



DUNGEON MASTER'S SCREEN OF SHIPS AND THE SEA

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™*. 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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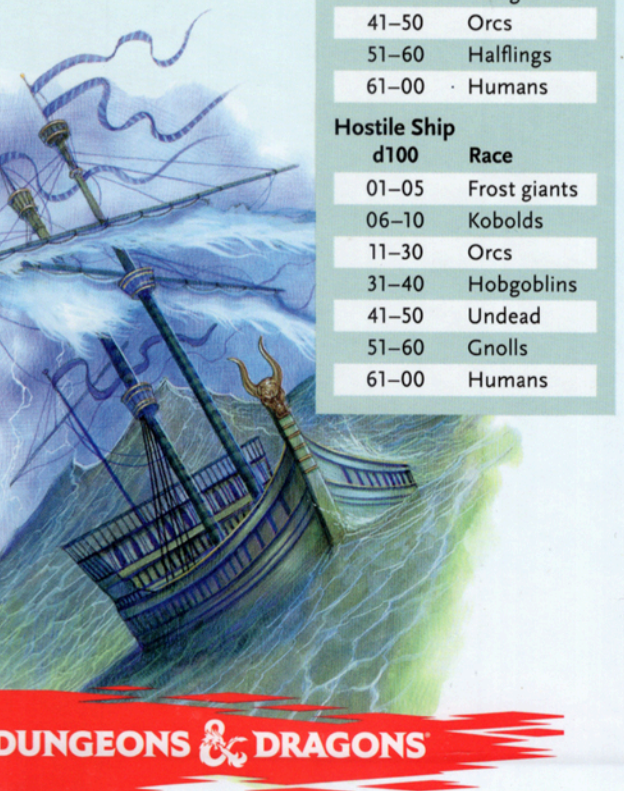
DUNGEONS & DRAGONS®

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RANDOM SHIPS

Ship Type		Ship Attitude	
d100	Ship	d6	Attitude
01–09	Rowboat	1–2	Friendly
10–25	Keelboat	3–4	Neutral
26–38	Longship	5–6	Hostile
39–60	Sailing ship	Friendly Ship	
61–79	Galley	d100	Race
80–00	Warship	01–05	Dragonborn
		06–10	Dwarves
		11–30	Elves
		31–40	Gnomes
		41–50	Tieflings
		51–60	Halflings
		61–00	Humans
Ship Purpose		Neutral Ship	
d100	Purpose	d100	Race
01–17	Cargo	01–05	Dragonborn
18–34	Passenger	06–10	Dwarves
35–51	Fishing	11–30	Lizardfolk
52–68	Military	31–40	Hobgoblins
69–85	Piracy	41–50	Orcs
86–95	Mercenary	51–60	Halflings
96–00	Ghost	61–00	Humans



Ship Name		
d20	Adjective	Noun
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

Crew Member Name		
d20	First Half	Second Half
1	Salty	Beard
2	Ol'	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.

Diseased
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 roll again.

Emergency
A ship experiencing an emergency is suffering some sort of crisis. The 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.

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.

