

CITY OF SALTMARSH

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* Locations pulled directly from or heavily inspired by locations in the Ghosts of Saltmarsh book.

KEYED LOCATIONS

1. HOOLWATCH TOWER*

- A 60-foot-tall stone watchtower located at the peak of a bluff overlooking lands north of Saltmarsh, including the roads to Burle and [Dry Mine](#) as well as the near-impassable [Salt Mire](#)
- There is a dovecote in the attic of the tower that houses homing pigeons used to send messages to nearby towns/cities such as Burle and Seaton or specific individuals (e.g. the Saltmarsh town crier, captain of the guard, etc.). These can be hired for 2 CP per mile.

2. WESTGATE & WEE WALL*

- The wall is moss-covered, crumbling, and badly worn by centuries of rain and wind coming in from the Azure Sea, though there is evidence of minor maintenance and repairs by the local masons. It is tall enough to prevent the average traveller from entering Saltmarsh except through the gate, which consists of two heavy wooden doors and a rarely used portcullis, but an invading force of one or many intent on storming or sneaking into Saltmarsh could scale the wall if they came prepared. A small building next to the gate contains equipment necessary for the guards on duty and provides shelter for those on break.
- **Note:** There is an [east wall and gate](#) (#121) on the opposite side of Saltmarsh. The two walls are not connected because marshy land to the north, called the [Salt Mire](#) by locals, provides sufficient protection from standard threats heading towards Saltmarsh from that direction. A community of wood elves who have adapted to the conditions dwell there. They mostly keep to themselves, and nobody knows just exactly where they live or how they do it. They do have an amicable relationship with the residents of Saltmarsh, occasionally helping locate a lost forager or sending word to the dovecote of [Hoolwatch Tower](#) (#1) of dangerous creatures attempting to cross the marsh, but they actively stand against Saltmarsh draining any of the mire in order to expand north.

3. TBD

4. TAXIDERMIST

- **Goods:** Hunting trophies and educational skeletal models
- **Services:** Preserves and mounts dead beasts / monstrosities, either as complete specimens or certain body parts (e.g. head or antlers), typically as hunting trophies but occasionally as educational models
- **Note:** The owner sees taxidermy as an art form - they begrudgingly preserve specimens as hunting trophies to pay the bills, but their true passion is creating one-of-a-kind eclectic taxidermy "art". Local druids dislike the creations, viewing them as disrespectful abominations of nature. Hunters returning from the forest avoid the vicinity of the shop, lest they be bombarded with requests for the animal they caught, or pestered to track down some rare, and often mythical, beast. The taxidermist will enthusiastically purchase intact hides and carcasses of monstrosities and rare beasts from those willing to put up with their eccentricities.
- **Encounter:** A taxidermy art enthusiast regularly buys the larger creations. It did not occur to the taxidermist to look closely at the customer; they were too flattered by the praise being showered upon them. Had they taken a moment, they may have recognized some tell-tale signs revealing the customer to be a necromancer. Over time, the necromancer amassed a small army of grotesque animal hybrids, which they plan on releasing upon Saltmarsh as soon as they gather together all the necessary components for the ritual to raise the "art" as [zombified](#) undead constructs. Perhaps someone sees the customer leaving the shop and recognizes them for what they are, giving the town guard a chance to question the taxidermist for information on the customer and hunt them down before they let loose the chaos that only an army of snakes with the forearms of bears, flying badgers with the fangs of poisonous snakes, and deer with the talons of eagles instead of hooves can bring.

5. GOAT FARM

- **Goods:** Goat milk, cheese, and meat
- **Services:** Goats can be hired to manage the length of grass and clear unwanted plants from green spaces such as the [Community Hall](#) (#76) and private residences of those wealthy enough to have a need for and be able to afford such a service
- **Encounter:** Several [ankhegs](#) ([CR 2](#)) have been creating a network of tunnels beneath one of the communal pastures outside of Saltmarsh. The massive paddock is currently out of the grazing rotation and so their activity has gone unnoticed. When the field has had sufficient time to recover, the sheep, goats, and cows are returned to the field. And that is when all hell breaks loose. Unfortunately, the drovers and flock protectors are not prepared to deal with such creatures and put out a desperate call for help.

6. SLAUGHTERHOUSE

- **Services:** Slaughters and processes (skins and eviscerates) animals for a fee
- **Note:** Most people slaughter their own fowl and smaller animals. The slaughterman has no experience with monstrosities or exotic beasts; for that, one would seek out the [butcher](#) (#31). Dividing the meat into specific cuts is done by the customer or [butcher](#) (#31).
- **Encounter:** The scent of fresh blood emanating from the slaughterhouse attracts all manner of pests. Flies are an annoying fixture, but little can be done to deter them for any length of time. Stray dogs are easy enough to scare away, and a sprinkling of wolf urine will keep them from coming back until the next rain. But preventing an infestation of rats requires regular visits from the [exterminator](#) (#161). Unfortunately there was a SNAFU, and anything that could go wrong, did: the owner was visiting family in a nearby town when a spooked draft horse ran him over, breaking his leg and a couple of ribs and extending his vacation; the young man employed to keep the workspaces clean and close up shop at day's end has been home with the flu (in reality, he was caught cheating on his girlfriend and has been hiding from her very protective and large brothers); the slaughterman's assistant, now running the entire shop and dealing with customers on her own, sliced her palm and, not having time to deal with it properly, made a poor attempt to bandage it, leading to quite a bit of blood loss, a nasty infection, and a prolonged stay at the [healer's](#) (#71); and the exterminator, who relies on trained ferrets to seek out and eliminate rats, has been limited to the less effective method of poison after a clever fox managed to sneak into his ferret enclosure. Consequently, the slaughterhouse is neither clean nor shuttered, with little to

no human activity; the exterminator left a container of poison with a note on how to distribute it outside the back door, and customers are in the habit of leaving the animals they want slaughtered in pens behind the building, trusting the slaughterers to recall earlier conversations where they mentioned the animal. The first [stirges](#) (CR ½) attracted to the smell go unnoticed as they feast on the docile and helpless animals. It is not until a small swarm has taken up residence in the slaughterhouse and the blood buffet is depleted, that they make their presence known as they seek out meals from passersby. Attempts to eradicate them haven't worked yet, and the city posts a notice to avoid the area.

7. LUMBER MILL

- **Goods:** milled lumber for ships, houses, etc.
- **Side Quest:** Two logging operations used to provide the lumber mill with felled trees. The older camp in the Drowned Forest has been closed for decades, as a consequence of the rising Hool Marsh water levels and expanding territory of dangerous creatures keen to attack the loggers. As the Drowned Forest camp became increasingly too dangerous to operate, a newer camp was established in the Outer Fringe of the Dreadwood. Unfortunately, trees in the safer Outer Fringe are too small to keep the mill profitable but something or someone keeps targeting loggers venturing into the Middle Reaches for the older and larger trees. Consequently, the mill has been shuttered for several years and milled lumber is now imported, making it expensive due to transport costs, and much of it is claimed by the shipwrights and new mine. For those who can't afford fresh lumber, reclaimed wood from shipwrecks or decommissioned ships is used for repairs. Saltmarsh has two options: continue using imported and reclaimed lumber or restore one or both of the lumber camps. Consider adapting [The Mists of Dumar](#) by DMDave which features a noble with ill-intent, ogres, and fey.

8. MANOR HOUSE - *Cloutier Family*

- **Source of Wealth:** Old money; very successful merchants with an impressive real estate portfolio
 - Owns the [Fuller & Carters / Combers complex](#) (#52), [Lister complex](#) (#51), and [Spinners complex](#) (#50)
- **Note:** Senior member of the [Textilists Guild](#) (#36)

9. MANOR HOUSE - *Arabica Family*

- **Source of Wealth:** Old money; very successful merchants with a decent real estate portfolio
 - Owns the [cothana processing plant](#) (#62) and [cothana bean export warehouse](#) (#103), giving them a near-monopoly on cothana beans exports
- **Note:** Senior member of the [Merchant's Guild](#) (#91)
- **Encounter:** Someone has been stealing cothana from their main supplier, who brings it to their attention after they are unable to thwart the thief (see the [Merrit Family](#) (#137) encounter). The Arabicas quietly seek out someone to catch the thief red-handed.

10. MANOR HOUSE - *Hilltopple Family*

- **Source of Wealth:** Old money; very successful merchants, and landowners with a decent real estate portfolio
 - Owns the [Shearers / Wooler complex](#) (#53), only [angora fur farm](#) (#140), large herds of goats that produce the finest mohair and cashmere wool, numerous exotic alpacas which produce a silk-like wool, and large tracts of private pastureland outside the city
- **Encounter:** A homing pigeon brings word to [Hoolwatch Tower](#) (#1) from Burle that a wandering [bulette](#) (CR 5), has been decimating herds of grazing animals in the area, and it was last spotted heading south towards Saltmarsh. The Hilltopple Family offers a reward to anyone able to stop the creature before it reaches their pastures.

11. MANOR HOUSE - *Eliander Fireborn**

- Captain of the Saltmarsh town guard
- Eliander has an office in the [barracks](#) (#123) but spends much of his time in [Hoolwatch Tower](#) (#1)

12. MANOR HOUSE - *Eda Oweland**

- **Source of Wealth:** Old money, owns three large fishing boats
- **Note:** Senior member of the town council

13. TBD

14. MANOR HOUSE - *Keledok Tower**

- Saltmarsh's resident sage / wizard / mage / alchemist / arcanologist

15. MANOR HOUSE - *Silkheart Family*

- **Source of Wealth:** Old money and successful merchants
 - Owners of the [Silkworm Farm](#) (#136), the [Weavers complex](#) of buildings (#49), and the [Textiles Warehouse](#) (#100); Major exporters of high quality silk, satin, taffeta, and velvet fabric
- **Note:** Senior member of the [Clothiers Guild](#) (#36)

16. HORSE BREEDER

- **Goods:** Large draft horses like Clydesdales, gaited horses suitable for long distance travel, and light horses for sprinting and/or racing
- **Services:** Trains privately-owned horses and those belonging to the town guard

17. THE WHITE OAK and SHRINE

- This impressively large and exceptionally gnarled white oak tree grows impossibly close to the edge of the cliff. In fact, were you to look at it from the opposite side, you'd be able to see its roots emerging out of the cliffside. And yet it survives even the worst of storms and has done as long as anyone, even an elderly elf, can recall. At the base of the tree is a shrine to the God(ess) of Luck and Risks, oft-visited by those embarking on dangerous journeys or simply in need of a change in fate. Salters say it's good luck to kiss the gnarled trunk of the tree at the witching hour (3 am), and many sailors and fishers go out of their way to do so on the eve of a long voyage, despite the inconvenience. Older stories tell of a link to the Fey which opens with the right ritual.

18. TBD

19. RESTAURANT & INN - *The Silver Spoon*

- **Affordability:** Wealthy to Aristocratic
- **Patrons:** Wealthy merchants, politicians, guild leaders, nobles, dignitaries, and representatives of the crown
- **Atmosphere:** Peaceful, classy, refined to the point of stuffy; Exquisite meals prepared by talented chefs
- **Accommodations:** Located adjacent to the restaurant; Most rooms are private with One Big Bed, two comfortable reading chairs, an armoire, lockable chest, floor-length mirror, and desk; Several have adjoining rooms with two to four standard beds and a dresser - these are intended for the children of wealthy families travelling together or perhaps servants / employees that are on call 24/7; Rooms are luxurious, impeccably clean and offer turn-down service; Each has its own fireplace and are well-adorned with artwork, plush rugs, and other unnecessary finery
- **Note:** *The Silver Spoon* is contemptuously known as *The Pretentious Plate* by those not accepted there, which is the majority of Saltmarsh. The dining area has several private rooms where small groups can hold exclusive meetings over dinner and drinks.

20. THE LEAP*

- An outcropping of rock nearly a hundred feet above the churning water below.

21. THE STANDING STONES*

- Two enormous runestones standing on an island.

22. MANOR HOUSE - *Abandoned*

- Abandoned and rumoured to be haunted
- **Note:** The sturdy rope bridge connecting Siren's Point to the mainland collapsed about twenty years ago, right around when the resident of the house was seen for the last time. The island is now only accessible during the lowest spring tide, when agile individuals can pick their way across the treacherously slippery and dangerously sharp rocks between the island and mainland. The bridge is imbued with arcane energy; sacrificing a Level 1 spell slot to cast Mending restores the bridge for two minutes, a Level 2 spell slot will hold it for 4 minutes, and so on.

23. CASINO - *The Dragon's Scale*

- **Goods:** Higher quality food and drink
- **Services:** Dice, card games, legal gambling, etc. See this [Gambling News article](#) and [post by u/AffanTorla](#) for game ideas.

24. TBD

25. FLETCHER and BOWER

- **Goods:** Long and short bows, heavy and light crossbows, assorted non-magical arrows for hunting
- **Note:** The fletcher has a contract to supply the town guard with arrows and has the skill to create some specialty arrowheads typically reserved for battles against humanoids intent on incursion and not rabbits (see [this post by u/brittommy](#) and this [DNDspeak article](#)). Separate from the contract is a law prohibiting the sale of such specialty arrowheads to civilians, be they professional hunters or heroic adventurers who have saved the town ten times over. Of course, vendors are known to look the other way if the price makes it worth the risk.
- **Note:** The bower knows a gemologist / jeweller in Seaton who has the rare ability to mount a gem onto a weapon, such as a sword or bow, to give it bonus elemental damage (e.g. fire, cold, etc.). The process is difficult, dangerous, and expensive, as it requires trapping an elemental being in a flawless gem worth a hefty sum. It's also very illegal. Perhaps the gemologist has a handful of elementals trapped in magical cages but needs the associated gem. Or they have the gem but need a subdued elemental to trap within it. Either way, they will enlist the party thus making them complicit in the illegal activity. Once done, the weapon has what is essentially the Green Flame Blade cantrip imbued in their weapon, which can be cast three times daily and deals damage matching the elemental type. One weapon can have up to three gems. Inspired by [this post by u/pajama-boy](#).

26. TBD

27. MANOR HOUSE - *Hargraves Family*

- **Source of Wealth:** Self-made, the Hargraves patriarch earned his wealth by leading caravans through the dangerous wilds of the far north but has now settled in the warmer south at the request of his wife, providing wealthier merchants with well-trained guards to accompany their cargo ships traversing waters known to be the hunting grounds of pirates
- **Encounter:** Modify [Revelry in Northgate](#) by Pickpocket Press to suit Saltmarsh. Hook: Lord Hargraves is running amok in Northgate, and his wife wants him home before he punches another lord. Will the party bring him to heel, or join in on the shenanigans?

