

The ocean is a vast and dangerous place, ripe with adventure both above and below the waves. This screen is the perfect accessory for running adventures on the high seas, such as those found in *Ghosts of Saltmarsh*<sup>TM</sup>. The evocative front displays a variety of scenarios your heroes may find themselves in, from a kraken attack to a meeting with a sahuagin baron. On the back you will find a variety of references to help you in the running of your sea escapades, such as random ships and seafaring hazards.

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DUNGEONS 🗞 DRAGONS®

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# RANDOM SHIPS

Ship Type d100	Ship
01-09	Rowboat
10-25	Keelboat
26-38	Longship
39-60	Sailing ship
61-79	Galley
80-00	Warship
Ship Purpos	e

d100	Purpose
01-17	Cargo
18-34	Passenger
35-51	Fishing
52-68	Military
69-85	Piracy
86-95	Mercenary
96-00	Ghost

A P	

	Ship Attitude d6	Attitude
	1–2	Friendly
	3-4	Neutral
	5-6	Hostile
ip	Friendly Ship d100	Race
	01-05	Dragonborn
	06-10	Dwarves
	11-30	Elves
	31-40	Gnomes
	41-50	Tieflings
r	51-60	Halflings
	61–00	Humans
	Neutral Ship	-
	d100	Race
у	d100 01–05	Dragonborn
y	<b>d100</b> 01–05 06–10	Dragonborn Dwarves
y	d100 01–05 06–10 11–30	Dragonborn Dwarves Lizardfolk
y	d100 01-05 06-10 11-30 31-40	Dragonborn Dwarves Lizardfolk Hobgoblins
у	d100 01-05 06-10 11-30 31-40 41-50	Dragonborn Dwarves Lizardfolk Hobgoblins Orcs
у	d100 01-05 06-10 11-30 31-40 41-50 51-60	Dragonborn Dwarves Lizardfolk Hobgoblins Orcs Halflings
у	d100 01-05 06-10 11-30 31-40 41-50	Dragonborn Dwarves Lizardfolk Hobgoblins Orcs
y	d100 01-05 06-10 11-30 31-40 41-50 51-60 61-00 Hostile Ship	Dragonborn Dwarves Lizardfolk Hobgoblins Orcs Halflings Humans
y	d100 01-05 06-10 11-30 31-40 41-50 51-60 61-00 Hostile Ship d100	Dragonborn Dwarves Lizardfolk Hobgoblins Orcs Halflings Humans Race
y	d100 01-05 06-10 11-30 31-40 41-50 51-60 61-00 Hostile Ship d100 01-05	Dragonborn Dwarves Lizardfolk Hobgoblins Orcs Halflings Humans Race Frost giants

agonborn varves

31-40 Hobgoblins

41-50 Undead

61–00 Humans

51-60 Gnolls

DUNGEONS 🖧 DRAGONS

nip Nar	ne	
d20	Adj	ective
_	_	

		rioun
1	Beautiful	Adventure
2	Bilious	Barnacle
3	Bold	Brawler
4	Cold	Devil
5	Dandy	Dragon
6	Dawn	Gem
7	Drunken	Flower
8	Fiery	Jester
9	Furious	Kraken
10	Grinning	Leviathan
11 .	Intrepid	Mermaid
12	Jolly	Prince
13	Misty	Princess
14	Rambunctious	Revenge
15	Red	Saber
16	Royal	Shark
17	Salty	Tide
18	Sinful	Treasure
19	Twilight	Victory
20	Zealous	Wanderer

Noun

Crew Member Name		
d20	First Half	Second Half
1	Salty	Beard
2	Oľ	Eye
3	Silver	Copper
4	Golden	Fish
5	Black	Whale
6	Blue	Dog
7	Silky	Cur
8	Heartless	Fingers
9	Drizzly	Patches
10	Thirsty	Hook
11	Rum	Salt
12	Gloomy	Rat
13	Handsome	Charm
14	Wee	Beast
15	Clever	Devil
16	Ugly	Liar
17	Pretty	Angel
18	Lost	Blood
19	Mad	Maps
20	Poor	Mast

#### Ship Disposition

Each ship has a disposition that determines events happening aboard the ship when the characters encounter it. Choose or roll for a ship's disposition on the following table. Each disposition is described below. If you roll no special disposition, the ship is under no unusual stress and reacts based on its attitude.

d10	Disposition
1	Diseased
2	Emergency
3	Help with purpose
4	Mutiny
5	Trading
6-10	No special disposition

Roll percentile dice. The result reveals the percentage of the ship's crew and passengers infected with a disease of your choice from "Sample Diseases" in chapter 8, "Running the Game," of the Dungeon Master's Guide. This ship approaches the characters, begging for or demanding help with the infection. Ghost ships can't be diseased; if you get this result for a ghost ship, ignore it and

Ship Emergency

2 The ship is damaged and can't be

3 The ship is stuck on a sandbar.

steered as it drifts with the current.

A ship experiencing an emergency d4 Emergency is suffering some sort of crisis. The 1 The ship's crew is lost. crew and passengers beg or demand the characters' help in getting out of the situation. Choose or roll for an emergency on the Ship Emergency table to determine the vessel's crisis. 4 The ship is sinking.

