

## ERRATA

# GHOSTS OF SALTMARSH

This document corrects and clarifies some text in *Ghosts of Saltmarsh*. These changes appear in recent printings of the book.

### CHAPTER 1

**Azure Sea (p. 27).** The following text has been added between the “Pale Prow” and “Dreadnaught” sections.

### SALTED GLADE

The *Salted Glade* is a galleon made from the base of a massive, buoyant tree. A grove of smaller trees grows from its deck, their boughs catching the winds to propel the ship. From a distance, the two **treants** who serve as the ship’s main artillery are visible moving on deck.

The *Salted Glade* is captained by Mithina Greyheart (NE half-elf female **druid**), whose grove was destroyed by a massive tidal wave nearly twenty years ago. Mithina’s heart sank with her grove, and her mind turned to vengeance. She has since turned to piracy to fund her search for a legendary island known as Procan’s Bloom, where she hopes to chastise the god Ehlonna for the destruction of her home. Aiding her is the corrupted **dryad** Filios, who dwells in a shriveled oak growing from the ship’s center.

A black leafless branch stitched on a field of blue flaps from the highest boughs of the *Salted Glade*.

### CHAPTER 6

**23. Champions’ Quarters (p. 124).** In the “Coffer” subsection, the start of the silver goblet section now reads, “A silver goblet (50 gp) with the insignia of Prince Monmurg—a spire rising against a blue ocean sky—pressed into the bottom ...”

**52. Treasure Chamber (p. 134).** In the “Treasure” subsection, in the description of the silver ring, the entry now reads, “A silver ring bearing the signet of the Prince of Monmurg, a spire rising against a blue ocean sky”.

### CHAPTER 7

**Abandoned Quarters (p. 154).** In the “Treasure” subsection, “three ounces of *sovereign glue*” has been added to the list of treasure found in this area.

### APPENDIX C

**Sea Lion (p. 252).** The sea lion’s stat block has been replaced with those presented here.

## SEA LION

*Large monstrosity, unaligned*

**Armor Class** 15 (natural armor)

**Hit Points** 90 (12d10 + 24)

**Speed** 10 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	15 (+2)	15 (+2)	3 (–4)	12 (+1)	8 (–1)

**Skills** Perception +4, Stealth +5

**Senses** passive Perception 14

**Languages** —

**Challenge** 5 (1,800 XP)

**Amphibious.** The sea lion can breathe air and water.

**Keen Smell.** The sea lion has advantage on Wisdom (Perception) checks that rely on smell.

**Pack Tactics.** The sea lion has advantage on an attack roll against a creature if at least one of the sea lion’s allies is within 5 feet of the creature and the ally isn’t incapacitated.

**Swimming Leap.** With a 10-foot swimming start, the sea lion can long jump out of or across the water up to 25 feet.

### ACTIONS

**Multiattack.** The sea lion makes three attacks: one bite attack and two claw attacks.

**Bite.** *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target.  
*Hit:* 12 (2d8 + 3) piercing damage.

**Claw.** *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target.  
*Hit:* 12 (2d8 + 3) piercing damage.