28. TAVERN & INN - *The Selkie King*

- **Affordability:** Comfortable to Wealthy
- **Patrons:** Merchants, traders, vendors, and higher income traditionalist commoners (lower income traditionalists usually patron [Snapping Line](#) (#112) in [The Docks](#))
- **Atmosphere:** Calm, orderly, pleasant, but serious; Conversations are often subdued as the patrons tend to conduct sensitive business deals over a meal; Patrons occasionally cause a commotion when informed of a business endeavour gone bad; Background music is provided by a player piano and adds to the atmosphere without being overpowering
- **Accommodations:** Located above the tavern; An equal number of private rooms with one bed and shared rooms with two standard or two bunk beds; Each bed in all rooms has a small chest for securing valuables; Beds are clean and comfortable.

29. DOWNCLIFF APARTMENTS

- **Affordability:** Modest to Comfortable
- **Tenants:** A mix of small business owners, blue collar and white collar specialists, and skilled labourers
- **Rooms:** Monthly to yearly leases of living quarters ranging from small rooms outfitted with a single bed and dresser, to spacious rooms that can accommodate the addition of either a desk or second bed, to multi-room units suitable for families or groups wishing to split rent but retain privacy.
- **Amenities:** The main floor includes toilets, a large room with numerous iron bathing tubs just large enough to sit in separated by curtains, a communal kitchen (often ignored in favour of ready-to-eat food from street vendors), and a sizable dining / recreational hall for socialising. Several smaller outbuildings and sheds are available for rent; these are typically used by tenants who need a small workshop or space to store equipment for their trade.

30. FARRIER, VET, and STABLES

- **Goods:** Horse shoes, animal care products, animal medicines
- **Services:** Animal health care, with a focus on farm animals including horses, cows, goats, sheep, and dogs; horse shoe replacement; trained mounts (non-combat) and draft animals (horses, mules, donkeys, etc.) for rent; long term boarding for privately-owned animals

31. BUTCHER

- **Goods:** Freshly butchered cuts, ground meat, and sausages from larger animals such as mutton/lamb, pork and wild boar, beef/veal and wild venison, and particularly large fish (commoners usually slaughter and dress their own chickens/turkeys, rabbit, etc.)
- **Encounter:** The owner of the butchershop is a goliath who lives with her clan in the nearby mountains. She only comes down to Saltmarsh for the first four days of each week, during which time she butchers exceptionally large animals and, if someone happens to bring the carcass of one, monstrosities or exotic beasts. She also uses this time to ensure her business is running smoothly and take care of the finances. When she is not in Saltmarsh, small to medium-sized animals are butchered by her apprentice and employees. She is reliable and very rarely fails to come to Saltmarsh, and will always send word if something will delay her. So when she does not show up on the expected day or the next, with no message sent ahead, her apprentice sounds the alarm and declares her missing. Unbeknownst to anyone, a [basilisk \(CR 3\)](#) has moved into a cave near her route to/from Saltmarsh. It caught her unawares and petrified her. Hopefully she is rescued soon; the basilisk will wait only a day or two before it begins to nibble away at her stony flesh.

32. DAILY MARKET*

- A strip of open land that is the place for everything that isn't fish, salt, or nautical wares. This market stretches among a dozen stalls that sell whatever you need on a daily basis.
- **Stalls:** Bread, eggs, fresh milk and cream, seasonal fruit and vegetables, dried grains and beans, fresh-cut herbs, live chickens and goats, live fishing bait, foraged berries and mushrooms, etc.
- **Note:** The gnarled old man with sun-weathered skin who sells foraged berries and mushrooms comes across as straight-laced and law-abiding. But he wasn't always so. Through some questionable decision making in his youth, he learned a lot about berries and mushrooms; which ones are edible, medicinal, poisonous, and... mind-altering. The latter are illegal to sell, however. But statements like "*I've been feeling down lately*" or "*This day is passing so slowly!*" or referencing spending too much time in Downcliff will let him know you want some uppers, where as something along the lines of "*I'm afraid of heights*" or "*I flew my kite too high and the wind blew it away*" or referencing being in Upcliff a lot will get you downers.
- **Encounter:** A local forager who knows their way around the [Salt Mire](#) and Dreadwood's Outer Fringe was not at the [Daily Market](#) (#32) two days in a row. According to fellow vendors and the old man he works alongside, this is not like them; even if they had very little to sell, they would set up their cart with their wares. Concerns increased when, on the third day, [Gellan Primewater's](#) (#95) personal chef swung by to pick up a large pre-arranged order of freshly foraged mushrooms for an upcoming feast and the forager is still nowhere to be found. To maintain his image, Gellan offers a reward for the return of the forager. A poster outside [Council Hall](#) (#89) directs the potential rescuers to the chef who knows the mushrooms are found on small hummocks scattered throughout the [Salt Mire](#) and the forager mentioned coming across an area of the marsh that was uncharacteristically gloomy and putrid, with polluted waters and particularly foul-selling marsh gases. Such areas are rumoured to be created by a [catoblepas \(CR 5\)](#), though most people dispute the existence of such a creature and credit sightings to the hallucinogenic effects of inhaling too much marsh gas.

33. TEA HOUSE - *Dandelily's Tea House*

- **Goods:** A variety of teas with sugar and fresh cream, food suitable for high noon tea (cucumber sandwiches, egg salad sandwich, watercress sandwiches), dainties (wafer biscuits, fruit cakes, tarts, etc.), etc.
- **Services:** Tea leaf readings (see [Spirit Navigator](#) for online tea leaves readings)

34. GLASSWARE - *Bluebottle Glass*

- **Goods:** Imported mirrors, small to large glass panes for simple lanterns, ornate lamps, and windows, as well as clear and coloured glass goblets, wine glasses, pitchers, bottles, beads, ornaments, etc.
- **Note:** There is a glassblowers and/or glaziers workshop in the back half of the building. One of the glassblowers knows how to make a mage's orb (i.e. an arcane focus for a sorcerer, warlock, and wizard). They know the correct blend of sand, alkali, and lime that will allow the orb to act as a conduit rather than explode in a burst of glass shrapnel and raw magic upon first use or during creation. More importantly, they know which beach has the correct sand, which rare plants will burn down into suitable alkali ash, and which limestone cliffs have the right kind of lime. Unfortunately, none of these ingredients are kept on hand, as they are difficult to obtain and rarely needed. Quest time!
- **Encounter:** Several day's sail from Saltmarsh is a large rocky island surrounded by sea stacks. It is a familiar sight to many, but what most don't know is that there are three well-hidden coves along its coast. These coves are the source of the impeccable blue-hued sand that was once used by the glassblowers and glaziers of Saltmarsh. The coves are bordered by sheer cliff faces that make the beaches accessible only by boat, and even then, not without great difficulty, as sailors must avoid shipwreck as they navigate their way through the ever-narrowing maze of sea stacks. The journey back to open sea is harder as the ship is now heavily laden with sand. Thankfully, several very skilful captains knew their way through to the beaches, so the glass industry remained well-supplied. Unbeknownst to the sailors, a [morkoth \(CR 11\)](#) began to establish its lair in tunnels and caves near one of the beaches. Several decades ago, one ship failed to return. Surprising, but not unheard of. A year or two passed, with no further incident. Then another ship disappeared. People took notice. And another. Worry increased. And another. Until none of the knowledgeable captains remained. Now even the bravest sailors refuse to visit the beaches, saying something other than the sea stack maze is what bested the ships. Without the high quality sand, the workshops have shut down and glass creations have become an even greater luxury and display of wealth as they are now imported.

35. SEELIE BRIDGE*

- A large bridge spanning Kingfisher River, with shops and homes along its length. While the bridge is open to and used by everybody, most of the shops and businesses cater to the wealthy and aristocratic.
- **Apothecary & Herbalist**
 - **Goods:** Fresh and dried medicinal herbs and mushrooms; tinctures and extracts from herbs and flowers (used in healing, cuisine, and as perfume); infused water / oil (used in cooking/baking, essential oil diffusers, perfume, or herbal remedies), cosmetics; potions (Common and Uncommon); tool kits and supplies (Alchemist, Disguise, Healer, and Herbal)
- **Barrister, Scribe, and Calligrapher**
 - **Goods:** Paper/parchment, blank scrolls, a variety of colours of ink (regular and fine quality), quills, sealing wax
 - **Services:** Negotiating legal contracts; note taking for official proceedings; ornate or simple scribing of books, scrolls, laws, decrees, certified announcements / posters, warrants, titles, etc.; identifying forgeries; incorporating code into writings; interpretation of all common and some uncommon languages (elvish, draconic, dwarven, gnomish, halfling, orcish, sylvan, underdark)
- **Bottle Shop**
 - **Goods:** Bottles of locally made and imported beer, mead, wine, and spirits, as well as non alcoholic juices (patrons can purchase bottles or bring in their own to be filled)
- **Cartographer & Bookseller**
 - **Goods:** Maps (Saltmarsh greater region, kingdom, sailing), books (few in stock but can procure specific books for a fee)
 - **Services:** Bookbinding (typically blank pages purchased from the Calligrapher store next door)
- **Confectioner**
 - **Goods:** Locally made candy (pulled candy, rock candy, candy drops, old fashioned candy sticks, ribbon candy), toffees, caramels, a variety of nougats, marshmallows, honey, jam / marmalade / jelly, and imported delicacies such as chocolate and licorice
- **Curios & Oddities**
 - **Goods:** Antique furniture, home furnishings and art, dining ware, etc.; high quality / novelty dice and cards, one-of-a-kind trinkets and knick knacks, arcane-powered clockwork items (toys, clocks, etc.), vintage jewellery, etc.
- **Delicatessen & Cr  merie**
 - **Goods:** Top quality smoked meats, dozens of types of cheese, flavoured butters and spreads, roasted and candied nuts, olives, rare / difficult to obtain edible mushrooms, unnecessarily small but expensive crackers, etc.
 - **Note:** Many of the items are exotic and imported at great expense and as such, well outside the price range of most citizens
- **Florist**
 - **Goods:** Products from the [flower and herb garden](#) (#133) including fresh cut flowers and bouquets, fresh herbs, floral and herbal extracts, infused water / oil (used in cooking/baking, essential oil diffusers, perfume, or herbal remedies), and potpourri mixes
- **Imported Foods**
 - **Goods:** Staples and exotic treats that can't be grown in Saltmarsh's climate, including rice grains and flour, fresh and dried tropical fruits (rambutan, pineapple, mango, durian, etc.), cocoa beans and powder, sugarcane, assorted smoked and dried meats
- **Notions Store**
 - **Goods:** Supplies and accessories for sewing and haberdashery, including buttons, brooches, cufflinks, collar stays, corsets and boning, ribbon, thread, yarn, as well as tools including sewing and knitting needles, pins, pin cushions, thimbles, marking chalk, fabric scissors, etc.
- **Spice Merchant**
 - **Goods:** Local and exotic spices sold whole, dried and ground, or as custom mixes
- **Note:** One of the central piles supporting the bridge has been etched with several glowing runes, visible only when the tide is low, that radiate arcane energy into the surrounding water. The runes, which are maintained by the [Casters Guild](#) (#139), are modified Purify Food and Drink and Prestidigitation spells that desalinate and clean the stretch of the Kingfisher River where the [Lister](#) (#51), [Fuller & Carters / Combers](#) (#52), [Bathhouse](#) (#69), [Laundry](#) (#67), [Distillery](#) (#59), and [Tanner & Pelt Dresser](#) (#58) need freshwater and easy disposal of contaminated water.

Obelisks with the same runes have been placed every hundred feet or so from the [Elven Pass](#) (#57) to [Seelie Bridge](#) (#35). Because of these runes, the inexplicably deep [Swimming Hole](#) (#68) has exceptionally clean and clear water.

- **Note:** There is a small community of people particularly afraid of the Undead who have created an unofficial settlement called Underbridge on floating docks that circle several of the bridge's piles and rise and fall with the tides. They are an eyesore and cited as unsafe by those who dislike the look, but so far the city's attempts to disband the shanty town have been unsuccessful. See [this post by u/SnooTangerines5710](#).

36. TEXTILISTS & CLOTHIERS GUILDHALL

- **Textilists Guild Members:** Cloth and fabric manufacturing industries including the Fullers, Carters/Combers, Spinners, Listers, and Weavers.
- **Clothiers Guild Members:** Clothing and garment industries including the Seamster and Tailors
- **Rooms:** Living quarters include small rooms outfitted with a single bed and dresser, slightly larger rooms that can accommodate the addition of either a desk or second bed, multi-room units suitable for families or small groups willing to share, and dorms with four bunk beds. Status within the guild is a large determining factor in which room you are assigned.
- **Amenities:** The main floor includes communal but private toilets, a large room with numerous wooden bathing tubs big enough for a soak separated by curtains, a fully-staffed kitchen that serves uninventive but quality food (those that can afford to do so often treat themselves to ready-to-eat food from street vendors), and a sizable dining / recreational hall for socialising.
- **Notable Members:** A member of the [Hilltopple Family](#) (#10) is a senior member of the Textilists Guild; a member of the [Silkheart Family](#) (#15) is a senior member of the Clothiers Guild; each has a private office with attached luxurious sleeping quarters in the guildhall.

37. LABOURERS GUILDHALL / APARTMENTS

- **Affordability:** Modest
- **Tenants:** Skilled labourers (e.g. many metalsmiths, leatherworkers) and blue collar specialists
- **Rooms:** Monthly to yearly leases of living quarters ranging from small rooms outfitted with a single bed and dresser, to spacious rooms that can accommodate the addition of either a desk or second bed, to multi-room units suitable for families or groups wishing to split rent but retain privacy.
- **Amenities:** The main floor includes toilets, a large room with numerous wooden bathing tubs just large enough to sit in separated by curtains, a communal kitchen (usually ignored in favour of ready-to-eat food from street vendors), and a sizable dining / recreational hall for socialising. Several smaller outbuildings and sheds are available for rent; these are typically used by tenants who need a small workshop or space to store equipment for their trade.
- **Note:** This is not an official hall associated with any specific guild. It was originally one of two apartment complexes in Bridgers available to anybody, but over time became a local "guildhall" of sorts for skilled labourers who, for one reason or another, do not belong to their respective guild and therefore do not have access to accommodation at the local hall, or belong to a guild that does not have a hall in Saltmarsh. With respect to the latter, the landlord works with various guilds to arrange accommodation for members sent to Saltmarsh.

