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WHAT IS IN THE SEA?

1. **Algae:** tastes funny, but it's food. Worth two rations.
2. **Anchoveta:** delicious with vinegar. Worth one ration.
3. **Mackerels:** common and filling food. Gain 1d4 rations.
4. **Tuna:** very meaty, tasty and nutritious. Gain 2d4 rations.
5. **Giant Spiny Lobster** (average-level, hard shell & powerful claws): attacks twice per round.
If slain, gain 1d6+2 rations.
6. **Fugu:** delicious but deadly if not properly prepared. Gain 1d4 rations, but a 10% chance of suffering death by poisoning after each meal.
7. **Salvage:** something inedible comes up. Roll 1d10 on the *Salvage* table.
8. **Banshee Shark** (high-level, blood-chilling shriek): produces a loud shriek when reeled in that causes the *Weather* to change. Disappears into thin air once unhooked.
9. **Sea Cucumbers:** sprays green acid when unhooked, causing damage. Worth one ration only, but sought after by clinics and spas. Can be used as healing ingredient.
10. **Ichthys:** a reeled in and furious Ichthys with a hook in them.
11. **Map Half:** the left half of the encoded map to Solid Ground inside a bottle.
12. **The Great Cephalopod:** you're doomed. (Alternatively: roll 1d10+10 on *Encounters*.)

Fishing

When a character attempts to fish, have the player hold 3d6 one span above the centre of the poster and drop the dice. The results, both the number rolled and the locations where the dice have landed, will determine what comes out of the sea. Check these in order:

1. If one or more dice land in the watercraft, a random PC (other than the one fishing), takes the sum rolled in damage. They get miserably hooked, yanked, and tangled up.
2. If any dice land outside the poster, this attempt yields nothing. Just a waste of time. The party must move locations before fishing again.
3. Check the dice that land within the sea. Keep the one with the lowest score and discard all others. If this dice is atop water, nothing is yielded. If this dice is atop an illustration, this is what is reeled up. Read the respective description from the table and roleplay it out.

Deep-Diving

This poster can also be used when a character goes for a dive. Repeat the process above to determine what the PC encounters down there. Alternatively, for a more streamlined play, simply roll 1d6 for an automatic encounter or 1d12 if the character is wearing appropriate deep-diving gear.