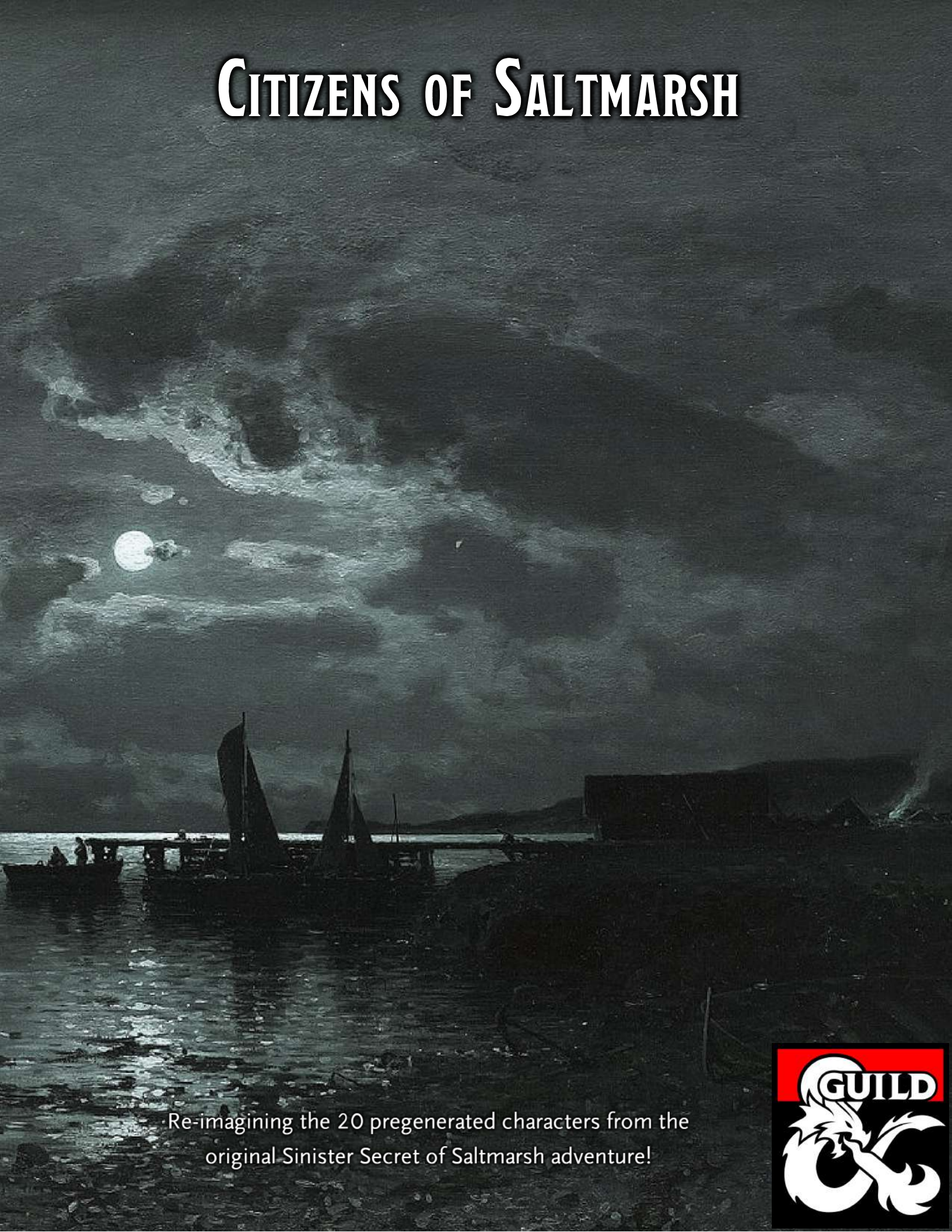


CITIZENS OF SALTMARSH



Re-imagining the 20 pregenerated characters from the original Sinister Secret of Saltmarsh adventure!



WHAT IS THIS?

In 1981, the first of three modules were released for *Dungeons and Dragons: Sinister Secret of Saltmarsh*. This series was known as the Underwater (or "U" series) and released to very positive reviews. The city of Saltmarsh was even revisited in the *Dungeon Master's Guide II* for third edition.

In 2019, the trio of adventures (along with more aquatic-oriented adventures) are updated to play with fifth edition under a new title: *Ghosts of Saltmarsh*.

In the original "U" series of adventures, at the back of each module, the DM and players would find a list of pregenerated characters. These characters had no background, motivation, or goals but could be used as a starting point to the adventure.

In this supplement, you'll find these characters have been updated for fifth edition, both to use as NPCs by the DM or as a pregenerated character for players.

NOTE ABOUT *DUNGEON MASTER'S GUIDE II*

In the *DMGII*, Saltmarsh is presented 10 years after the events of the adventures. Some of the pregenerated characters (listed below) are given occupations within town. The characters here are presented with those destinies as their goals, leading them toward these positions. By no means should you feel restricted or limited to getting from 'here' to 'there' at your own table.

- Geolin - Commander of the Town Hall Guards
- Gerald - High Priest of Fharlanghn
- Mylor - Head of the Wizards' Guild
- Nestor - High Priest of Kord
- Radric - Owner of Radric's General Store

CHARACTERS

Name	Race	Sex	Class	AC	S	D	C	I	W	Ch	Artist
Elaine	Human	F	Fighter	Breastplate	16	15	14	11	12	10	Jeff Preston
Geolin	Dwarf	F	Fighter	Chain Mail	16	11	15	10	8	9	Jeff Preston
Megaron the Bold	Human	M	Fighter	Breast plate + Shield	16	15	14	9	12	13	Jeff Preston
Leif Sternson	Human	M	Fighter	Chain mail + Shield	17	16	13	8	7	8	Jeff Preston
Tenbar	Dwarf	F	Fighter	Half plate	17	12	18	11	12	10	Jeff Preston
Griff	Human	M	Paladin	Splint	17	10	12	9	13	17	Jeff Preston
Arborius	Human	M	Ranger	Breastplate	15	13	14	13	14	10	David Hamilton
Kellin	Elf	M	Fighter/MU	Chain Mail + Shield	13	16	12	15	8	15	Jeff Preston
Elmorth	Elf	F	Mu	None	9	12	15	15	12	14	Jeff Preston
Hilgaarde	Human	F	Mu	None	9	11	14	17	15	12	Bartek Blaszczec
Mylor	Human	M	Mu	None	9	12	11	16	10	15	Jeff Ward
Astenon	Human	M	MU (Illus)	Leather	13	17	9	15	8	7	Patrick E. Pullen
Caine the Despised	Half-Elf	M	Cleric/MU	Chain shirt	17	14	14	10	15	7	Jeff Preston
Gerald the Seeker	Human	M	Cleric	Scale mail + Shield	12	11	10	13	17	15	Bartek Blaszczec
Lida the Holy	Human	F	Cleric	Chain shirt + shield	8	13	15	10	18	9	Jeff Preston
Nestor	Human	M	Cleric	Ringmail + shield	15	9	13	11	17	13	Jeshields
Caledon	Human	M	Druid	Studded leather	11	13	13	10	16	15	Jeff Preston
Radric	Dwarf	M	Fighter/Thief	Studded leather + shield	13	17	15	9	8	10	Bartek Blaszczec
Theodore Dobbins	Halfling	M	Thief	Studded leather	8	18	10	14	7	15	Jeshields
Grummash	Half-orc	M	Thief	Studded leather	15	14	17	13	10	8	Jeff Ward

NOTE ABOUT INCLUSION

In the newest edition of *Dungeons and Dragons*, the designers have taken great care to ensure that the game can appeal to anyone, from any walk of life. When the original Saltmarsh module was released, the hobby did not have this sort of representation.

For example, there were five females and fifteen males in the original adventure, and there was no representation for people of color or of varying personal identities. That edition of *Dungeons & Dragons* presented human fighter as the default, which is why many of these characters fit that description. However, at your table do not hesitate to change any of these characters.

ELAINE

Medium humanoid (human), neutral good

Armor Class 17 (Breastplate)

Hit Points 17

Speed 30 ft.