38. METALSMITHING COMPLEX - Copper/Tinsmith, Wiresmith, Engraver, Finesmith, and Filigree Artist

- **Copper/Tinsmith Goods:** Copper cauldrons, pots and pans, jugs/ewers, kettles, mugs, ladles, coal scuttles, candlesticks, belt buckles, tubs for bathing or dying, etc.; Tin and aluminium utensils; Bronze (copper + tin) ship fittings, bells, etc.; Brass (copper + zinc) wax seal stamps, door knobs, religious amulets, scales, etc.; Wire of various metals and gauges
- **Finesmith Goods:** Intricate small-scale metal items including clockwork gears, locks, decorative sequins and studs, cufflinks, and jewellery
- **Filigree Artist Goods:** Delicately shaped wire pieces, such as jewellery, of intricate design, often resembling lace or tracery, where tiny beads or twisted threads are soldered together to create artistic motifs, typically in gold and silver
- **Tinsmith Services:** Tinning cookware including iron cauldrons made by the blacksmith, finishing work (filing, lathing, burnishing or polishing) on iron and steel
- **Engraver Services:** Engraving names, small phrases, and elaborate designs onto plaques or other metal goods
- **Note:** The master filigree artist knows the specific combination of metals required to create an alloy that can serve as a conduit for raw magic, specifically in the form of ornate wands and rods for sorcerers, warlocks, and wizards (i.e. arcane foci), amulets and reliquaries for paladins and clerics (i.e. holy symbols), or wind instruments for bards. It's an odd combination of metals, only some of which are regularly on hand in a metalsmithing forge. Since combining the metals is dangerous and rarely needed, very few smiths have experience with the process, and most will outright decline any request to do so. The engraver has no experience turning a metal object into foci by adding runes and sigils to them, but a lucrative offer might convince them to give it a try, with the guidance of the [woodcarver](#) (#47).

39. METALSMITH - Blacksmith - *The Dwarven Anvil**

- **Goods:** Iron and steel tools (spades, shovels, chisels, hammers, axes, saws, etc.), buckles for belts and harnesses, hoops for casks and barrels, cauldrons, hooks, nails, rivets, keys, fishing weights, spurs, knives, spearheads, arrowheads, hooked harpoons, other simple weaponry, and an assortment of mechanical components for goods produced elsewhere (e.g. crossbows)
- **Note:** The blacksmith has a contract to supply the town guard with swords and armour. Separate from the contract is a law prohibiting the sale of weapons, other than those designed for hunting or domestic purposes, to civilians. But they have the skill, and the right price may persuade them to craft a "decorative" sword. To hang on a study wall, of course.

40. LEATHERWORKER

- **Goods:** Aprons (simple and custom with pockets and straps for tools), belts, tool belts, knife holders, bandoliers, quivers, simple cloaks and hats, gloves and mittens, coin purses, bags, harnesses, saddles, collars for draft animals, climbing shoes, leather cording, simple leather armour, etc.

41. SMOKEHOUSE

- **Goods:** Smoked meat and fish, sausages, etc.
- **Services:** Smokes meat for a fee

42. COAL & OIL MAKER

- **Goods:** Coal, lantern oil
- **Services:** Delivers coal for a fee

43. BRIDGERS APARTMENTS

- **Affordability:** Modest
- **Tenants:** A mix of “blue collar” specialists, unskilled labourers, and seasonal migrant workers.
- **Rooms:** Monthly to yearly leases of living quarters ranging from small rooms outfitted with a single bed and dresser, to spacious rooms that can accommodate the addition of either a desk or second bed, to multi-room units suitable for families or groups wishing to split rent but retain privacy.
- **Amenities:** The main floor includes toilets, a large room with numerous wooden bathing tubs just large enough to sit in separated by curtains, a communal kitchen (usually ignored in favour of ready-to-eat food from street vendors), and a sizable dining / recreational hall for socialising. Several smaller outbuildings and sheds are available for rent; these are typically used by tenants who need a small workshop or space to store equipment for their trade.
- **Note:** Outside the main entrance is a job board where businesses can advertise their labour needs, though it is more common for an errander to be sent to the building at the start of the day, with a call for a certain number of labourers, and often with specific people in mind. Tenants on month-by-month leases are usually migrant workers in Saltmarsh for the growing season, when needs for unskilled labour in the agriculture and animal husbandry industries are high.

44. CARPENTRY - Cooper

- **Goods:** Washbasins, troughs, vats, butter churns, buckets, barrels, casks, etc.

45. CARPENTRY - Wheeler

- **Goods:** Cart and wagon wheels (cheaper solid wood disks or more expensive wood or iron rings supported with wood spokes), ship’s wheel, potter’s wheel, spinning wheel (got to go ‘round)

46. CARPENTRY - Turner

- **Goods:** Tool and arrow shafts; walking canes; spindles for spinning yarn; knitting needles; bodkins for threading cords through waistbands; thimbles; candlesticks; rolling pins; goblets, bowls, platters, urns, and other vessels; marbles, spinning tops and chess pieces; knobs; wood nails; legs, spindles, and pegs for furniture; balusters and newel posts for staircase bannisters; ornate finials; bats, clubs, and quarterstaves; simple hollow woodwind instruments like flutes and panpipes

47. CARPENTRY - Woodworker & Joiner

- **Goods:** Carved / whittled products such as spoons / ladles, buttons, duck decoys, toys (mini carts and boats, animal figurines, etc.), hair pins, figurines/sculptures, etc. and smaller constructed projects that can be built using joining techniques instead of metal nails such as serving trays and platters, bookshelves, tables/stands, stools/chairs, chamber pot stands
- **Note:** One of the older woodworkers is known to have dabbled in the art of carving runes and sigils into wood to create arcane foci, namely staffs for sorcerers, warlocks, and wizards, and wind and percussion instruments for bards. While the wood doesn’t have to be anything special, the markings are unique to each spellcaster and known only to them. Transferring that knowledge to the woodcarver so she can place them in the wood is a tricky and dangerous ritual, as she briefly becomes part of the Weave in order to connect the mundane wood to the raw magic that lies beyond it. In fact, her last attempt did not go well, and she now bears extensive burn marks on one side of her body. It’ll take a lot to convince her to do it again.

48. CARPENTRY - Cart/Wainwright

- **Goods:** Smaller rickshaws, small two-wheeled cargo carts, wheelbarrows, and small wagons and drays; larger heavy-duty animal-driven cargo wagons and drays, vardos, chuck wagons for food stalls, and carriages including short- and long-haul coaches

49. TEXTILES - Weaver

- **Goods:** Lace, silk ribbon, woven / knitted / crocheted fabric (cotton, wool, silk, satin, taffeta, velvet) suitable for clothing (jackets, capes, leggings, pants, tunics, shirts, vests, dresses, skirts, mittens, scarves, hats, etc.), woven cloth for upholstery and drapery / curtains, burlap, canvas for sails, as well as finished products such as carpets, rugs, tapestries, etc.
- **Note:** One of the more skilled weavers used to make a living embroidering Holy Symbol cloth badges. While that is not their focus anymore, they still know which pigments act as conduits for divine magic, and how to dye high quality silk to allow the thread to survive channeling divine magic without being blown away as the mundane patch connects to divine power. The process is costly, however, as it is dangerous and the pigments are incredibly rare and difficult to obtain.

50. TEXTILES - Spinner

- **Goods:** Spools of silk and cotton thread, skeins of wool yarn, flax twine, and hemp and silk rope

51. TEXTILES - Lister

- **Services:** Dyes unspun wool/fibres, spun yarn/thread, and woven cloth/fabric
- **Note:** There is a large garden next to the building where plants used in the dyeing process are grown. Alongside employees who do the dying, there are Dye Harvesters, who venture out into the surrounding marshes and forests to collect plants and insects whose environmental requirements cannot be replicated in a cultivated garden and so are only available in the wild.
- **Encounter:** Pigments from certain plants and animals are too difficult or dangerous for the Dye Harvesters to obtain, either because of their rarity, location, or defensive/offensive abilities. The Master Lister pays well for such items. These pigments can also be used by the [painter](#) (#145) and the [apothecarist](#) to create cosmetics. They include:
 - Seaweed from a kelpie (CR 2) can be boiled to produce a deep emerald green
 - Scales from a [giant white moray eel](#) (CR 2) create a pure white
 - Secretions from a [flail snail](#) (CR 3) yield a highly valuable royal purple dye
 - Decaying flesh from a [greater zombie](#) (CR 5) boils down into a deep chocolate brown
 - Roots from a [corpse flower](#) (CR 8) produce a deep but vibrant blood red dye
 - Crushed [roc](#) (CR 11) egg shells make a vibrant blue that gives silk an iridescent sheen

52. TEXTILES - Fuller & Carters / Combers

- **Goods:** Lanolin and felt
- **Fullers Services:** Scours and cleans freshly shorn wool, cothana bolls, and silkworm cocoons; thickens and strengthens the weave of woven cloth by immersing it in warm water and then stomping it with their feet or clubs
- **Carters / Combers Services:** Separates and sorts wool/cotton/flax/silk fibres by coarseness and quality, combs (separates fibres and straightens them such that they are parallel) or cards (separates fibres and spreads them into a web) fibres

53. TEXTILES - Shearers / Wooler

- **Goods:** Raw fleece
- **Services:** Shears sheep, goats, and alpacas

54. TBD

55. ABANDONED WORKSHOP

- Once the workshop and home of an incredibly beautiful elven master carpenter known for her exquisitely intricate wooden creations, this building has long been abandoned. Those old enough to remember can recall that she became increasingly bitter as she started to visibly age, in the years prior to leaving Saltmarsh. As far as anybody knows, the carpenter is still alive, and so the building remains untouched and left to decay. Were it in a more residential or wealthier part of town, it probably would have been torn down by now. Complaints by concerned parents are regularly made to the town council, however, because it is now the favourite hangout spot for rebellious youths, and it is just a matter of time before one of them gets hurt by the increasingly dilapidated building.
- **Encounter:** The elven carpenter did not leave Saltmarsh, nor has she left her home since she first disappeared. In truth, she was murdered by one of her lovers when they realised the extent to which she had used her beauty to control and corrupt those around her. Unfortunately, by the time of her death, she was too far gone under the [banshee's](#) (CR 4) curse and has returned as an undead monster. Her former lover was her first victim. The youths who frequent her former workshop have learned that bringing gifts of fine jewellery, paintings, statues, or other objects of art, most often stolen, appeals to her vanity and assuages her anger and fury, allowing them to spend an evening out from under the watchful eyes of their parents and town guard. If these tributes stop, she will begin to haunt the night, attacking anyone who reminds her of the beauty she once had. Hopefully this doesn't happen during the annual fair held in the nearby field.

56. DAIRY

- **Goods:** Fresh milk, cream, natural and flavoured butters, standard and artisanal cheese, yogurt, etc.

57. BRIDGE - aka *Elven Pass*

- Poorly constructed and generally unmaintained as it is too far removed from the rest of Saltmarsh to warrant much attention, other than by the very few who benefit from its existence.
- **Note:** Below the half-way point of the bridge and sticking a foot out of the surface of the Kingfisher River is a roughly-hewn jet black obelisk etched with several glowing runes that radiate arcane energy into the surrounding water. The runes, which are maintained by the [Casters Guild](#) (#139), are modified Purify Food and Drink and Prestidigitation spells that desalinate and clean the stretch of the Kingfisher River where the [Lister](#) (#51), [Fuller & Carters / Combers](#) (#52), [Bathhouse](#) (#69), [Laundry](#) (#67), [Distillery](#) (#59), and [Tanner & Pelt Dresser](#) (#58) need freshwater and in return, foul its water. Obelisks have been placed every hundred feet or so from the [Elven Pass](#) (#57) to [Seelie Bridge](#) (#35). The runes are why the inexplicably deep [Swimming Hole](#) (#68) has exceptionally clean and clear water.

58. TANNERY & PELT DRESSER - *Kester's Hides**

- **Goods:** Natural and dyed tanned hides from beasts and monstrosities; Vellum for long-lasting maps and other documents; Cured pelts for clothing, either practical for protection against cold weather (such as lining for coats, hats, and mittens) or luxurious for high status individuals (fur coats, scarves, muffs, stoles, hats, and decorative trimming on robes and cloaks); Finished pelts for area rugs, wall hangings, etc.
- **Note:** The owner is keenly interested in acquiring and will pay handsomely for intact hides from exotic beasts and monstrosities to craft into expensive leather and hides.

59. DISTILLERY

- **Goods:** Brandy from apples, apricots, cherries, or peaches; rum from molasses; whiskey from malted rye or barley; absinthe from wormwood
- **Note:** The distillery is small and not particularly inventive; it produces only enough to serve local businesses and there is nothing luxurious or exotic about the liquors. Any top shelf liquor in Saltmarsh has been imported at great cost, and possession of such is a mark of affluence.
- **Side Quest:** Desperate to compete with the [Brewery](#) (#131) and [Winery](#) (#80) by distilling a liquor worthy of export, the owner struck a deal with a stranger whom he met in [The Selkie King tavern](#) (#28). The stranger will distill a liquor they call Red Scale, and the distillery owner will sell it. They have agreed to keep this arrangement a secret between themselves. But before the product can enter the wider market, it will have to prove successful on a more local scale at the various taverns around Saltmarsh. See [Clash at Kobold Cauldron](#) by Team SuperHydra.

60. WATERFOWL

- **Goods:** Goose down for blankets, writing quills (goose and swan, the latter being more expensive), goose meat

61. DOG KENNELS

- **Goods:** Well-trained dogs for pets or protection
- **Services:** Dog training; Hired handlers and their dogs, which have been trained for particular tasks such as tracking, duck hunting in the [Salt Mire](#), helping drovers herd sheep/goats, etc.

62. COTHANA PROCESSING PLANT

- **Services:** Extracts cothana beans from cothana bolls (which are sold to the [Fuller & Carters / Combers](#) (#52)) and produces dried whole and ground beans for local sales and export

63. FORESTER & ROOFER / THATCHER

- **Goods:** Wattle (poles for thatched roof supports), split wood shingles (i.e. shakes), firewood
- **Services:** Manages trees, including aesthetic pruning and pollarding to create wattle; Install and repair thatched and shake roofs
- **Note:** As the lumber shortage intensifies (see the [lumber mill](#) (#7) side quest), the forester becomes increasingly nervous as people in need of wood start eyeing their trees in the city as the safest and cheapest source. In fact, several trees have recently been cut down in the night; he has brought this issue before the town council, but there is little they can do as even the soldiers refuse to investigate what happened in the lumber camp outside of Saltmarsh, claiming it is not their jurisdiction.

64. CHANDLER

- **Goods:** Beeswax candles, tallow candles, dyed sealing wax, soap

65. STONEMASON & BRICKLAYER

- **Goods:** Stone milling wheels, pottery kilns, stone bricks for construction, and statues and busts
- **Services:** Construction and repair of stone and/or clay brick buildings, fences, fire places, chimneys, etc.

