

GHOSTS OF SALTMARSH™



HRRRR YE MATEYS! YE BE A BAND OF MERRY ADVENTURERS seeking glory, excitement, and not a little bit o' treasure! Your travels have brought you to the bustling port town of Saltmarsh, caught between swamp and sea! Here you can make a name for yourself, sign on to a privateer, and sail to your fortune! Or die on a lizardman's spear and spend eternity in Davy Jones' Locker! Avast! Ahoy!

Ship's Crew. Eventually, you may acquire a sailing ship. Think about how your character would contribute as a crew member. Common roles are **Captain**, **First Mate** (morale), **Pilot** (steering), **Quartermaster** (navigation), **Bosun** (maintenance, carpentry), **Master-at-Arms** (cannons, powder, disciplinary action), **Surgeon** (nutrition, hygiene, healing), **Cook**, **Lookout**, **Purser** (accounting, supplies), and **Entertainer** (music, storytelling). If we don't have a PC to fill a role, we can use an NPC, but it's not as fun.



CHARACTER CREATION

Starting Level: 1st.

Ability Scores: Standard array or point-buy (don't roll).

Starting Gear: Use the equipment packages. Firearms are allowed, and you can pick them as starting gear.

Race, Class, Backgrounds: Any published in a printed book by Wizards of the Coast. If you want something from a third-party, or from *Unearthed Arcana*, please send me a copy of it FIRST so I can make sure it makes sense.

Alignment: Any, but you must remain loyal to the other PCs, even if you're evil. If you try to betray, coerce, or take advantage of another PC, you will become an NPC.

Traits, Ideals, Bonds, Flaws: Pick characteristics that you can role-play often, so that you can get lots of Inspiration.

ADVANCEMENT

XP: Every PC gets the same XP, even if you miss a session.

Hit Points: Take the average (don't roll).

New/Replacement Characters: If a brand new character joins the party after 1st level, they start out with the same XP as the rest of the party, but with the equipment and gold of a 1st-level character.

INSPIRATION

Let's try something slightly different.

Session Reset. At the start of each session, all PCs reset to zero Inspiration.

The Honor System. Take 1 Inspiration whenever you role-play one of your characteristics (traits, ideals, bonds, flaws). *It's up to you* to take the Inspiration and to decide whether or not you've role-played "enough" to qualify for Inspiration.

Each characteristic can only give Inspiration once per session; you can't just role-play the same characteristic over and over to gain Inspiration.

Changing Characteristics. You can change traits, ideals, bonds, or flaws between session. Pick characteristics that will be easy for you to role-play so that you can take Inspiration!

NPC Inspiration. NPCs will share a pool of Inspiration amongst themselves, which will reset to a fixed number at the start of each session.

Name	Cost	Damage	Weight	Properties
<i>Simple Melee Weapons</i>				
Arquebus	40 gp	1d10 piercing	8 lb.	Ammunition (range 40/120), loading, two-handed
Bayonet	1 gp	1d8 piercing	1 lb.	Two-handed
Pistol	50 gp	1d8 piercing	3 lb.	Ammunition (range 30/90), light, loading
<i>Martial Ranged Weapons</i>				
Blunderbuss	60 gp	2d6 piercing	12 lb.	Ammunition (range 20/60), heavy, loading, spread, two-handed
Dragoon gun	30 gp	2d4 piercing	4 lb.	Ammunition (range 20/60), loading, spread
Musket	100 gp	1d12 piercing	10 lb.	Ammunition (range 40/120), heavy, loading, two-handed
<i>Ammunition</i>				
Bullets (20)	5 gp	—	4 lb.	—
Shot (20)	5 gp	—	6 lb.	—
Powder horn	35 gp	—	2 lb.	—

FIREARMS

Firearms in this setting are less expensive than those found in the *DMG*, and come in a few more varieties.

Loud. All firearms are incredibly noisy. Attacking with one emits a sharp bang, audible to a range of 600 feet.

Spread. A weapon with this property fires a cluster of small shot. When you use it to attack a target at long range, you don't make the attack roll with disadvantage due to the range; instead, all the damage from the attack is halved.

Gunpowder. Gunpowder is ruined by water. If you suffer fire damage from a critical hit or an area attack, your powder bag and/or paper cartridges explode, dealing you an additional 1d6 fire damage.

If your gunpowder is stored in a powder horn, it is waterproof and fireproof.

NEW FEAT: GUNSLINGER

Prerequisite: Proficiency with at least one firearm

Thanks to extensive practice with firearms, you gain the following benefits:

- You ignore the loading quality of firearms with which you are proficient.
- When you use the Attack action to attack with light firearm, you can use a bonus action to make a single attack with another light firearm you are holding in your other hand.
- When you attack with two-handed firearm that does not have the spread property, the weapon's short and long ranges are doubled.