STR **DEX** **CON** **INT** **WIS** **CHA**

16 (+3) 15 (+2) 14 (+2) 11 (+0) 12 (+1) 10 (+0)

Saving Throws Con +4

Skills Athletics +5, Intimidation +3

Senses passive Perception 11

Languages Common

Challenge 1/4 (50 XP)

Defensive Fighter. Elaine knows her armor inside and out, and knows how to get the best out of it. Provided she's not unconscious or restrained, add +1 to her AC (already included in her stat block).

Actions

Longsword. *Melee Weapon Attack:* +5, Reach 5 ft., one target. *Hit:* 1d8 + 3 slashing damage, or 1d10 + 3 slashing damage if used in both hands.

PERSONALITY TRAITS

Elaine is hardworking and honest, often to a fault. She is not afraid to tell you what she really thinks.

Elaine also walks with a slight limp, as her leg never healed properly. It seems too far gone for magic to assist.

IDEAL

"Anything we fail at individually, we can succeed at together."

BOND

Elaine wants to prove that she hasn't lost her touch with her injury.

FLAW

Her desire to prove her worth is so strong, she often flings herself headlong into danger.

ABOUT ELAINE (EL-AIN)

Born in Saltmarsh without knowing her parents, Elaine grew up in the Lilybrook Foster Home, where children are set to work as labor assistants. Being the youngest of five other orphans, she had many hands along the way to help her reach her full potential. Eventually, she decided to leave home and find her own way as a mercenary.

While on the road guarding a caravan, she met the famous master Elrose of the Spire. This bard taught her much about magic, although it was a skill she never learned herself. Another time, she was hired as a caravan escort. She saved the life of a farmer but broke her leg in the process.

Elaine returned to Saltmarsh to allow her wounds to heal, but all the children she grew up with at Lilybrook had since moved away and so she turned to the dark corners of the Wicker Goat. She's always on the lookout for someone who needs a strong sword arm, and most residents of Saltmarsh will recommend her to anyone asking around for such help.



GEOLIN

Medium humanoid (dwarf), lawful neutral

Armor Class 16 (Chain mail)

Hit Points 22

Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	11 (+0)	15 (+3)	10 (+0)	8 (-1)	9 (-1)

Saving Throws Str +5

Skills Athletics +5, Survival +1

Senses passive Perception 9, darkvision 60 ft.

Languages Common and Dwarvish

Challenge 1/4 (50 XP)

Great Weapon Fighter. Geolin understands how to use her greataxe to great effect. Any rolls of 1 or 2 with her greataxe are rerolled, but she must take the new result.

Dwarven Resilience. Geolin has advantage on Saving Throws against poison, and Resistance against poison damage.

Stonecunning. Whenever Geolin makes an Intelligence (History) check related to the Origin of stonework, she is considered proficient in the History skill and adds +4 to the check.

Actions

Greataxe. *Melee Weapon Attack:* +5, Reach 5 ft., one target. *Hit:* 1d12 + 3 slashing damage.

ABOUT GEOLIN (GEE-OH-LIN)

When Geolin was very young, both of her parents were taken away because they were thieves. While they lived a long, miserable existence of incarceration, Geolin took this chance to better herself.

Taken in by the Temple of Baccob, Geolin learned to understand her place in the world and forgive her parents as well as the city guard for taking them away from her.

In her younger years, she worked odd jobs around Saltmarsh, but when she stopped the kidnapping of a young halfling girl, she realized seeking justice was well suited to her mindset.

Now approaching fifty, she's well established within the guards and is well known for her desire to become commander of the town hall guards.

PERSONALITY TRAITS

Geolin cares most about upholding the spirit, not the literal word, of the law.

Whenever fairness is questioned, Geolin is first to throw in her opinion.

IDEAL

"People will only trust the system if you prove to them you're trustworthy."

BOND

There is nothing Geolin is striving harder for than becoming commander of the city hall guards.

FLAW

Geolin trusts the forces of law without question. The idea of that someone could twist the law for their own purposes is hard for her to believe.



MEGARON THE BOLD

Medium humanoid (human), chaotic good

Armor Class 18 (Breastplate + Shield)

Hit Points 16

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	15 (+2)	14 (+2)	9 (-1)	12 (+1)	13 (+1)

Saving Throws Str +5

Skills Athletics +5, Acrobatics +4

Senses passive Perception 11

Languages Common

Challenge 1/4 (50 XP)

Duelist. Megaron the Bold gains +2 to damage when using a melee weapon in one hand and no other weapons.

Actions

Longsword. *Melee Weapon Attack:* +5, Reach 5 ft., one target. *Hit:* 1d8 + 3 slashing damage, or 1d10 + 3 slashing damage if used in both hands.

PERSONALITY TRAITS

A closed, quiet man, Megaron never stops thinking about the darkness at his back.

When people get chatty, Megaron has learned he best be quiet. That's when you'll learn things you never thought to ask.

IDEAL

"Those who dwell in the past are doomed to rot there. Always move forward."

BOND

The people of his home country need his help, but he can't do that without earning that pact.

FLAW

He thinks that by running, he's caused suffering to his people. That guilt causes him to place himself where he can bear the suffering of others.

ABOUT MEGARON (MEG-AH- RON)

Not a native to Saltmarsh, little is known about Megaron. Those who have sat to drink with him often find he sits quietly and listens to your life without telling much of his own. A rumor has flowed through Saltmarsh that he is a deposed noble from a kingdom far away. While he'll never admit it, there's much truth to this rumor.

When he was a boy, Megaron's father was killed and his position taken over by his uncle Lymic. This cruel man raised Megaron with the intent to create a scion who would continue his tyrannical rule. Instead, the boy rebelled and ran away. Learning how to duel from sailors (later revealed to be pirates), he stayed with them as a way to keep moving.

Late one night, Megaron had a terrible dream: a spiraling tattoo blotting the chest of some malignant fish man, trying to drown a city he had never seen before. Then, some dark creature promised him that should he stop this threat, a pact will be created allowing him to overthrow his uncle.



LEIF STERNSON

Medium humanoid (human), lawful good

Armor Class 18 (Chain mail + Shield)

Hit Points 20

Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	16 (+3)	13 (+1)	8 (-1)	7 (-2)	8 (-1)

Saving Throws Con +3

Skills Athletics +5, Perception +0

Senses passive Perception 10

Languages Common

Challenge 1/4 (50 XP)

Archer. Whenever Leif makes a ranged attack, he gains +2 on the attack roll (factored into his attacks below).

Actions

Spear. *Melee Weapon Attack:* +5, Reach 5 ft., one target. *Hit:* 1d6 + 3 piercing damage, or 1d8 + 3 piercing damage if used in both hands.

Spear. *Ranged Weapon Attack:* +7, Range 20/60 ft., one target. *Hit:* 1d6 + 3 slashing damage.

ABOUT LEIF (LEAF)

At forty-nine, Leif has had a long and varied life. Being born to traveling merchants, he found the idea of making more and more money to be boring. As soon as he was able, he took his life savings and set out on his own.

For a time, he served as the squire to a paladin of St. Cuthbert. On their first foray into danger, his patron was killed and Leif was enslaved by a clan of drow. Luckily, when they didn't return a larger force was sent and within six months Leif was free again.

Leaving slavery behind him, Leif moved from city to city, doing small jobs here and there but wandering wherever his feet decided to go. Eventually, he signed onto the crew of a sailing ship captained by his future husband. After nearly a decade of sailing, their ship was attacked by a sea monster and most of the crew was lost. Leif was saved by a group of merfolk, who brought him into the feywild to be their pet.

The merfolk tired quickly of Leif, and returned him to the material world in the city of Saltmarsh. His time in the feywild passed nearly two hundred years, and he's excited to see what new adventures this world brings.

PERSONALITY TRAITS

Leif Sternson is ever the optimist, never letting a little thing like 200 years passing and everyone he ever loved dying get him down.

Leif is boisterous, but often ends up more loud than charming.

IDEAL

"What are we waiting for, adventure awaits in THIS direction!"

BOND

The world, for all the good and evil within it, is home. There's no reason to sit in one place and experience the same thing day after day. Go out and LIVE!