66. FLOUR MILL

- **Goods:** Sacks of ground wheat, barley, rye, corn, etc
- **Services:** Grind wheat, barley, rye, corn, etc for a fee

67. LAUNDRY

- **Services:** Laundering of clothes, bedding, etc. for those who can afford it; laundering of particularly large items such as area rugs, garments made from costly fabric such as satin or silk, delicate items such as tapestries

68. SWIMMING HOLE

- A widened and inexplicably deep part of the Kingfisher River. Very popular for swimming. Rune stones placed in the water and maintained by the [Casters Guild](#) (#139) from [Seelie Bridge](#) (#35) to [Elven Pass](#) (#57) keep the river fresh and clean of contamination from the surrounding industries, including the [Lister](#) (#51), [Fuller & Carters / Combers](#) (#52), [Bathhouse](#) (#69), [Laundry](#) (#67), [Distillery](#) (#59), and [Tanner & Pelt Dresser](#) (#58). As a result, the swimming hole is crystal clear and a great place for swimming.

69. BATHHOUSE & SPA - *The Quiet King*

- **Services:** There are communal (i.e. not segregated by class or gender) changing rooms, a rinsing room to clean oneself before entering the baths, temperature specific baths including hot, warm, and cold water, a steam room, and a dry sauna. Wealthier patrons have access to smaller but private versions of each of these rooms, a dining area with fresh fruit juice, wine and charcuterie (which can also be brought to them in their private rooms), and additional services such as massage and spa treatments.
- **Note:** The water and rooms are heated via an underground network of furnaces and pipes to circulate hot air. On the rare occasion that these have failed, the owner has hired mages from the [Casters Guild](#) (#139) to use a version of Prestidigitation to heat the water and rooms until the system can be repaired. This service is incredibly costly but worth the investment as the bathhouse is a popular and busy attraction in Saltmarsh.

70. CAFÉ - *Copacothana*

- **Goods:** Caffeinated beverages of all varieties, made from locally processed cothana beans, plus pastries and quick breads from [Toot Sweet](#) (#72) and [The Sword and Scone](#) (#144)

71. HEALER & MIDWIFE

- **Services:** Midwifery, crafting herbal remedies for minor ailments (warts, headaches, dehydration, heat stroke, sore muscles, etc.), and treating common injuries such as broken bones, burns, and cuts using non-magical means.
- **Note:** Healers often work with the [Barber Surgeon](#) (#73) for more severe injuries. Some of the healers are low level druids/clerics and have the ability to cast Spare the Dying and Cure Wounds, though it is physically taxing for them to do so and they choose to exhaust all mundane methods of healing first. The healers do not have the ability to remove curses or other harmful magical effects, nor do they have any resurrection abilities. For that, one must seek help from a cleric at the [Temple of Procan](#) (#148).

72. BAKERY - Toot Sweet

- **Goods:** Cakes, cupcakes, cookies, brownies, fudge, dessert pastries, donuts, etc.

73. BARBER SURGEON and DENTIST

- **Services:** Cut, trim, and style hair; Shave or trim facial hair; Scalp treatments and facials; Oral hygiene; Bone setting and delicate medical procedures such as surgeries to address injuries and conditions including cataracts, hernias, and rotten teeth.
- **Note:** Medical procedures are performed with the aid of a Healer and in their building, as it is kept sterile and they provide the aftercare. One of the barber surgeons is also a tattoo artist with a small shop attached to the building. They don't usually do magical tattoos, but will give it a go, for a price. They greatly dislike the travelling tattoo artist who passes through Saltmarsh a few times a year, and the rivalry often results in fist fights.

74. TAVERN & INN - Wicker Goat*

- **Affordability:** Modest to Comfortable
- **Patrons:** Town guard, dwarven miners, loyalist commoners, travellers passing through Saltmarsh
- **Atmosphere:** Informal, chipper, lively especially if the miners had a particularly good day; The constant hum of pleasant conversation is frequently punctuated by laughter; Musicians passing through Saltmarsh will gladly perform for coin, but in their absence the dwarven miners step in and play traditional upbeat music for their own entertainment
- **Accommodations:** Located above the tavern; Most rooms are dorms with four bunk beds, though there are a few with two standard beds; Mattresses are comfortable and linens are clean; Aside from hooks on the walls for cloaks and bags, there is no furniture for securing belongings, but the ever-present law enforcement in the tavern below means theft is unlikely.

75. MANOR HOUSE - Anders Solmor*

- **Source of Wealth:** Old money; owns fishing vessels and a successful trading fleet
- **Note:** Youngest member of the town council

76. COMMUNITY HALL

- **Services:** Community feasts and celebrations, meeting place for large audiences (e.g. weddings/funerals of well-known individuals), make-shift hospital if needed; outdoor entertainment space for travelling shows

77. COMPANIONS GUILDHALL

- **Guild Members:** Registered Companions
- **Amenities:** The main floor includes a lively tavern with standard pub food and a quiet restaurant that serves higher quality meals. The latter has adjacent private dining rooms for those who can afford it. Both serve drinks ranging from local mead to expensive imported elven wine. There is also a room with music and a dance floor, and a small auditorium for live entertainment. Upstairs consists of rooms for rent of various sizes to accommodate couples to larger groups, as well as the private living quarters for Companions who work at the Guildhall.
- **Note:** Services offered are not limited to sex. Companions are trained to read body language, be good listeners and conversationalists, provide emotional support, and therapy to some extent. They are expected to be up-to-date on politics, economics, and entertainment. Many clients patron the guildhall to see a specific Companion for social engagement, including having someone to engage with over dinner, a date for a live show, or a regular dance partner. Some Companions even act as a match-maker of sorts, introducing clients who are looking for a life partner who would suit each other nicely. There are brothels not associated with the Companions Guild that offer their services for lower fees, but the members are not formally trained nor governed by Guild Law, which includes regular medical tests. Go watch *Firefly* if you're confused by this. Actually, just watch *Firefly*. It's really good and Fox was stupid for cancelling it.

78. BAKERY - The Pie Hole

- **Goods:** Pies for one or for sharing, with every filling imaginable - fruit pies (apple, peach, strawberry rhubarb, mixed berry, etc.), pudding pies, meat pies, veggie pies, quiche, etc.
- **Note:** This bakery is a family business, opened three generations ago by an elf with a vision of providing busy people with small one-handed pies you could eat on the go. Several hundred years ago, she retired to an area of the kingdom with a year-round warm humid climate and passed the business on to her half-elf son. He continued the one-handed pie tradition, but introduced family pies. About sixty years ago, while berry picking in a nearby forest, he encountered an orc woman out hunting. It was love at first sight and they had a brief affair. Ten months later, he opened his bakery door to find a little bundle of joy squirming on his doorstep, with a note explaining that the baby half-orc boy was his, and his one-time lover wished a better life for their son than roving the wilds, enduring harsh environments and struggling to survive. He raised the boy, who inherited his mother's strength and father's love of stuffed pastry. NPC inspired by [Orc Waiter by JohnoftheNorth on DeviantArt](#).
- **Encounter:** Startled shouts and gasps fill the air near the bakery, and pedestrians quickly disappear into the nearest open business. Marching with a purpose down the middle of the street is a group of rough-looking mud-caked orcs armed with bows and spears. They head straight to the bakery, but only one enters. It is the baker's lover. After the initial shock of seeing her standing in his shop, he awkwardly introduces her to their

son as he emerges from the kitchen with a tray of fresh-baked pies to put on display for sale. She wastes little time in enjoying a family reunion and explains her reason for being there; an orc from some far off land joined her tribe a year ago and after a particularly harsh winter which saw several of the tribe starve, revealed himself as a priest of Orcus and convinced them to join the fold. To the disapproval of a small group, including herself, the tribe pledged themselves to the demon lord and began pillaging villages and destroying farms. One day, the cult leader described a ritual that would bring their tribe great power; a devoted worshipper need simply carve Orcus' symbol on their chest over the heart and they would be filled with the demon lord's might. The group of dissenters stayed just long enough to witness the ritual, fleeing in horror as they heard their fellow orc let loose a terrible scream of pain as their skin turned deathly pale grey and face twisted into a revolting mask of madness with empty milky-white eyes and a mouth elongated into a yawning maw. "Another", said the cult leader, bloody knife in hand, "Orcus desires more servants". Unbeknownst to the tribe, who are ignorant of Orcus' ways, they had just succeeded in creating a [bodak \(CR 6\)](#). While the bodaks do not present an immediate threat to Saltmarsh, word of their indiscriminate violence will soon reach the city.

79. TEMPLE OF LYDIA & SCHOOL

- A temple devoted to Lydia, the goddess of music, knowledge, and daylight, and a public school run by her clerics where commoners can learn basic maths, reading, and writing. Midwives and healers often gather here to share their knowledge with each other.

80. WINERY

- **Goods:** Grape and fruit wines, including (1) Malmsey - a red wine with hints of spice, (2) Rhenish - a red wine with herbal undertones, (3) Rhine - a light and crisp white wine with citrus notes, (4) Madeira - a sweet rich white wine with honeyed undertones, (5) Framboise - fortified wine made from ripe, sweet, red raspberries, and (6) Elderflower Wine - a light refreshing wine with a mix of fruity, floral, and sweet flavours made from the flowers of elderberry trees.

81. PAWN SHOP & THRIFT STORE - *The Giant Spoon*

- **Goods:** A very eclectic assortment of gently used clothes, furniture, kitchenware, tools, art, knickknacks, etc. which rarely have antique value
- **Note:** The occasional enchanted item ends up here, but usually because it has become unreliable and doesn't function properly. The [mender \(#126\)](#) frequents the shop looking for these items, and uses their tinkering skills and Mending cantrip to repair them. Usually they are successful; sometimes it goes disastrously wrong. See [100 Items in a Fantasy Thrift Shop - DndSpeak](#) for inspiration.
- **Encounter:** On the table next to the shopkeeper's cash box is a simple wood tray filled with hand-whittled acorns. She offers one to every customer, to show her appreciation for their patronage. "Ah, I had that blessed by [The White Oak](#), what stands on the edge of Upcliff. That's a good luck charm, that is. Lots of sailors wear 'em. They like to keep a bit of home near their 'eart, see, so it's easier to return." What she doesn't know is that the blessing from the powerful entity associated with The White Oak has given the wood acorns the ability to grow into trees with the potential to become awakened, should they be planted in a suitable environment. But who would plant a whittled acorn pendant? No person. But perhaps a silly grey squirrel. And so the entity's blessing includes an enchantment to make the wood acorns homing beacons for squirrels. Except a sailor's job takes them far from squirrels, so nobody has discovered the secret of the good luck acorns. Yet. The acorns are dormant until someone carries it on their person. The enchantment is weak at first, especially if it is far from forests, and no squirrel takes notice for a few days. But over time, the signal strengthens, and eventually squirrels in the vicinity begin to sense it. First one, hesitant to ignore their instincts and approach a two-legger, follows at a distance. Then another. And another. Perhaps they squabble over the prospect of possessing such an enticing acorn. The idea of another squirrel reaching it first makes them braver. Eventually, the pull is so strong that the bravest approach the acorn, allowing them to be seen by the bearer. They likely come across as a hungry squirrel hoping for some handouts. But it is not until the two-legger sleeps that the squirrels attempt to steal the acorn. But no matter how they try, it cannot be removed from the person bearing it. Any sign of movement from them or their companions sends the squirrels running. Squirrels are skittish, after all. Eventually, it's not a few squirrels, it's many. Dozens. And they aren't shy and elusive, they're bold and irritating. They don't hold back, but swarm the two-legger with the acorn, searching for it. At some point, the person becomes aware of what they're after. They can either keep the acorn and fend off the squirrels, who no longer back down, or give it to them. But if they remove it from their person, the final stage of the blessing bursts into action and transforms them and their gear into a grey squirrel, indistinguishable from the rest. And along with the new form comes the desire to hide the nut. But first they have to get it away from the other squirrels and find somewhere suitable to bury it. A forest. A big one. This is no simple polymorph spell, and Dispel Magic has no effect. Remove Curse will allow them to regain their regular form, but the squirrel instinct remains, and they just can't give up that nut. And so the squirrels continue to follow, until the whittled acorn is planted. It's *possible* the thrift store shopkeep knows all this.

82. BAKERY - *Black Bread*

- **Goods:** Bread... every kind of bread made with every kind of flour. Multigrain. Rye. Sourdough. Baguettes. Cornbread. Focaccia. Braided challah. Flatbreads. Tortillas. Pitas. Bannock.
- **Note:** Nobody knows whether the bakery's name is intentional or the person who painted the sign made a mistake. And if it was a mistake, was it meant to be "Black Bread", named for a local variety of rye that produces flour of such a deep purple that it appears black, or "Black Beard" as a nod to the original owner's very luscious and (probably dyed) black beard? Unfortunately, the original owners passed away without clarifying the sign, and so it remains up for debate and wow do people argue over it.

83. COACHES & MEWS

- **Services:** Short term stabling of horses in the mews; transport of goods around Saltmarsh as well longer distances to other cities and towns; riding horse and coach rentals - there are sister businesses in nearby towns which will accept the horses and coaches and provide fresh ones for longer journeys if needed; armed escorts
- **Encounter:** A rich merchant wishes to transport some valuable goods to Burle but none of the regular guards-for-hire are available. Since the shipment can't wait, they approach the adventurers and request that they act as armed escorts. Usually, travel between Saltmarsh and Burle is uneventful, as it is such a busy road. But not this time. See [this post by u/Mimir-ion](#) for road encounter ideas. Consider also [Gnolls Galore](#) by Campaign Creations.

84. TAVERN & INN - *Honey Pot*

- **Affordability:** Comfortable to Wealthy
- **Patrons:** Travellers heading to/from the [passenger ships](#) (#93) and commoners of any political alignment
- **Atmosphere:** Bright, cheerful, very energetic; People come here to socialise and have a good time; Music is a focal point and tables are often pushed aside to make room for lively dancing; Patrons can get respectfully rowdy when a popular song is performed; Not the tavern for business meetings (go to [The Selkie King](#) (#28) instead), a relaxed social excursion (go to the [Wicker Goat](#) (#74)), or drinking your sorrows (go to [Cloak & Stagger Inn](#) (#118) or [Snapping Line](#) (#112) instead)
- **Accommodations:** Located above the tavern, the ceiling of which is well-insulated to shield sleeping quarters from the noisy crowd below; There are several private rooms with only one bed, many shared rooms with two standard or two bunk beds, and two dorms with eight bunk beds each; Private and shared rooms include one chest per person for securing valuables; Beds are clean and comfortable
- **Note:** This tavern is known for three things: its well-stocked bar featuring an array of mead from the local [brewery](#) (#131), the quality of its live music, and the "Fun"geon obstacle course in the basement which allows everyday folks to play hero for an hour (see [The Dueling Knight's "Fun"geon Dungeon](#) by Adventures Await Studios). New mead recipes are often put to the test in this tavern and visiting bards and musicians consider it an honour and indicator of future success to receive an invite to perform here. Thursday is open mic night. The crowd is friendly and encouraging to newbies but has high expectations for repeat performers and is quick to ridicule an offensive performance.