SALTMARSH



ALTMARSH IS A SLEEPY FISHING VILLAGE AND MINOR PORT on the coast of the Azure Sea that has suddenly found itself at the center of the Kingdom of Keoland's new mercantile strategy. Once upon a time, the town was surrounded by monster-infested wilderness, and continuously ravaged by a confederation of pirates known as the Sea

Princes. While troops from Keoland have brought in a new era of peace, and traders from across Oerth have brought prosperity, some residents of Saltmarsh are concerned about their loss of autonomy.

Traditionalists. A faction of prominent fishing families and merchants, the Traditionalists resent the kingdom's new control over Saltmarsh. They worry that the king's ambitions will lead to further war, and want to keep Saltmarsh a safe place for honest smugglers.

Loyalists. Outsiders who are helping build up Saltmarsh's industry and keep the peace are known as Loyalists, because they are loyal to Keoland's king, Kimbertos Skotti. Most Loyalists are proponents of strict law and order. They want to improve the town's economy and send that money to the kingdom.

Copperlocks Mining Company. Dwarven miners of the Copperlocks clan were granted royal decree to operate a silver mine outside of Saltmarsh. While local merchants make some money from the silver shipments, it's not enough to smooth over relations with the gruff dwarves.

Sea Princes. A loose association of pirates once terrorized the Azure Sea, capturing slaves for their galleys. They were beaten back by the Keoland navy, but are still active in the region. The people of Saltmarsh deeply hate the Sea Princes.

Faithful Quartermasters of Iuz. Iuz's representatives in town buy fish in bulk for shipment back to their homeland. They also traffic in rare goods and magic items. Although Iuz is known to be horrific and malevolent, the Faithful Quartermasters have never been caught breaking the law, and their gold is good.

NOTABLE RESIDENTS

Saltmarsh has a population of about 5,000. Most are human fisher-folk and traveling merchants, but there are also dwarves from the mining company and halflings from the surrounding farmland.

Eda Oweland. A kind but temperamental old lady who swears like a sailor, Eda is the most senior member of the town council and the closest thing Saltmarsh has to a mayor.

Eliander Fireborn. Eliander, a burly man with a peg-leg and a cautious attitude, is the captain of the guard. Eliander speaks many languages and has a large library of rare books.

Ferrin "Frogmaster" Kastilar. Known as "the Frogmaster" for his affinity with amphibians, Ferrin is a plump, melancholy halfling druid. He tends to the Sea Grove of Obad-Hai. The Frogmaster hates aberrations, and will pay to see them slain.

Keledok the Unspoken. The town wizard is a 7-foot tall man in a red silk turban. If you speak his name aloud, he can see and hear you for the next few minutes.

Krag. Krag the gravedigger is a tidy, diligent half-orc who also serves as the town's unofficial historian and loremaster.



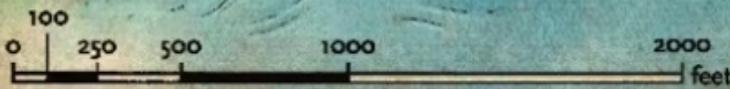
Manistrad Copperlocks. The curly-haired leader of the Copperlocks Mining Company is impatient and no-nonsense, but fair. Most of the human townsfolk don't like her.

Wellgar Brinehanded. The Temple of Procan is run by an scrawny old whaler named Wellgar who is full of outrageous "fish tales." Wellgar is happy to help those in need, but often demands a quest in return.

Xendros. A tiefling woman with golden jewels and a sepulchral voice, "Captain" Xendros is the leader of the Faithful Quartermasters of Iuz. She buys and sells magic items, and can get just about anything on special-order, given enough time.

SALTMARSH

Kingfisher River



LOCATIONS IN SALTMARSH

1. **City Gate.**
2. **Barracks and Jail**
3. **The Wicker Goat.** The nicest and oldest inn and tavern, catering to travelers and caravaners.
4. **Eliander's House.**
5. **Copperlocks Mining Company Headquarters.**
6. **Keleddek's Tower.**
7. **Faithful Quartermasters of Iuz.**
8. **Empty Net.** A dingy, rickety tavern, run by a thug named Kreb Shenker. Now hiring a cook; no prior experience necessary.
9. **Green Market.** The farmer's market, selling produce, livestock, grain, and other agricultural products.
10. **Sharkfin Bridge.**
11. **Kester's Leather Goods.**
12. **Hoolwatch Tower.** The town armory and headquarters of the guard. Also has a job board with side-quests.
13. **The Snapping Line.** The most popular inn and tavern, built from old fishing ships. Sailors and fishermen drink here. They make "claw wine" from lobsters and potatoes.
14. **Council Hall.** The center of government. Contains a horn used to signal important events, and the town gallows.
15. **Weekly Market.** A large market square and open-air restaurant where all manner of (legal) goods are bought and sold; much busier on the first day of the week.
16. **Primewater Mansion.**
17. **The Dwarven Anvil.** A blacksmith's forge owned and operated by humans, a fact which angers a lot of dwarves.