FLAW

His nonchalant, carefree attitude means there's little that Leif cares about in a permanent sense. This infuriates most people who care about him.



TENBAR

Medium humanoid (dwarf), lawful neutral

Armor Class 16 (Half plate)

Hit Points 26

Speed 25 ft.

STR **DEX** **CON** **INT** **WIS** **CHA**

17 (+3) 12 (+1) 18 (+4) 11 (+0) 12 (+1) 10 (+0)

Saving Throws Con +6

Skills Athletics +5, Perception +0

Senses passive Perception 10

Languages Common and Dwarvish

Challenge 1/4 (50 XP)

Dwarven Resilience. Tenbar has advantage on Saving Throws against poison, and Resistance against poison damage.

Stonecunning. Whenever Tenbar makes an Intelligence (History) check related to the Origin of stonework, she is considered proficient in the History skill and adds +4 to the check.

Two weapon fighting. Tenbar adds her ability modifier to the damage of her second attack when using a weapon in each hand.

Actions

Multiattack. Tenbar makes two attacks with her handaxe.

Hand axe. Melee Weapon Attack: +5, Reach 5 ft., one target. *Hit:* 1d6 + 3 piercing damage.

Hand axe. Ranged Weapon Attack: +5, Range 20/60 ft., one target. *Hit:* 1d6 + 3 piercing damage.

PERSONALITY TRAITS

Tenbar finds little pleasure in many things. It isn't like she is sad or morose, but just disappointed that nothing sparks her soul.

Tenbar enjoys the structure that being a guard has given her life, something she didn't get growing up in an affluent family.

IDEAL

"Well, get on with it. No need to recite an epic poem when all I asked for was the notes."

BOND

Tenbar seeks something which inspires passion in her life. She feels it's something she might find on an adventure.

FLAW

Her inability to find even simple joy in things, and not being bothered by it, is a constant source of frustration to her friends.

ABOUT TENBAR (TEN-BAR)

Coming from a large family, Tenbar never felt like she fit in anywhere. In her younger years, she tried doing work for the various temples of Saltmarsh, but nothing really worked for her.

Deciding late one night to stow away onto a ship and leave her empty life behind her, Tenbar was quickly found. Instead of giving her the option to serve, the captain turned the ship around and put her back into Saltmarsh.

Disappointed with her choices in life, her family refused to let her back home. While she stays on friendly terms with her three younger sisters and her mother, her father is stubborn and refuses to change his mind about the matter.

That's what brought Tenbar to the city guards. While she still hasn't found something she wishes to dedicate her life to, the life of a guard suits her.



GRIFF

Medium humanoid (human), lawful good

Armor Class 17 (Splint)

Hit Points 19

Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	10 (+0)	12 (+1)	9 (-1)	13 (+1)	17 (+3)

Saving Throws Wis +3

Skills Athletics +5, Perception +0

Senses passive Perception 10

Languages Common

Challenge 1/4 (50 XP)

Divine Sense. As an action, Griff knows the location of any celestial, fiend, or undead within 60 feet of him that does not have total cover.

Lay on Hands. As an action, Griff can touch a target to restore up to 5 hit points. Once he's restored a total of 5 hit points, across any number of creatures, he must complete a long rest before using this ability again.

Actions

Longsword. *Melee Weapon Attack:* +5, Reach 5 ft., one target. *Hit:* 1d8 + 3 slashing damage, or 1d10 + 3 slashing damage if used in both hands.

ABOUT GRIFF (GRR-IF)

Living in a home where his five siblings were all members of the same guild, Griff felt a lot of pressure to continue that tradition. After all, both of his parents also belonged to the guild as well. While that worked for a short while, Griff found his true calling when his parents mysteriously disappeared.

The money accumulated by his family was not insignificant, so trusting that his siblings would be able to take care of themselves, Griff left to learn what happened to their parents. Shortly after leaving Saltmarsh, a paladin of Trithereon became a mentor to him, becoming even as a father.

Now, Griff has returned to Saltmarsh and is ready to pick up the trail of what happened to his parents.

PERSONALITY TRAITS

Griff tends to look into people and see the best in them, understanding that sometimes people do bad things for good reasons.

Griff doesn't just overlook the flaws of others, he's basically blind to them.

IDEAL

"I have an obligation to see my duty to the end."

BOND

Finding his parents is the only thing Griff cares about, but with no clues or leads, the trail is cold.

FLAW

His determination to find his parents leaves him so focused, he sometimes misses obvious signs that the trail is false.



ARBORIUS

Medium humanoid (human), chaotic neutral

Armor Class 15 (Breastplate)

Hit Points 17

Speed 30 ft.

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

Saving Throws Dex +3

Skills Athletics +4, Perception +4, Stealth +3

Senses passive Perception 14

Languages Common

Challenge 1/4 (50 XP)

Natural Explorer. Difficult terrain in natural areas does not affect Arborius.

Favored Enemy. Arborius has advantage on Wisdom (Survival) checks to track monstrosities, as well as on Intelligence checks to recall information about them.

Actions

Longsword. *Melee Weapon Attack:* +3, Reach 5 ft., one target. *Hit:* 1d8 + 2 slashing damage, or 1d10 + 2 slashing damage if used in both hands.

Longbow. *Ranged Weapon Attack:* +3, Range 150/600 ft., one target. *Hit:* 1d6 + 2 piercing damage.

PERSONALITY TRAITS

Arborius has a distinct hatred for the law, refusing to acknowledge authority where it isn't earned.

Arborius has a feral nature about him.

IDEAL

"May your walls crumble and nature overtake you!"

BOND

Protecting animals and plants are the only things that matter to Arborius.

FLAW

His hatred for corruption invites him to contest it publicly.

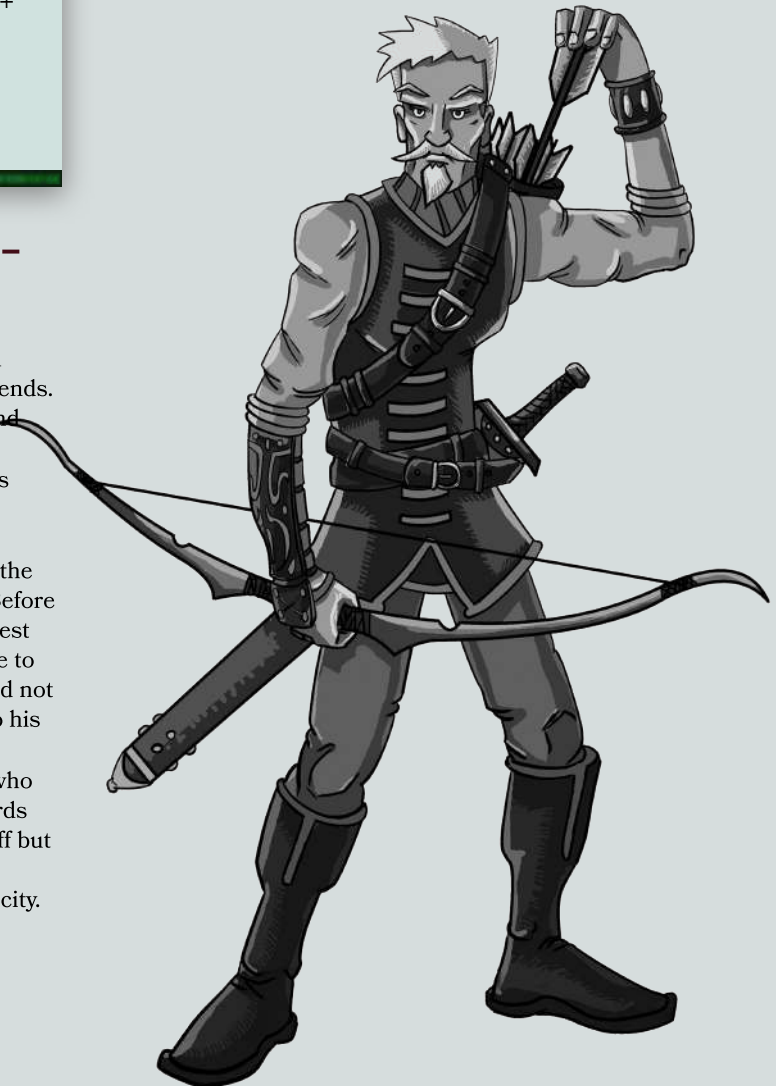
ABOUT ARBORIUS (AR-BORE-EE-US)

Living on the outskirts of Saltmarsh with his mother and father, Arborius didn't grow up with other children for friends. Instead, the animals he would see while exploring the land around their house were his friends.

