SALTMARSH ENCOUNTERS



Bring your campaign to life with this companion supplement for *Ghosts of Saltmarsh*

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Credits

Lead Design: M.T. Black

Design: Ashley Warren, James Haeck, James Introcaso, M.T. Black, Rich Lescouflair

Editing: Noah Lloyd

Layout and Graphic Design: Rich Lescouflair

Cover and Interior Art: Provided by Wizards of the Coast and used with permission

Special Thanks: Chris Lindsay, Wizards of the Coast, and the DMs Guild Adepts

Overview

Saltmarsh Encounters presents sixty short encounters to complement the *Ghosts of Saltmarsh* adventure anthology. The supplement comprises the following sections:

- ***Random Encounters.*** Sixty random encounters for the town, coast, and sea, with dozens of encounter variations. It also includes a random name generation table and suggestions for scaling the encounters.
- ***Appendix 1. Monster & NPC Statistics.*** Statistics for creatures listed in *Volo's Guide to Monsters* or *Mordenkainen's Tome of Foes*.
- ***Appendix 2. New Magic Items.*** New magic items used in the encounters.

Saltmarsh Encounters requires use of the D&D 5th Edition core rulebooks (*Player's Handbook, Dungeon Master's Guide,* and *Monster Manual*). When a creature's name appears in **bold** type, that's a reference to its stat block, most of which can be found in the *Monster Manual*. If the creature is listed in another source, its stat block is reproduced with permission in appendix 1.



Random Encounters

Random encounters can help the Dungeon Master bring a location to life, creating the impression that the adventure takes place within a complex and dynamic ecosystem. Random encounters also help with game pacing, making players feel like genuine effort is involved when they move through potentially dangerous areas. They also provide fun opportunities for you to improvise and often blossom into ongoing campaign elements.

You can roll for random encounters as often as you wish, but it is recommended you do so no more than once per day. More frequently than that and the players may become frustrated at their inability to move the main story forward.

Encounter Table

The table below provides random encounters for the town, coast, and sea.

Scaling the Encounters

The encounters presented here are aimed at tier-1 parties. Characters of 1st level may find some of the combat encounters very dangerous, while 4th-level characters will handle them more easily.

By the time the characters reach tier 2, they can generally move around town and the nearby wilderness without much trouble. However, if you want to scale up any of the combat encounters to present tier-2 characters with a greater challenge, follow these simple guidelines:

- Where a single monster is indicated, it becomes 1d4 monsters. For example, the cyclops in the Eye Hard encounter would be replaced with 1d4 cyclops).
- Where a die is rolled to indicate the number of monsters, increase the number of dice rolled by 2. For example, the 1d8 + 1 giant lizards in the Off to See the Lizard encounter would be replaced by 3d8 + 1 giant lizards.

Encounter Table

d20	Town Encounters	Coastal Encounters	Aquatic Encounters
1	A Ghastly Affair	Big Game Hunters	Abandoned Ship
2	Barrel Bite	Breaking Crab	Anchors Aweigh
3	Boss Dog	Cap'n Jackie	Dead Whale
4	Corrupt Constable	Drink Up!	Driftwood
5	Flying Thief	Eye Hard	Gift from the Gods
6	Friend Finder	Friendly Fishers	Hairship
7	From the Deep	Gatherers	Hard to Port
8	Furry Friend	Gone Fishing	Jaws
9	Ghosts of Saltmarsh	Hunter Trap	Mellow Merrow
10	Grim Raven	Landlocked	Mephit Mayhem
11	Heads Up!	Message In a Bottle	Mutiny on the Prosperous
12	Hot Goods	Off to See the Lizard	Mysterious Melody
13	In the Stocks	Rule of Ghoul	Need a Bigger Boat!
14	On Guard	The Green Bile	Seafloor Death March
15	Rat Albert	Tiny Growler	Set in Stone
16	Smuggler Vendor	Treasure Hunters	Silver Fish
17	Specter Days	Tribal Trouble	Skeletal Beasts
18	Street Brawl	Troll Bait	Smoke on the Water
19	Street Performance	What's in the Box?	Whatever It Snakes
20	What the Shells Say	Wolf and Fire	You've Got Whale



Encounter Descriptions

Following are the encounter descriptions in alphabetical order.

A Ghastly Affair

A nauseating odor emerges from a dilapidated wooden farmhouse. A few moments later, someone inside begins screaming. If the characters enter, they find a young man using an old chair to fend off a **ghast** that is wearing a tattered, grimy dress. Roll a d4 to determine the creature's origin:

1. It is the young man's wife, transformed by an ancient family curse.
2. It escaped from the secret laboratory of a necromancer, which is located a few miles out of town. The necromancer comes looking for the creature and gives the characters a *bottle of moonlight* if they subdued it.
3. It was accidentally conjured from the abyss by an incompetent hedge wizard.
4. It was formerly a thief who owed money to a minor crime lord with a short temper and a *wand of polymorph*.

Abandoned Ship

The characters encounter a ship floating in the middle of the ocean, seemingly abandoned. Roll a d4 to determine the ship's nature:

1. This merchant sailing ship was attacked by pirates. The deck is covered in corpses, but a deckhand (**commoner**) hid in a barrel during the fight below deck. The deckhand is still in the barrel. If the characters find her, she begs them to pursue the pirates.
2. This longship is crewed by forty **specters** of warriors who only appear in the light of a full moon. At all other times the ship appears abandoned. When the specters appear, they attack other creatures on their ship.
3. This keelboat contains crates of stolen weapons that could sell for a total of 1d10 x 100 gp on the black market.
4. This covered rowboat hides four **sahuagin**. The monsters wait for someone to approach then rip off the cover and attack!

Anchors Aweigh

The characters come across a beam of splintered timber floating in the water. One end of a heavy rope is tied to the beam, with the other end lost in the depths. The rope is attached to an *anchor of seafaring*.

Barrel Bite

There is a squat wooden barrel standing in a lonely alley with a gentle golden light coming from the open end. Anyone looking inside sees a small pile of glowing gold coins at the bottom of it. The barrel is a clever **mimic** that has quietly hunted in this part of town for years. It attacks anyone who attempts to retrieve the coins.

Big Game Hunters

The characters encounter a group of creatures hunting a much larger monster. If the characters are friendly, the hunters ask them to come along. Roll a d4 to determine the creatures encountered and the monster they hunt.

1. A group of 1d4 + 2 **veterans** from Saltmarsh hunt a **tyrannosaurus rex** for sport.
2. A group of 1d6 + 2 **lizardfolk** track a **giant crocodile** they hope to capture and train as a pet.
3. A group of 2d4 **berserkers** seek revenge against a **hydra** that killed their friend.
4. A group of 1d4 + 1 **knights** that worship Bahamut seek the lair of an **adult black dragon**.

Boss Dog

A mangy, starving pack of 2d4 **mastiffs**, led by a savage gray **dire wolf**, confront the characters in a quiet part of town. Roll a d4 to determine what treasure the pack might possess:

1. Nothing at all.
2. The dire wolf has a collar with a silver name tag that says "Sabre." The tag is worth 10 gp.
3. One of the mastiffs recently swallowed a moonstone worth 20 gp.
4. The pack has a den made of rags and debris in a nearby alley. Amongst the garbage is an *orb of direction*, which can be found with a successful DC 12 Wisdom (Perception) check.

Breaking Crab

A cast of 1d6 + 4 **giant crabs**, with bloodred shells, are hulking over an enormous pile of dark green seaweed on the beach. Roll a d4 to determine what lies beneath the seaweed:

1. A suit of *chitinous armor*.
2. An unconscious middle-aged woman dressed in damp rags. If any magical healing is applied to her, she awakes and reverts to her true form, that of a **deva**. She does not reveal what her mission is on the material plane or how she ended up incapacitated. She does, however, offer to cast a commune spell in order to assist the characters.
3. A *potion of resistance (radiant)* in an onion-shaped bottle made of green glass and inscribed with an image of the sun.
4. The rotting remains of a drowned halfling. She is dressed in dark leathers and wears a silver symbol about her neck denoting her allegiance to the Harpers.

Cap'n Jackie

Near an old coastal road is a simple wooden palisade in the shape of a ship, with a skull-and-crossbones flying from a crude flagpole in the middle of it.

A human **bandit captain** calling herself "Cap'n Jackie" stands inside the palisade and is accompanied by 1d4 + 2 **bandits**. She demands that any passersby handover their "booty" or they will be "feeding the sharks tonight."

Corrupt Constable

A woman in a dirty, patched farmer's smock approaches the characters and tells them she is the town constable, and they are under arrest on suspicion of arson. She insists they come with her to the lockup, but then hints she could let them go for "suitable recompense."