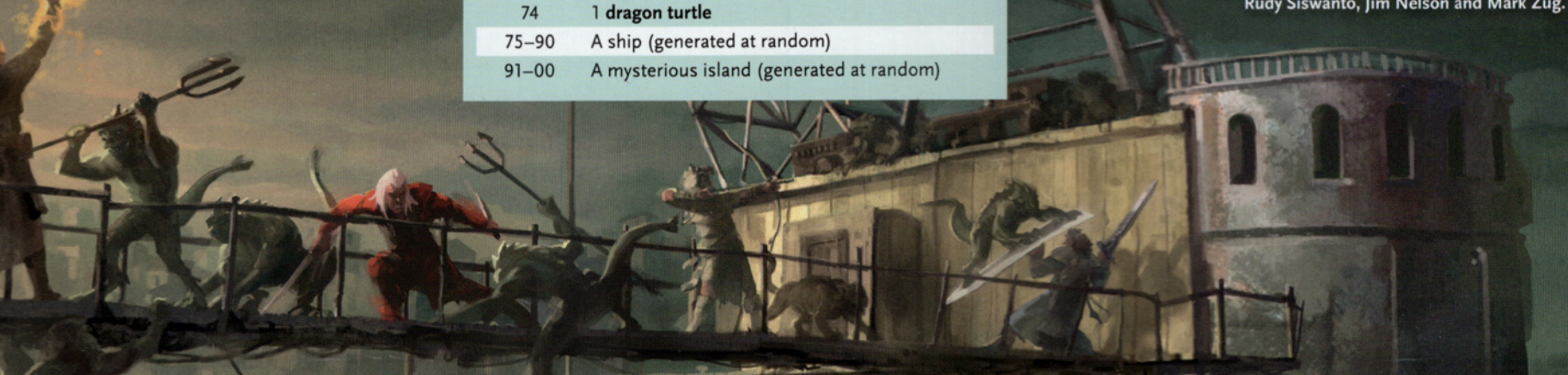
d10	Disposition
1	Diseased
2	Emergency
3	Help with purpose
4	Mutiny
5	Trading
6–10	No special disposition

Ship Emergency	
d4	Emergency
1	The ship's crew is lost.
2	The ship is damaged and can't be steered as it drifts with the current.
3	The ship is stuck on a sandbar.
4	The ship is sinking.

ENCOUNTERS

Open Water Encounters (Levels 1–4)	
d100	Encounter
01–03	3d6 quippers
04–08	1 swarm of quippers
09–12	3d10 dolphins (see appendix C)
13–14	1 giant octopus
15–16	1d4 killer whales
17–18	1d6 merfolk
19–20	1d6 giant sea horses
21–24	1d8 giant crabs
25–28	1d4 reef sharks
29	1 hunter shark
30–34	1d4 sahuagin
35–37	1d4 koalinh (see appendix C)
38–40	A rank 1 whirlpool connected to the Elemental Plane of Water (see "Whirlpools," page 206)
41–45	1d4 locathahs (see appendix C)
46–51	1d3 harpies
52–54	2 merrow
55–57	1 sahuagin priestess and 1d4 sahuagin
58–59	1 koalinh sergeant and 2d4 koalinh (see appendix C for both)
60–62	1 plesiosaurus
63–64	1d3 sea hags
65–67	1d4 blood hawks
68–70	1 sahuagin champion (see appendix C)
71–74	1 giant shark
75	1 young bronze dragon
76–00	A ship (generated at random)

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Open Water 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 wave 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 Elemental 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 koalinh sergeant and 2d4 koalinh (see appendix 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 bladesters (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)

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

Open Water Encounters (Levels 11–20)	
d100	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 bladesters (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 koalinh sergeant and 3d10 koalinh (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)

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HAZARDS

A group check determines how the officers and crew fare against various hazards. The check's DC is randomly determined or chosen from the relevant DC table. Important officers each make an ability check, as shown in the relevant Checks table. If no one makes the check for a particular officer, a failure is contributed toward the group check. Also roll a d20 for the crew, using its quality score as a modifier to the roll, and compare that check to the DC.

Hazard Type	d20	Hazard Type
1-3	Crew Conflict	
4-6	Fire	
7-9	Fog	
10-12	Infestation	
13-20	Storm	

Hazard DC	d20	Hazard DC
1-9	10	
10-17	15	
18-19	20	
20	25	

Crash Damage	
Size	Bludgeoning Damage
Small	1d6
Medium	1d10
Large	4d10
Huge	8d10
Gargantuan	16d10

Crew Conflict

Crew Conflict DC	
DC	Description
10	Minor scuffle or petty theft
15	Brawl involving several people, theft of a valuable
20	Large brawl resulting in several injuries, theft of a prized item
25	Murder, serious brawl involving most of the crew

Crew Conflict Checks	Officer	Check
Captain	Charisma (Intimidation)	
First Mate	Charisma (Intimidation)	
Cook	Intelligence (brewer's supplies)	

Crew Conflict Check Results	
Result	Effect
Total Success	The crew's quality score increases by 1 for 1d4 days and the hazard ends.
Success	The hazard ends.
Failure	The crew's quality score decreases by 1.
Total Failure	The crew's quality score decreases by 1, and the crew immediately mutinies.

