

# OCEAN SKILL CHALLENGES

Scroll of Revelation #075



## TRIVIAL THREATS

Someone needs to...

1. **{Strength}** Pull the ship's anchor free from the coral it's snagged on [the "coral" is actually a sleeping sea serpent].
2. **{Dexterity}** Walk along one of the main masts and untangle a nasty knot so the sails can be raised.
3. **{Constitution}** Avoid getting sea sick after their first day at sea.
4. **{Intelligence}** Teach a new sailor the basics before the captain notices they don't know what they're doing.
5. **{Wisdom}** Make out if that shape on the horizon is a friendly or enemy ship.
6. **{Charisma}** Lift the crew's wavering spirits with a jovial tune or performance.



## CLOSE CALLS

Someone hurry up and...

1. **{Strength}** Throw as much cargo overboard as possible before the ship starts to sink.
2. **{Dexterity}** Swing down on a rigging line and rescue an overboard sailor before the sharks get them.
3. **{Constitution}** Endure several grueling weeks of work at sea without succumbing to sea madness.
4. **{Intelligence}** Disrupt the ritual emanating from a secret shrine the crew built and dedicated to a demonic sea god.
5. **{Wisdom}** Earn the trust of a dire whale so you can approach it and cut it loose from the nets its tangled up in.
6. **{Charisma}** Talk the crew out of the violent mutiny they're ready to commit.



## DEADLY SITUATIONS

We're doomed unless someone...

1. **{Strength}** Swim down into the flooding lower deck and save the captain before they're pulled down with the sinking ship.
2. **{Dexterity}** Steal the captain's magical amulet for an angry dragon turtle.
3. **{Constitution}** Outdrinks the storm giant who doesn't allow trespassers in their sea.
4. **{Intelligence}** Identify which of 2 raging whirlpools will lead the ship safely into the Plane of Water.
5. **{Wisdom}** Finds a cure for the deadly plague spreading through the crew.
6. **{Charisma}** Convinces the kraken this isn't the ship it's looking for even though it most definitely is.