She is, in fact, the town constable, which is an office assigned by lot every year. This particular person has turned the office to profit by harassing strangers. Under town law, she can lock up anyone on suspicion of a crime until the local magistrate can hear the case, which usually takes about 2 days.

Dead Whale

A huge whale corpse floats in the sea. Roll a d4 to determine what happens next:

1. A group of 2d6 **reef sharks** are in a feeding frenzy on the corpse. They attack any creature or vessel that comes within 30 feet of the remains.
2. With a successful DC 15 Wisdom (Perception) check, someone notices a stitched-up wound in the whale's belly. Within are smuggled goods worth a total of 1d4 x 100 gp.
3. The whale remains explode when a creature or vessel gets within 30 feet of it. Each creature within 30 feet of the explosion must succeed on a DC 12 Dexterity saving throw or take 5 (1d10) bludgeoning damage.
4. The whale is not dead, just resting. Any creature that comes within 30 feet of the creature disturbs it, and the whale attacks (use the **killer whale** statistics.)

Driftwood

The characters notice a piece of driftwood floating in the ocean. Roll a d4 to determine what is interesting about the driftwood:

1. The driftwood is contaminated with sewer plague. A creature that touches the wood must succeed on a DC 11 Constitution saving throw or contract the disease (see "Diseases" in chapter 8 of the *Dungeon Master's Guide*).
2. The 2-foot length of driftwood is carved with the holy symbol of a chaotic evil deity of the DM's choice and can be used as a club. When a creature holding the driftwood utters a prayer to the deity as an action, the creature gains a random form of short-term madness (see "Madness" in chapter 8 of the *Dungeon Master's Guide*). While the creature wielding it is mad, the driftwood gains a +1 bonus to attack and damage rolls and is a magical weapon.
3. The driftwood is painted with a map that leads to a shipwreck containing a chest of 1d6 x 100 gp.
4. A **giant crab** clings to the underside of the driftwood and attacks any creature that disturbs it.

Drink Up!

Somewhere within the briny swamps beyond Saltmarsh is a mysterious font of pure water, with a magnificent golden chalice worth 100 gp submerged within it. A bloated corpse lies next to the font. If a character examines the corpse and succeeds on a DC 13 Wisdom (Medicine) check, they learn that this person died of drowning.

A creature that drinks once from the font randomly gains one of the following beneficial effects:



Minor Beneficial Effects

1d4	Effect
1	The water is pure and crystal clear. Any disease or poison affecting you is cured, and you are immune to disease and poison for the next 24 hours.
2	The water has a twinge of salt, and you feel gills sprout on your neck. For the next 24 hours, you can breathe both air and water.
3	The water is as sweet as honey. You have a +10 bonus on the next Charisma check you make.
4	The water is cold and rousing. You have a +10 bonus on the next Wisdom (Perception) check or the next time you roll initiative.

A creature that drinks from the font a second time randomly gains one of the following beneficial effects:



Major Beneficial Effects

1d4	Effect
1	The water fills your body with warmth and vigor. For the next 24 hours, you have resistance to cold and fire damage.
2	The water sparkles with magic in your throat. The next time you cast a spell, you cast it at the highest level you can cast it, and it doesn't consume a spell slot. (Warlocks and all others without the Spellcasting feature reroll this result.)
3	The water bubbles as if it were boiling. For the next 24 hours, you can cast enlarge/reduce at will, requiring no material components.
4	The water tastes of victory. For the next hour, you are immune to being frightened and gain 5 temporary hit points at the start of each of your turns.

A creature that drinks from the font a third time randomly gains one of the following detrimental effects. Casting *remove curse* halts any ongoing effects.

Major Detrimental Effects

1d4	Effect
1	The cup adheres to your lips and begins gushing water into your mouth uncontrollably. You begin choking. You have a number of rounds equal to your Constitution modifier to find a way to start breathing. Otherwise, you drop to 0 hit points and are dying. You can tear the cup from your lips by making a successful DC 15 Strength check as an action; you take 7 (2d6) slashing damage on a successful check.
2	The cup tastes vile. You must succeed on a DC 16 Constitution saving throw or take 3 (1d6) acid damage every minute for the next 24 hours. You can repeat this saving throw if you drink at least 1 gallon of water or vomit.
3	The cup turns ice cold and blasts you with freezing water that envelops your entire body in thick ice. You are restrained for the next 24 hours, or until someone deals 50 fire or bludgeoning damage to the ice. Whenever the ice takes damage, you also take half that damage.
4	A tentacle emerges from the cup, then another, and then another, until a **giant octopus** bursts from the cup and attacks you.

Eye Hard

The characters come across a 12-foot high cave in a rocky escarpment near the beach. The cave is blocked by a large boulder, from behind which come the sound of combat. Rolling the boulder aside requires a successful DC 19 Strength check.

The cave beyond goes about 100 feet back into the escarpment and terminates in a capacious and irregularly shaped chamber. There, a **cyclops** is fighting 6 **bandits** who crept into her cave while she was out. They intended to steal her only item of value, a *figurine of wondrous power (silver raven)*.

Flying Thief

A flying beast swoops from the sky, attempting to take food or a shiny object (such as a brooch or necklace) from a character and then retreat with it. Roll a d4 to determine the beast that attempts to steal from the characters:

1. A seagull (use the **raven** statistics without the Mimicry feature)
2. An osprey (use the **blood hawk** statistics)
3. A swarm of seagulls (use the **swarm of ravens** statistics)
4. A **giant bat** (nighttime only)

Friend Finder

The party is approached by two **commoners** looking for their missing friends (two other **commoners**), last seen near one of the local taverns. If the party investigates and succeeds on a DC 13 Intelligence (Investigation) check, they locate a witness to the events. Roll a d4 to determine what happened:

1. Their friends were killed behind the tavern for money owed to a **bandit captain** and four **bandits**. The party shows up while the bandits are trying to clean up the murder scene.
2. The friends were drunk and accidentally bumped into a **noble** who had them wrongfully arrested for assault. The party can plead their case either to the noble or the local **guards** by making a DC 14 Charisma (Persuasion) check.
3. The two friends wandered into an abandoned building and became the latest victims of a **vampire spawn** that nests there.
4. The witness directs them to a location outside town, and it turns out to be an ambush. The commoners work for a band of three **thugs** that attempt to rob the party.

Friendly Fishers

There are 2d6 fishers on the beach, about to set out on a trip. They appear to be hardy, rustic folk, and their boat is made of strong, gray wooden planks. The fishers call out a friendly greeting to the characters when they see them. Roll a d4 to discover who the fishers are:

1. They are ordinary **commoners** from Saltmarsh, looking to earn a humble living. They are short-handed that day and invite the characters to help them in return for a share of the catch.
2. They are ordinary **commoners** from Saltmarsh, but they are not fishing today. One of their number has come by a map purporting to show where treasure can be found on a small, coastal island. They implore the characters to accompany them and offer a generous share of the treasure if they agree.
3. Most of the fishers are ordinary folk, but two of them are **deep scions** in disguise, looking to abduct more victims for their master, the **leviathan**.
4. They are **bandits** in the employ of a local **enchanter**, who has tasked them with kidnapping some local folk so she can enslave them in her underwater tower.



From the Deep

As the characters move through Saltmarsh, they encounter a creature from the depths of the ocean moving about the town. Roll a d4 to determine the creature encountered:

1. A **plesiosaurus** harpooned by a fisherman (**commoner**) chased the poor sap back on land, and now rampages through Saltmarsh.
2. A group of 3d6 **sahuagin** attacking Saltmarsh.
3. A terrified **giant octopus** was dropped into Saltmarsh by a recent storm. The beast attacks any creature that comes near, panicking. A character who succeeds on a DC 20 Wisdom (Animal Handling) check can approach the octopus without being attacked.
4. Auntie Saltsore, a **sea hag**, walks the town disguised as an old crone named Lissel Winterkiss and begs for help defeating a gang of sahuagin who killed her husband, Arvin. She is looking for treasure-laden adventurers to send into the lair of a nearby **dragon turtle**, so she might secure the behemoth's help as a bodyguard in the future.

Furry Friend

The characters encounter a beast in the streets of Saltmarsh. Roll a d4 to determine the nature of this encounter:

1. A stray **cat** that meows at them loudly. The cat follows the characters, continuing to meow at inconvenient times (such as when they are trying to be stealthy) until they give it food. The cat disappears once fed but finds the characters again 1d6 days later.
2. A stray **mastiff** approaches with a bone in its mouth, dropping it at their feet. The bone is a human femur from a pirate burial site. If not returned to the site, a **wraith** attacks the characters every evening at midnight. A character who succeeds on a DC 15 Wisdom (Animal Handling) check gets the mastiff to lead the characters back to the site.
3. A **baboon** runs by and snatches a pouch or other item from a character's belt. If the characters give chase, the baboon leads them to a house where its master, a **thug**, and her 2d4 friends (**bandits**) attack, demanding the characters hand over all their belongings.
4. A **wererat** in rat form becomes infatuated with one of the characters. The wererat waits until that character is separated from the rest and attempts to bite the person and infect the character with lycanthropy.



