

Ghosts of Saltmarsh: Session #5 - Lay of the Land

- **Hook & Crook** - This little bar/social club is run by “Blind” Butchie, who is looked at as a kind of leader for this cells of shepherds and fisherman organized to “do good” and influence politics behind the scene. Butchie serves as a fence and a banker for the criminal element, but refuses to get involved in slave traffic or any infernal ongoing.
- **Nora Darhk** was told to find him where the staff meets the rod.
- **“And a Dozen Eggs...”** The local wizard and sage, a kind of bumbling and overly familiar figure with a hard to notice cruel streak has lost somewhere between 6 and 9 baby “turkey lizards” (velociraptors) that escaped his tower. He prefers this kept quiet but assures the PCs that the captain of the guard (Eliander Fireborn) has been informed. He offers 25 gps for every dead dinosaur returned, but 125 for every live one. He refers to them as “only mildly dangerous.”
 - Keleddek is almost certain more than half of them probably made for Brackwater Road caves.
 - Warns of the connecting upper caves that lead to Roarwater.
 - There is a stunted ottyugh in the caves.

BABY VELOCIRAPTOR

Small beast (dinosaur), unaligned

Armor Class 14 (natural armor)

Hit Points 5 (2d6 - 2)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
5 (-3)	17 (+3)	8 (-1)	3 (-4)	10 (+0)	6 (-2)

Skills Perception +2, Stealth +5

Senses passive Perception 12

Languages —

Challenge 1/4 (50 XP)

Pounce. If the velociraptor moves at least 20 feet straight toward a creature and then hits it with a claw attack on the same turn, that target must succeed on a DC 5 Strength saving throw or be knocked prone. If the target is prone, the velociraptor 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: 1d4 + 3 (piercing damage).

Claw. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 1d3 + 3 (slashing damage).

OTYUGH

Medium aberration (Stunted), neutral

Armor Class 14 (natural armor)

Hit Points 45 (6d8 + 18)

Speed 30 ft., swim 20 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	11 (+0)	17 (+3)	6 (-2)	11 (+0)	6 (-2)

Saving Throws Con +5

Senses darkvision 120 ft., passive Perception 10

Languages Otyugh

Challenge 3 (700 XP)

Limited Telepathy. The otyugh can magically transmit simple messages and images to any creature within 120 ft. of it that can understand a language. This form of telepathy doesn't allow the receiving creature to telepathically respond.

ACTIONS

Multiattack. The otyugh makes three attacks: one with its bite and two with its tentacles.

Bite. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 2d4+3 (piercing damage). If the target is a creature, it must succeed on a DC 15 Constitution saving throw against disease or become poisoned until the disease is cured. Every 24 hours that elapse, the target must repeat the saving throw, reducing its hit point maximum by 1d8 on a failure. The disease is cured on a success. The target dies if the disease reduces its hit point maximum to 0. This reduction to the target's hit point maximum lasts until the disease is cured.

Tentacle. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 1d6+3 (bludgeoning damage) + 1d6 (piercing damage). If the target is Small or smaller, it is grappled (escape DC 12) and restrained until the grapple ends. The otyugh has two tentacles, each of which can grapple one target.

Tentacle Slam. The otyugh slams creatures grappled by it into each other or a solid surface. Each creature must succeed on a DC 13 Constitution saving throw or take 10 (1d10 + 3) bludgeoning damage and be stunned until the end of the otyugh's next turn. On a successful save, the target takes half the bludgeoning damage and isn't stunned.

SHRIEKER

Medium plant, unaligned

Armor Class 5

Hit Points 13 (3d8)

Speed 0 ft.

STR	DEX	CON	INT	WIS	CHA
1 (-5)	1 (-5)	10 (+0)	1 (-5)	3 (-4)	1 (-5)

Condition Immunities blinded, deafened, frightened

Senses blindsight 30 ft. (blind beyond this radius), passive Perception 6

Languages —

Challenge 0 (10 XP)

False Appearance. While the shrieker remains motionless, it is indistinguishable from an ordinary fungus.

ACTIONS

Shriek. When bright light or a creature is within 30 feet of the shrieker, it emits a shriek audible within 300 feet of it. The shrieker continues to shriek until the disturbance moves out of range and for 1d4 of the shrieker's turns afterward

VIOLET FUNGUS

Medium plant, unaligned

Armor Class 5

Hit Points 18 (4d8)

Speed 5 ft.