18. **Fishmongers' Plants.** Fish-processing buildings where workers chop and salt the day's catch. Smells like fish.
19. **Oweland House.**
20. **Solmor House.**
21. **Mariners' Guildhall.**
22. **Ingo the Drover's House.** Ingo hires out animal wranglers, guards, marines, and mercenaries.
23. **Carpenters' Guildhall.**
24. **Crabber's Cove.** Abandoned buildings, once home to poor crabbers, now overrun with actual crabs.
25. **The Leap.** A 90-foot-high cliff, sometimes used for attempted suicides (many survive).
26. **Temple of Procan.** Temple to the sea god.
27. **Saltmarsh Cemetary.**
28. **Winston's General Store.**
29. **Sea Grove of Obad-Hai.** Shrine to the nature god.
30. **Standing Stones.**

SALTMARSH REGION

The area immediately around Saltmarsh consists of farmland dotted with villages, broken up by stretches of swampland. Travel by road and river is generally safe.

Abbey Isle. This island is surrounded by rocks and cliffs, and would make an excellent place for a fortress, except that it's home to an abbey of evil cultists. Everyone in the area, including pirates, would love to see these cultists driven off.

Azure Sea. A small sea to the south of the Flanaess, the Azure Sea is essential to trade in the region, and is also home to numerous aquatic races such as sea elves, shuagin, merfolk, and tritons.

Dreadwood. Inland from Seaton is a terrifying forest full of undead and worse. Troops from Fort Burle and elves from the Silverstand patrol its perimeter to keep the evil contained.

Drowned Forest. Near the Hool Marshes is a forest that has gradually begun to sink into the swamp. Inhabited by terrifying fungal creatures, the Drowned Forest is too dangerous for anyone to enter.

Fort Burle. Soldiers of Keoland stationed at Burle patrol the roads in the area and keep the monsters from the Dreadwood under control.

Haunted House. A few miles outside of town stands a dilapidated mansion, once home to a sinister alchemist. Locals avoid the place because of the strange lights and sounds that sometimes emanate. Those few who have dared to seek its secrets return with tales of supernatural horror.

Hool Marshes. To the west of Saltmarsh is a continuous swamp miles across. The Hool is uninhabited, unless you count lizardfolk, bullywugs, and the occasional troll.

Saltmarsh Lighthouse. On the peninsula to the south of the town is a tall stone lighthouse powered by *continual flame* spells.

Seaton. The King of Keoland has appointed the town of Seaton as the provincial capital and turned it into a fortress and naval base. Seaton is a drab, miserable place; most of its fishing and trade industry has migrated to Saltmarsh.

Silverstand. Wood elves live in this magical forest of silvery trees. Although friendly to outsiders and allied to Keoland, the elves aren't interested in regular visitors.

Tower of Zenopus. This collapsed rubble near Saltmarsh was once the home of a powerful wizard. After he disappeared and strange creatures inhabited the tower, the Keoish navy demolished it with catapults.



GREYHAWK

GARY GYGAX'S ORIGINAL SETTING, GREYHAWK IS A hodge-podge of fantasy elements that are now common in D&D. Famous archmages such as Mordenkainen, Bigby, Tenser, Nystul, and Otiluke hail from Greyhawk — as do notorious villains such as Vecna, Graz'zt, Lolth, and Tharizdun. Many classic modules were also set in Greyhawk, such as *Tomb of Horrors*, *White Plume Mountain*, the *G* series (Giants), and the *D* series (Drow).

Middle Fantasy. Stories set in Greyhawk are somewhere in between high fantasy and swords-and-sorcery. The kindoms of the Flanaess are medieval and feudal. Magic is neither common nor rare in Greyhawk. However, while most people know a hedge mage or a local priest, truly incredible magic stays in the hands of archmages and monsters.

Shades of Gray. Most "heroes" in Greyhawk are morally dubious, fighting to save their own skins, or for a few more gold pieces to spend at the tavern. The greatest protectors of the world, the Circle of Eight, are committed to Neutrality and maintaining the balance between Good and Evil.

World in Conflict. The countries of the Flanaess are constantly at war, or under threat of war. In the north, the Empire of Iuz is ruled by a cruel demigod who wishes to conquer the world. In the east, Great Kingdom was, for a

time, a Hextor-worshipping tyranny ruled by a mad undead king. Even the noble human kindoms of Nyronnd, Furyondy and Keoland often war with each other.

The races and ethnicities of Oerth do not get along. Elves and dwarves hate each other. One of the most dangerous groups in the world is the Scarlet Brotherhood, a conspiracy of Aryan supremacists dedicated to reviving the ancient Suel Imperium. The Blood War between devils and demons began in Greyhawk.

Kingdom of Keoland. An ancient feudal monarchy held together by tradition and militarism, Keoland is ruled by King Kimbertos Skotti. After centuries of war, Keoland is now focussing on its economy. The common people are friendly and generous, but superstitious. Magic is only practiced by the Silent Ones, a secretive order that keeps arcane knowledge out of the wrong hands.