As he grew up, these beasts became his allies when his house was destroyed by a rampaging ettin. The animals caught Arborius and ran away with him into the swamp.

Moving into town to stay safe, Arborius was known as the only child in town more reliable than some of the men. Before he was twenty, there wasn't another in town who could best him in an arm wrestle. But this civilian life grew offensive to someone who was used to the quiet growth of nature, and not even the shrine to Obad-hai helped him feel connected to his animal friends.

However, back in Saltmarsh, an influential merchant who disliked Arborius framed him for a crime. When the guards came to his shack in the swamp, Arborius fought them off but was captured. Serving 20 years for an assault he never committed, this cemented his dislike for the law, and the city.



KELLIN

Medium humanoid (elf), lawful neutral

Armor Class 18 (Chain mail and shield)

Hit Points 15

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	16 (+3)	12 (+1)	15 (+2)	8 (-1)	15 (+2)

Saving Throws Int +4

Skills Perception +4, Arcana +4, History +4

Senses passive Perception 14, darkvision 60 ft.

Languages Common and Elvish

Challenge 1/4 (50 XP)

Apprentice. Kellin is a 1st-level spellcaster. His spellcasting ability is Intelligence (spell save DC 12, +4 to hit with spell attacks). Kellin has following wizard spells prepared:

Cantrips (at will): light, mage hand, prestidigitation
1st level (3 slots): identify, magic missile, sleep

Fey Ancestry: Kellin has advantage on saves against being charmed, and magic can't put him to sleep.

Trance: Kellin meditates deeply, remaining semiconscious, for 4 hours a day in place of sleeping. He gains the same benefit that a human does from 8 hours of sleep.

Protection: When a creature Kellin can see attacks a target within 5 feet other than himself, he can use his reaction to impose disadvantage on the attack roll. He must be wielding a shield.

Actions

Longsword. *Melee Weapon Attack:* +3, Reach 5 ft., one target. *Hit:* 1d8 + 1 slashing damage, or 1d10 + 1 slashing damage if used in both hands.

ABOUT KELLIN (KEL-LIN)

Born in a family of politicians, Kellin showed little interest in words. Actions were the obvious way to get things done, not sitting around tables. This impatience infuriated his parents who disowned Kellin when he was young. This drove him to join a mercenary company, learning the ways of the sword.

However, doom was to follow Kellin. The mercenaries were hired to delve into a tomb to retrieve a spellbook for a wizard. This tomb belonged to a powerful mage, and his spirit slew nearly the entire company. All, save for Kellin.

The spirit gave Kellin a deal: take his spellbook and learn all the secrets within. Then, once he attained mastery over the arcane, destroy the wizard who hired him.

Kellin spent 50 years in isolation, and even unlocking the secrets of the most basic magic was difficult. Something changed within Kellin. Not impatiently, but with thoughtful and deliberate means, he destroyed the spellbook for he recognized the true purpose behind it: for every secret unlocked, the spirit was able to steal some of his soul with the purpose of returning to life.

Returning to Saltmarsh, Kellin decided to re-examine his beginnings to see if there was anything he dismissed in his more hurried years.

PERSONALITY TRAITS

Kellin has an insatiable curiosity, examining the world with a new set of eyes.

Kellin enjoys the assumptions others make when they see his weapon and armor, allowing him to keep his spells as a trump card.

IDEAL

"You are more defined by what you don't know than what you do."

BOND

Still feeling the pain of having a spirit try to use his body to return to life, Kellin is always trying to stop subversion.

FLAW

Kellin tends to wait in an effort to gather as much information as possible, but also because of the shame in being too impatient.



ELMORTH

Medium humanoid (elf), chaotic evil

Armor Class 11

Hit Points 17

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
9 (-1)	12 (+1)	15 (+2)	15 (+2)	12 (+1)	14 (+2)

Saving Throws Cha +4

Skills Arcana +4, Intimidation +4, Perception +3

Senses passive Perception 13, darkvision 60 ft.

Languages Common, Elvish, and Primordial

Challenge 1/4 (50 XP)

Apprentice. Elmorth is a 1st-level spellcaster. Her spellcasting ability is Charisma (spell save DC 12, +4 to hit with spell attacks). Elmorth has following wizard spells prepared:

Cantrips (at will): acid splash, firebolt, ray of frost, thunderclap

1st level (4 slots): catapult, magic missile

Fey Ancestry: Elmorth has advantage on saves against being charmed, and magic can't put her to sleep.

Trance: Elmorth meditates deeply, remaining semiconscious, for 4 hours a day in place of sleeping. She gains the same benefit that a human does from 8 hours of sleep.

Wind Speaker. Knowing Primordial allows Elmorth to understand and be understood by those who speak its dialects: Aquan, Auran, Ignan, and Terran.

Tempestuous Magic. Elmorth can use a bonus action on her turn to cause whirling gusts of elemental air to briefly surround herself, immediately before or after she casts a spell of 1st level or higher. Doing so allows her to fly up to 10 feet without provoking opportunity attacks.

Actions

Dagger. *Melee Weapon Attack:* +3, Reach 5 ft., one target. *Hit:* 1d4 + 1 piercing damage.

Dagger. *Ranged Weapon Attack:* +3, Range 20/60 ft., one target. *Hit:* 1d4 + 1 piercing damage.

ABOUT ELMORTH (EL-MORE-TH)

Learning smithing skills from her mother, Elmorth was almost in a fatal accident when molten metal was nearly poured over her body. Something sparked deep within her, causing magic to erupt from within. Blasting winds erupted all around her, freezing the metal before it could reach her.

Looking into their family history, Elmorth found a distant relative that had similar powers to her own. Being so long lived, she presumed that they would still be alive today, but they had become a reclusive hermit. Seeking out this relation, Elmorth found that they had lost control of their powers, which is what precipitated the need to live alone. And even then, eventually, trying to control those powers proved fatal.

Returning to Saltmarsh, Elmorth has a new lease on life: everyone dies eventually. Her powers might consume her, or she might learn to control them. But if her destiny plans for destruction, she's going to make destiny fight tooth and nail to earn it.

PERSONALITY TRAITS

Elmorth has two things most people love about her: a sick and twisted sense of humor, and a never-stop-trying attitude.

Elmorth is practical, having little time for fanciful dress or even basic cleanliness.

IDEAL

"You can lie down and give up, or you can try again. Me? I'm gonna keep trying until I can't get back up!"

BOND

Elmorth dedicates most of her time to practicing her powers, in an effort to learn how to control it.

FLAW

Elmorth is, above all else, stubborn. If someone tells her she cannot do something, it gives her twice the confidence that she can.



HILGAARDE

Medium humanoid (human), neutral good

Armor Class 10 (13 with mage armor)

Hit Points 16

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
9 (-1)	11 (+0)	14 (+2)	17 (+3)	15 (+2)	12 (+1)

Saving Throws Int +5

Skills Arcana +5, Medicine +4

Senses passive Perception 13

Languages Common

Challenge 1/4 (50 XP)

Apprentice. Hilgaarde is a 1st-level spellcaster. Her spellcasting ability is Intelligence (spell save DC 13, +5 to hit with spell attacks). Hilgaarde has following wizard spells prepared:

Cantrips (at will): firebolt, light, prestidigitation
1st level (3 slots): charm person, grease, mage armor

Actions

Dagger. *Melee Weapon Attack:* +3, Reach 5 ft., one target. *Hit:* 1d4 + 1 piercing damage.

Dagger. *Ranged Weapon Attack:* +3, Range 20/60 ft., one target. *Hit:* 1d4 + 1 piercing damage.