Gatherers

The characters encounter a group of creatures out gathering natural resources. Roll a d4 to determine the creatures encountered, the items they gather, and their reaction to the characters:

1. A group of 2d6 **jackalweres** loyal to Granny Nightshade (see "The Dreadwood" in chapter 1 of *Ghosts of Saltmarsh*) gather spell components for the hag. They attack the characters if they notice them.
2. A group of 3d6 **goblins** loyal to Keledek the Unspoken (see "Tower of Zenopus" in chapter 1 of *Ghosts of Saltmarsh*) capture live creatures for the mage's experiments. The goblins try to avoid the characters but attack if the characters approach.
3. A group of 1d12 + 2 **lizardfolk** hunt for food. The lizardfolk avoid the characters but will attack if threatened. A character who succeeds on a DC 12 Charisma (Persuasion) check convinces the lizardfolk to talk with them. The lizardfolk can share information about local landmarks.
4. A friendly group of 2d4 fishermen or trappers (**commoners**) from Saltmarsh searches for their quarry. If they notice the characters, they offer to share a meal and any information they know about the area.

Ghosts of Saltmarsh

As the characters move through Saltmarsh, they encounter a **ghost** with unfinished business. Roll a d4 to determine the nature of the ghost.

1. The ghost was a male half-orc named Curvin Scully. He was murdered by Skerrin Wavechaser (see chapter 1 of *Ghosts of Saltmarsh*) years ago for speaking out against the Scarlet Brotherhood. Curvin wants the characters to help him expose Skerrin's misdeeds to the people of Saltmarsh.
2. The ghost was a female human pirate named Bleeding Betty. She died at sea when her ship, the *Drunken Dog*, was caught in a storm. She cannot rest until each piece of her ship is at the bottom of the sea, which all are save for one, the piece of driftwood used to carve Eliander Fireborn's leg (see chapter 1 of *Ghosts of Saltmarsh*).
3. The ghost is the spirit of an enemy the characters faced and killed. It attacks the characters, fighting to the death.
4. The ghost is a friend or relative of one of the characters. They ask the character to dig up a treasure hidden on a mysterious island (see appendix A of *Ghosts of Saltmarsh*).

Gift from the Gods

A small, gray box is floating on the ocean. It is 1 foot square, 6 inches deep, and badly charred. It is constructed from a highly durable synthetic material that none of the characters have seen before.

Anyone examining the box and making a successful DC 12 Wisdom (Perception) check notices 4 minor indentations on one side. Pressing these simultaneously causes the box to open. Inside is a laser pistol with 10 shots remaining. See "Firearms" in chapter 9 of the *Dungeon Master's Guide* for more information.

Gone Fishing

A young gnome girl (**commoner**) named Remia is sitting on the docks, holding a fishing pole that is straining under the weight of whatever is caught on the hook. Upon spotting the characters, she calls for their aid! A successful DC 15 Strength check helps Remia foist the creature onto the dock. Roll a d4 to determine what creature Remia caught. Whatever the creature, it is not happy:

1. A young **merfolk** named Arielle, tangled in seaweed and kelp. Arielle was lurking too close to the shore when she got hooked on Remia's line.
2. A **giant octopus** that glows a faint purple. A successful DC 16 Intelligence (Arcana) check reveals that the creature is likely a mage's familiar.
3. A hostile **sea spawn** that claws at the characters.
4. A dying **reef shark** that is caught in a fishing net. The shark is frightened, and, if released from the net, attempts to flop back into the water.

Grim Raven

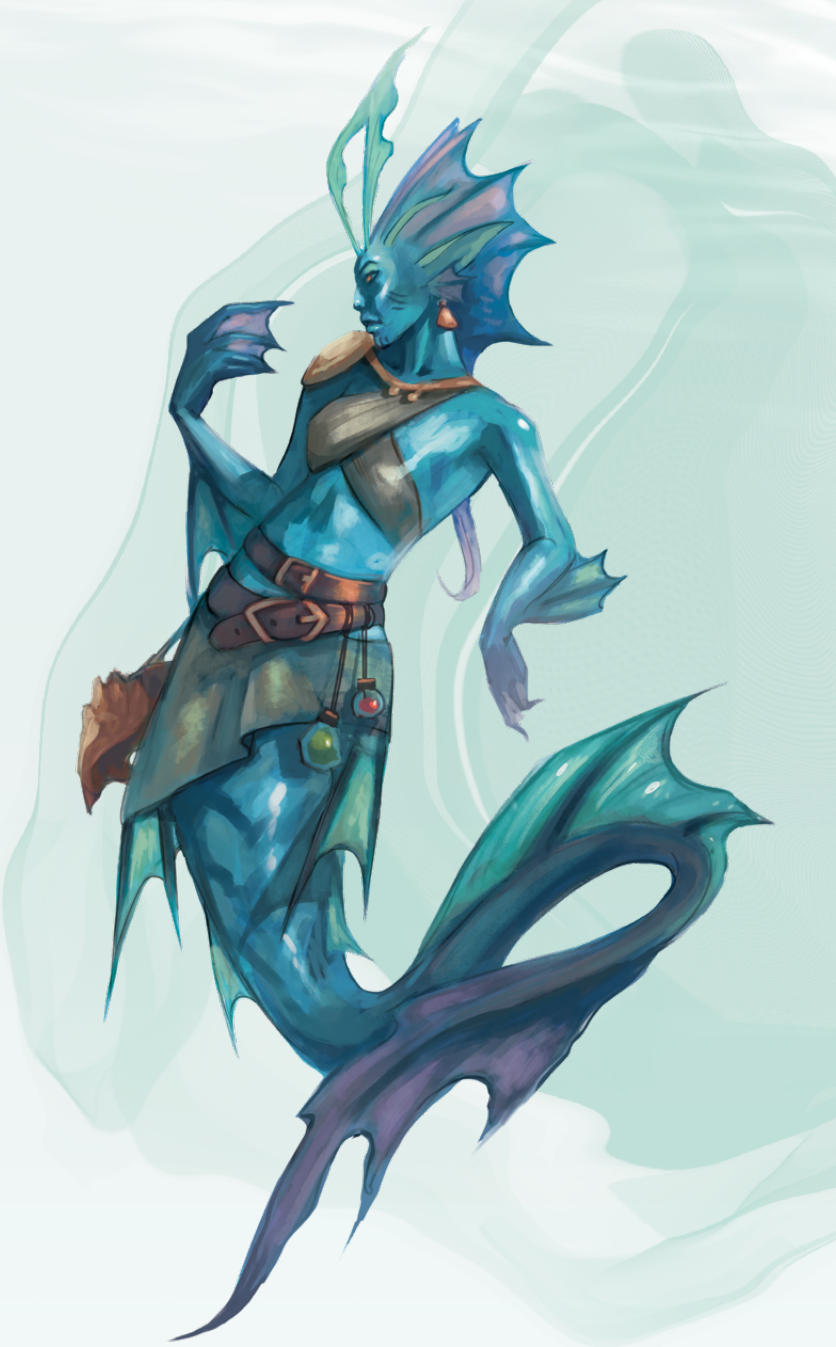
There is a black **raven**, baleful and ancient, perched on a water barrel. As the characters pass it croaks, "There is blood everywhere!" Roll a d4 to determine the identity of the raven:

1. The raven is owned by the local cartwright who taught it the phrase as a perverse joke.
2. The raven was the companion of a middle-aged farmer who was recently captured by a local cult of elementalists. This is the last phrase the raven heard its owner speak before he was sacrificed to the elemental power. If treated well, the raven can lead the characters to the sacrifice site.
3. The raven has a prophetic gift and mindlessly calls out foretellings about anyone nearby. It is owned by a nomadic woman, dressed in colorful robes, who emerges from the shadows and offers to let the raven perform more foretellings in return for an exorbitant fee.
4. The creature is a corrupt **wereraven**, intent on robbing the characters. It attempts to lure them down a secluded alley with grim though intriguing sayings, like "Death stands before you," and "The devil will see you now." If the characters take the bait, the wereraven transforms into hybrid form and attacks.