85. BANK & MONEY CHANGER

- **Services:** Secure storage of clients' coin and other valuables in their vault; changes silver, gold, and platinum coin denominations; buys certified raw ore and uncut gems (these are sent elsewhere to be turned to coin and finished gems) for half the value of the finished product (e.g. they will offer 5 GP for a chunk of uncut diamond large enough to yield a 10 GP cut diamond); bookkeeping/accounting
- **Side Notes:** By law, all raw ore and uncut precious stones belong to the Kingdom, though it is possible for a civilian to legally possess small amounts. In such a case, the individual is issued a certificate stating that they are the legal owner of the stone/ore. The gemologist employed by the bank, who appraises precious stones and confirms the rightful ownership, makes a show of following all protocols regarding raw ore and uncut gems, but can be bribed to ignore missing links in the chain of custody and issue forged certificates of ownership.

86. CARPENTERS GUILDHALL*

- **Guild Members:** Cartwright, Cooper, Joiner, Shipwright, Turner, Wainwright, Wheeler, Woodworker, and Unspecialized Carpenters
- **Rooms:** Living quarters include small rooms outfitted with a single bed and dresser, slightly larger rooms that can accommodate the addition of either a desk or second bed, multi-room units suitable for families or small groups willing to share, and dorms with four bunk beds. Status within the guild is a large determining factor in which room you are assigned.
- **Amenities:** The main floor includes communal but private toilets, a large room with numerous wooden bathing tubs big enough for a soak separated by curtains, a fully-staffed kitchen that serves uninventive but quality food (those that can afford to do so often treat themselves to ready-to-eat food from street vendors), and a sizable dining / recreational hall for socialising.

87. TBD

88. SALTERTON APARTMENTS

- **Affordability:** Modest to Comfortable
- **Tenants:** A mix of small business owners and "white collar" specialists (e.g. auctioneer, interpreter).
- **Rooms:** Monthly to yearly leases of living quarters ranging from small rooms outfitted with a single bed and dresser, to spacious rooms that can accommodate the addition of either a desk or second bed, to multi-room units suitable for families or groups wishing to split rent but retain privacy.
- **Amenities:** There are communal toilets and baths on each floor, a large kitchen (usually ignored in favour of food from street vendors), and a sizable dining / recreational hall.
- **Note:** Very few tradespeople / labourers occupy these apartments because, unlike other residences, this building is too crowded by neighbouring buildings to accommodate external workshops or sheds for storing tools.

89. COUNCIL HALL*

- This large brick building contains the offices of the town council and the chamber where they meet to discuss town business. A small tower rises from the building, housing a horn at the top, which is blown to announce the beginning of a council session or other significant events. Outside the building's entrance is a notice board where council-approved posters can be placed. These include advertisements for upcoming town events, wanted ads / warnings of criminals on the lam in the area, requests for help, etc.
- **Notice Board side quests / encounters:**
 - Posters with * are old and weathered, indicating an older issue that has not been resolved for one reason or another
 - **HELP NEEDED**
 1. [Hilltopple Family](#) (#10) - stop the bulette (CR 5) headed for their pastureland
 2. [*Glassware](#) (#34) - captain/crew to collect sand for glass workshop (morkoth (CR 11) guarding the beach)
 3. [*Mussel Farm](#) (#119/120) - get rid of the crabs (vampire (CR 13) in derelict buildings)
 4. Farming Community north of the [Salt Mire](#) - get rid of the bandits stealing their livestock (See [The Mines of Khazakhstan](#) (Level 7) by Adventures Await Studios)
 5. Nearby Town - discover the cause of disappearing cattle and deal with it (See [The Forest of Forgotten Dragons](#) (Level 3))
 - **MISSING / LOST**
 1. [Butcher](#) (#31) - owner missing in mountains (petrified by basilisk (CR 3) in mountains)
 2. [Daily Market](#) (#32) - forager missing in [Salt Mire](#) (catoblepas (CR 5) in the marshy [Salt Mire](#))

3. [Bootlegger](#) (#134) - cute old lady missing in [Salt Mire](#) (shambling mound (CR 5) / corpse flower (CR 8) / vegpepygmy tribe (CR 2+))
4. Henry Walton missing in the [Salt Mire](#) (See [Lost and Found Fane of the Frog](#) (Level 3) by DMDave and Erich the Fuzzy)
- **WARNING / BEWARE / ATTENTION**
 1. Attention!! There is an infestation of stirges - be on guard when using the main road through Bridgers to [Westgate](#) ([Slaughterhouse](#) (#6))
 2. Attention!! Evidence of a possible [mimic](#) (CR 2) in Saltmarsh; citizens are warned to report and keep their distance from out-of-place objects, such as unattended carts blocking a path, sheds or outhouses that appeared overnight, etc.
 3. [Passenger Ship Dock](#) (#93) - notice of airships attacked by something, now grounded until further notice (manticores (CR 5))
 4. Travel Advisory - notice of a griffon attacking horses along the road to Seaton (see [Griffon Nest](#) by Team SuperHydra)
 5. Travel Advisory - road to [Dry Mine](#) and the Dreadwood is closed; no reason was given to the citizens but as most don't use the road, its closure is of little consequence to them. Town guards at the blockade on the road north of [Elven Pass](#) (#57) reveal that the Dreadwood elves sent word to Burle and Saltmarsh that several ranger patrols have gone missing. Evidence left behind is confusing and inconclusive; either a few large creatures, or many small ones, or maybe even a combination of the two, are responsible. If the party wishes to visit Dry Mine or the Dreadwood Forest, they can attempt to bribe the town guard to let them pass. Otherwise they will have to travel through the [Salt Mire](#), or go the long way using the road to Burle.
- **COMPLICATIONS:**
 1. Any of the travel advisories
 2. Oops! As you go to grab the poster for a very lucrative task off the job board, someone snatches it out from under you. "Stand down, fellas. We'll take care of this." Looks like another adventuring party has come to town. A better-equipped party. You can try and convince them to leave the job to you buuuuut... probably you had better get moving, if you want that hefty reward!

90. WEEKLY MARKET*

- Built around the first well dug for the fishers in the town's early days is a large market square where merchants of all descriptions gather on the first day of each week to sell their wares. Initially established to sell fish, the market has grown to include a wide variety of goods and is now a mini fair of sorts that lasts the whole day. Most of the stalls are associated with a local business, and custom orders are often arranged here rather than the customer making the trip to the respective workshop. Most items from the Player's Handbook costing up to 150 gp are available for purchase here. The centre area of the square contains dozens of long tables where shoppers can eat communally. Minstrels, jugglers, and other entertainment continues throughout the day. When the market is closed, and all the tables and stalls have been taken down, the empty beach area is filled with children swimming or fishing, local fishers repairing nets, people weaving baskets, etc.
- **Regular Stalls (note that many of the goods listed below can be found at multiple competing stalls):**
 - Bait & Tackle (for shore or nearshore small boat fishing)
 - Bakery - breads, buns, pies, etc.
 - Bonecarver - ornaments, buttons, brooches, combs, earrings, needles of various sizes, etc
 - Carpentry - mostly kitchenware such as cups, platters, etc.
 - Chandler - tallow and beeswax candles
 - Cobbler - simple "one size fits all" shoes
 - Dairy - fresh milk and cream, simple cheeses
 - Dried Goods - roast nuts, dried beans, grain, flour, etc.
 - Forager - food (berries, mushrooms, etc.) and other items foraged from the [Salt Mire](#) and outer edges of the Dreadwood
 - Glassware - nothing fancy and often chipped
 - Knife Sharpener
 - Lamps / Lanterns
 - Leathersmith - simple leather items such as belts, coin purses, aprons, etc.
 - Mattresses - unstuffed fabric covers and stuffing including straw, wool batting, and goose feathers
 - Meat - live chickens, goats, and sheep
 - Metalsmith - simple items such as belt buckles, brooches, pots, pans, and other kitchenware such as knives, utensils, etc.
 - Paintings
 - Pottery - mostly kitchenware (jars, pots, small cauldrons, pitchers)
 - Poultry - eggs and live spent hens
 - Produce - whatever fruit and vegetables are in season, fresh cut herbs
 - Seafood - fish, crabs, mussels, clams, etc.
 - **Note:** If you say "My coin purse is light. All I can afford is yesterday's catch" you'll be sold a sad-looking fish inside of which is a small slip of waxy paper with this week's password to get into the [black market](#) (#164) via the [general store](#) (#163). Additionally, if you wonder aloud whether fish are capable of dreaming, you'll be sold a tiny deep sea fish that, if eaten raw, produces vivid auditory and visual hallucinations that kick in 1d4 hrs after consumption and last 1d8+4 hrs. There is a 1-in-12 chance that you will instead become incredibly sick and require Lesser Restoration to ease the unbearable symptoms, which will then slowly dissipate over the next 2d4+6 hrs. This fish is illegal to sell and consume; fishing vessels that are caught bringing any ashore are fined heavily and can have their licence suspended.
 - Spices
 - Textiles - bolts of fabric usually in neutral colours and practical materials (i.e. not silk or satin), ribbon, thread, yarn, string, etc.
 - Woodcarver - utensils, knitting needles, combs
- **Frequent Peddlars / Travelling Merchants:**
 - Arcane charms and trinkets, some of which even work as advertised
 - Fortune Teller (either [one card](#) or [three card](#) tarot readings)
 - Simple musical instruments and wind chimes (you hear this cart before seeing it)

- Religious items dealer - amulets, brooches, embroidered patches, reliquaries, rings, etc.
- Tattoo Artist - mundane and occasionally arcane tattoos (has an inexplicable rivalry with the local tattoo artist who works out of the [Barber Surgeon](#) building)
- Weapons & Armor (standard wood shields and assorted light armour, 1-in-4 chance they have medium armour, 1-in-8 chance they have heavy armour; most simple and some select martial weapons)

91. MERCHANTS GUILDHALL

- **Guild Members:** Merchants, Traders, Exporters, and Vendors
- **Rooms:** Living quarters include small rooms outfitted with a bed, dresser, and desk or slightly larger rooms that can accommodate a larger bed and additional storage. Rooms are comfortable with high quality furniture and embellishments. Each includes a sturdy chest for storing valuables. There are no shared or dorm rooms.
- **Amenities:** The main floor includes communal but private toilets and iron bathing tubs large enough for a soak, a fully-staffed kitchen that serves delicious food, a sizable dining / recreational hall for socialising, and a small library. The annual membership fee for the Merchants Guild is not small, but the accommodations and amenities reflect that. Most tenants do not stay for long as they are only in Saltmarsh to conduct business in person.
- **Note:** There is a small building next to the guildhall which contains a shrine to Xerbo, god of the Sea, Sailing, Money, and Business
- **Notable Members:** A member of the [Arabica Family](#) (#9) is a senior member of the Merchants Guild and has a private office with attached luxurious sleeping quarters in the guildhall.

92. MANOR HOUSE - *Faithful Quartermaster of luz**

- Rented by a trade delegation from a neighbouring country to acquire large quantities of fish. The captain is looking for a specific magic item, and will offer magic items to those willing to recover it should she learn of its whereabouts.

93. PASSENGER SHIP DOCK

- Attached to the oversized dock with moorings for two large ships (either seafaring or airships) is a small building which accommodates recently disembarked passengers, those waiting to board a ship, and all their combined luggage.
- **Note:** Many of the passengers have already made arrangements to stay at a local inn, usually [Honey Pot](#) (#84), [The Selkie King](#) (#28), or [The Silver Spoon](#) (#19), depending on what they can afford. If Saltmarsh is simply their first stop on a longer journey, they may head to the [coaches and mews](#) (#83) to obtain riding horses or a coach.
- **Encounter:** An airship crash lands in Selkie Bay and limps to the passenger ship dock, its balloon ripped to shreds, barely functional. The captain explains that it was attacked by several [manticores \(CR 5\)](#). A crew of marines and well-trained town guards is tasked with accompanying a bait ship back through the airspace where the attack happened to hopefully take down the creature(s). The adventurers, having proven themselves quite capable in combat, are asked to join the mission with an offer of compensation upon their return. See [Manticore Mill Ruins](#) by DMDave; if you want to incorporate it, simply have the manticores retreat if they start losing the battle.

94. TBD

95. MANOR HOUSE - *Gellan Primewater**

- **Source of Wealth:** Most prominent merchant in Saltmarsh with a large fleet of trading ships, which he secretly uses for smuggling illicit goods
- **Note:** Gellan is a member of the town council
- **Encounter:** [Murder on the Primewater Pleasure](#) by Liam Murray

96. TBD

97. MARINES HQ

- A small force of marines watches over the docks and, if needed, can take to the sea to meet the threat of a pirate ship or sahuagin incursion. Their headquarters include barracks for the marines, private rooms and offices for their superiors, a kitchen efficiently run by a somewhat grumpy dwarf, a small armoury well-stocked with weapons and armour suitable for battles at sea, and a private dock with two ships always at the ready.
- **Note:** Many of the marines are followers of Kord, the god of athletics, sports, brawling, strength, courage, and storms, and can be found training or participating in small contests of athletic prowess in the courtyard of the [Temple of Procan](#) (#148).

98. WAREHOUSE - Imports

- A publicly owned complex of warehouses managed by the [customs official](#) (#99). Goods are secured here while import fees, taxes, and any other necessary certificates or paperwork are sorted

99. CUSTOMS & HARBOURMASTER

- Shared offices for the customs official, imports / exports inspectors, and harbourmaster. Customs officers deal with import fees, taxes, and any other necessary certificates and paperwork. Inspectors check goods to determine their legality, search for any contraband or signs of tampering or disease, etc. The harbourmaster enforces harbour and dock regulations to maintain correct operation of the port facilities and ensure safe navigation and security of the harbour.
- **Note:** The town council and Merchants Guild pay annual fees to the [Casters Guild](#) (#139) for its mages to inspect imported food for disease before the harbourmaster will give permission for the ship to dock and unload.

100. WAREHOUSE - Textiles

- Products of the textiles industry (bolts of cotton, wool, silk, satin, taffeta, and velvet; fabric for upholstery and drapery; canvas for sails; finished products such as carpets, rugs, and tapestries; spools of silk and cotton; skeins of wool yarn, flax twine, and rope) are housed here until they can be loaded onto ships for export
- Owned by the [Silkheart Family](#) (#15)

101. WAREHOUSE - Alcohol

- Barrels and casks of mead from the [brewery](#) (#131) and wine from the [winery](#) (#80) are housed here until they can be loaded onto ships for export
- Owned by the [Riggs Family](#) (#125)
- **Encounter:** It is a complete coincidence that the adventuring party happens to be enjoying some mead at the [Snapping Line](#) when a group of commoners rush in. Out of breath and in a panic, it takes a moment before they are able to explain their urgency; they noticed smoke coming from the alcohol warehouse, and if there really is a fire, someone needs to extinguish it before casks start exploding and the fire spreads to nearby warehouses. Check out [this phase map](#) by u/SilverCompassMaps.