ABOUT HILGAARDE (HILL-GUARD)

When she was very young, Hilgaarde witnessed her mother taken away. Fancied by a nobleman, her father took a generous amount of gold as recompense. She decided to venture forth and bring her mother back, like all the heroes in the stories that her father told.

Along the road, she fell into an unfortunate conflict with a wizard. He had nearly destroyed her, but something happened and instead he brought her back to his tower. She stayed there as his slave, although he showed her kindness beyond any she imagined. After a year and a day, he explained that he lost his daughter in an arcane accident, and he wanted to teach someone to bring good magic into the world.

She was left with a choice: finish her quest, or return home. She decided that no quest should go unfinished, so she found her mother: although not as she expected. The nobleman was kind, and they were loved by the kingdom. They had a good life, and while she couldn't say their life wouldn't have been good as well, she couldn't be the cause of more pain in the world.

So Hilgaarde returned to Saltmarsh, ready to learn more magic and use it to spread peace, understanding, and happiness.

PERSONALITY TRAITS

Hilgaarde is patient, pleasant, and never seeks conflict.

Her work as a servant taught her many important lessons, not just about magic, but about humility.

IDEAL

"Come, together, we will find an answer to your problems."

BOND

Bring joy, life, and happiness into the world. There's too much misery, destruction, and sadness already.

FLAW

Hilgaarde spent too much of her life taking orders, it's very difficult for her to not follow the ideas of others even when she knows they will fail.



MYLOR

Medium humanoid (human), neutral good

Armor Class 11 (14 with mage armor)

Hit Points 16

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
9 (-1)	12 (+1)	11 (+0)	16 (+3)	10 (+0)	15 (+2)

Saving Throws Int +5

Skills Arcana +5, History +5

Senses passive Perception 10

Languages Common

Challenge 1/4 (50 XP)

Apprentice. Mylor is a 1st-level spellcaster. His spellcasting ability is Intelligence (spell save DC 13, +5 to hit with spell attacks). Mylor has following wizard spells prepared:

Cantrips (at will): mage hand, mending, message
1st level (3 slots): burning hands, mage armor, tenser's floating disc

Actions

Quarterstaff. *Melee Weapon Attack:* +2, Reach 5 ft., one target. *Hit:* 1d6 - 1 bludgeoning damage, or 1d8 - 1 bludgeoning damage if used in two hands.

PERSONALITY TRAITS

Mylor feels heavy guilt for his foolishness and for his legend. Even though he is upfront and honest about what happened, the town considers him a local legend.

Mylor walks hunched over, as though he's trying to escape into his own shadow.

IDEAL

"I will try to do good, everyday. We, people, are flawed but if we let our flaws hold us back we will never succeed."

BOND

To do something worthy of the praise he's received. Great legends deserve great actions.

FLAW

He wears his guilt like a heavy iron chain. Everything he does, relates to that guilt.

ABOUT MYLOR (MY-LORE)

When the head of the Wizard's Guild is your father, there's a lot of pressure for you to do well. That pressure built up, and eventually caused Mylor to have a little bit of a breakdown resulting in him casting burning hands at his father.

Mylor felt running away would be easiest, and charged out of Saltmarsh that night. What he lacked was foresight, since the moon was new and the marsh perfectly dark to those not used to it. The lizardfolk of the marsh, on the other hand, are well adapted to this environment.

For nearly four months, Mylor was their captive. They made him do magic for them, or do work when his magic ran out. Late one day, while all the lizardfolk were sleeping, Mylor finally tried to make his escape. A thrilling chase through the bog brought him bounding into a group of orcs, who were there to attack the lizardfolk while they rested.

Mylor was the only survivor. When he returned to town, his family was grateful to have him back. Scouts found the battleground, and the legend of his magical prowess expanded, even though he insisted that they mutually killed each other.



ASTENON

Medium humanoid (human), neutral good

Armor Class 14 (leather armor)

Hit Points 15

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	17 (+3)	9 (-1)	15 (+2)	8 (-1)	7 (-2)

Saving Throws Int +4

Skills Arcana +4, Religion +4

Senses passive Perception 12

Languages Common

Challenge 1/4 (50 XP)

Apprentice. Astenon is a 1st-level spellcaster. His spellcasting ability is Intelligence (spell save DC 12, +4 to hit with spell attacks). Astenon has following wizard spells prepared:

Cantrips (at will): minor illusion, prestidigitation, ray of frost

1st level (3 slots): disguise self, magic missile, silent image

Actions

Quarterstaff. *Melee Weapon Attack:* +2, Reach 5 ft., one target. *Hit:* 1d6 - 1 bludgeoning damage, or 1d8 - 1 bludgeoning damage if used in two hands.



ABOUT ASTENON (AH-STEN-ON)

Early in his life, Astenon knew he wanted to be a sailor. Along with his best friend Kor, they would talk of traveling to distant places together. The day they each turned 16, they stepped aboard a ship with a small amount of coin as a gift for their hopeful captain.

But as with all things, children grow and change. Aboard the ship for five years together, Astenon saw Kor grow bloodthirsty and greedy. It was on the anniversary of the day they joined the crew that Kor held a mutiny. Astenon suggested they allowed the captain to live if he gave back their gift. The captain refused, and was killed by Kor who took their gift back by force. In anger, Astenon threw the coins at his former friend.

The captain lost his head that day, but while Kor mused over doing the same to Astenon, he found a better solution: returning to Saltmarsh, and leaving him there. After all, his friend is still but a child.

Now, Astenon is doing everything he can to either save his friend or bury him at the bottom of the sea.

PERSONALITY TRAITS

Astenon is constantly training. Everything is a challenge, and everything is about getting stronger.

During his time at sea, he received a rather large gash across the face, which the healer was unable to remove.

IDEAL

"I have to keep training, I have to get stronger... I have to bring him back."

BOND

Inexorably, Astenon wants to bring his friend back from being a pirate. That is his utmost immediate goal.

FLAW

If anything stands in between him and gaining power, he is hesitant to help. He would rather take on the most difficult dragon than help stop slaving orcs.

CAINE THE DESPISED

Medium humanoid (half-elf), lawful evil

Armor Class 16 (Chain shirt)

Hit Points 17

Speed 30 ft.

STR **DEX** **CON** **INT** **WIS** **CHA**

17 (+3) 14 (+2) 14 (+2) 10 (+0) 15 (+2) 7 (-2)

Saving Throws Wis +4

Skills Athletics +5, Acrobatics +4, Medicine +4, Religion +2

Senses passive Perception 12, darkvision 60 ft.

Languages Common and Elvish

Challenge 1/4 (50 XP)

Fey Ancestry: Caine has advantage on saves against being charmed, and magic can't put him to sleep.

Arcane Apprentice. Caine is a 1st-level spellcaster. His spellcasting ability is Intelligence (spell save DC 10, +2 to hit with spell attacks). Caine has following wizard spells prepared:

Cantrips (at will): minor illusion, prestidigitation, ray of frost

1st level (3 slots): disguise self, magic missile, silent image

Divine Apprentice. Caine is a 1st-level spellcaster. His spellcasting ability is Wisdom (spell save DC 12, +4 to hit with spell attacks). Caine has following cleric spells prepared:

Cantrips (at will): light, sacred flame, toll the dead

1st level (3 slots): bless, cure wounds, sanctuary

Actions

Mace. *Melee Weapon Attack:* +3, Reach 5 ft., one target. *Hit:* 1d6 + 3 bludgeoning damage.

His whole life before this moment was defined by failing other people, and now this old cleric had taught him a thing or two about a concept he had never heard before: self-forgiveness. This lesson was too great to keep to himself, and so Caine decided to set out and teach others about this great gift.

PERSONALITY TRAITS

Caine is disliked by most of the folk of Saltmarsh, but he's grown to simply ignore that sort of talk. He's very self-confident of his worth.

Additionally, Caine was born with a crooked spine, so he never sits straight and walks with a mild limp.

IDEAL

"I am who I am, and there's little in this world that can change that."

BOND

Caine is totally dedicated to teaching others that they need not suffer because they fail others, or are disappointing. It's important to him to show that simply trying our best should be a good reward in itself.

FLAW

Simple minded, Caine doesn't really grasp complex situations or events.