Hairship

An elf **conjurer** in a small ship made of lacquered hair hails the characters. He asks them to give him their hair, stating that, due to their skill and bravery, it has special properties he can use. Roll a d4 to determine what compensation the conjurer offers:

1. 2d6 x 10 gold pieces
2. An onyx statue depicting a sea deity, worth 80 gp and said to bring luck to seafarers
3. 1d4 + 1 *potions of healing*
4. A *robe of useful items*



Hard to Port

The party's ship encounters a rank 2 whirlpool (see appendix A in *Ghosts of Saltmarsh*) connected to the elemental plane of water. On the same round, 1d3 **water elementals** come out from the whirlpool and attack the ship.

If the party is also the ship's crew, they can make their group whirlpool check and take combat actions during the same turn. Party members within 10 feet of an elemental have disadvantage to their roll when making a whirlpool check.

If the ship has its own crew, resolve whirlpool checks as normal. At the end of a turn, each party member must succeed on a DC 12 Dexterity saving throw or fall prone as the ship sways back and forth. A party member that fails its save three times in a row falls off the railing into the whirlpool.



Heads Up!

As the characters move through Saltmarsh, something from above falls on them. Roll a d4 to determine what hits them as they pass.

1. A **noble** empties the contents of a chamber pot out of a high window onto the characters. The DM decides if this is on purpose or by accident.
2. A seagull (use the **raven** statistics without the Mimicry trait) poops on a random character of the DM's choice. Some see this as a sign of good luck!
3. A dead albatross falls from the sky on a random character of the DM's choice. The bird was killed by a **scout**'s rogue arrow during target practice. The scout is upset because killing an albatross is supposed to bring bad luck.
4. The shadow of an **adult bronze dragon** falls over the characters as the wyrm flies over Saltmarsh on the way back to its lair.

Hot Goods

A **spy** "mistakenly" bumps into the party members, planting an exquisitely crafted necklace on one of them before vanishing into the shadows. A successful DC 12 Wisdom (Perception) check locates the necklace. This check can be passive or can also be made with advantage if the party decides to search through their belongings.

The necklace is a forgery (worth 10 gp) but is a replica of one recently stolen from a local dignitary. Attempting to sell or appraise the necklace at a local shop or market causes the party to be confronted by 1d6 **guards** led by a **veteran**.

Hunter Trap

The characters encounter a trap set by hunters to catch prey. Roll a d4 to determine the nature of the trap.

1. The trap is a spike pit (see "Sample Traps" in chapter 5 of the *Dungeon Master's Guide*). A **lizardfolk** comes by to check the trap every 12 hours.
2. The trap is a falling net (see "Sample Traps" in chapter 5 of the *Dungeon Master's Guide*) rigged with tiny bells. A nearby group of 3d6 **kobolds** comes to check the net when it falls.
3. The trap is a collapsing roof (see "Sample Traps" in chapter 5 of the *Dungeon Master's Guide*) set in a one-room ruined building filled with wood coins painted gold. A nearby group of 2d6 **orcs** watch the trap and attack when it is triggered.
4. The trap is a *sphere of annihilation* (see "Sample Traps" in chapter 5 of the *Dungeon Master's Guide*) left on the stone wall of a crumbling ruin.

In the Stocks

There is a **tribal warrior** named Jasna in the town stocks. Many days ago, she became separated from her tribe and eventually wandered into town, disoriented and starving.

Jasna found herself in the local inn and asked for food and drink, which she consumed. She had no money and assumed it was free, as it is the custom of her tribe to feed strangers. She does not know how long the town plans to imprison her in the stocks. Her debt to the innkeeper is 8 sp.

Jaws

A **giant shark** begins hunting the party. Any character with a passive Wisdom (Perception) score of 13 or higher spots the shark fin 1d6 rounds before it attacks.

Landlocked

A group of 1d6 + 1 **merfolk** are caught in a shallow, briny lagoon, several hundred yards from the coast. They made their way here via a swollen estuary during a recent storm and became trapped when the storm waters receded. They plead for help, with the leader offering an *anklet of walking* in return for aid. Roll a d4 to determine who interrupts the negotiation between the merfolk and the characters:

1. A group of 2d6 **bandits** who believe they can sell the merfolk into slavery for a solid profit.
2. A flock of 1d4 **perytons** who want to add some seafood to their diet.
3. An aggressive pair of **giant toads** that want the lagoon for their own.
4. 1d6 + 2 **swarms of ravens**, driven into a frenzy by the presence of a nearby **sea hag**.

Mellow Merrow

A **merrow** rises to the surface near the party and, speaking in Aquan, demands to know why they are trespassing on its territory. It is a lazy creature that does not really wish to fight, and so it suggests the characters pay an appropriate toll. If the gift is suitably valuable, the merrow might even lend them assistance, giving them directions and warning them about sea monsters.

Mephit Mayhem

Somewhere nearby is a portal to the Plane of Water, allowing mephits to pass through into the material plane. The characters encounter 1d8 + 2 of these mephits. Roll a d3 to determine the nature of the mephits encountered:

1. These **ice mephits** follow the characters and wait until someone wanders off alone. Then they attack that character, cackling with glee.
2. These **mud mephits** follow the characters, complaining about anything and everything that bothers them. Whenever the characters find treasure, the mephits beg for some.
3. These **steam mephits** have helpful information about the surrounding area where they encounter the characters. They relay this information by following the characters around and giving orders and insults.

Message in a Bottle

The characters discover a corked bottle with a scroll of parchment inside. Roll a d6 to determine the document's nature:

1. The parchment is a map that leads to Cove Reef, the wreck of the *Marshal*, or Warthalkeel ruins (see appendix A of *Ghosts of Saltmarsh*).
2. The parchment contains a coded message understood by creatures that know thieves' cant. It describes the date and time a boat of smuggled goods will arrive at the docks in Saltmarsh.
3. The parchment contains a message from a captive begging for help in one of the following locations: Abbey Isle, the haunted house, the lizardfolk lair, or the sahuagin fortress (see chapter 1 of *Ghosts of Saltmarsh*).
4. The parchment contains a recipe for truth serum (see "Poisons" in chapter 8 of the *Dungeon Master's Guide*).
5. The parchment contains a prophecy of doom, describing an imminent attack or disaster that will befall Saltmarsh.
6. The parchment is a *spell scroll* containing a 1st-level wizard spell of the DM's choice.

Mutiny on the Prosperous

The characters encounter a longboat containing three dehydrated people dressed in torn naval uniforms. A round-faced, balding man identifies himself as Captain Wolf. He was commander of a naval vessel called the *Prosperous* up until two days ago, when the crew mutinied. Captain Wolf and his two senior officers were put on the longboat and cast adrift with neither food nor water. He promises the characters 500 gp if they help him recapture his ship.





Mysterious Melody

The characters hear a haunting song on the wind. Roll a d4 to determine the song's origin:

1. A group of 2d10 **merfolk** sing the song as part of a memorial to their friend who recently passed away battling sahuagin. The merfolk seek revenge for their friend after the funeral.
2. A group of 2d4 ravenous **harpies** sing the song, trying to draw the characters near.
3. A **sea hag** pretending to be an elderly female merfolk sings a song about how she has no friends with whom to share her vast collection of treasure and gems. She attempts to lure the characters into a cave with 1d4 **merrow** and ambush them.
4. A chaotic good awakened **killer whale** with an Intelligence score of 10 (+0) that speaks Common sings a song about how much it loves to eat fish. If the characters feed the whale, it leads them to a submerged coffer with 50 gp inside.

Need a Bigger Boat!

The characters encounter two creatures, one much larger and more powerful than the other, locked in a battle. The smaller creature signals to the characters for help. Roll a d4 to determine the nature of the battle.

1. A **merfolk** battles a **hunter shark**.
2. A **merfolk** battles a **giant shark**.
3. A **steam mephit** is chased by a **dragon turtle**.
4. A **young bronze dragon** battles an **adult green dragon**.

Off to See the Lizard

In a foul and dismal swamp, the characters encounter a cracked and broken statue of some reptiloid deity. A lounge of 1d8 + 1 **giant lizards** slink all over the statue and around the base. They are aggressive and attack anyone who comes close. Roll a d4 to discover what happens after the characters defeat the lizards:

1. There is a *chalice of colors* submerged in the murky water near the idol, which can be located with a successful DC 15 Wisdom (Perception) check.
2. The statue is unstable and can be easily knocked over; doing so, however, triggers an old *glyph of warding*. Each creature within 10 feet of the statue must make a DC 13 Dexterity saving throw. A creature takes 3d8 thunder damage on a failed saving throw, or half as much damage on a successful one. Underneath the statue is a rusted iron strongbox full of 300 claw-shaped electrum pieces.
3. A **lizardfolk shaman** emerges from the mist, wearing a headdress of dull feathers. In faltering common it thanks the characters for disposing of the lizards, as they were preventing it from worshipping the idol. It offers to do them a small favor in return.
4. The characters notice a small, empty recess carved into the top of the stone base with the word "Gifts" engraved next to it in draconic. Anyone placing 10 gp or more in the recess regains 1d4 + 1 hit points. You can only benefit from this effect once per day, resetting at dawn. Anyone removing coins from the recess takes 1d6 necrotic damage.

