

SALTMARSH:

PEOPLE, PLACES, AND SHOPS

BY PAGE BONIFACI



SALTMARSH: PEOPLE, PLACES, AND SHOPS:



Within these pages you will find more than a dozen unique shops, shipwrecks, and other places of interest for your adventures along the Azure Sea.

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Hermann Eschke's "Schiffbruch"

Acronyms used in this book

GoS = Ghosts of Saltmarsh

MM = Monster Manual

Saltmarsh

Agatha Hearthgold

Clerk and Brewer

A middle-aged female dwarf stalks out of the house next to you. She's lecturing her companion on the intricacies of distillation and ignores your presence.

A female Dwarf, Agatha was initially hired as a miner, but quickly showed a skill with numbers and became a clerk for the mining operation. As a hobby, she has set up a small side operation brewing Dwarven whiskey. Her setup is simple but effective, filling a spare shed behind the mining headquarters. The extremely strong liquor is becoming popular with local fishermen.

Hook:

Agatha's dwarven whiskey is seen as yet another example of change coming to Saltmarsh. One day, a Traditionalist takes it upon themselves to smash up Agatha's equipment. The dwarves want vengeance for the vandalism. Someone needs to track down the vandals and figure out a way to ease tensions before fighting erupts in the street.

Black Fish Chandlery

Shop

"We ship out tomorrow!" A raspy voice calls out from the shop ahead of you.

"I'll have it delivered tonight!" The response comes, as a salt-encrusted sea captain stalks out of the storefront before you. A brass and lacquer sign proclaims it to be "Black Fish Chandler".

Named for the killer whales that hunt throughout the Azure Sea, Black Fish

Chandlery serves every need of ships that stop in Saltmarsh. Rope, tar, tools, tallow, and a hundred other nautical supplies fill the shelves.

Argus Kolm has run the shop for years now, having spent his youth in the Keoland Navy before "retiring" to Saltmarsh. He walks with a heavy limp from an old harpoon injury, and loves talking with any navy sailors who stop by the Snapping Line.

Cavo Thorn

Wilderness Guide

A tall man sits down at your table. "So, I hear you're looking to visit the swamps. Don't much care why yer going, but I'm your man if you need a guide. Those swamps are dangerous, and you'd be a fool not to hire me."

Cavo serves as a guide for hire to anyone travelling to the Hool swamp. When not employed he gets by as a trapper and seasonal hand on the shipping boats.

Cavo has the statistics of a **scout** (MM), and charges 4gp per day to act as a guide.

Cavo is a deserter from the garrison at Burle. He killed an elf while on patrol, and while he considers it self-defense, he was pretty sure the Castellon wasn't going to be a fan of him for endangering the Wild Flame Pact. Cavo Thorn is an assumed name, he was born Cole Kellen.

He is concerned about the increased attention Saltmarsh is receiving, and sides with the Traditionalists. He can usually be found bunking in the Snapping Line while looking for work.

Fellfire House

Residence

Along the road, nearly two hours walk from Saltmarsh, you spy a small stone house nestled into a copse of trees. A small pillar of hearth smoke points it out like a pin in a ships chart.

Arten Fell (Tiefling) and his husband Karstoff the Red (Dragonborn) live together in this small house, in the outskirts of Saltmarsh.

They've had their little farm for nearly five years now, but the people of Saltmarsh are slow to trust, particularly for "devil spawn" and "dragon men".

Karstoff goes into town twice a month to buy any sundries they need and endures the stares of children and disapproving adults. He'll usually stop for a drink at the Wicker Goat before he heads home.

The pair can be standoffish to travelers but are friendly if treated well. They'll invite visitors in for tea and will happily share their supper in exchange for news.

Reedy's House

Residence and Tavern

Before you even turn the corner, you can hear boisterous singing coming from an old house near the water. Voices rise in a traditional fising song, bringing a pleasant warmth into the descending gloom.

Reedy's House isn't a public tavern, but a tight-knit group of fishermen can be found there every night. Reedy himself is old and grey, but still the loudest voice when they get to singing a shanty. Your players might receive an invitation from any of the fishermen in town.

Visitors to Reedy's each bring drinks to share, so there's no cost once inside. Freeloaders may be refused entry, or required to supply an entire night to be let in.

Reedy's Drink Menu

- **Robilar Brandy:** Named for the controversial hero and general, this brandy is smooth and very strong.
- **Dun Water:** This cloudy beer is refreshing on the palate.
- **Black Sails:** A salted black porter, very popular with longshoremen.