102. WAREHOUSE - Condemned

- Years ago, a fire destroyed much of this warehouse, rendering it useless for storing goods. Beyond boarding up the windows and doors, the owner is unwilling, or unable, to pay to have it torn down or repaired. Now unoccupied, the roofless warehouse is a popular location for shady deals, like the sale of stolen items or illegal exotic pets, and funnelling legal goods snuck past customs to avoid import taxes. There are rumours that the building's owner is benefiting from these activities, and has paid the town guards to look the other way. Certainly something unethical involving one or more town council members is transpiring to prevent them from making a move to demolish the building.

103. WAREHOUSE - Cothana Bean

- Crates of dried whole and ground cothana beans are housed here until they can be loaded onto ships for export
- Owned by the [Arabica Family](#) (#9)

104. CARPENTRY - Shipwright

- Construct and repair (replace rotten or broken wood, paint, retar, etc.) all manner of ships and boats
- **Note:** Anything to do with warships and outfitting a ship for battle is dealt with by shipwrights in Seaton, and no, a civilian-owned vessel can not be kitted out to the nines. Maybe a ballista or two, recovered from a wrecked ship, for protection against pirates. But certainly not big war cannons. Unless some coin changes hands and the necessary parts are smuggled in.

105. WAREHOUSE - Fish & Seafood

- Barrels, casks, and crates of dried, brined, salted, and smoked fish are housed here until they can be loaded onto ships for export
- A publicly owned warehouse rented and managed by the Fishers subguild branch of the Mariners Guild
- **Side Quest:** A small-time exporter with only one cargo ship to her name has found a source of cothana bolls on the blackmarket (see the [Merrit Family](#) (#137) encounter). She hides the bolls in water-tight containers hidden in the bellies of brined fish out of Saltmarsh. The casks are sealed and hardly ever checked, and not thoroughly on the rare occasion someone decides to; so far, the smuggler has been lucky. Her success allows her to live slightly above her perceived means. She's been careful, but is getting cocky. It's possible a customs official has noticed the fine clothes and jewellery she shouldn't be able to afford, but they don't have the authority to conduct a full search of her ship. Not without some evidence, at least. But the town guard refuses to look into it, stating that "buying nice things" isn't cause for investigation. Maybe they're in on it? Perhaps the official could hire someone privately, maybe some adventurers, with their own funds. Catching a smuggler would be worth it. They would probably get a bonus, or even a raise.

106. FISHMONGERS WHARF*

- The fishing wharf consists of many busy docks and several large buildings where fish are processed. Small nearshore fishing boats weave their way around larger deep sea ships. Constant shouting between fishers and dockworkers is almost drowned out by the screech of flocks of seagulls. The air reeks of fish. Derricks swing back and forth between ship and dock, offloading crates full of the day's catch and returning empty ones in preparation for tomorrow's. Large dollies and carts pulled by mules haul the full crates away. Inside the fish processing buildings, fish are gutted before being brined, salted, fermented, or smoked. Some of the catch is sold locally, but much is exported. The dockworkers and fishmongers have little time for chatter and use their short breaks to scarf down food bought from nearby food carts. Despite its appearance, and smell, the Fishmongers' Plants are quite prosperous.
- **Note:** Processing fish and other seafood is not a glamorous occupation; most workers find themselves here out of family tradition or have partners who work on fishing vessels. Rarely does an outsider join the guild, and when they do, it's usually out of necessity. Because of this, almost all members have their own dwellings and a guildhall is not necessary. Instead, the plants are run by a few senior members of the Fishers Subguild based out of the [Mariners Guild](#) (#111). Fishmongers of Saltmarsh proudly call themselves "*brinies*", after the process of preserving fish in brine, though the term is said with disdain by many upper class individuals who see themselves as superior to the working classes.

107. TBD

108. SAILMAKER

- **Goods:** Canvas sails for ships

109. OAR & PADDLE MAKER

- **Goods:** Oars and paddles for smaller canoes and kayaks, row boats, and galleys

110. TBD

111. MARINERS GUILDHALL

- **Guild Members:** Fishers, Crabbers, Sailors of all rank, some Deck Mages
- **Rooms:** Living quarters include small rooms outfitted with a single bed and dresser, slightly larger rooms that can accommodate the addition of either a desk or second bed, multi-room units suitable for families or small groups willing to share, and dorms with four bunk beds. Status within the guild is a large determining factor in which room you are assigned.
- **Amenities:** The main floor includes communal but private toilets, a large room with numerous wooden bathing tubs big enough for a soak separated by curtains, a fully-staffed kitchen that serves uninventive but quality food (those that can afford to do so often treat themselves to ready-to-eat food from street vendors), and a sizable dining / recreational hall for socialising.
- **Note:** The mariners' guild serves all the towns along the coast, providing a bunk and a meal for sailors passing through, and facilitating the repair or purchase of all things nautical, such as charts, nets, rope, and sails. Sea captains in search of a crew stop here, as do others seeking news from afar. The guildhall is an excellent place to discuss seafaring, as well as the various threats to navigation along the coast. There is a fishers/crabbers sub-guild within the Mariners Guild. Some Deck Mages employed on ships may be members of the Casters Guild, or both.

112. TAVERN & INN - *Snapping Line**

- **Affordability:** Modest
- **Patrons:** Fishers, general labourers, and lower income traditionalist commoners (higher income traditionalists usually patron [The Selkie King](#) (#28) in Downcliff)
- **Atmosphere:** Busy, loud, happy, though the mood is heavily dependent on the day's catch; Commoners come here to unwind after a long day at work; Sailors and fishers gather here to trade stories and drink into the night, either celebrating a good catch or commiserating over empty nets; Patrons all seem to know each other, either because they work together or are regular fixtures at the tavern; Musicians tend to be moderately talented locals who simply enjoy performing for a receptive audience, though occasionally an amateur bard hoping for coin will play for the crowd
- **Accommodations:** Located in the back half of the tavern; All rooms are dorms with either 4 or 10 beds, most of which are arranged as hammock bunk beds reminiscent of cramped ship sleeping quarters; Aside from hooks on the walls for cloaks and bags, there is no furniture for securing belongings, though most people staying overnight have little to steal; Beds are not exactly dirty, but it is unlikely linens are changed daily

113. TBD

114. FIREWORKS & PIÑATAS - *Winged Hellfireworks & Piñatas*

- **Goods:** Fireworks, piñatas, streamers, sparklers, and other party supplies; gag gifts, novelty candy and drinks (think Orbitz and Pic-A-Pop)
- **Note:** There is a claw machine at the back of the store. Most of the prizes are mundane trinkets, but there is a 1-in-10 chance the item grabbed by the claw has some magical property attached to it. Use a d100 table of trinkets and have every 10th item be something imbued with small magic (e.g. an arcane clockwork frog that keeps mosquitos at bay, a miniature canvas and paints that will accurately capture someone's likeness or a landscape scene no matter how bad you are at painting, a comb that makes your hair/beard 2d4 inches longer).

115. THE DOCKS APARTMENTS (aka The Slums)

- **Affordability:** Poor
- **Tenants:** Venders of lower quality goods, unskilled labourers, petty thieves, mercenaries, small-time fences, people down on their luck
- **Rooms:** Nightly to monthly rentals of spots in large rooms crammed with several bunk beds and no privacy unless you happen to be the only one there at the moment or small rooms with space enough for just a bed with storage beneath it.
- **Amenities:** Any areas of the buildings that could have served as communal spaces have been turned into additional bedrooms for rent. There are no baths. Toilets are provided by way of run-down outhouses some 50 ft from the buildings that are sometimes made inaccessible in winter due to large heavy snow drifts wedging the doors shut - to avoid this, the doors are usually propped open all winter. Chamber pots are preferable at this point.
- **Note:** The Slums are a collection of rundown buildings that were never intended to function as apartments but have been converted to function as such. The landlord, better referred to as a slumlord, addresses complaints from tenants and nearby businesses only when the town council steps in, and does the bare minimum necessary to avoid penalties.

116. TBD

117. NETMAKER

- **Goods:** Industrial fishing nets (smaller nets are usually made by the fisher)
- **Services:** The oldest netmaker is a bit of a hedge witch and, for a very large fee, will imbue nets with magic to make them stronger, protect them against basic wear and tear, and/or make them resistant to damage. Only the wealthiest can afford this, though.

118. TAVERN - *Cloak & Stagger Inn**

- **Affordability:** Poor to Modest
- **Patrons:** Ruffians, mercenaries, smugglers, petty and not-so-petty criminals, fences, assassins, and those looking for a very raucous good time with minimal interference from bouncers and law enforcement

- **Atmosphere:** Rowdy, noisy, and boisterous; Scuffles are frequent, brief, and usually ignored by those not directly affected; Musicians are rare as they can barely be heard and typically go unappreciated unless they play a particularly bawdy song at which point the whole pub joins in
- **Accommodations:** Despite the name, there are no accommodations here, though it is not uncommon for someone to spend the night passed out in a corner - anyone looking for a cheap place to stay is directed to the [The Docks Apartments](#) (#115 - aka The Slums)
- **Note:** The tavern is strategically located next to the [Fishmongers Wharf](#) (#106) which are always bustling with activity, day or night, making it a simple matter to reach the tavern unnoticed, should you want to keep your visit there a secret. The building itself extends out over the water, supported by sturdy stilts driven into the sea bed below. Troublemakers aren't shoved out the front door; they're tossed over the railings and into the reeking waters of Crabber's Cove.

119. MUSSEL / OYSTER FARM

- **Goods:** mussels, clams, cockles, oysters, etc.
- **Side Quest:** Many of the posts on which shellfish are grown are constantly picked clean by the unusual number of crabs that have overtaken the now-abandoned and derelict [crab mongers buildings](#) (#120) located along the sandy eastern shoreline of Crabber's Cove. The farm is rarely profitable and its owners are quickly becoming destitute and desperate. If only there was a group of adventurers capable of clearing the area of its unwanted inhabitants. Removing crabs from the posts isn't so hard. But it doesn't take long before they return. Taking care of the crab infestation for good will require going into the crabmongers buildings, where a [vampire \(CR 13\)](#) is trapped (see the Crabmongers Wharf).

120. CRABMONGERS WHARF*

- A collection of derelict buildings and the remnants of docks spread out along the eastern sandy shore of Crabber's Cove that were once used to process and preserve the daily haul of crabs and lobsters. The buildings were abandoned decades ago, and in the ensuing years, thousands of crabs took up residence in the crumbling remains. Crabbers from Saltmarsh are cautious about the cove, as more than one overeager person has disappeared into the clacking darkness, never to be seen again.

121. EASTGATE & LONG WALL

- The wall is moss-covered, crumbling, and badly worn by centuries of rain and wind coming in from the Azure Sea, though there is evidence of minor maintenance and repairs by the local masons. It is tall enough to prevent the average traveller from entering Saltmarsh except through the gate, which consists of two heavy wooden doors and a rarely used portcullis, but an invading force of one or many intent on storming or sneaking into Saltmarsh could scale the wall if they came prepared. A small building next to the gate contains equipment necessary for the guards on duty and provides shelter for those on break.
- **Note:** There is a second [wall and gate](#) (#2) on the west side of Saltmarsh. The two walls are not connected because marshy land to the north, called the [Salt Mire](#) by locals, provides sufficient protection from standard threats heading towards Saltmarsh from that direction. A community of wood elves who have adapted to the conditions dwell there. They mostly keep to themselves, and nobody knows just exactly where they live or how they do it. They do have an amicable relationship with the residents of Saltmarsh, occasionally helping locate a lost forager or sending word to the dovechote of [Hoolwatch Tower](#) (#1) of dangerous creatures attempting to cross the marsh, but they actively stand against Saltmarsh draining any of the mire in order to expand north.

122. LUTHIER

- **Goods:** Stringed instruments such as lutes, dulcimers, harps, and very occasionally a hurdy gurdy
- **Services:** Music lessons, including vocal and instruments
- **Notes:** The luthier has a small collection of books about ancient ballads, long-dead bards who live on through their music, and the history of music over the ages. Amongst the tomes is an unassuming scroll that lists which materials can be used as strings on a bard's magical instrument (e.g. hair from a unicorn's tail, plant fiber from a twig blight). They are rare or difficult to obtain, and the process of stringing the instrument is tricky and dangerous. The luthier has never attempted it, nor do they know anybody who has. But the scroll has instructions outlining the process. It should be fine.

123. BARRACKS & JAIL*

- The town guard barracks are located near [Eastgate](#) (#121). In addition to sleeping quarters, there are offices for commanding officers and an armoury stocked with weapons and armour for the town guard and city militia. The basement of the barracks houses the jail which consists of a single large chamber for holding drunks, brawling fishers, and other troublemakers who need to cool off for a few nights, and six individual cells, one of which was long ago warded against both teleportation and divination magic - spellcasters are kept in this cell, blindfolded and manacled.

124. COTHANA WOODS APARTMENTS

- **Affordability:** Comfortable to Wealthy
- **Tenants:** A mix of small business owners, white collar specialists, and skilled artisanal tradespeople
- **Rooms:** Monthly to yearly leases of living quarters that range from small rooms outfitted with a single bed, dresser, and desk, to spacious rooms that can accommodate the addition of larger furniture such as a reading chair or armoire. There are also multi-room units suitable for families. The more expensive units include their own private toilet and bath with heated water.
- **Amenities:** There is a communal kitchen, dining / recreational hall, reading room, and for those units without their own, communal but private toilets and cast iron bathing tubs large enough for soaking
- **Notable Tenants:**
 - Gauwilh Dumont (and family), a moderately successful spice merchant whose living is mainly earned by transporting spices endemic to inland arid regions of the kingdom, including coriander, fennel, fenugreek, cumin, ajowan caraway, and dill

125. MANOR HOUSE - Riggs Family

- **Source of Wealth:** Owner of the [alcohol export warehouse](#) (#101), importer of assorted goods, such as glassware and exotic spices; has a small fleet of three cargo ships which occasionally take on a few passengers
- **Note:** They are wealthier than their shipping fleet size warrants, resulting in plausible rumours that their wealth comes from involvement with smuggling operations, likely to do with the finer wines and meads held in their warehouse. Perhaps they have an arrangement to be occasionally attacked by pirates. It is strange that it's only ever the ships transporting expensive goods but unaccompanied by a deck mage that are attacked.