On Guard

The characters witness the Saltmarsh town guard in action, fighting crime. If the characters help the 1d4 **guards**, the guards don't forget it and could help the characters in the future should they get into trouble with the law in Saltmarsh. Roll a d4 to determine the nature of the crime with which the guards deal:

1. The guards battle 2d4 smugglers (**bandits**) who resist arrest.
2. The guards are trying to rescue a cat stuck on a 20-foot-high building ledge.
3. The guards take a lengthy report from a sobbing **noble** about a group of 1d4 **thugs** that took his coin purse.
4. The guards are assembling a search party to look for a missing child.

Rat Albert

A pack of 1d4 **swarms of rats** comes scurrying down the street, attacking the pedestrians as they go. If the characters engage the rats in combat, a portly man named Albert comes running toward them, begging them to stop. Roll a d4 to determine who Albert is:

1. Albert is a recluse who lives on the edge of town with his pet rats. He happens to be an expert eavesdropper and can share lots of town gossip with the characters, provided they don't harm his pets.
2. Albert is the local rat catcher. He was keeping these rats alive to show to the local cleric, as he believes they might be carrying the plague.
3. Albert is a **wererat** and the rat pack are his mates. Should any harm come to the pack, he curses the characters then seeks them out in rat form later that evening.
4. Albert is the demi-god Raxivort, who has been hiding out in Saltmarsh for the last few months. If the characters harm any of the rats, he is furious and sends 2d4 **xvarts** to attack them at night.

Rule of Ghoul

There is a shipwreck on the beach, with splintered planks, torn canvas, and other bric-a-brac scattered all around the smashed hull. 1d4 **ghouls** lurk on the broken deck, feeding on the bloated and sodden corpses. One of the ghouls is wearing a hat and coat, scavenged from the vessel's dead captain. Roll a d4 to determine the nature of the ship:

1. It was a merchant vessel from Neverwinter named the *Azure Dove*. It was carrying a wooden crate containing clockwork toys and exotic lamps, most of which are now ruined beyond hope of repair. The only remaining item is a tin cat that plays a tiny fiddle when wound up. It is worth 40 gp.
2. It was a transport ship named the *Western Edge*, which was carrying a mercenary company called the Scarlet Hounds. There is much reusable armor and weaponry amongst the wreckage, along with a set of *bellows of breezes*.
3. It was a pirate ship named the *Savage Sun*. A locked chest in the captain's cabin contains: 1600 cp, 600 sp, 60 gp, 5 blue quartz gems (15 gp each), 1 *spell scroll of misty step*, and 3 *potions of healing*.
4. It was an astral skiff named the *Vicious Saint* and was crewed by githyanki. On one of the corpses is a saturated scroll titled "Invasion Plan," though the rest of the text has been ruined by water.

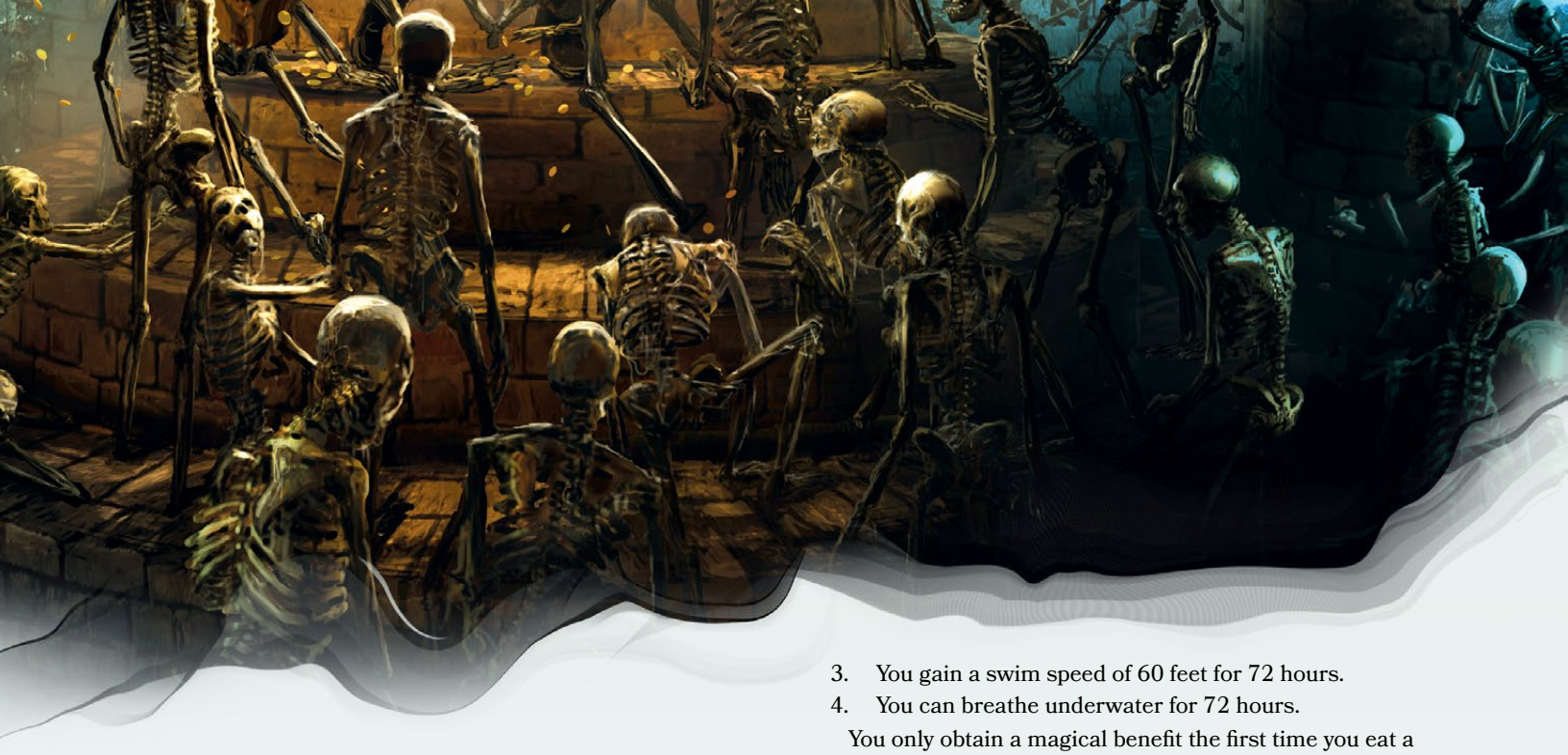
Seafloor Death March

A grim parade of skeletons marches across the seafloor, carrying an ark emblazoned with the holy symbol of a god of the uncaring sea like Procan (in Greyhawk) or Umberlee (in the Forgotten Realms). The ark is filled with golden relics and the skeletons wear iron holy symbols.

Four **skeletons** carry the ark, while 2d10 more march beside them, brandishing weapons or carrying the poles of banners that have long since rotted away. If the ark is opened, all creatures within 30 feet of the ark that can see it must make a DC 13 Constitution saving throw, taking 21 (6d6) radiant damage on a failed save or half as much damage on a successful one. If this damage reduces the creature to 0 hit points, it dies and becomes a skeleton bound to carry the ark for eternity. The newly created skeleton places all its wealth and magic items in the ark.

Casting *remove curse* on a cursed skeleton ends its undeath, but it remains dead. If the creature is returned to life by a spell such as *raise dead*, it must make a Wisdom saving throw with a DC equal to 15 minus the level of the spell used to resurrect it. On a failure, the spell has no effect.





The ark contains the bones of a hierophant, as well as the following treasure: one magic item and several glittering, golden art objects. To determine this treasure, roll once on Magic Item Table F, twice on the 25 gp Art Objects table, and once on the 250 gp Art Objects table, all of which are in chapter 7 of the *Dungeon Master's Guide*.

If you repeat this encounter, the ark has been taken up by a different group of skeletons, and it contains a new set of treasure.

Set in Stone

Many fathoms below the sea are the ruins of an underwater temple. Colorful lichen and coral grow in clusters on the remaining stone archways, but most of the stone has eroded from the deep-sea current.

It is deathly quiet at this depth. Among the ruins is a circle of six stone figures, each posing in prayer with arms lifted upward toward the surface far above. Each figure is a **stone golem**. A stone pillar that once served as an altar is covered in seaweed, and a successful DC 16 Intelligence (Investigation) check discovers a bright blue gemstone embedded in the top. Touching the gemstone activates the stone golems; they lower their arms but do not attack.

