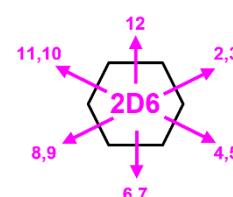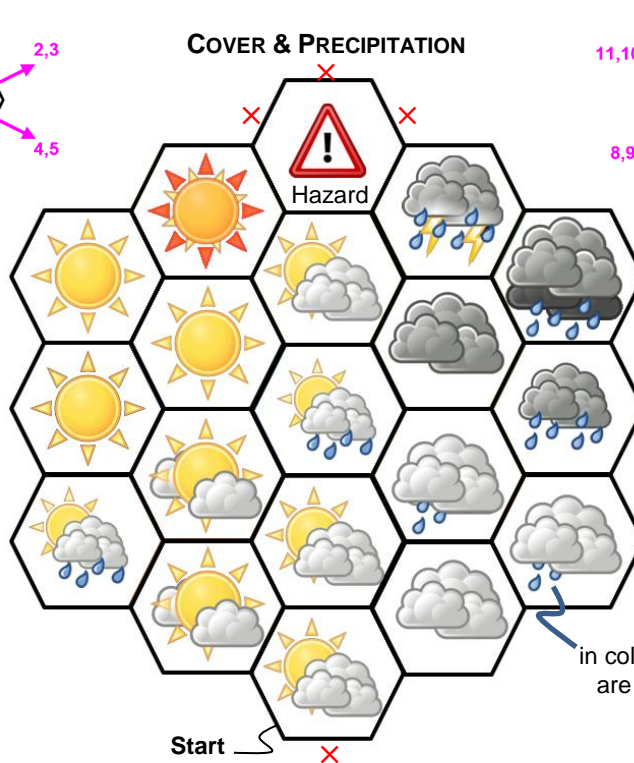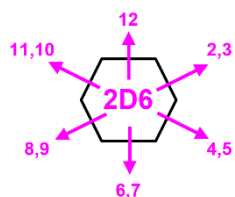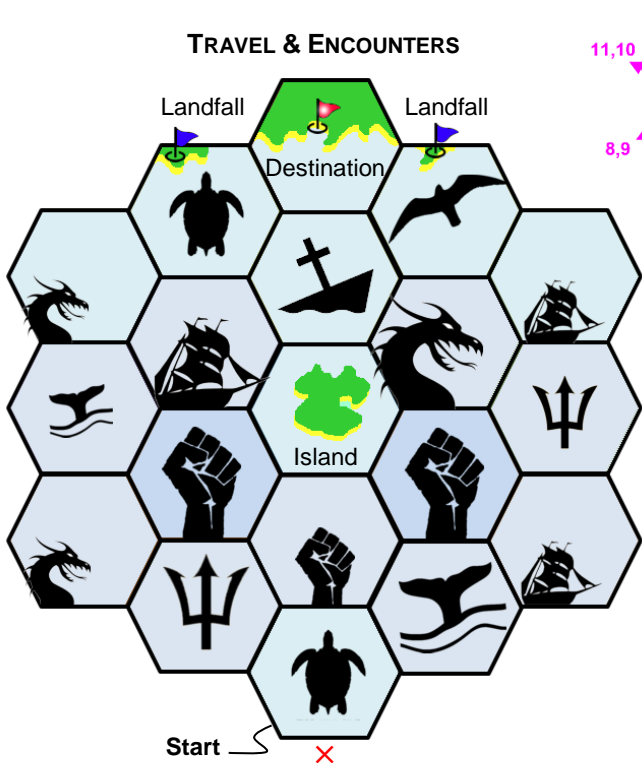
So, if the current location is Column 1, Hex 1 (C1:H1), then a roll of 8 wraps around to Column 3, Hex 1 (C3:H1). In C5:H1 a roll of 12 goes to C5:H3. These 'wraps' are shown with **green arrows** right. The ✕ indicates a disallowed direction, so stay in current Hex.

Navigation Directions

TRAVEL & ENCOUNTERS

COVER & PRECIPITATION
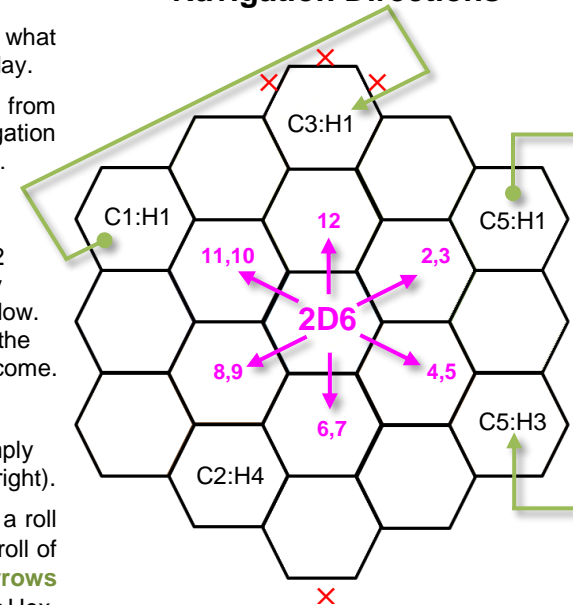
in cold weather the drops are snow, sleet or hail

WIND & WAVES

2019