126. MENDER / TINKER

- **Services:** Repairs small goods, usually household items such as utensils, pots, tools, chairs, etc. They use mundane methods for the most part, but will repair trickier items with the Mending cantrip, provided the customer can afford it.
- **Encounter:** One item on the docket for repair today is an oil lamp, dropped off by a local who found it hidden in the rafters of their recently inherited farmhouse. For some reason it won't light, but it looks to be of good quality and one can always use an oil lamp. The usual tinkering doesn't work, so some extra coin is handed over by the local, and the tinker casts Mending. But through sheer dumb luck, or perhaps a nudge from Ralishaz, the god of ill luck and misfortune, it isn't the lamp that the tinker mends, but a broken summoning spell. In a flash of darkness, several [shadows \(CR ½\)](#) erupt from the lamp, destroying it beyond repair. Spurred by their chaotic evil nature, they kill the tinker and customer before retreating from the daylight shining in through the unshuttered windows to dark corners of the tinker's shop. In 1d4 hours, two new shadows rise from the corpses and join the others. Together they wait for night to fall, when the world becomes their playground.

127. TBD

128. POTTERY

- **Goods:** Clay bricks, roof tiles, earthenware pots and small cauldrons, jars, jugs, pitchers, dishes and platters, etc., and porcelain finery (items can be simple, glazed, or painted with elaborate designs)

129. TBD

130. TBD

131. BREWERY - Ale, Beer, Mead

- **Goods:** The brewery makes standard ale, beer, and mead but is well-known for its Black Mead (rich flavour made with black currants), Cyser (hard apple cider), Dragon's Blood (deep red and sweet mead made with cherries), Capsicumel (spicy mead made with hot peppers), Bochet (caramelised honey mead), Oak Mead (smoky mead made by ageing in oak barrels with toasted wood chips), Lemon Sparkle (light carbonated mead made with lemons), Great Mead (a heavily fortified mead with a very high alcohol content, something akin to port), Golden ale (a pale ale with a golden colour and fruity flavour), Burton ale (a strong, dark ale with a spicy flavour), Burley wine (a rich beer with a nutty flavour and high alcohol content), and Garlic Mushroom cooking mead
- **Note:** The master brewer is a very small female dwarf named Bunny Hopps. Yes, she knows that bunnies go hop. Yes, she knows that hops are used to make beer and she makes beer. No, she is not "hoppy" to see you. No, hoppy beers are not her favourite, she actually prefers sweet honey mead. Yes, she agrees that this is an example of nominative determinism.

132. APIARY

- **Goods:** Honey, beeswax (secreted oily solution used for building honeycomb - used to make candles, encasing cheese, sealing scrolls/letters), wax pollen (mixture of various pollens collected by bees to make honey - has anti inflammatory properties), propolis (mixture of beeswax and other oils and resins used by bees to preserve honey - used as a topical treatment for wounds and rashes), and royal jelly (milky substance secreted by worker bees for feeding queen bee larvae - used in skin care), and bee venom (though that is an illicit good and only profitable on the [Black Market](#) (#164))
- **Services:** Pollination of fruiting crops, particularly cothana
- **Note:** The lead apiarist is a low level druid firbolg named Beatrix who can wildshape but only into an extremely large queen bee - this is how she is able to maintain so many well-behaved bee colonies with minimal employees. The apiary is affected by the lumber shortage (see the [lumber mill](#) (#7) side quest); if Beatrix can't get her hands on salvaged wood to repair existing boxes, she will be forced to either release her bees, which will reduce her productivity, or allow them to create their nests in attics and sheds, and she is fairly certain her neighbours won't appreciate that.

133. FLOWER & HERB GARDEN

- **Goods:** Fresh cut flowers and bouquets, fresh herbs, floral and herbal extracts, infused water / oil (used in cooking/baking, essential oil diffusers, perfume, or herbal remedies), potpourri mixes, and powdered pigments from certain plant roots or flowers for making paint or textile dye
- **Note:** The florist can cast Speak with Plants at will, no material, somatic, or verbal components required. Because the typical signs of spellcasting are absent, and the florist doesn't broadcast their ability (in fact, they may not even fully understand they're using magic - this is just something they've always been able to do), nobody knows they can cast the spell. Patrons of the florist's shop on [Seelie Bridge](#) (#35) do find it odd that they're always talking to their plants, in a sickly sweet voice. "Oh, look at you! You put out a new leaf! You beautiful thing, you!" They will also only harvest those flowers that let them know they are ready to be harvested. This means occasionally there are very few fresh cut flowers for purchase. But they definitely grow the most beautiful flowers and potent herbs, so nobody questions their eccentricities.

134. BOOTLEGGER

- An innocent-looking elderly halfling works with rum-runners to smuggle illegal and dangerously high-proof liquor to the local [black market](#) (#164), [Cloak & Stagger Inn](#) (#118), and further inland when supplies are high. She also makes small batches of moonshine she calls “bogwater”, which she sells at the black market, on a forested hillock in the [Salt Mire](#) not too far from her halfling hole, disguising her visits there as foraging trips.
- **Encounter:** The halfling, who is like a grandmother to all the kids in the neighborhood, has failed to return from one of her “foraging” trips in the [Salt Mire](#). Neighbours realise she is missing and sound the alarm, pooling together some coin so they can offer a reward for her return. But what will the adventurers find as they follow her path into the marsh? Perhaps she met her demise at the tentacles of a [shambling mound \(CR 5\)](#) or [corpse flower \(CR 8\)](#). Maybe she has established a delicate business relationship with a [vegepygmy tribe's chief \(CR 2\)](#), supplying them with moonshine in exchange for mushrooms to aid with her cover story, and the last batch of moonshine wasn't up to snuff. But will the adventurers catch on in time and use diplomacy to rescue the halfling, or attack and find themselves fighting against a tribe of [vegepygmys \(CR ¼\)](#) and their [thorny vegepygmy \(CR 1\)](#) mounts.

135. TBD

136. SILKWORM FARMER - *Satin Sericulture & Lepidopterarium*

- **Goods:** Silkworm cocoons for the textile industry which are ultimately woven into silk, satin, taffeta, or velvet fabric
- **Note:** Owned by the [Silkheart Family](#) (#15), the species of silkworm grown on this farm have a very consistent life cycle synced to the seasons. All silkworms form cocoons on the autumn equinox (Brewfest 4) and mature slowly over winter, hatching en masse on the spring equinox (Growfest 4). At this point, spent cocoons are collected and sent to the [Fuller & Carters / Combers](#) (#52) for cleaning. Butterflies lay eggs at dawn on the same day four weeks after emerging (Planting 25). There is a festival the following day to mark this occasion, where butterflies that have laid eggs are released from cages at high noon, to great celebration and merriment.

137. MANOR HOUSE - *Merrit Family*

- **Source of Wealth:** Owns an extensive cothana farm outside Saltmarsh and one field inside the walls next to [The Paddocks](#) where they grow a particularly luxurious and expensive variety of cothana; Largest merchant of raw cothana, which they sell to the [Arabica Family](#) (#9) (owners of the [Cothana Processing Plant](#) (#62))
- **Side Encounter:** In the beginning, none of the field hands notice the missing cothana bolls. Afterall, the thief is overly-cautious and takes only a few from random bushes spread throughout the field on nights when clouds suppress the moonlight. And it's not like every bush produces a specific number of bolls. But the stolen cothana fetches a pretty penny on the blackmarket, and the thief gains confidence, stealing a little more each time they venture into the field. Plus they've found a partner-in-crime to smuggle the pilfered goods out of Saltmarsh (see the [Fish & Seafood Warehouse](#) encounter). More cothana equals more money. But then an observant field hand notices footprints in the mud after a particularly bad rainstorm kept the workers out of the field. Somebody was harvesting cothana, and it wasn't one of the workers. The Merrit Family is notified, and they try to handle the issue on their own. But their attempts to catch the thief fail and they eventually notify the [Arabica Family](#) (#9), worried that the loss might affect their business arrangement, who quietly seek out someone to catch the thief red-handed. How has the thief been able to avoid capture for so long? Perhaps they have a Ring of Invisibility or Boots of Elvenkind.

138. JUNKYARD

- The owner of this large house is an elderly elf who has been collecting junk and storing it in their yard for hundreds of years. The items are mostly useless, at least without major restoration, though some might be valuable to the right collector. It is possible, of course, that buried in the piles of rust is an item of great power encased in a thin sheet of lead that prevents its detection.
- **Encounter:** [Rust monsters \(CR ½\)](#). Just... so many rust monsters. It's weird that they're above ground and in large numbers, but there will be time to ask questions later. When they're done gorging on the iron in the junkyard, they'll move on to whatever else they can find. There's plenty of iron bits and pieces around. Shovels, hammers, nails, barrel hoops, door hinges. Best to get rid of them quickly. But the locals don't have magic weapons, and their pitchforks do little damage before being consumed. The town council and wealthier individuals in the neighbourhood offer a reward to whoever succeeds at the task. *Note: Run this encounter before the party has magic weapons / armour.*

139. CASTERS GUILDHALL

- **Guild Members:** Arcane spellcasters
- **Rooms:** Living quarters include small rooms outfitted with a bed, dresser, and desk or slightly larger rooms that can accommodate a larger bed and additional storage. Rooms are comfortable with high quality furniture and embellishments. There are no shared or dorm rooms.
- **Amenities:** The main floor includes communal but private toilets and iron bathing tubs large enough for a soak, a fully-staffed kitchen that serves delicious food, a sizable dining / recreational hall for socialising, and a small library. The annual membership fee for the Casters Guild is not small, but the guildhalls reflect that.
- **Note:** Magic users are fairly common throughout the kingdom. Even small farming communities may have one or two arcane casters. These individuals are somewhat like sorcerers, in that their ability to cast magic is inherent, but are distinctly different from powerful arcane casters as they know only one or two Level 0 to 3 utility spells (i.e. non-damaging, non-healing) which require a one-hour ritual (instead of 10 minutes) that is physically draining, so much so that they can cast it only once or twice every few days. Many join the Casters Guild, which in return houses them in luxurious accommodations, provides them with the necessary spell components, and puts their skills to use. Wealthy businesses and merchants may hire the Casters Guild for various purposes. Some examples: a bank might have an arrangement for Arcane Lock to secure and Knock to open their vault; an exporter of perishables might pay to have Detect Poison and Disease or Purify Food and Drink cast on their goods and receive a certificate declaring as much in order to charge more; a merchant might transport their goods using Tenser's Floating Disk when a regular cart won't do. Cities like Saltmarsh often have a contract with the Casters Guild to provide certain services such as inspecting ships importing food for poison or disease, providing light in public spaces, sending urgent messages to distant locations, etc.

- **Complication:** The contract between Saltmarsh and the Casters Guild dictates that all spells listed in the document are to be used for the benefit of the public in official capacities and cast exclusively by guild members. Hefty fines are issued to officials caught abusing the contract by having a spell cast for personal use or hiring a non-guild member to cast one of the spells for a civic matter. The latter is not normally an issue as someone in Saltmarsh able to cast the spell is likely the guild member employed to do so. If the guild notices that someone, an adventurer perhaps, took it upon themselves to cast one of the contracted spells as a public service, such as using Light to illuminate the town square, that person wouldn't be issued a fine as they were not acting at the request of a city official, but the guild may become... relentless in their attempt to get said individual to join the guild. And if they do, they might find themselves being sent on missions for the guild, especially once the guild learns they are a powerful caster.

140. ANGORA FUR FARM - *Hilltopple Luxury Wool*

- **Goods:** Unprocessed angora wool from Angora rabbits, unprocessed mohair from Pygoras goats, unprocessed cashmere from Gobi goats; meat and pelts from animals past their prime
- **Note:** Mages from the neighbouring [Casters Guildhall](#) (#139) regularly cast Prestidigitation at no charge on the goat enclosure to eliminate the odour of manure, which really isn't *that* bad, but why smell it if you don't have to?

141. TBD

142. BASKET WEAVER

- **Goods:** Baskets, mats, mesh bags, outdoor furniture, fish baskets and traps, parasols and umbrellas, sun hats, etc. made using straw, grasses, willow branches, and/or vines

143. TBD

144. BAKERY - *The Sword and Scone*

- **Goods:** Muffins, buns, biscuits, scones, croissants, bagels, cookies - basically any quick bread or pastry you'd buy in larger quantities

145. PAINTER

- **Goods:** Paintings of all sizes (focal points for greatrooms down to locket inserts) using a variety of mediums (watercolours, oils, etc.) and of a variety of subjects (landscapes, portraits)
- **Services:** Painting classes, art dealer/procurer, commissioned portraits by the limner, and custom decorated texts (borders, embellishments, miniature illustrations) by the illuminator
- **Note:** One of the painters, who probably should have retired years ago, comes from a long line of artists with the knowledge of how to emblazon shields with Holy Symbols. They have done it only once or twice in their long lifetime, guided by their family's most prized possession, a book written in code that provides detailed instructions on how to craft high quality paints using specific pigments that allow the adorned shield to act as a conduit for divine magic, and the necessary precautions to prevent being consumed by magic as mundane material and divine power are connected. The process is costly as the pigments are incredibly rare, and time-consuming as creating the paints is a delicate process.

146. MINING COMPANY HEADQUARTERS*

- Once a mansion owned by a local noble family, this extremely large dwelling was purchased by the crown and serves as the dwarven mining company's headquarters in Saltmarsh. The manager of the company occupies an awkward place on the council; she is new to Saltmarsh and was placed in her position by royal decree as the crown decided that if Saltmarsh is to support a mining operation, the miners would need a political voice.
- **Side Quest:** See [The Silver Secret of Saltmarsh: Danger and Discovery in the Dwarven Mine](#) by u/DiceAdmiral

147. CEMETERY*

- A well-kept cemetery; most graves are little more than memorial stones laid for those who died at sea

148. TEMPLE OF PROCAN*

- Services at this long-standing sea god's temple are well attended. The head cleric is willing to trade cleric spells of up to 5th level, including raise dead, in return for recovery of the remains he seeks.
- **Note:** The temple's courtyard is often used for exercise and military practice. Followers of Kord, god of athletics, sports, brawling, strength, courage, and storms, use it to train and hold small contests of athletic prowess, particularly wrestling. Many [marines](#) (#97) are followers of Kord and can be found here when not on duty. Much of the town guard are devotees of Heironeous, god of chivalry, valour, honour and justice; fencing, jousting and archery competitions are often held in the open courtyard in his name.