A character who spends an hour attuning to the gemstone can control one stone golem but must have the gemstone in their possession at all times. Losing the gemstone relinquishes control of the golem. The golem can be commanded to swim and can navigate above water.

Silver Fish

A school of glowing, silvery fish dart through the water, surrounding the characters and staying with them until dawn the next day. These fish are a gift from Valkur or a similar ocean-themed divinity. If someone catches and eats one of the fishes, roll a d4 to see what happens:

1. You gain 2d6 temporary hit points.
2. You are cured of blindness, deafness, a disease, or a curse (the player chooses which).
3. You gain a swim speed of 60 feet for 72 hours.
4. You can breathe underwater for 72 hours.

You only obtain a magical benefit the first time you eat a fish. Eating subsequent fish from the school has no effect.

Skeletal Beasts

Granny Nightshade (see "The Dreadwood" in chapter 1 of *Ghosts of Saltmarsh*) has been experimenting with the corpses of sea creatures, turning them into skeletons and then releasing them into the Dreadwood's rivers that lead to the Azure Sea. These creatures attack the characters, fighting to the death. Roll a d6 to determine the skeletal creatures the characters encounter:

1. 2d4 **reef sharks**
2. 1 **giant octopus**
3. 1 **hunter shark**
4. 1 **swarm of quippers**
5. 1d10 **killer whales**
6. 1 **giant shark**

A skeletal creature uses the beast's statistics with the following changes:

- The creature is undead and doesn't require air, food, drink, or sleep.
- It is immune to poison damage and the exhaustion and poisoned conditions.
- It is vulnerable to bludgeoning damage.

Smoke on the Water

A moderate wild magic fog surrounds the party's ship. While traveling through the fog, they encounter several waterborne creatures. Roll a d4 to determine the attackers:

1. 1d4 **nereids**
2. 1d4 **water weirds**
3. A coven of 3 **sea hags**
4. 1 **marid**

Smuggler Vendor

A vendor (**spy**) approaches the characters, asking if they are interested in a special sale. Roll a d6 to determine what the vendor sells:

1. Exotic animals
2. Imported alcohol
3. Poison (see chapter 8 of the *Dungeon Master's Guide*)
4. *Potions of healing* and vials of antitoxin
5. Vials of acid and alchemist's fire
6. Weapons and armor

The vendor is a smuggler who sells these goods at a 1d4 x 10 percent discount from the normal prices. A character who succeeds on a Wisdom (Insight) check opposed by the vendor's Charisma (Deception) check can tell the goods were smuggled into Saltmarsh.

If the characters' actions result in the vendor's arrest or death and you roll this encounter again, the new vendor attacks the characters with 1d4 + 1 **thugs**.

Specter Days

The characters are passing a very dark and narrow alley when they hear a piteous wailing. Upon investigation, they find 1d4 **specters** attacking someone in the shadows. The specters are grim, merciless, and dressed in ragged seafaring clothing. The survivors of a pirate attack, they were put aboard a life raft and left to perish on the open ocean. They have now made their way back to shore to take their revenge on the living. Roll a d4 to discover the identity of their victim:

1. A retired farmer dressed in a fine woolen tunic who was taking her daily stroll about town.
2. A young burglar with a missing hand who was attempting to break into one of the houses facing the alley.
3. A **priest** of Lathander, dressed in a tidy black cassock. She is temporarily overwhelmed with fear but takes courage and begins fighting back if the characters come to her aid.
4. A trim, middle-aged man with flaming red hair and a bushy moustache. He is a **spy** affiliated with the Zhentarim and is very grateful if the characters save him, promising to do them a favor.

Street Brawl

Two or more people brawl in the streets of Saltmarsh. Roll a d4 to determine the participants and the reason for the brawl:

1. A group of 3d6 fishermen fight with 3d6 miners. Use the **commoner** statistics for all participants. The dispute began in a tavern when a fisherman insulted the miners and spilled out into the street.
2. In an alley, a gang of 1d6 Scarlett Brotherhood **thugs** assault a **noble** who publicly disparaged Anders Solmor.
3. Two groups of 2d4 **bandits** fight in the street. The groups are rival weapon smugglers in a war for territory.
4. Two drunk (poisoned) **commoners** have a fist fight in the street over one of the following problems: a family feud, a financial debt, a political argument, a romantic affair, or the spreading of false rumors (DM's choice).



Street Performance

The characters witness a performance in the street. Roll a d4 to determine the performance's nature:

1. A **mage** uses the *mage hand* and *prestidigitation* spells to perform minor tricks while her partner, a **spy**, moves through the audience and picks people's pockets.
2. Two **gladiators** spar in the street. They challenge passersby to battle one of them for a wager of 5 gp. If contestants win a one-on-one battle to unconsciousness, their money is doubled.
3. Four **acolytes** of Procan sing hymns to their god as a quartet. Each carries a bucket, which they hold out to passersby, asking for donations to the temple. Characters who give a donation of 5 gp or more gain inspiration as they feel their spirits lifted.
4. A young **noble** plays a lute outside a house, attempting to woo someone within. A second angry **noble** bursts from the house and threatens the performer.



The Green Bile

The party encounters several locals near the marsh inlet of the Kingfisher River. They've heard rumors that a mystic in the area possesses a salve that can stop the effects of age and fatigue. The mystic lives in a small grotto south of the inlet.

The mystic is actually a **green hag** selling a salve made from the excretions of her four pet **giant frogs**. She attempts to give "free samples" to the party. Anyone applying the salve must succeed on a DC 14 Constitution saving throw or become poisoned for 24 hours. The hag attacks if confronted but attempts to flee if visibly outmatched.

Tiny Growler

The characters are in a heavily wooded area when they hear a low, hooting growl. Anyone making a successful DC 13 Intelligence (Nature) check identifies the sound as an owlbear. The growling gets louder as the nearby bushes begin rustling.

A few moments later, a tiny owlbear appears from the undergrowth. The creature is a juvenile and is just 2 feet at the shoulder though it has an especially loud growl. It lost its mother to a griffon attack and has been on its own for some time. It is more curious than aggressive, though it will naturally defend itself from violence. At the DMs discretion, it may be possible to domesticate it.

If combat breaks out, the creature has the same statistics as a **mastiff**.

Treasure Hunters

The characters encounter 1d4 + 2 **scouts** who are scouring the area in search of treasure. One of them has a treasure map said to be created by Four-Fingers Framir, a famous pirate. Roll a d4 to determine the group's situation:

1. They are hopelessly lost and ask the characters to help them back to town.
2. They are being hunted by 1d6 + 4 **lizardfolk** and beg the characters to help them.
3. They are in good shape and admit they are treasure hunters but don't reveal that they think the treasure is nearby.
4. They have already found Four-Fingers' treasure and are headed back to town. They are very close-lipped and wary.

Tribal Trouble

The characters come across a few simple reed huts occupied by 1d10 + 5 **tribal warriors**, along with their spouses and children. The warriors are dressed in snakeskin leather and entwine colorful feathers in their hair. Most of them are wearing beautiful lapis lazuli necklaces, worth 25 gp each. The tribal warriors initially try to warn the characters off but become hospitable if offered a small gift. Some of them are then willing to trade their necklaces for gold.

Troll Bait

While walking in a thickly wooded area near the coast, the adventurers hear a scream. Upon investigating, they find a middle-aged man dressed only in a ragged pair of breeches and chained to a tree. A hideous **troll** slowly creeps toward him.

If freed, the man tells the characters he was chained there by the inhabitants of a small nearby hamlet, who feed "undesirables" to the troll in order to keep it pacified. If asked why he is an undesirable, he cheerfully admits he is a petty thief.

What the Shells Say

Adventurers about to set sail are often advised to visit the famous soothsayer, Calypso, before embarking. Calypso is an elderly elf of unknown age. She requires no payment for her divination services, and no one is quite sure what provides her arcane abilities. Her fortune telling studio faces the ocean but is inconspicuous; a successful DC 13 Wisdom (Perception) check spots the wooden sign in the shape of an eye. The sign is slightly bloated from constant sea spray. Inside the small shack are gemstones and glowing salt lamps, lit from within by small candles.

Calypso speaks little and responds to questions cryptically. She uses the augury spell and employs seashells in her readings, tossing a handful of them onto her round table. For an additional element of flavor, roll a d4 to determine Calypso's response:

Calypso's Response

1d4	Response
1	"The clouds will remain heavy during your travels. Storms herald both endings and beginnings."
2	"Listen to the birds: they are harbingers of doom or wonder."
3	"Shallows are not always safer. Don't fear the quiet, dark depths."
4	"Never board a ship without a gift. Safe travel requires an offering."

What's in the Box?