STR	DEX	CON	INT	WIS	CHA
3 (-4)	1 (-5)	10 (+0)	1 (-5)	3 (-4)	1 (-5)

Condition Immunities blinded, deafened, frightened

Senses blindsight 30 ft. (blind beyond this radius), passive Perception 6

Languages —

Challenge 1/4 (50 XP)

False Appearance. While the violet fungus remains motionless, it is indistinguishable from an ordinary fungus.

ACTIONS

Multiattack. The fungus makes 1d4 Rotting Touch attacks.

Rotting Touch. *Melee Weapon Attack:* +2 to hit, reach 10 ft., one creature. *Hit:* 4 (1d8) necrotic damage.

- Olias Sandhillow (F2/R1|LE) will either approach the party at The Snapping Line or they will run across him being attacked by some of Aldron Forbre's thugs (though Olias will claim to not know who exactly sent people to attack him, but he actually knows that it was Forbre).
 - Olias is trying to get the potion of amnesia from Kelendek in order to get Jessa Solmor (niece of Anders Solmor) to forget Richard Savelle. Olias has been profiting from the feud by skimming off the top of both family companies, and peace might bring scrutiny.
 - Aldron Forbre (noble) wants Richard blamed for Jessa's death to make the family feud into a bloody one allowing the Scarlet Brotherhood greater power. (He knows Skerrin's secret). He will attempt to approach the party once they make contact with Olias to hire them to kidnap Jessa from her home in town.
 - Fonbre is allied with Gellan Primewater (who does not know of this plan and would probably think it was too risky).

ALDRON'S GUARDS

Medium humanoid (human), Neutral (Evil)

Armor Class 16 (chain shirt, shield)

Hit Points 11 (2d8 + 2)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	12 (+1)	12 (+1)	10 (+0)	11 (+0)	10 (+0)

Skills Perception +2

Senses passive Perception 12

Languages any one language (usually Common)

Challenge 1/8 (25 XP)

ACTIONS

Spear. *Melee or Ranged Weapon Attack:* +3 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 4 (1d6 + 1) piercing damage or 5 (1d8 + 1) piercing damage if used with two hands to make a melee attack.

Light Crossbow. *Ranged Weapon Attack:* +3 to hit, range 80/320 ft., one target. *Hit:* 1d8+3 damage.

- He will ask the party to bring her to Sea Grove of Tethys (goddess of rivers), but will be waiting there with seven guards (3 at his side, four hidden nearby).
- Sequius Dart** (F1/R3) is an assassin hired by Aldron Forbre. He is to kill Olias (and/or the PCs).
- Melor** (F3) Jessa's brother, who wants to stop Olias, thinking he means his sister harm.

SALTMARSH GUARDS

Medium humanoid (human), (L)N

Armor Class 15 (studded leather, shield)

Hit Points 11 (2d8 + 2)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	12 (+1)	12 (+1)	10 (+0)	11 (+0)	10 (+0)

Skills Perception +2

Senses passive Perception 12

Languages Common

Challenge 1/8 (25 XP)

ACTIONS

Spear. *Melee or Ranged Weapon Attack:* +3 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 4 (1d6 + 1) piercing damage or 5 (1d8 + 1) piercing damage if used with two hands to make a melee attack.

Light Crossbow. *Ranged Weapon Attack:* +3 to hit, range 80/320 ft., one target. *Hit:* 1d8+3 damage.

Shortsword. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 1d6+1 (piercing damage).

SALTMARSH SGT-AT-ARMS

Medium humanoid (human), LN

Armor Class 16 (chain mail)

Hit Points 39 (6d8 + 12)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	13 (+1)	14 (+2)	10 (+0)	11 (+0)	10 (+0)

Skills Athletics +4, Perception +2

Senses passive Perception 12

Languages any one language (usually Common)

Challenge 1 (200 XP)

ACTIONS

Multiattack. The veteran makes two longsword attacks. If it has a shortsword drawn, it can also make a shortsword attack.

Longsword. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 1d8+2 (slashing) or 1d10+2 (slashing if used with two hands).

Shortsword. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 1d6+2 (piercing).

Heavy Crossbow. *Ranged Weapon Attack:* +3 to hit, range 100/400 ft., one target. *Hit:* 1d10+1 (piercing).