Fire Checks	
Officer	Check
Captain	Intelligence (water vehicles)
First Mate	Charisma (Intimidation)
Bosun	Strength (carpenter's tools)
Surgeon	Intelligence (Medicine)

Fire Check Results	
Result	Effect
Total Success	The fire is extinguished with nothing beyond cosmetic damage.
Success	The fire is extinguished, but the hull and 1d3 other random components take 6d6 fire damage.
Failure	The hull and 1d3 other random components take 6d6 fire damage, and the fire continues. Make another set of checks.
Total Failure	The crew's quality score decreases by 1 due to injuries, while the hull and 1d3 other random components take 6d6 fire damage. The fire continues. Make another set of checks.

Fire

Fire DCs	
DC	Description
10	Small, contained fire, equivalent to an oil lantern
15	Dangerous flame, equivalent to a large campfire, or multiple, smaller fires ignited at once
20	Intense fire with significant chance to spread, equivalent to a bonfire
25	Sudden, pervasive flames, such as from igniting a hold filled with flammable cargo

Fire Checks	
Officer	Check
Captain	Intelligence (water vehicles)
Quartermaster	Wisdom (Nature)

Fire Check Results	
Result	Effect
Total Success	The fire is extinguished with nothing beyond cosmetic damage.
Success	The fire is extinguished, but the hull and 1d3 other random components take 6d6 fire damage.
Failure	The hull and 1d3 other random components take 6d6 fire damage, and the fire continues. Make another set of checks.
Total Failure	The crew's quality score decreases by 1 due to injuries, while the hull and 1d3 other random components take 6d6 fire damage. The fire continues. Make another set of checks.

Fog Checks	
Officer	Check
Captain	Intelligence (water vehicles)
Quartermaster	Wisdom (Nature)

Fog Check Results	
Result	Effect
Total Success	The fog has no effect on navigation, and the crew's quality increases by 1 for 1d3 days.
Success	The fog has no effect on navigation.
Failure	The fog slows the ship, reducing its travel pace and speed by half for the day.
Total Failure	The fog slows the ship and disorients the crew, reducing the vessel's travel pace and speed by half for the day and causing it to move in a random direction.

Fog

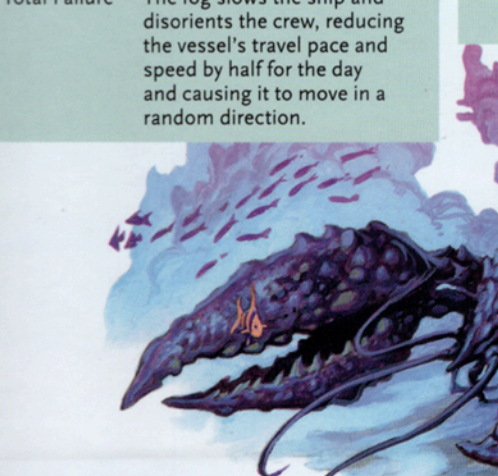
Fog DCs	
DC	Description
10	Light fog
15	Moderate fog
20	Heavy fog
25	Very heavy fog

Fog Checks	
Officer	Check
Captain	Intelligence (water vehicles)
Quartermaster	Wisdom (Nature)

Fog Check Results	
Result	Effect
Total Success	The fog has no effect on navigation, and the crew's quality increases by 1 for 1d3 days.
Success	The fog has no effect on navigation.
Failure	The fog slows the ship, reducing its travel pace and speed by half for the day.
Total Failure	The fog slows the ship and disorients the crew, reducing the vessel's travel pace and speed by half for the day and causing it to move in a random direction.