An old box bound with crisscrossing metal latches washes up along the shore. The latches are patterned over each other in an intricate design that must be opened in the right order. A successful DC 14 Wisdom (Insight) check is required to solve the latch puzzle. Roll a d4 to determine the nature of the box:

1. Armed with a poison gas trap (DC 15 to notice and disarm). If triggered, each creature must succeed on a DC 15 Constitution saving throw or take 16 (3d10) poison damage and become poisoned for the next 24 hours. Each hour, the poisoned creature can repeat the saving throw, ending the effect on a success. The box is empty.
2. Contains a common magical item (DM's choice).
3. Armed with a *glyph of warding* that activates when the box is opened. The *glyph* has the explosive runes effect and deals cold damage. The box contains valuable gems worth 300gp.
4. The box is actually a **mimic**. It carries an uncommon magical item (DM's Choice).

Whatever It Snakes

There are 2d4 constrictor snakes swimming in the ocean. These strong creatures are 8 feet long and colored gray with reddish-brown splotches along their body. Roll a d4 to determine what happens next:

1. The snakes quietly slide aboard the characters' vessel (if they have one), seeking out a warm, dry place to rest before they go hunting.
2. The snakes belong to a **sea hag** who holds them with thin silver leashes. She rises to the surface and demands the party hand over their treasure, threatening to unleash her "pets" if they refuse.
3. The snakes stop about 100 feet from the characters and pace them from that distance for the rest of the day. At sunset, they close and attack.
4. Behind the snakes is a huge cloud of hissing steam. As the snakes come closer, the characters see that they are fleeing a **salamander**, which is thrashing about in the ocean and causing the nearby water to boil. This poor creature was teleported into the middle of the ocean as a punishment by its master, an evil wizard. If the characters have a vessel, the salamander struggles toward it and tries to climb aboard.

Wolf and Fire

A pile of old, chewed bones sits outside a dank, shadowy cave. Anyone making a successful DC 13 Wisdom (Perception) check hears a low snoring coming from within. There is a **werewolf** in hybrid form sleeping there. It attacks immediately if disturbed.

The cave is cluttered with mostly worthless bric-a-brac; however, a successful DC 13 Wisdom (Perception) check uncovers a small wooden crate containing 5 flasks of alchemist's fire.

You've Got Whale

The characters encounter 1d4 **killer whales**. These huge, sleek creatures are hostile and immediately attack the party. They are the "pets" of a **sahuagin priestess** named Kedrah, who summons the whales from the depths using a pearl-encrusted conch when prey comes near. The conch is not magical but is worth 80 gp. Kedrah wears a key made of coral around her neck, which unlocks a treasure-filled strongbox in the nearby, underwater temple of the shark-god Sekolah.

Random Name Generator

Use the following table to generate random names for the folk of Saltmarsh:

d20	First name	Surname
1	Airic	Auldargh
2	Ardena	Bardell
3	Baltasar	Blazewall
4	Brida	Buckroar
5	Caradoc	Diarmada
6	Caspar	Elmbere
7	Cristina	Fairvern
8	Elsha	Hazelsmith
9	Jonata	Ivybeck
10	Kilian	Maplesky
11	Lesley	Moonlaw
12	Marlein	Runehorn
13	Moryn	Scrollford
14	Oriana	Stiobhard
15	Ott	Stormthrall
16	Reaghan	Vinesong
17	Turi	Wintercot
18	Ursel	Wolff
19	Wendel	Wormgelly
20	Wynne	Yellowleigh

Appendix 1. Monster & NPC Statistics

This appendix details new monsters that do not appear in the *Monster Manual*.

Deep Scion

Medium humanoid (shapechanger), neutral evil

Armor Class 11
Hit Points 67 (9d8 + 27)
Speed 30 ft. (20 ft. and swim 40 ft. in hybrid form)

STR	DEX	CON	INT	WIS	CHA
18 (+4)	13 (+1)	16 (+3)	10 (+0)	12 (+1)	14 (+2)

Saving Throws Wis +3, Cha +4
Skills Deception +6, Insight +3, Sleight of Hand +3, Stealth +3
Senses darkvision 120 ft., passive Perception 11
Languages Aquan, Common, thieves' cant
Challenge 3 (700 XP)

Shapechanger. The deep scion can use its action to polymorph into a humanoid-piscine hybrid form, or back into its true form. Its statistics, other than its speed, are the same in each form. Any equipment it is wearing or carrying isn't transformed. The deep scion reverts to its true form if it dies.

Amphibious (Hybrid Form Only). The deep scion can breathe air and water.

Actions

Multiattack. In humanoid form, the deep scion makes two melee attacks. In hybrid form, the deep scion makes three attacks: one with its bite and two with its claws.

Battleaxe (Humanoid Form Only). *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 8 (1d8 + 4) slashing damage, or 9 (1d10 + 4) slashing damage if used with two hands.

Bite (Hybrid Form Only). *Melee Weapon Attack:* +6 to hit, reach 5 ft., one creature. *Hit:* 6 (1d4 + 4) piercing damage.

Claw (Hybrid Form Only). *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 7 (1d6 + 4) slashing damage.

Psychic Screech (Hybrid Form Only; Recharges after a Short or Long Rest). The deep scion emits a terrible scream audible within 300 feet. Creatures within 30 feet of the deep scion must succeed on a DC 13 Wisdom saving throw or be stunned until the end of the deep scion's next turn. In water, the psychic screech also telepathically transmits the deep scion's memories of the last 24 hours to its master, regardless of distance, so long as it and its master are in the same body of water.

Conjurer

Medium humanoid (any race), any alignment

Armor Class 12 (15 with *mage armor*)
Hit Points 40 (9d8)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
9 (–1)	14 (+2)	11 (+0)	17 (+3)	12 (+1)	11 (+0)

Saving Throws Int +6, Wis +4
Skills Arcana +6, History +6
Senses passive Perception 11
Languages any four languages
Challenge 6 (2,300 XP)

Spellcasting. The conjurer is a 9th-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 14, +6 to hit with spell attacks). The conjurer has the following wizard spells prepared:

Cantrips (at will): *acid splash*,* *mage hand*,* *poison spray*,* *prestidigitation*
1st level (4 slots): *mage armor*, *magic missile*, *unseen servant**
2nd level (3 slots): *cloud of daggers*,* *misty step*,* *web**
3rd level (3 slots): *fireball*, *stinking cloud**
4th level (3 slots): *Evard's black tentacles*,* *stoneskin*
5th level (2 slots): *cloudkill*,* *conjure elemental**
*Conjuration spell of 1st level or higher

Benign Transportation (Recharges after the Conjurer Casts a Conjuration Spell of 1st Level or Higher). As a bonus action, the conjurer teleports up to 30 feet to an unoccupied space that it can see. If it instead chooses a space within range that is occupied by a willing Small or Medium creature, they both teleport, swapping places.

Actions

Dagger. *Melee or Ranged Weapon Attack:* +5 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 4 (1d4 + 2) piercing damage.

Enchanter

Medium humanoid (any race), any alignment

Armor Class 12 (15 with *mage armor*)
Hit Points 40 (9d8)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
9 (–1)	14 (+2)	11 (+0)	17 (+3)	12 (+1)	11 (+0)

Saving Throws Int +6, Wis +4
Skills Arcana +6, History +6
Senses passive Perception 11
Languages any four languages
Challenge 5 (1,800 XP)

Spellcasting. The enchanter is a 9th-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 14, +6 to hit with spell attacks). The enchanter has the following wizard spells prepared:

Cantrips (at will): *friends*, *mage hand*, *mending*, *message*
1st level (4 slots): *charm person*,* *mage armor*, *magic missile*
2nd level (3 slots): *hold person*,* *invisibility*, *suggestion**
3rd level (3 slots): *fireball, haste, tongues*
4th level (3 slots): *dominate beast*,* *stoneskin*
5th level (2 slots): *hold monster**
*Enchantment spell of 1st level or higher

Actions

Quarterstaff. *Melee Weapon Attack:* +2 to hit, reach 5 ft., one target. *Hit:* 2 (1d6 – 1) bludgeoning damage, or 3 (1d8 – 1) bludgeoning damage if used with two hands.

Reactions

Instinctive Charm (Recharges after the Enchanter Casts an Enchantment Spell of 1st Level or Higher). The enchanter tries to magically divert an attack made against it, provided that the attacker is within 30 feet of it and visible to it. The enchanter must decide to do so before the attack hits or misses.

The attacker must make a DC 14 Wisdom saving throw. On a failed save, the attacker targets the creature closest to it, other than the enchanter or itself. If multiple creatures are closest, the attacker chooses which one to target.