The crew that hang out in Reedy's are big fans of salvaging. Roll a d6 and consult the table below to determine which wreck they are talking about each night. They will share the location of the wreck, and any treasure they have heard about

d6	Shipwreck
1	Athenas Quen
2	The Merriellen
3	Indomitable
4	Sinker*
5	Escape*
6	Curiosity*

* Detailed in Ghosts of Saltmarsh

Rikkem

Town Drunk.

"Ey, you gotta coin fer me?" Looking around, you spot the source of the question. A mass of muddy cloth, which you mistook for a rubbish pile, propped up against a nearby house. A pair of strange eyes peer out at you from beneath a dirty brow.

Rikkem has been begging in Saltmarsh longer than most citizens have been alive. Even the oldest marshers remember him from their youth. Not much of him is visible beneath the rags and old sail cloth he has garbed himself in, his race is not clear (he is medium sized and has all the usual limbs).

When he gets enough coin from begging, he buys the cheapest grog he can find and passes out behind one of the fish warehouses.

Hook:

An elven emissary arrives in town from a far-off kingdom. He is looking for a prince who disappeared ages ago, and he's traced their path as far as Saltmarsh.

Coincidentally, Rikkem has disappeared from town. Could Rikkem be a long-lost Elven prince? Or is something else going on?

Martem Grove

Sailor and Salvager

As you enter the Snapping Line a voice rings out above the din. "The Mariellen will rise again!" You spot the source of the decree, a young man raising a mug of beer in toast, joined by four of his mates.

Martem Grove was a sailor on the vessel Mariellen, a broad fishing vessel that sunk just off the coast last autumn. The captain was drunk as they sailed out, and a sudden storm took the ship and its owner to an early grave.

Martem has spent the time since plotting with the other hands and fishermen who were on that voyage to raise the ship and put her back into use.

Hook:

Martem and his companions are ready to raise the Mariellen. They've borrowed a barge and patched the hull damage. Unfortunately, just as they were planning to start, a pack of Reef Sharks moved into the shallows around the wreck.

The Wailing Well

Ruin and Local Folklore

The corner of the field here is overrun, grass and bushes growing unchecked right beside tended crops. Just visible through the undergrowth is a ring of rough stones, the remnant of an old well.

The Wailing Well is a popular story and rumor among the children of Saltmarsh. They tell each other extravagant stories about the well, and various people who have been murdered and thrown in.

Most villagers give the old well a wide berth, whether they profess to believe the stories about it or not.



Shipwrecks

Athenas Quen

The waves swell and crash here, sweeping over razor sharp rocks that lay just below the surface.

A strange ship of Elven design. The Quen sank almost a century ago, victim to the reef known as "ripper rock". It lays in two halves on the seafloor below, its wreck now home to a pair of **Giant White Moray Eels** (GoS).

Within the hold of the old ship there are still a few treasures, including Murlynd's Box of Holding. If recovered from the wreck, anyone who opens the box discovers it is filled with two hundred chickens, who will immediately attempt to escape.

Murlynd's Box of Holding

Wonderous Item, Minor, Rare

This wooden box has an interior space considerably larger than its outside dimensions, being roughly 2 feet in width, length, and depth. The box can hold up to 1000 pounds, not exceeding a volume of 128 cubic feet. The box weighs 30 pounds, regardless of its contents. Retrieving an item from the bag requires an action.

Placing the box inside an extradimensional space created by a bag of holding, portable hole, or similar item instantly destroys both items and opens a gate to the Astral Plane.

Any creature within 10-feet of the gate is sucked through it and deposited in a random location on the Astral Plane. The gate then closes.

The Merriellen

The tip of a mast stick above the water here, resembling a grave marker set upon the waves.

A broad fishing boat, sunk in the shallows not far from Saltmarsh. Martem Grove and his friends are planning to repair and raise the ship again.

Indomitable

The current is still here, and from the depths you see the unmistakable hulk of the Indomitable. Skeletons litter the deck, some still at their stations.

Once the "unsinkable" flagship of the Keoland Navy, the Indomitable was sunk by an unknown force. Many believe it was one of the Pirate Lords, but none has ever claimed responsibility.

At the time of her sinking, the Indomitable was carrying a cargo of silver weapons. They lay undisturbed in her hold because the remaining crew of the ship have risen as **Skeleton Marines** (See Appendix A).



Ships

Cordwainer's Caravel of Curiosities

Shop

Amid the dreary haulers and workaday fishing vessels, one ship stands out. It's an unusual design, sleek and twin masted, with brightly colored sails and a garish orange paint job along the hull.

A man stands atop it, dressed to match his vibrant boat. He shouts out like a carnival ringmaster "come one come all! To Cordwainer's Caravel of Curiosities!"