Infestation Checks	
Officer	Check
Captain	Intelligence (water vehicles)
First Mate	Charisma (Persuasion)
Surgeon	Intelligence (Medicine)
Cook	Constitution (cook's utensils)

Infestation Check Results	
Result	Effect
Total Success	The crew's quality score increases by 1 for 1d4 days and the hazard ends.
Success	The hazard ends.
Failure	The crew's quality score decreases by 1.
Total Failure	The crew's quality score decreases by 1, and the distraction caused by the crisis causes the ship to move at half speed that day.



Infestation

Infestation DCs	
DC	Description
10	Minor bug or rat infestation, common cold
15	Persistent bug or rat infestation, stomach ailment or typical flu
20	Serious bug or rat infestation, contagious flu or spoiled food
25	Overwhelming bug or rat infestation, lethal plague

Infestation Checks	
Officer	Check
Captain	Intelligence (water vehicles)
First Mate	Charisma (Intimidation)
Bosun	Strength (carpenter's tools)
Quartermaster	Wisdom (Nature)

Infestation Check Results	
Result	Effect
Total Success	The ship survives unscathed. The crew's quality score increases by 1 for 1d4 days.
Success	The ship survives unscathed.
Failure	The ship's components each take 4d10 bludgeoning damage. The crew's quality score decreases by 1. The ship struggles, moving at half speed for the day.
Total Failure	The ship's components each take 10d10 bludgeoning damage. The crew's quality score decreases by 2, and 10 percent of the crew is washed overboard and lost. The ship is blown off course and struggles to recover its bearings, moving in a random direction.

Storm Checks	
Officer	Check
Captain	Intelligence (water vehicles)
First Mate	Charisma (Intimidation)
Bosun	Strength (carpenter's tools)
Quartermaster	Wisdom (Nature)

Storm Check Results	
Result	Effect
Total Success	The ship survives unscathed. The crew's quality score increases by 1 for 1d4 days.
Success	The ship survives unscathed.
Failure	The ship's components each take 4d10 bludgeoning damage. The crew's quality score decreases by 1. The ship struggles, moving at half speed for the day.
Total Failure	The ship's components each take 10d10 bludgeoning damage. The crew's quality score decreases by 2, and 10 percent of the crew is washed overboard and lost. The ship is blown off course and struggles to recover its bearings, moving in a random direction.



Storm

Storm DCs	
DC	Description
10	Heavy gale
15	Strong storm
20	Typical hurricane
25	Overwhelming hurricane

Storm Checks	
Officer	Check
Captain	Intelligence (water vehicles)
First Mate	Charisma (Intimidation)
Bosun	Strength (carpenter's tools)
Quartermaster	Wisdom (Nature)

Storm Check Results	
Result	Effect
Total Success	The ship survives unscathed. The crew's quality score increases by 1 for 1d4 days.
Success	The ship survives unscathed.
Failure	The ship's components each take 4d10 bludgeoning damage. The crew's quality score decreases by 1. The ship struggles, moving at half speed for the day.
Total Failure	The ship's components each take 10d10 bludgeoning damage. The crew's quality score decreases by 2, and 10 percent of the crew is washed overboard and lost. The ship is blown off course and struggles to recover its bearings, moving in a random direction.

Storm Checks	
Officer	Check
Captain	Intelligence (water vehicles)
First Mate	Charisma (Intimidation)
Bosun	Strength (carpenter's tools)
Quartermaster	Wisdom (Nature)

Storm Check Results	
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Total Success	The ship survives unscathed. The crew's quality score increases by 1 for 1d4 days.
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