

TRINKETS OF SALTMARSH



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Trinkets of Saltmarsh

Vol. One

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Trinkets of Saltmarsh

The port town of Saltmarsh is a nondescript backwater in the southern section of the Kingdom of Keoland. Known for fishing and maritime trade this sleepy little coastal town does it best to avoid being noticed by the nearby pirate Kingdom and greater Keoland.

Saltmarsh is beset by many dangers from the sea, from pirates of the Hold of the Sea Princes to the Sahuagin north of the town, and the Lizardfolk that live in great numbers in the nearby swamps. All of this danger has attracted the notice of adventurers looking to make their mark on the world or perhaps their fortune.

In recent times the King of Keoland has sought to turn Saltmarsh into an important trading port and has sent troops and agents of the crown to make this happen. Many of the town's inhabitants are not happy about this change in Saltmarsh's status and seek to hamper the process whenever they can. Time will tell if Saltmarsh will turn in a significant trading hub or go back to being a sleepy fishing village.

Trinkets of Saltmarsh

1. A conch shell used as a horn
2. A small chunk of walrus ivory
3. A small bag containing two smoked fish
4. A bolt of blue trading cloth
5. Small wooden chest with a hinged lid and built-in lock
6. A copper ring with an anchor motif engraved on a small disk on its top
7. An adze used in boat construction that needs to be sharpened
8. A small hand axe used in ship construction



9. A small, sharp knife used for preparing fish
10. A brass ship's bell
11. A small copper bowl
12. A set of hand-drawn navigation charts of the local waters

13. A clear glass bottle sealed with a cork stopper containing a handwritten note
14. A brass astrolabe of gnomish construction
15. A shrunken orc's head in a clear glass jar
16. A well-used spyglass with a scratched lens
17. An old plumb bob attach to a 12-inch string
18. 10 feet of rope cut from a larger piece
19. A small barrel half filled with dried apples
20. A giant fishhook for going after larger sea creatures
21. A small barrel with a bit of rum still inside
22. A very basic compass that tells true north most of the time.
23. A black leather eye patch
24. A 15-inch-long, two-handed draw knife used in ship construction
25. A hand gaff used for hauling in fish and other sea creatures once caught
26. A necklace made from colored seashells
27. A circular skinning knife used in the fur trade
28. A wine skin with a few sips of average wine inside
29. A brown, leather-bound book with the title "A Brief History of Saltmarsh."
30. A wooden planer in need of a new blade
31. 8 feet of hemp twine
32. A rusted fish hook
33. A small cloth bag with several large nails in it

34. A set of clear blown-glass drinking glasses
35. The top half of a large orange clam shell
36. A small ship's anchor
37. A copper pendant in the shape of a skull on a leather cord
38. A blue glass bottle with a bit of sand in the bottom
39. A cutlass with the blade snapped off just above the hilt
40. A brown cotton bag filled with oyster shells
41. A key ring with 10 assorted iron keys
42. A 3-foot-square piece of red cloth
43. A wooden peg leg
44. A wooden broom with a thatch broom head
45. A small fish net with several holes in it
46. A dagger too rusty to use as a weapon
47. A single glove used to protect hands when moving heavy objects.
48. A leather pouch with a leather shoulder strap
49. A small, empty wooden crate
50. A 3 page manifest from a ship that was lost at sea
51. A broken oar
52. A dirty bag filled with tools to mend sails
53. A green waist coat
54. A small wooden box with a lid containing incredibly tasty hard tack
55. A single piece of salt port
56. A grey knitted wool cap
57. A well-used sextant in need of repair
58. A wind chime made from sea shells and hollowed out bamboo
59. A large bag of unspun cotton for local trading
60. A stack of lumber used in boat construction
61. A small piece of torn sail
62. A large clay jug
63. A jug of whale oil for lamps
64. A roll of thick string used in repairing nets
65. A ship's float
66. A waxed canvas long coat commonly worn by fishermen
67. A wicker fish trap



68. A small white stone that floats in water
69. A brown canvas satchel
70. A pair of leather sandals
71. A recently dead crab that smells like it died weeks ago.
72. A treasure map of an island with a large "X" on the map indicating the location of a treasure except nobody's ever heard of the island or knows where it is.
73. A ball of fur from "Bruiser the Sea Dog," a local mutt
74. A sahuagin head mounted on a wooden plaque
75. A fishing rod in need of repair
76. A necklace of shark's teeth
77. A small bag of recently foraged oysters
78. A piece of parchment with an intricate sketch of a pretty human woman labeled "Molly"
79. A pair of well-loved old boots that stink of foot odor and stale fish
80. A fresh fish head from an oceanic catfish
81. A glass eye ball with brown iris
82. A hook used as a replacement hand
83. A large clear glass bottle containing an expertly-crafted miniature galleon
84. A stinger from a large spotted stingray
85. A small clear bottle filled with octopus ink
86. A small bag filled with long sea urchin needles
87. An alchemical candle that once lit cannot be extinguished by water but must be snuffed out.
88. A giant sea lion's skin
89. A busted-up crab trap
90. A wide-brimmed, waxed felt hat in the style worn by male humans
91. A bottle of fish liver oil said to be a cure all
92. A fouled mouth parrot that knows swear words in 5 languages
93. A collection of 10 large beautiful sea shells of various colors and types
94. A large piece of blue ocean glass
95. 4 empty rum bottles
96. A large shark's jaw with the teeth intact
97. The bleached, white skull of a saltwater crocodile
98. A left over fish skeleton that local cats have been feeding on
99. A small sailor's journal with a 100 entries
100. A lucky rabbit's foot





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Players Guide to the Blood War Vol 1.

<https://www.dmsguild.com/product/262575/Players-Guide-to-the-Blood-War-Vol-1?filters=45469>

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<https://www.dmsguild.com/product/274273/Magic-of-the-Blood-War>

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