Nereid

Medium fey, any chaotic alignment

Armor Class 13
Hit Points 44 (8d8 + 8)
Speed 30 ft., swim 60 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	17 (+3)	12 (+1)	13 (+1)	14 (+2)	16 (+3)

Skills Acrobatics +5, Nature +3, Stealth +5, Survival +4
Senses darkvision 60 ft., passive Perception 12
Languages Aquan, Common, Elvish, Sylvan
Challenge 2 (450 XP)

Amphibious. The nereid can breathe air and water.

Aquatic Invisibility. If immersed in water, the nereid can make itself invisible as a bonus action. It remains invisible until it leaves the water, ends the invisibility as a bonus action, or dies.

Mantle Dependent. The nereid wears a mantle of silky cloth the color of sea foam, which holds the creature's spirit. The mantle has an AC and hit points equal to that of the nereid, but the garment can't be directly harmed while the nereid wears it. If the mantle is destroyed, the nereid becomes poisoned and dies within 1 hour. A nereid is willing to do anything in its power to recover the mantle if it is stolen, including serving the thief.

Shape Water. The nereid can cast *control water* at will, requiring no components. Its spellcasting ability for it is Charisma. This use of the spell has a range of 30 feet and can affect a cube of water no larger than 30 feet on a side.

Speak with Animals. The nereid can comprehend and verbally communicate with beasts.

Actions

Blinding Acid. *Melee or Ranged Spell Attack:* +5 to hit, reach 5 ft. or range 30 ft., one target. *Hit:* 16 (2d12 + 3) acid damage, and the target is blinded until the start of the nereid's next turn.

Drowning Kiss (Recharge 5–6). The nereid touches one creature it can see within 5 feet of it. The target must succeed on a DC 13 Constitution saving throw or take 22 (3d12 + 3) acid damage. On a failure, it also runs out of breath and can't speak for 1 minute. At the end of each of its turns, it can repeat the save, ending the effect on itself on a success.

Water Lash. The nereid causes a 5-foot cube of water within 60 feet of it to take a shape of its choice and strike one target it can see within 5 feet of that water. The target must make a DC 13 Strength saving throw. On a failed save, it takes 17 (4d6 + 3) bludgeoning damage, and if it is a Large or smaller creature, it is pushed up to 15 feet in a straight line or is knocked prone (nereid's choice). On a successful save, the target takes half as much damage and isn't pushed or knocked prone.

Sea Spawn

Medium humanoid, neutral evil

Armor Class 11 (natural armor)
Hit Points 32 (5d8 + 10)
Speed 20 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	8 (–1)	15 (+2)	6 (–2)	10 (+0)	8 (–1)

Senses darkvision 120 ft., passive Perception 10
Languages understands Aquan and Common but can't speak
Challenge 1 (200 XP)

Limited Amphibiousness. The sea spawn can breathe air and water, but needs to be submerged in the sea at least once a day for 1 minute to avoid suffocating.

Actions

Multiattack. The sea spawn makes three attacks: two unarmed strikes and one with its Piscine Anatomy.

Unarmed Strike. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 4 (1d4 + 2) bludgeoning damage.

Piscine Anatomy. The sea spawn has one or more of the following attack options, provided it has the appropriate anatomy:

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 4 (1d4 + 2) piercing damage.

Poison Quills. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one creature. *Hit:* 3 (1d6) poison damage, and the target must succeed on a DC 12 Constitution saving throw or be poisoned for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Tentacle. *Melee Weapon Attack:* +5 to hit, reach 10 ft., one target. *Hit:* 5 (1d6 + 2) bludgeoning damage, and the target is grappled (escape DC 12) if it is a Medium or smaller creature. Until this grapple ends, the sea spawn can't use this tentacle on another target.

Wereraven

Medium humanoid (human, shapechanger), lawful good

Armor Class 12
Hit Points 31 (7d8)
Speed 30 ft. (fly 50 ft. in raven and hybrid forms)

STR	DEX	CON	INT	WIS	CHA
10 (+0)	15 (+2)	11 (+0)	13 (+1)	15 (+2)	14 (+2)

Skills Insight +4, Perception +6
Damage Immunities bludgeoning, piercing, and slashing from nonmagical attacks not made with silvered weapons
Senses passive Perception 16
Languages Common (can't speak in raven form)
Challenge 2 (450 XP)

Shapechanger. The wereraven can use its action to polymorph into a raven-humanoid hybrid or into a raven, or back into its human form. Its statistics, other than its size, are the same in each form. Any equipment it is wearing or carrying isn't transformed. It reverts to its human form if it dies.

Mimicry. The wereraven can mimic simple sounds it has heard, such as a person whispering, a baby crying, or an animal chittering. A creature that hears the sounds can tell they are imitations with a successful DC 10 Wisdom (Insight) check.

Actions

Multiattack (Human or Hybrid Form Only). The wereraven makes two weapon attacks, one of which can be with its hand crossbow.

Beak (Raven or Hybrid Form Only). *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 1 piercing damage in raven form, or 4 (1d4 + 2) piercing damage in hybrid form. If the target is a humanoid, it must succeed on a DC 10 Constitution saving throw or be cursed with wereraven lycanthropy.

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

Hand Crossbow (Humanoid or Hybrid Form Only). *Ranged Weapon Attack*: +4 to hit, range 30/120 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage.

Xvart

Small humanoid (xvart), chaotic evil

Armor Class 13 (leather armor)
Hit Points 7 (2d6)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
8 (–1)	14 (+2)	10 (+0)	8 (–1)	7 (–2)	7 (–2)

Skills Stealth +4
Senses darkvision 30 ft., passive Perception 8
Languages Abyssal
Challenge 1/8 (25 XP)

Low Cunning. The xvart can take the Disengage action as a bonus action on each of its turns.

Overbearing Pack. The xvart has advantage on Strength (Athletics) checks to shove a creature if at least one of the xvart's allies is within 5 feet of the target and the ally isn't incapacitated.

Raxivort's Tongue. The xvart can communicate with ordinary bats and rats, as well as giant bats and giant rats.

Actions

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

Sling. *Ranged Weapon Attack:* +4 to hit, range 30/120 ft., one target. *Hit:* 4 (1d4 + 2) bludgeoning damage.

Appendix 2. New Magic Items

This appendix details magical items that can be found in this product.

Anchor of Seafaring

Wondrous item, uncommon

This item consists of a 2-foot-long central iron shaft with an upper crosspiece and two curved iron bars at the base. Attached to it is a thick wooden rope. You can use an action to speak the anchor's command word and the rope magically lengthens until the anchor touches bottom or the rope reaches its maximum length of 1 mile. If you use an action to speak the command word, the rope shortens until it is 4 feet long.

Anklet of Walking

Wondrous item, uncommon

While wearing this anklet, you can stand on and move across any liquid surface as if it were solid ground.

Bellows of Breezes

Wondrous item, uncommon

These bellows are made from brown leather and hardwood, with a brass nozzle. You may use an action to pump the bellows causing them to exhale a line of strong wind 60 feet long and 10 feet wide for 1 minute. Each creature that starts its turn in the line must succeed on a DC 15 Strength saving throw or be pushed 15 feet away from the bellows in a direction following the line.

Any creature in the line must spend 2 feet of movement for every 1 foot it moves when moving closer to the bellows. The wind disperses gas or vapor, and it extinguishes candles, torches, and similar unprotected flames in the area. It causes protected flames, such as those of lanterns, to dance wildly and has a 50 percent chance to extinguish them.

As a bonus action on each of your turns before the effect ends, you can change the direction in which you are pointing the bellows.

Once you have used this property of the bellows, it can't be used again until the next dawn.

Bottle of Moonlight

Wondrous item, uncommon

This crescent-shaped bottle is made of pale stone and contains a thick, silvery liquid. When you use an action to pour this liquid on a lycanthrope, that creature immediately assumes its bestial form for 1 hour.

Chalice of Colors

Wondrous item, uncommon

Once this colorful glass chalice is filled with water, you can use your action to throw the contents in any direction. The liquid turns into a blinding array of flashing, colored light. Roll 6d10; the total is how many hit points of creatures are affected. Creatures in a 15-foot cone originating from you are affected in ascending order of their current hit points (ignore creatures that can't see).

Starting with the creature that has the lowest current hit points, each creature in the cone is blinded until the end of your next turn. Subtract each creature's hit points from the total before moving on to the creature with the next lowest hit points. A creature's hit points must be equal to or less than the remaining total for that creature to be affected.

Once you have used this property of the chalice, it can't be used again until the next dawn.

Chitinous Armor

Wondrous item, uncommon

This armor consists of a coat and leggings of fish-skin leather covered with overlapping pieces of chitin taken from giant crab shells. While wearing this armor, you can breathe underwater. In all other respects, it is identical to scale mail.

Orb of Direction

Wondrous item, common

While holding this orb, you can use an action to determine which way is north. This property functions only on the Material Plane.