Barnabus Cordwainer is a colorful merchant, who sails his unusual vessel (keelship stats) up and down the coast. He regularly docks in Saltmarsh for a week or two making deals, trading stories, and carousing through the local taverns.

When in dock, he sets up a covered awning beside his boat, from which he sells all manner of odd trinkets. He will sell an individual trinket for 2d8 gold, and declines to sell more than one trinket to the same person. He will also trade other oddities, or even a good story for one of his trinkets.

Cordwainer's Trinkets

Trinket	Story
An iridescent scale that changes color with the tides.	"The sailor who traded me that, she said it was from the legendary Gargenshen."
A small length of ships rope, tightly knotted.	"I got that one from a fellow named Gord."
A single, blue, seagull wing.	"That bird alighted on my ship one day as I was becalmed far out to sea. When it took flight again, it dropped this behind. Don't ask me how it flew with only one wing. "
A shiny metal charm in the shape of a fish skeleton	"Had to pull that one out of the jaw of a Reef Shark"
A small bird skull that chirps when submerged in water.	"That was the only thing left when I visited the isle of Esteg, far to the south."

Each time he sells a trinket, the next day it will be replaced by something from the Trinket list in the Players Handbook.

The Lucky Lad

The Lad is a tall, three masted galleon (use the stats of a warship) made of exotic, light colored, wood. Its crew is mostly made up of exiles and outcasts from their homes. The sort of people who were cast out but lucked into a place on the Lad.

Captain Josun Starn is harsh but fair. He expects every crewmember to pull their weight on the ship, no matter how recently they may have joined up. In fighting is solved by having both crewmembers immediately thrown overboard.

Josun was born in a female body and wears a Belt of Masculine Form, which he labored a long time to procure. He will never willingly remove the belt.

Belt of Masculine Form

Wonderous Item, Major, Rare

While wearing this belt, you are physically male if your species has a male sex.

Surrounding Area

Beory Shrine

Holy Place

You come upon a clearing, sunlight filtering through the forest canopy. At the center of the clearing stands a single stone, thrust up from the ground, its surface a patchwork of lichen. Atop the stone sits a small jade disc, carved with a simple circular symbol.

A shrine to the god Beory, which might be found in any wooded area around Saltmarsh.

Characters with knowledge of geography may notice the lichen growing on the stone has the same shapes as the continents of the world.

If stolen, the jade disc reappears at the shrine each morning at dawn.

Castaway's Cay

Island

In the distance you spot a glittering island. White sand and a few small outcroppings of sedgegrass surround a strange coral cave that dominates the island.

Named because it appears to be exactly the island a castaway would want to be stranded on. The center of the island has a coral cave which filters the nearby seawater, providing a pool of clean, fresh, water to drink. It also has a colony of small crabs and fish, providing an abundance of food.

Unfortunately, the freshwater cave is home to a **Giant Coral Crab** (see appendix A).

Gitleaf Village

Gitleaf is a small Halfling farming community in the hills near Saltmarsh.

"The beaten dirt path presses on before you, splitting the farmland to either side. It threatens to give way to mud in the constant damp of the Azure coast. Amid the chill and descending clouds, an amber light appears in the distance. Stone walls and thatched roofs rise up, and you can almost feel the warmth spilling out of the tiny village on the horizon."

Three large communal dwellings surround the White Squall Pub (usually just called The Squall) in this little farming village. The surrounding farmland provides rye and tobacco to Saltmarsh, along with fresh fruit and vegetables for the farmers.

Hook:

The Halfling farmers will band together and fight off wolves and other predators, but for anything larger they'll call in adventurers. The party might meet Guggen Bigwillow at the Snapping Line in Saltmarsh, looking for a party to drive off a family of Krenshar (see Appendix A) that have nested nearby.

Bigwillow House

Residence

The thatched longhouse before you is built around a massive willow tree, its branches laden with small lanterns and ribbons.

Taking their name from a massive tree that has stood over their home in Gitleaf for nearly a century, the Bigwillows are avid beekeepers and brewers, often creating strange concoctions from whatever ingredients they've harvested from the area. Swamp-pear

mead, tobacco moonshine, and still odder liquors come out of Bigwillow house.

The family also has a tradition of tying a ribbon to the tree for each family member who comes of age.

Copperfarthing House

Residence

In the front courtyard of this tall stone house the earth has been cleared and flattened into the unmistakable circle of a boxing ring.

An older halfling sits against the house, puffing on his pipe while two young men practice grappling.

The Copperfarthings are a boisterous clan, and frequently spar and wrestle among themselves. More than one pair of siblings have been dumped into the goat trough to break up a fight. As much as they love to fight among themselves, they're also the first to take up arms in defense of Giltleaf.