## Help with Purpose

Ship crews looking for help with their purpose approach the characters asking for direct aid in a task. For instance, mercenaries ask for help mapping an unexplored area while a cargo ship's crew asks the characters to serve as guards. Most crews offer compensation in return for the characters' services, though some might threaten or beg for charity to get help.

### Mutiny

The crew of ships ready to mutiny are unhappy with the leadership of their officers and plan to overthrow them. The officers approach the characters, asking for or demanding help quelling the uprising, or the crew approaches, requesting aid with their uprising or attempting to trick the characters into killing the officers.

## Trading

Ship crews and passengers looking to trade offer their cargo or services to the characters in exchange for deeds, items, or coin. Use the ship's purpose to guide what they have to trade. For instance, commercial fishermen might offer a crate of valuable crabs in exchange for the head of a shark that keeps consuming their catches, while pirates might offer stolen potions in exchange for gems or gold. Most of the people offering trades are willing to haggle. If the characters refuse to trade, evil-aligned crews and passengers might attack to get what they want.

1	N	m	Π	N	I N	3	D
5		90	u	1	LU	9	1

ter Encounters (Leve Encounter	Open Wat d100
3d6 quippers	01-03
1 swarm of quipp	04-08
3d10 dolphins (s	09-12
1 giant octopus	13-14
1d4 killer whales	15-16
1d6 merfolk	17-18
1d6 giant sea ho	19-20
1d8 giant crabs	21-24
1d4 reef sharks	25-28
1 hunter shark	29
1d4 sahuagin	30-34
1d4 koalinth (see	35-37
A rank 1 whirlpo	38-40
Plane of Water (s	
1d4 locathahs (se	41-45
1d3 harpies	46-51
2 merrow	52-54
1 sahuagin priest	55-57
1 koalinth sergea	58-59
dix C for both)	
1 plesiosaurus	60-62
1d3 sea hags	63-64
1d4 blood hawks	65-67
1 sahuagin cham	68-70
1 giant shark	71-74
1 young bronze d	75
A ship (generate	76-00
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## vels 1-4)

see appendix C)

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appendix C) ol connected to the Elemental (see "Whirlpools," page 206) e appendix C)

stess and 1d4 sahuagin ant and 2d4 koalinth (see appen

mpion (see appendix C)

ed at random)

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and the second	Encounters (Levels 5–10)
d100	Encounter
01-03	1 giant shark
04-07	1d4 swarms of quippers
08-11	1d10 killer whales
12-17	3d6 merfolk
18-25	1 sahuagin high priestess and 1 sahuagin way
	shaper (see appendix C for both, page 230)
26-30	2d8 giant crabs
31-35	2d4 reef sharks
36-38	1d4 hunter sharks
39-40	1d4 water elementals
41	A rank 2 whirlpool connected to the Elementa
	Plane of Water (see "Whirlpools," page 206)
42-45	2d4 locathahs (see appendix C, page 230)
46-47	1 harpy matriarch (see appendix C, page 230)
	and 1d4 harpies
48-49	2d4 merrow
50-52	1 sahuagin baron and 1d4 sahuagin
53-57	1 koalinth sergeant and 2d4 koalinth (see ap-
	pendix C for both, page 230)
58-59	2d8 giant crabs
60-61	1d4 plesiosauruses
62-63	A coven of 3 sea hags
64-65	1d4 sahuagin blademasters (see appendix C,
	page 230)
66-69	1 hydra
70-71	1 marid
72	1 storm giant
73	1 adult bronze dragon
74	1 dragon turtle
75-90	A ship (generated at random)
91–00	A mysterious island (generated at random)

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open Water d100	Encounters (Levels 11–20) Encounter
01-03	1 storm giant
04-07	2d6 giant sharks
08-11	1 marid
12-18	1 sahuagin high priestess and 2d4 sahuagin
	champions (see appendix C for both, page 230)
19-25	1 sahuagin baron and 1d4 sahuagin blademas-
	ters (see appendix C, page 230)
26-28	3d6 reef sharks
29-32	2d6 hunter sharks
33-39	A rank 3 whirlpool connected to the Elemental
	Plane of Water (see "Whirlpools," page 206)
40-43	A rank 4 whirlpool connected to the Elemental
	Plane of Water (see "Whirlpools," page 206)
44-45	1d3 hydras
46-48	1d4 koalinth sergeant and 3d10 koalinth
	(see appendix C for both, page 230)
49-50	2d4 plesiosauruses
51-53	3d6 merrow
54-57	1 harpy matriarch (see appendix C, page 230)
	and 2d8 harpies
58-60	A coven of 3 sea hags
61-63	1 dragon turtle
64	1 ancient bronze dragon
65-75	A ship (generated at random)
76-00	A mysterious island (generated at random)

Cover art by Franz Vohwinkel (left), Grzegorz Rutkowski (center), Lake Hurwitz (right). Inside art by Wayne England, Joachim Barrum, Scott Murphy, Rudy Siswanto, Jim Nelson and Mark Zug.

