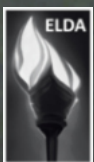


d100 ENCOUNTERS at SEA

Compatible with
Pirate Booty



d100 encounters at sea

1. The players come across a group of fishermen who are in distress after their boat capsized. They are clinging to debris and need help.
2. The players spot a small, abandoned island with a wrecked ship on the shore. As they investigate, they discover a group of stranded sailors who have been living on the island for weeks.
3. The players witness a naval battle between two powerful navies.
4. The players encounter a group of friendly smugglers who offer to trade with them.
5. The players come across a merchant ship that is stranded on a sandbar. The crew is trying to free the ship but needs help.
6. The players spot a small rowboat in the middle of the ocean. As they approach, they discover a single survivor of a shipwreck who has been adrift for days.
7. The players witness a group of smugglers trying to sneak their cargo past a naval blockade.
8. The players encounter a small, heavily-armed navy patrol ship. The crew is suspicious of the players and demands to see their papers.
9. The players come across a naval ship that is transporting a group of prisoners. One of the prisoners is a notorious pirate who has been sentenced to death.
10. The players spot a group of sailors who are stranded on a small, rocky island. They are being attacked by sea monsters and need help.
11. A merchant ship flying a Spanish flag that's heavily armed and escorted by naval frigates.
12. A ship with a valuable cargo of gold, silver, and spices that's being guarded by a crew of privateers.
13. A royal navy ship with orders to capture or sink any pirate vessels they come across.
14. A storm that threatens to capsize the player's ship, forcing the crew to work together to keep it afloat.
15. A ghost ship with a sinister reputation that appears suddenly in the fog, causing panic among the crew.
16. A rival pirate crew that's after the same treasure the players are seeking, leading to a high-stakes battle.
17. A dangerous sea creature, such as a giant squid or kraken, that attacks the player's ship.
18. A merchant ship that offers to pay the players for protection against pirates...
19. A tropical disease that sweeps through the crew, causing hallucinations, fever, and delirium.
20. A deserted island with a hidden cache of treasure, guarded by traps and dangerous wildlife.
21. A pirate hunter hired by a wealthy merchant or nobleman to capture the player's ship and crew.
22. A group of indigenous people who offer to trade valuable goods in exchange for the player's help in defending their village from Spanish conquistadors.
23. A notorious pirate captain, with a fearsome reputation, who offers to join forces with the players in a daring heist.
24. A royal navy blockade that forces the players to make a risky escape, pursued by warships.
25. A mysterious fog bank that obscures the players' view, making it difficult to navigate and increasing the risk of collisions.
26. A friendly merchant ship is spotted, and the players are offered a chance to trade or negotiate a deal.
27. A vengeful former crew member, thought to have been left for dead, resurfaces and seeks revenge against the players.
28. The players come across a heavily-laden merchant vessel, ripe for the picking, but guarded by a well-trained crew and formidable armaments.



d100 encounters at sea cont.

29. A group of castaways are spotted on a small raft, and the players must decide whether to rescue them or leave them to their fate.
30. The players stumble upon a deserted ship drifting in the water.
31. The players encounter a group of privateers working for a rival nation, who demand a share of their loot or else they will attack.
32. A powerful naval frigate is spotted on the horizon, and the players must decide whether to engage in battle or attempt to flee.
33. A pirate ship that is completely out of rum and is frantically searching for more.
34. The players come across a ship that appears to be deserted, but upon closer inspection, they find that the entire crew is passed out drunk below deck.
35. The players are attacked by a group of pirates who turn out to be terrible fighters and end up accidentally injuring themselves instead.
36. The players spot a strange bird they've never seen before, and upon closer inspection, they realize it has a note attached to its leg.
37. The players are approached by a small rowboat filled with pirates who are all wearing ridiculous hats and carrying toy swords.
38. The players come across a ship that is manned entirely by monkeys who have somehow learned to sail and navigate the seas.
39. The players encounter a group of pirates who are trying to stage a play on deck but keep forgetting their lines and getting into arguments.
40. The players come across a ship that is being chased by a giant sea monster, but upon closer inspection, they realize that the monster is actually just a group of dolphins.
41. The players encounter a ship that is manned by a group of elderly pirates who keep forgetting why they are there and what they are doing.
42. The players come across a fishing boat that has caught a large haul of fish and offers to trade some of their catch for fresh water or supplies.
43. The players find themselves in the middle of a swarm of flying fish, which they can catch and cook for a tasty meal.
44. The players encounter a friendly tribe of indigenous people who offer to share a feast with them, including roasted game, exotic fruits, and fermented drinks.
45. The players come across a rival pirate crew that has just raided a Spanish galleon filled with wine and spirits, and they can negotiate a trade for some of the loot.
46. The players come across a small fishing village and can trade goods or services for fresh seafood and local delicacies.
47. The players discover a hidden underwater cave filled with oysters, which they can gather and enjoy raw or cooked.
48. The players find a shipwreck.
49. The players are forced to navigate through a treacherous reef or shoal, risking damage to their ship.
50. The players hear a strange noise on deck and discover that a large bird has flown onto their ship and is making itself at home.
51. The players stumble upon a sea battle between two rival pirate crews and must decide whether to join in or stay out of the fight.
52. The players are stalked by a mysterious creature who seems to be able to appear and disappear at will, and whispers strange and ominous things to them.
53. The crew is plagued by nightmares that seem to predict their doom if they continue on their current course.
54. The players encounter a spectral siren who lures them off course and into dangerous waters.
55. The players discover an underwater temple, guarded by mermaids who worship a god of the deep.



d100 encounters at sea cont.