ABOUT CAINE (KAIN)

Organizing books for the wizards' guild sounds like boring work, but that's sort of why Caine liked it so much. It got him away from the hustle and bustle of people. He would spend hours organizing and making sure everything was in the proper place. Sometimes, when he would have free time, he would read the tomes and even managed to pick up an arcane spell or two.

However, the guild banished him when they found out he was learning illegally. This was a devastating blow which drove the young lad into a spiraling depression. He was on a bridge in Saltmarsh, ready to jump to his doom, when he was joined by an old man who just wanted to sit and talk. The old man was blind and didn't see the danger, and for the first time in his life Caine connected with another person.



GERALD THE SEEKER

Medium humanoid (human), neutral

Armor Class 16 (Scale mail + shield)

Hit Points 20

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	11 (+0)	10 (+0)	13 (+1)	17 (+3)	15 (+2)

Saving Throws Cha +4

Skills Perception +5, Religion +5

Senses passive Perception 15

Languages Common

Challenge 1/4 (50 XP)

Divine Apprentice. Gerald is a 1st-level spellcaster. His spellcasting ability is Wisdom (spell save DC 13, +5 to hit with spell attacks). Gerald has following cleric spells prepared:

Cantrips (at will): light, resistance, word of radiance
1st level (3 slots): bless, cure wounds, healing word

Actions

Mace. *Melee Weapon Attack:* +3, Reach 5 ft., one target. *Hit:* 1d6 + 1 bludgeoning damage.

ABOUT GERALD (GEH-ROLD)

Sold into slavery when he was very young, Gerald was strong enough to be put into gladiatorial arenas. While he wasn't the strongest or fastest, he showed an intuitive sense of the battlefield, which made him a beloved underdog.

Working his way through opponent after opponent, Gerald caught the heart and eye of a young noblewoman. She told him if he won against the reigning champion, she would purchase his freedom. He won, and she kept her promise. What Gerald didn't know at the time, this noblewoman was a fey in disguise.

She took him on the fantasy trip of a lifetime: exploring the outer planes, side by side with his beloved. Her plan was to show this mortal his short lifetime can be filled with wonder. She never thought he would have a fatal accident. And so she wept, for six weeks straight until her sobs reached the ears of the gods.

Fharlanghn, rewarding her passion for travel, reincarnated Gerald. Now born to a couple in Saltmarsh, Gerald grew dreaming of his fey love. The day he turned 20, he had a dream from Fharlanghn showing him who he was before. Now he is preparing for the greatest journey of his life: reuniting with his beloved.

PERSONALITY TRAITS

Gerald is a hopeless and cheerful romantic. Finding love is something he believes all people deserve.

Particularly pious, Gerald is always looking to Fharlanghn for guidance.

IDEAL

"Find yourself love. It's the one force that permeates everything, even beyond death."

BOND

Gerald understands he's been given a second chance, and so his desire is to fill that time up as much as possible.

FLAW

Having died and remembered that event perfectly, Gerald secretly has a great fear of death.



LIDA THE HOLY

Medium humanoid (human), lawful good

Armor Class 16 (Chain shirt + Shield)

Hit Points 19

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	13 (+1)	15 (+2)	10 (+0)	18 (+4)	9 (-1)

Saving Throws Wis +6

Skills Religion +6, Medicine +6

Senses passive Perception 14

Languages Common

Challenge 1/4 (50 XP)

Divine Apprentice. Lida is a 1st-level spellcaster. Her spellcasting ability is Wisdom (spell save DC 14, +6 to hit with spell attacks). Lida has following cleric spells prepared:

Cantrips (at will): resistance, sacred flame, word of radiance

1st level (3 slots): cure wounds, protection from evil and good, shield of faith

Actions

Mace. *Melee Weapon Attack:* +3, Reach 5 ft., one target. *Hit:* 1d6 + 1 bludgeoning damage.

PERSONALITY TRAITS

Lida believes greatly in the code of chivalry. It is not wrong to go into combat against foes, but it is wrong to act in a cowardly manner.

Lida is also far beyond judging anyone by their appearance. Many of her kin were horrifically scarred, yet gentle giants with whom the children would play with.

IDEAL

"It's important to respect and pay homage to nature. Anger her, and find yourself apologizing to a furious storm."

BOND

Lida has but one goal: protect those who cannot protect themselves from greater threats.

FLAW

Because of the betrayal of her tribe, she's slow to trust anyone at all.

ABOUT (LIE-DA)

This 26 year-old grew up in a warm community of nomadic travelers. This group didn't belong to one location or another, and so Lida grew up being exposed to all sorts of different cultures and viewpoints. Many villages and cities considered them nomadic barbarians, but she didn't understand what this meant until she turned 19.

A month after she became an adult, all the children of the tribe were gathered and led on a night raid on a small village. She saw the horrific violence her tribe was capable of up close. She knew that they had retaliated against some villages but she was always told they attacked first. This was the first time she was able to see the truth, in the dead and dying.

Picking up a mace from a fallen villager, she began assaulting her kin: killing them in vengeance for being the aggressors. She refused to accept that her people were a violent tribe of savages. She doesn't remember what else happened that night, but she survived. She came to Saltmarsh and found Heironeous, where she is much happier.



NESTOR

Medium humanoid (human), chaotic good

Armor Class 16 (Ringmail + Shield)

Hit Points 19

Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	9 (-1)	13 (+1)	10 (+0)	16 (+3)	13 (+1)

Saving Throws Wis +5

Skills Religion +6, Persuasion +3

Senses passive Perception 13

Languages Common

Challenge 1/4 (50 XP)

Divine Apprentice. Nestor is a 1st-level spellcaster. His spellcasting ability is Wisdom (spell save DC 13, +5 to hit with spell attacks). Nestor has following cleric spells prepared:

Cantrips (at will): resistance, sacred flame, word of radiance

1st level (3 slots): cure wounds, protection from evil and good, shield of faith

Actions

Mace. *Melee Weapon Attack:* +5, Reach 5 ft., one target. *Hit:* 1d6 + 3 bludgeoning damage.

ABOUT NESTOR (NEST-OR)

Growing up like any other child, Nestor felt the pull of responsibility early on. His father was nearly always sick and his mother too busy taking care of his father to attend to the homestead. Nestor grew up fast.

Eventually, the passing of his father and mother left him with an empty home full of ghosts. It was easier to turn to the military than it was to face his past. It was the battle-chaplain that introduced Nestor to Kord: a god who praised those who sought to be stronger, faster, and tougher than they are.

In his line of work, you come up across some nasty folks but facing down a teleporting shadow barbarian was the worst. That particular engagement won Nestor a bit of celebrity, which was a drug he had never tried before: fame.

PERSONALITY TRAITS

Nestor is always looking out for himself, or trying to keep up appearances he is. When doing good deeds, he tries to twist the narrative to make him look more selfish than he really was.

Fame is something Nestor truly loves. Even a little bit will put him into a cheerful mood.

IDEAL

"Do you know who I am? What a ridiculous question, of course you do."

BOND

Although fighting for fame and fortune, Nestor is always quick to say a prayer to Kord before going into battle. Even now, his faith is important to him.

FLAW

A huge ego and a hunger for fame aren't subtle flaws, but Nestor has them. In spades.



CALEDON

Medium humanoid (human), neutral evil

Armor Class 13 (Studded leather)

Hit Points 17

Speed 20 ft.

STR **DEX** **CON** **INT** **WIS** **CHA**

11 (+0) 13 (+1) 13 (+1) 10 (+0) 14 (+2) 7 (-2)

Saving Throws Wis +4

Skills Animal Handling +4, Perception +4

Senses passive Perception 14

Languages Common and Druidic

Challenge 1/4 (50 XP)

Primal Apprentice. Caledon is a 1st-level spellcaster. His spellcasting ability is Wisdom (spell save DC 12, +4 to hit with spell attacks). Caledon has following druid spells prepared:

Cantrips (at will): mold earth, shillelagh, thorn whip
1st level (3 slots): cure wounds, entangle, fog cloud

Actions

Quarterstaff. *Melee Weapon Attack:* +2, Reach 5 ft., one target. *Hit:* 1d6 - 1 bludgeoning damage, or 1d8 - 1 bludgeoning damage if used in two hands.