## HAVARDS

A group check determines how th and crew fare against various haz The check's DC is randomly deter or chosen from the relevant DC ta Important officers each make an check, as shown in the relevant C table. If no one makes the check f particular officer, a failure is contr toward the group check. Also roll for the crew, using its quality score modifier to the roll, and compare check to the DC.

Determine how many of the group succeeded - the officer's and the cr consult the relevant Check Results

ard Type d20	Hazard Type	
1-3	Crew Conflict	
4-6	Fire	
7-9	Fog	
0-12	Infestation	
3-20	Storm	
ard DC		
d20	Hazard DC	
1-9	Hazard DC 10	
1-9	10	
1-9 10-17	10 15	

#### Crash Damage

e	Bludgeoning Damage					
all	1d6					
dium	1d10					
ge	4d10					
ge	8d10					
raantuan	16410					

	Crew Conflict		Fire		rog	Fog		Infestation		
	Crew Conflict DC	DC Description	Fire DCs DC	Description	Fog DCs DC	Description	Infestation DC	Cs Description	Storm DCs DC	Description
<b>d</b> DC	10 15	Minor scuffle or petty theft Brawl involving several people, theft of a valuable	10 15	Small, contained fire, equivalent to an oil lantern Dangerous flame, equivalent to	10 15 20	Light fog Moderate fog Heavy Fog	10 15	Minor bug or rat infestation, common cold Persistent bug or rat infestation,	15	Heavy gale Strong storm Typical hurricane
Hazard	20	Large brawl resulting in several injuries, theft of a prized item Murder, serious brawl	20	a large campfire, or multiple, smaller fires egnited at once Intense fire with significant	25	Very heavy fog	20	stomach ailment or typical flu Serious bug or rat infestation, contagious flu or spoiled food		Overwhelming hurricane
		involving most of the crew	25	chance to spread, equivalent to a bonfire Sudden, pervasive flames, such as from igniting a hold filled with flammable cargo				Overwhelming bug or rat infestation, lethal plague		
	Crew Conflict Officer	Checks Check	Fire Checks Officer	Check	Fog Checks Officer	Check	Infestation Ch Officer	necks Check	Storm Checks Officer	Check
Checks	Captain	Charisma (Intimidation)	Captain	Intelligence (water vehicles)	Captain	Intelligence (water vehicles)	Captain	Intelligence (water vehicles)	Captain	Intelligence (water vehicle
a	First Mate	Charisma (Intimidation)	First Mate	Charisma (Intimidation)	Quartermaster	wisdom (Nature)	First Mate	Charisma (Persuasion)	First Mate	Charisma (Intimidation)
Ċ	Cook	Intelligence (brewer's supplies)	Bosun	Strength (carpenter's tools)			Surgeon	Intelligence (Medicine)	Bosun	Strength (carpenter's to
Check Results			Surgeon	Intelligence (Medicine)			Cook	Constitution (cook's utensils)	Quartermaster	Wisdom (Nature)
	Crew Conflict Check Results Result Effect		Fire Check Results Result Effect		Fog Check Results Result Effect		Infestation Check Results Result Effect		Storm Check Results Result Effect	
	Total Success	The crew's quality score increases by 1 for 1d4 days and the hazard ends.	Total Success	The fire is extinguished with nothing beyond cosmetic damage.	Total Success	The fog has no effect on navigation, and the crew's quality increases by 1 for 1d3	Total Success	The crew's quality score increases by 1 for 1d4 days and the hazard ends.	Total Success	The ship survuves unscath The crew's quality score increases by 1 for 1d4 days
E	Success	The hazard ends.	Success	The fire is extinguished, but		days.	Success	The hazard ends.	Success	The ship survives unscath
Check	Failure	The crew's quality score decreases by 1.		the hull and 1d3 other random components take 6d6 fire damage.	Success	The fog has no effect on navigation.	Failure	The crew's quality score decreases by 1.	Failure	The ship's components each take 4d10 bludgeoni
	Total Failure	The crew's quality score decreases by 1, and the crew immediately mutinies.	Failure	The hull and 1d3 other random components take 6d6 fire	Failure	The fog slows the ship, reducing its travel pace and speed by half for the day.	Total Failure	The crew's quality score decreases by 1, and the distraction caused by the		damage. The crew's qual score decreases by 1. The ship struggles, moving a speed for the day.
	+	THE REAL PROPERTY.	Total Failure	damage, and the fire continues. Make another set of checks. The crew's quality score decreases by 1 due to injuries,	Total Failure	The fog slows the ship and disorients the crew, reducing the vessel's travel pace and speed by half for the day	-	crisis causes the ship to move at half speed that day.	Total Failure	The ship's components et take 10d10 bludgeoning damage. The crew's quali
	AN N	T		while the hull and 1d3 other random components take 6d6 fire damage. The fire continues. Make another set of checks.		and causing it to move in a random direction.				score decreases by 2, and percent of the crew is was overboard and lost. The s blown off course and stru
-		ILS.	TX			+1+12 m	1		5	to recover its bearings, m in a random direction.
	-	AP		- 17		153	21/2/			