56. The players encounter a group of undead pirates, who have returned from the grave to seek revenge on the living.
57. A ship graveyard, haunted by the ghosts of those who died at sea.
58. A heatwave strikes, causing crew members to suffer from dehydration, heat exhaustion, and sunstroke.
59. A thick cloud of locusts descends on the players' ship, devouring any food supplies they may have on board.
60. The players come across a group of sailors who have been transformed into half-human, half-fish creatures by a mysterious magical artifact.
61. A waterspout appears, threatening to suck up the players' ship and dash it to pieces.
62. A heavy snowstorm blankets the ship and its surroundings, making it difficult to see or move around on deck.
63. A sandstorm engulfs the ship, making it nearly impossible to see or breathe properly.
64. A hailstorm rains down on the ship, causing damage to sails and threatening to injure crew members.
65. A sudden and massive tidal wave approaches, threatening to swamp the players' ship and possibly even capsize it.
66. A sudden drop in temperature causes ice to form on the players' ship, threatening to damage its structure.
67. The players encounter a friendly sea turtle that follows their ship, leading them to a nearby island with valuable resources.
68. The players stumble upon a hidden cache of supplies that can help them on their journey.
69. The players witness a sea battle between two giant sea monsters and must navigate their way through the chaos.
70. An encounter with a giant whirlpool or maelstrom that threatens to suck the ship down into the depths.
71. The players encounter a group of travelers from a distant land who have come seeking a legendary sea creature that can grant wishes.
72. The players encounter a friendly hermit who offers them valuable advice on how to navigate the seas.
73. The players encounter a lost shipment of weapons and ammunition.
74. The players encounter a ship that is being attacked by another group of pirates. The ship is carrying food and medical supplies that are desperately needed by a nearby colony. The players must decide whether to help the ship defend itself or take advantage of the situation and steal the supplies.
75. The players encounter a group of intelligent dolphins who communicate with them through a series of clicks and whistles.
76. A massive manta ray leaps out of the water, nearly crushing one of the players in the process.
77. A pod of killer whales surrounds the players' ship, attempting to force it off course and into dangerous waters.
78. The players come across a massive swarm of plankton, its stench causes hallucinations, confusion, and nausea.
79. A giant hermit crab climbs aboard the ship, using its massive claws to grab anything shiny.
80. The players come across a ship full of ghosts who are searching for a way to pass on to the afterlife.
81. A group of sea snakes climb aboard the ship, looking for a warm place to sun themselves.
82. The players encounter a group of fishermen who are secretly smuggling contraband goods.



d100 encounters at sea cont.

83. The players come across a group of fishermen who have been cursed by a sea witch and transformed into fish themselves.
84. The players come across a ship that is carrying a valuable cargo, but the ship is stranded on a sandbar and is in danger of sinking.
85. The players discover a secret pirate hideout, where they can sell their stolen goods and restock their supplies. However, the pirate captain demands a share of their loot in exchange for their safe passage.
86. A strange metallic object falls from the sky and lands in the water nearby, emitting a bright light and a strange sound.
87. A group of strange cultists attempts to board the players' ship and perform a bizarre ritual.
88. The players come across a merchant ship that is carrying exotic animals from far-off lands.
89. The players encounter a legendary sea monster that is said to guard a treasure trove on the ocean floor.
90. A stowaway: The players find an unexpected passenger on their ship.
91. Navigation error: The players get lost at sea and must find their way back to their intended course.
92. Food shortage: The food gets spoiled, and the players must find a way to replenish their supplies.
93. Fire on board: A fire breaks out on the ship and the players must work quickly to put it out.
94. Mysterious cargo: The players discover a mysterious cargo on their ship that turns out to be more trouble than it's worth.
95. The ship's anchor gets stuck on a reef or other obstacle, and the crew must work together to free it before the ship is stranded.
96. A crew member accidentally falls overboard and is struggling to stay afloat, prompting a rescue mission.
97. The ship is becalmed in the doldrums, and the crew must find a way to move the ship forward without wind.
98. The ship's sails become entangled, causing the ship to slow down and potentially become vulnerable to attack.
99. The players notice their ship is becoming sluggish and slow. Upon inspection, they find the hull is covered in a thick layer of barnacles. The players need to find a good place for careening their ship.
100. A mysterious sea monster has attached itself to the ship's rudder, making it impossible to steer the vessel.