ABOUT CALEDON (KALE-UH-DAWN)

Yet one of a long line of orphans churned out by Lilybrook Foster Home, Caledon was raised by the cold cruelty of the streets. Shadows were his siblings, the cold night air a comfort. The only times Caledon was uncomfortable were those few rare times he was caught. He didn't understand how some folks found it so easy to lie their way out of a problem, but it was a struggle he knew too well.

Picking the wrong pocket, he ended up opposing a traveling bard who had stopped overnight in Saltmarsh. Thinking he had gotten away with the theft, he was surprised to awaken the next morning tied up in a barn outside of town. The bard may have seemed angry, but he was actually impressed with the young thief. Revealing himself to be the master of a thieves guild in a distant city, he told Caledon that should he be able to find the hidden guild and bring 500 gold as a tithe, he will personally educate the youth in ways that will ensure he never gets caught again.

PERSONALITY TRAITS

Cold and calculating, Caledon isn't withdrawn but he is conniving.

Those who watch him always see him palming objects from one pocket to another. As if changing his preparations subconsciously.

IDEAL

"You can do things your way, or we can do things the right way."

BOND

Caledon takes care of himself first, trying to acquire his gold second, and anything else third.

FLAW

He's crossed the barrier of killing an innocent person. Cold blooded murder isn't something he's uncomfortable with



RADRIC

Medium humanoid (dwarf), neutral good

Armor Class 16 (Studded leather + shield)

Hit Points 16

Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	17 (+3)	15 (+2)	9 (-1)	8 (-1)	10 (+0)

Saving Throws Dex +5

Skills Perception +1, Stealth +5

Senses passive Perception 11, darkvision 60 ft.

Languages Common, Dwarvish and Thieves' Cant

Challenge 1/4 (50 XP)

Dwarven Resilience. Radric has advantage on Saving Throws against poison, and Resistance against poison damage.

Stonecunning. Whenever Radric makes an Intelligence (History) check related to the Origin of stonework, he is considered proficient in the History skill and adds +4 to the check.

Backstab. If Radric has advantage when attacking a target, he deals 1d6 extra damage.

Defensive Fighter. Radric knows his armor inside and out, and knows how to get the best out of it. Provided he's not unconscious or restrained, add +1 to his AC (already included in his stat block).

Actions

Short sword. *Melee Weapon Attack:* +5, Reach 5 ft., one target. *Hit:* 1d6 + 3 piercing damage.

ABOUT RADRIC (RAD-ER-ICK)

Radric was always known as the guy you go to see when you need something. It seemed there was nothing the dwarf couldn't find should a need for it arise. And while the amount of gold he would ask was always unreasonable, there were always desperate people.

No one is quite sure where Radric came from or what his childhood was like, but it's clear that he has made a network of contacts that he can use without anyone noticing. The only thing people are sure of is his tendency to overindulge. If you lack gold, a rare vintage of alcohol or imported delicacies will do.

PERSONALITY TRAITS

Radric is business first, friendships (distantly) second.

Radric is less interested in bulk acquisition of gold, and more about status symbols. He'd prefer an elegant knife worth 10 gold to a pile of 20 gold pieces.

IDEAL

"If you don't like my prices, you're free to go elsewhere. Oh wait, you really aren't!"

BOND

The reason Radric is so manipulative is because he wants to own property in Saltmarsh to start an underground contact network with himself at the head.

FLAW

Radric would easily sell out his strangers to save his own skin. Not his friends though, at least not with any amount of gold he can imagine.



THEODORE DOBBINS

Small humanoid (halfling), neutral evil

Armor Class 16 (Studded leather)

Hit Points 15

Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	18 (+4)	10 (+0)	14 (+2)	7 (-2)	15 (+2)

Saving Throws Dex +4

Skills Acrobatics +6, Stealth +6

Senses passive Perception 8

Languages Common, Halfling, and Thieves' Cant

Challenge 1/4 (50 XP)

Backstab. If Theodore has advantage when attacking a target, he deals 1d6 extra damage.

Brave. Theodore has advantage on saving throws against being frightened.

Lucky. When Theodore rolls a 1 on the d20 for an attack roll, ability check, or saving throw, he can reroll the die and must use the new roll.

Halfling Nimbleness. Theodore can move through the space of any creature that is of a size larger than him.

Actions

Short sword. *Melee Weapon Attack:* +5, Reach 5 ft., one target. *Hit:* 1d6 + 3 piercing damage.

PERSONALITY TRAITS

Theodore loves a good insult, even if it's at his expense.

He also is a bit of a troublemaker, spreading gossip and rumors for entertainment.

IDEAL

"You think I'm good now, this is nothin'. I plan on being the best!"

BOND

Aside from his aspirations of having a really really big gem, there's little that attaches Theodore to the world around him. Although some suspect this carefree attitude is really a cover.

FLAW

In his journey to earn more and more coin, and increasingly larger gemstones, Theodore often has no trouble doing despicable and humiliating things.

ABOUT THEODORE (THE-OH-DOOR)

So few are the halflings of Saltmarsh that Theodore has been able to make quite the living as local entertainment. Singing, dancing, even offering to let people humiliate him for coin, Theodore has never been short of options.

However, Saltmarsh isn't the largest place in the world, and people there are still stingy with their coins. What would make Theodore really happy would be to have his hands on some large gemstones. He'll trade with the crews of ships who come into harbor, but rarely do they have really LARGE gems.

Still, Theodore is all about living the good life. And in Saltmarsh, he has it as good as any.



GRUMMASH

Medium humanoid (half-orc), neutral evil

Armor Class 14 (Studded leather)

Hit Points 24

Speed 30 ft.

STR **DEX** **CON** **INT** **WIS** **CHA**

15 (+2) 14 (+2) 17 (+3) 13 (+1) 10 (+0) 8 (-1)

Saving Throws Dex +4

Skills Intimidation +1, Perception +3, Stealth +4

Senses passive Perception 13, darkvision 60 ft.

Languages Common, Orc, and Thieves' Cant

Challenge 1/4 (50 XP)

Backstab. If Grummash has advantage when attacking a target, he deals 1d6 extra damage.

Relentless Endurance. When Grummash is reduced to 0 Hit Points but not killed outright, he can drop to 1 hit point instead. Grummash can't use this feature again until he finishes a Long Rest.

Actions

Rapier. *Melee Weapon Attack:* +4, Reach 5 ft., one target. *Hit:* 1d8 + 2 piercing damage.



ABOUT GRUMMASH (GR-UM-ASH)

When Grummash first came to Saltmarsh, many folks were wary of him. A huge half-orc is a very rare sight inside their walls. But his time here has eased the concerns of citizens, who now know that if they need to hire someone scary, Grummash is always around.

When asked about his origins, Grummash is usually tight lipped. One of the locals did some digging and found he was actually related to a noble bloodline of orcs but this is something he denies.

No one knows what Grummash is doing or planning, if anything, but he is a curiosity that the town would loathe to lose.

PERSONALITY TRAITS

Upfront, crass, and straight-to-the-point, Grummash doesn't have a clue what tact is.

To Grummash, the best use of his coin is to buy new rings. His hands are adorned with a large number of rings.

IDEAL

"Looks like you're stuck between me and a hard place. Sorry, but that's not a good place to be."

BOND

Grummash is trying to figure out what to do with his situation: he IS a noble that was kicked out of his family when he refused the right to honorable combat for being a half-blood. He seeks someone who can use magic to make him into a full blooded orc.

FLAW

Grummash does what he's told, and does it well, but he really doesn't have much in the way of leadership skills.