Greenfield House

Residence

The northernmost house in the village is also the largest. Its central structure rising three stories, while the wings of the building stretch off to either side and split out into multiple directions.

The Greenfields are the oldest of the Halfling clans in Giltleaf. Their ancestors raised the original timbers of the White Squall.

While everyone in the village comes together for a barn-raising, by tradition a Greenfield will set the first timber.

Today, Barbus Greenfield is the village blacksmith, repairing and crafting farm tools in his small forge. He has taken Winnibeth Bigwillow on as an apprentice.

The White Squall

Tavern

Almost every Halfling in Giltleaf gathers in The Squall at night. They sing songs, trade riddles, and carouse with each other. The current owner of the Squall is Ridbell Copperfarthing, and she also serves as the village elder, settling disputes between the families.

Hook:

Merriweather Greenfield and Hogan Bigwillow have had an ongoing dispute about who should be able to harvest the old swamp-pear tree between their fields. Normally the families would work out who owns the plot, and if they can't come to an agreement Ridbell would step in.

Unfortunately, neither of the two young Halflings have been willing to abide by Ridbell's ruling that the pears should be shared with all. They are convinced that swamp-pear wine would fetch a good price in Seaton, and both are looking to corner the market.

Visiting adventurers might be asked to resolve the conflict, or one of the feuding Halflings may do something drastic.

Appendix A: Monsters

GIANT CORAL CRAB

Large beast, unaligned

Armor Class 15 (natural armor)

Hit Points 76 (8d10 + 32)

Speed 30 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	8 (-1)	18 (+4)	3 (-4)	12 (+1)	3 (-4)

Skills Perception +4, Stealth +2

Senses blindsight 30 ft., passive Perception 14

Languages —

Challenge 5 (1,800 XP)

Amphibious. The crab can breathe air and water.

Camouflage. While the crab remains motionless with its eyestalks and pincers tucked close to its body, it resembles a natural coral formation. A creature within 30 feet of it can discern its true nature with a successful DC 15 Intelligence (Nature) check.

ACTIONS

Multiattack. The crab makes two attacks with its claws.

Claw. *Melee Weapon Attack:* +7 to hit, reach 10 ft., one target. *Hit:* 20 (3d10 + 4) bludgeoning damage, and the target is grappled (escape DC 13). The crab has two claws, each of which can grapple only one target.

KRENSHAR

Medium beast, unaligned

Armor Class 14

Hit Points 27 (5d8 + 5)

Speed 40 ft., climb 20 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	15 (+2)	13 (+1)	3 (-4)	14 (+2)	7 (-2)

Skills Perception +4

Senses passive Perception 14

Languages —

Challenge 1 (200 XP)

Keen Hearing and Smell. The krenshar has advantage on Wisdom (Perception) checks that rely on hearing or smell.

Pounce. If the krenshar moves at least 20 ft. straight toward a creature and then hits it with a claw attack on the same turn, that target must succeed on a DC 12 Strength saving throw or be knocked prone. If the target is prone, the krenshar can make one bite attack against it as a bonus action.

ACTIONS

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 10 (2d6 + 3) piercing damage.

Claw. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (2d4 + 3) slashing damage.

Scare. The krenshar pulls back the skin on its face and emits a screech. One target that can see and hear it must succeed on a DC 13 Wisdom saving throw or be frightened for 1 minute. A frightened target can repeat the saving throw at the end of each of its turns, with disadvantage if the krenshar is within line of sight, ending the effect on itself on a success. A creature that successfully saves cannot be affected again by the same krenshar's scare ability for 24 hours. This ability does not affect other krenshar.

SKELETON MARINE

Medium undead, lawful evil

Armor Class 15 (armor scraps)

Hit Points 39 (6d8 + 12)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	12 (+1)	14 (+2)	6 (-2)	8 (-1)	5 (-3)

Damage Vulnerabilities bludgeoning

Damage Immunities poison

Condition Immunities exhaustion, poisoned

Senses darkvision 60 ft., passive Perception 9

Languages understands common but can't speak

Challenge 2 (450 XP)

Undead Fortitude (1/day). If damage reduces the skeleton marine to 0 hit points, it must make a Constitution saving throw with a DC of 5 + the damage taken, unless the damage is radiant or from a critical hit. On a success, the skeleton marine drops to 1 hit point instead.

ACTIONS

Multiattack. The skeleton makes two melee attacks.

Scimitar. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d6 + 4) slashing damage.

THANK YOU

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All feedback, reviews, and comments are appreciated.

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