TRINKETS OF SALTMARSH

When using one of the characters presented in this supplement, you can use the standard *Player's Handbook* trinket table, or roll on the table below.

d20

roll Trinket

1	A bundle of fish hooks, knotted together.
2	A paper lantern with a dedication note glued to the bottom.
3	A small knife with the initials K.S.H.
4	An articulated wooden lizard.
5	A kobold tongue, preserved in a small jar.
6	A paper butterfly that swirls around you until you stop it.
7	A trowel shaped like a dragon skull.
8	The lower left corner torn from a map.
9	A small jar that keeps anything stored inside it warm.
10	8 inches of Lizardfolk tail that never seems to rot.
11	A container of dead insects.
12	An amorphous sea sponge that glows when wet.
13	A six inch collectable wooden wizard with removable staff.
14	A set of cards that are marked to be read from the back.
15	An enameled pin six inches across, designed like a beholder.
16	A jar filled with leeches.
17	A broken tine from a trident. It never gets tarnished.
18	A note, written in code. The only readable words are "Secret Formula".
19	A small toy sailboat. When placed on water, it's sails always fill with wind.
20	A glass case, filled with water and tiny monkey-like creatures.

BACKGROUND VARIANTS

Each of the following alters an existing background. Use your *Player's Handbook* to determine your background, but replace the relevant content below.

SALTMARSH DOCKWORKER (SAILOR)

FEATURE: IN A PINCH

Saltmarsh is a distant and sometimes lonely city. Sometimes you simply cannot come by the supplies you need.

When in doubt, you can create a makeshift set of tools for any task provided you have an hour to search for and assemble the parts you need. These tools break after they are used. If the tools are particularly fine or delicate, your DM may impose disadvantage.

d6 Bond

- 1 I just have to find a way out of here. By any means.
- 2 Saltmarsh might not be much, but it's home. It... is... protected.
- 3 I feel like my life is one bad turn after another, I swear I'm cursed!
- 4 I've only known love once: a sailor that had come into port. My soul yearns to find them again.
- 5 I hit a bad string of luck gambling at the docks. I owe some dangerous men a lot of money.
- 6 I might call Saltmarsh home, but my true love is the freedom of being on the sea.

SALTMARSH ARTISAN (GUILD ARTISAN)

FEATURE: FULL TIME JOB

While many of the workers of Saltmarsh band together to see jobs completed, there are still lots of work to be done for everyday folks.

When not adventuring, you can spend your time working your craft for the common folk of the city. Each day you spend working, you make a modest living for free.

Additionally, you're well known for your excellent work, and people of the city will seek you out when needed.

d6 Bond

- 1 The people of this town are my neighbors and friends. I will do what I can to support them, as they do me.
- 2 Improving my craft, to become the very best. That's my only real goal in life.
- 3 A rival has been spreading rumors that my work is shoddy at best. I need to squash this rumor before it goes any further.
- 4 More than a few folk owe me money on work already done. I'm starting to get a reputation for letting stuff slide.
- 5 A stranger came into town and paid me a lot of money to smuggle contraband onto a boat. I'm always watching my back for retribution.
- 6 I work to make money, so I can get the hell out of here.

RANDOM MAGIC ITEMS

Each of the original adventures also provided gear for the pregenerated characters. This was controversial as the gear list included magic items for 1st level characters (which was somewhat unheard of for 2nd edition Dungeons and Dragons). Below are tables updated to 5e, providing random magic items appropriate to the three adventures.

You can roll on these tables whenever you need an item of the listed rarities. The items on the uncommon table have been adapted from *Sinister Secret of Saltmarsh* (U1), rare items have been adapted from *Danger at Dunwater* (U2), and very rare items have been adapted from *The Final Enemy* (U3).

Arcana's Keeper is a +1 longsword that also functions as a ring of spell storing but it can only store up to 3 levels of spell.

Eldrasnil is an intelligent +1 longsword. It can communicate via emotion, can see and hear out to 30 feet, is Lawful Neutral, and has a personality that craves learning secrets.

UNCOMMON MAGIC ITEMS

d20 Magic Item	d20 Magic Item
1 Potion of Healing	11 Scroll of Shield
2 Hand Axe +1	12 Wand of Magic Missiles
3 Spear +1	13 Scroll with Conjure Animals
4 Broadsword +1	14 Potion of Resistance
5 War Pick +1	15 Scroll of Haste
6 Longsword +1	16 Mace +1
7 10 Arrows +1	17 Potion of Fire Breath
8 Shield +1	18 Alchemy Jug
9 Scroll of: Identify (1-3) or Tenser's Floating Disk (4-6)	19 Ring of Swimming
10 Scroll of: Hold Person (1-3) or Pass Without Trace (4-6)	20 Mariner's Armor

RARE MAGIC ITEMS

d20 Magic Item	d20 Magic Item
1 Ring of Protection	11 Scroll of Wall of Fire
2 Berserker Axe	12 Wand of Viscid Globs
3 Spear +2	13 Potion of Superior Healing
4 Flame Tongue	14 Scroll of Bigby's Hand
5 Vicious Pick	15 Plate Mail +1
6 Sun Blade	16 Mace of Smiting
7 10 arrows +2	17 Potion of Lesser Restoration
8 Wand of the Warmage +1	18 Arcana's Keeper
9 Scroll of Giant Insect	19 Ring of Feather Falling
10 Scroll of Modenkainen's Private Sanctum	20 Shield +2

VERY RARE MAGIC ITEMS

d20 Magic Item	d20 Magic Item
1 Eldrasnil	11 Potion of Flying
2 Handaxe +3	12 Wand of The Warmage +3
3 Demon Armor	13 Ring of Telekinesis
4 Longsword of Sharpness	14 Potion of Supreme Healing
5 Scimitar +3	15 Rod of Security
6 Frost Brand	16 Scroll of Sequester
7 10 arrows +3	17 Potion of Greater Restoration
8 Wand of Polymorph	18 Ring of Regeneration
9 Scroll of Arcane Gate	19 Potion of Speed
10 Scroll of Heal	20 Figurine of Wonderous Power, Obsidian Steed

USING PREGENERATED CHARACTERS AT HOME

The stat blocks presented are easy references for DMs to use. The characters use the exact same ability scores and relatively same armor and weapons that they did in the original U series of adventures.

For players wishing to use these characters as their own, we have presented them here so that they can be printed. They are all created using the standard array and Player's Handbook which should make referencing their abilities easy for most tables.

If you wish to explore the adventure as intended when the *Sinister Secrets of Saltmarsh* was originally released, it's easy enough to swap the ability scores on the character sheets with those found in the table at the start of this book.

As an example, Arborius the human ranger has the following ability scores on his character sheet: 14, 16, 13, 11, 15, and 9. That is the standard array, plus he is a human which granted +1 to each. You could replace these scores with those from the table, granting him a 15, 13, 14, 13, 14, and 10.

Whichever method you prefer, just remember to adjust saving throws and skills appropriately. Of course, you can work with your DM to change any aspect of the character you should wish, from backgrounds to spell selection.

THE ADVENTURERS LEAGUE

Following the rules of the Adventurer's League, these characters are all created with the Player's Handbook and are AL compatible right out of the box. However, please note the following changes:

ALIGNMENT

Because you cannot play neutral evil or chaotic evil, change the alignment of **Elmorth** (*chaotic evil*), **Theodore Dobbins** (*neutral evil*), **Caledon** (*neutral evil*), and **Grummash** (*neutral evil*).

Characters of the *Lawful Evil* alignment are playable, provided they are used with the **Lords' Alliance** and **Zhentarim** factions. We suggest changing the alignments of the above characters to *Lawful Evil*.

DEITIES

The original U series of adventures was set in Grayhawk. For the Adventures League, change the deities of the following characters:

- Caine the Despised: **Kelemvor** (was unspecified)
- Gerald the Seeker: **Gwaeron Windstrom** (was Fharlanghn)
- Lida the Holy: **Tyr** (was Heironeous)
- Nestor: **Tempus** (was Kord)

LIFESTYLES

No lifestyles have been chosen for these characters. Feel free to choose as though you were creating a new character.

EQUIPMENT

The equipment listed on the character sheet (not the NPC stat block) is correct for the background/class of that character.

Trinkets. You can only use the *Player's Handbook* and *Basic Rules* for trinkets, not the ones in this supplement.

Purchasing Items. Excess gold from the character background can be spent buying additional gear.

FACTION

None of the characters presented have selected a faction. Feel free to select any faction you wish but remember that if your character is lawful evil, their faction must be either the *Lords' Alliance* or *Zhentarim*.