149. TAILOR - *Sew You*

- **Services:** Adjusts / customises garments to fit the customer's body and style

150. MILLINER / HATTER

- **Goods:** Hats, fascinators, hair accessories, and other headwear

151. SEAMSTER (Haute Couture) - Celestian's

- **Goods:** High end custom-fit clothing made from the finest materials ranging in style from delicately simple (i.e. everyday clothing for the upper class) to extravagant with costly embellishments (i.e. fancy clothing for the upper class), costumes, and wigs
- **Note:** The haute couture seamster named his shop after Celestian, the god of Stars, Space, and Wanderers, because *"Fashion is a journey and the destination should be transcendent. Your outfit should lift you beyond the heavens and into the stars. If your clothing keeps your soul tethered to this mortal plane, well... I pity you for you are no better than a beast clothed in dirt and muck."*

152. COBBLER

- **Goods:** Practical and luxury shoes, sandals, boots, and slippers
- **Services:** Re-sole, re-insulate, patch, and clean/shine shoes

153. SEAMSTER (Standard) - Down to Earth

- **Goods:** Ready-made clothing that is utilitarian in design and lacks embellishments (i.e. every day affordable clothing for the average person) stocked in sizes that fit most common races/species, though some may require a quick trip to the [tailor](#) (#149)
- **Note:** The owner of this clothing store left it unnamed until the [haute couture seamster](#) (#151) opened his shop down the street. In response to his haughty and condescending opinion of simple clothing, she began calling her shop *Feet on the Ground* but changed it to *Down to Earth* when the [cobbler](#) (#152) complained that his customers were confused by her shop's sign which featured feet. Were customers actually confused? No. But some people just like to complain.

154. INN - Underhill B&B

- **Affordability:** Comfortable to Wealthy
- **Patrons:** Wealthier travellers / tourists spending at least a few days in Saltmarsh
- **Atmosphere:** Cosy, restful, private; Host is very attentive; Guests nod politely to one another but otherwise keep mostly to themselves
- **Accommodations:** Modest and homey multi-room suites with high quality furnishings and furniture intended to make longer stays more comfortable; Guests are served homemade breakfast and late evening tea in their rooms
- **Note:** This B&B is located in the base of Hool Hill and consists of an elaborate network of subterranean rooms and hallways

155. TBD

156. ORPHANAGE

- The [Mariners Guild](#) (#111), which holds some governance over fishing vessels, has a rule against employing parents on the same ship. Still, it is not rare for children of fishers and/or sailors to become orphaned due to shipwreck. When this happens, the orphanage quickly steps in to see that they are not abandoned and lost to the streets. While the orphanage will take in any child without a guardian, most are the children of sailors and fishers lost at sea.
- Wealthy locals, motivated by altruism or the need to maintain appearances, support the orphanage through generous donations of food, clothing, and money. For some children, their quality of life actually improves. Locals often adopt young children, becoming responsible for their well-being and education (basic reading and maths), as well as providing them with the opportunity to become a skilled labourer. Very rarely does a dishonourable individual take advantage of this situation, and those that do are punished severely.
- If an older child shows a keen interest in or proficiency towards a specific trade, that guild may arrange for them to become an assistant, though this often takes them out of Saltmarsh. If they do well, they may eventually become an apprentice, then journeyman, then master of their trade.

157. TBD

158. POULTRY & PEACOCKS

- **Goods:** Fresh eggs and layer hens; feathers from specialty breeds (e.g. peacocks, phoenix chickens) for fletching, quills, costume accessories, masks, feather fans, hats/fascinators, etc.

159. FALCONER / HUNTER

- **Goods:** Trained falcons; traps and snares
- **Services:** Breeds and trains falcons for hunting, accompanies hunters targeting specific prey

160. MANOR HOUSE - Ingo the Drover*

- Ingo the Drover is a good source for guards, marines, and muscle when sailing through difficult waters.
- **Note:** Ingo the Drover is always on the lookout for skilled mercenaries to fulfil the contracts offered to him. He has a particular need for those who can serve as caravan guards, personal protection for merchants, and sentries aboard docked ships.

161. EXTERMINATOR

- **Services:** Rat catcher for the main public areas of Saltmarsh (at a cost to the city), removes pest animals from private homes, businesses, warehouses, granaries, etc., and, for a hefty fee, clears ships of rats prior to their disembarkment from Saltmarsh

162. HOOL HILL APARTMENTS

- **Affordability:** Modest to Comfortable
- **Tenants:** A mix of small business owners, blue collar and white collar specialists, and skilled labourers

- **Rooms:** Monthly to yearly leases of living quarters that range from small rooms outfitted with a single bed, dresser, and desk, to spacious rooms that can accommodate the addition of larger furniture such as a reading chair or armoire. There are also multi-room units suitable for families.
- **Amenities:** The main floor includes communal but private toilets, a large room with numerous wooden bathing tubs large enough for a soak separated by curtains, a communal kitchen (usually ignored in favour of ready-to-eat food from street vendors), and a sizable dining / recreational hall for socialising. Several smaller outbuildings and sheds are available for rent; these are typically used by tenants who need a small workshop or space to store equipment for their trade.

163. GENERAL STORE - *Winston's Wares**

- **Goods:** Simple maps of the area, most items from the Adventuring Gear (excluding contraband, weapons (except those with uses outside of combat such as hunting knives and hand axes), and armour)
- **Note:** There is a secret tunnel in the cellar leading to the basement of a nearby [farmhouse](#) (#164) that houses a black market where one can buy and/or sell illicit goods, conduct clandestine business deals, gamble illegally, and wager on, or participate in, cage matches. To access the tunnel, one must be a trusted regular of the criminal underworld or provide Winston with the current password, obtained from the seafood stall at the [weekly market](#) (#90). If the password is correct, or he knows you, he will wait until there are no customers perusing the shelves before escorting you into his locked office. Once everybody is inside the room and the door has been secured, he will open a cleverly hidden trap door leading down into a cellar or sorts, being very careful not to reveal *how* he opens the door. He sends guests down first so he can check once more that there are no customers, before descending after them. Once in the cellar, he will carefully open yet another well-hidden door, this one finally leading into the tunnel to the black market. Winston himself does not frequent the black market (anymore), but has yet to extricate himself from housing the access point which facilitates entry.

164. FARMHOUSE & VINEYARD

- The land adjacent to this large house contains a highly successful vineyard which supplies the local [winery](#) (#80) with exquisite grapes. It has been managed by the same family for many generations.
- **Note:** The basement of this farmhouse plays host to a well-organised black market where one can buy and/or sell illicit goods, conduct clandestine business deals, gamble illegally, and wager on, or participate in, cage matches. It is accessible via a secret tunnel from the basement of the [general store](#) (#163). A secondary well-hidden exit leads down a long tunnel that lets out beneath some nearby silos. There is also a hidden door leading to the cellar of the farmhouse, but only the farmer and pit boss know of its existence.

165. THE SACRED GROVE*

- This grove is the last untouched remnant of a much larger ancient forest that stretched along the Azure Sea coast from the Hool Marshes to well beyond Seaton. It is considered sacred to druids and followers of Beory, Ehlonna, and Obad-hai, who maintain shrines and conduct many of their rituals beneath its canopy. Many hunters, trappers, and foragers visit the shrines before venturing off into the wilds, often sharing information and rumours of dangerous creatures spotted in the [Salt Mire](#), Hool Marshes, and Dreadwood. Attempts to remove the remaining trees are consistently thwarted, either by protestations from the locals or divine intervention.
- The shrine to Obad-Hai, god of Nature, Woodlands, Hunting, and Beasts, is tended by Ferrin Kastilar, a somewhat melancholy individual of middle years, and his bullfrog companion Lorys. Ferrin always keeps an eye out for rumours of aberrations in the wild. He also has contacts with the elves of the Dreadwood, and they send word to him if a monster escapes that forest and heads in the direction of Saltmarsh. If news of an aberration reaches him, he hires adventurers to stalk and kill the creature.
- **Side Quest:** Adapt [Dungeons and Lairs: Wearboar Mehiri](#) by DMDave to fit.

[Cothana](#) is a fictitious shrub of my own invention, that is essentially a combination of *Coffea* shrubs and cotton. The fruit is a caffeinated bean encased in a fluffy fibre. It is endemic to Saltmarsh and particularly valuable as attempts to grow it elsewhere have either failed completely or are costly and produce an inferior product.

A note about Guilds: Guild associations of craftsmen and merchants regulate trade, set quality standards, and ensure fair competition. Membership with a guild requires an annual fee, but provides certain perks including employment, room/board in guildhalls, and formal training to advance from assistant to apprentice to journeyman to master, depending on one's skill, demonstration of leadership and management skills, and the guild's need. Customers who have obtained services or goods from a guild member are assured a high level of quality and recourse if something goes wrong.

A note on spellcasting in my Saltmarsh: The vast majority of casters cannot attune to an arcane focus. You need to *find or create* a suitable object to act as a conduit in place of material components, and be a powerful mage in order to attune to it (doesn't count as one of the three attunement slots). Because neither of these steps are easy, almost all casters rely on material components which are often expensive or difficult to get. So while casters are relatively common, they are extremely limited in their ability to actually cast a spell. In Saltmarsh, sorcerers, warlocks, and wizards can obtain orbs from [glassblowers](#), rods and wands from [metalsmiths](#), and (quarter)staves from [woodcarvers](#), whereas crystals must be found; paladins and clerics can obtain amulets and reliquaries from [metalsmiths](#), embroidered emblems to be worn on fabric from a [weaver](#), and emblems to adorn shields from [painters](#); bard's can seek out [luthiers](#) for stringed instruments, [woodcarvers](#) or [engravers](#) for wind and percussion instruments; while druids and rangers must find or craft their own focus, using natural elements from the wild.

SALTMARSH NEIGHBOURHOODS

Upcliff

One of two wealthy neighbourhoods in Saltmarsh, the other being Cothana Woods. Almost all of the buildings on this windswept plateau are large manor houses and mansions on expansive well-manicured estates belonging to some of Saltmarsh's oldest, wealthiest, and/or most prominent families. The clifftop boasts splendid views of the Azure Sea and Saltmarsh. Where most houses in the city are draughty during winter, with too few fireplaces to cut the cold, the mansions in Upcliff are built to withstand and remain comfortable in even the worst winter storm - a subtle but palpable display of wealth. Unless you live in Upcliff, or have a profitable connection to someone who does, the only reason to make the climb is to visit [The White Oak](#) (#17).

Downcliff

A mix of residences and businesses, like Hool Hill. The daily market makes Downcliff a bustling place in the early morning, but once it ends, the cobbled road becomes quiet; it is effectively a dead end leading only to a broken bridge to Siren's Point and a steep footpath to Upcliff, and though Downcliff is along the shore, there is no traffic from ships as only one building, a tavern, has a dock - they are expensive to maintain and simply aren't needed by those who work and dwell here.

Bridgers

The industrial area of Saltmarsh. If the goods are unrelated to seafood and the manufacturing process is noisy, stinky, or otherwise unpleasant to be around, the workshop is likely to be in Bridgers. Many items produced here are available at the weekly market, though clients often venture along the hard packed dirt roads to discuss custom orders with craftspersons. Foot traffic is expected to give way to heavily laden carts transporting goods from one workshop to another or to warehouses in Salterton and The Docks.

Salterton

The oldest neighbourhood of Saltmarsh, often called "*Old Saltmarsh*" by those families who first settled the area. The buildings became increasingly dense as Saltmarsh grew, to the point where there is literally no more room for new structures. The main roads are cobbled and can accommodate the busy cart and pedestrian traffic, but the alleys and backlanes are narrow, winding, and maze-like. Pickpockets can make an easy escape by darting into an alley and disappearing down one of the many paths that are little more than two-foot wide spaces between buildings. While not dangerous in and of themselves, these paths can keep someone with a bad sense of direction wandering for hours. The shoreline boasts many private docks, most of which are busy only during the day and see little use at night.

The Docks

Generally considered to be the least desirable neighbour to live in, most activity in The Docks is grunt labour or blue-collar work related to the shipping and fishing industry, including hauling goods between ships and warehouses, building and repairing ships, and manufacturing ship-related items (sails, nets, paddles/oars, etc.). The warehouses and shipyard usually rest during the night, but activity in the large fish processing plants and on the docks near them rarely ceases, leading to a constant production of noise and unpleasant smells. The area slows down during winter, when fewer fishing vessels and cargo ships brave the stormy seas. This doesn't decrease the unpleasantness of the area, though; because it is on the edge of Selkie Bay with hardly any protection from winds blowing across the Azure Sea, it is heavily affected by cold winter squalls that cover the area in freezing rain, sleet, and snow. It would be picturesque, if it weren't treacherously slippery.

Cothana Woods

Where Bridgers is home to blue collar trades, and Upcliff consists of ostentatious mansions on large estates, Cothana Woods is a cosy collection of artisans' workshops and modest, albeit still upscale, manor houses nestled in a thinned remnant of an ancient forest (see [Sacred Grove](#) (#165)). Cothana Woods also includes a collection of halfling holes dug into the eastern base of Hool Hill. Unlike Upcliff, the average Salter will have reason to visit Cothana Woods, usually to see the cobbler, tailor, or mender.

Hool Hill

Hool Hill is solidly middle class, with an interesting mix of multi-family residences and businesses perched atop an oddly tall but naturally flat hill. The steep dirt road that leads to the community on the south side is hazardous for carts with poorly-secured loads and becomes nearly impassable after heavy rains. Residents of Hool Hill are blessed with a panoramic view of the surrounding countryside and sea, with only the [Hoolwatch Tower](#) (#1) and Upcliff surpassing them in elevation.

The Paddocks

A large open field that almost always contains a flock of goats keeping the vegetation in check so that it is ready at a moment's notice for the various events that take place here: holidays and festivals that attract many participants, travelling circuses and fairs, live animal auctions, and very rarely, staging grounds for civilian troops during times of war.

The Salt Mire

A huge expanse of swampy land north of Saltmarsh, through which the Kingfisher River runs. It is virtually impassable and protects Saltmarsh from invading forces from the north. The only way through is along a dirt road atop a dike that follows the winding path of the Kingfisher River. Interspersed throughout the dense cattails and reeds are areas of open water, sometimes shallow but sometimes deceptively deep, as well as hummocks of all sizes, where sturdier vegetation and the occasional copse of trees manage to thrive. Very few Salters venture into the mire, for it is filled with dangers, including deep muck that traps you, hallucinogenic marsh gas, territorial wild animals, and the occasional abomination or monstrosity from the Dreadwood Forest.

Despite the inherent and unavoidable dangers lurking within, a rarely seen but large community of elves calls the area home. Thought to be descendants of sea elves who moved inland to escape pirates, they have clearly adapted to the conditions and learned how to benefit from what little the mire has to offer. Though reclusive, they are friendly with the few outsiders who forage or hunt in the mire, occasionally helping locate a lost Salter or sending word to [Hoolwatch Tower](#) (#1) of dangerous creatures attempting to cross the marsh. They actively stand against Saltmarsh draining any of the mire in order to expand the city north. (Think Crick Elves from NaddPod)

Dry Mine

Three days' journey along the road winding through the Salt Mire is an old mine in the base of a heavily-weathered mountain range. Once very profitable, it has become increasingly difficult to uncover valuable ore and is now boarded up. Locals call it Dry Mine, partly because it is depleted, but mostly because the area is remarkably arid, in direct contrast to the surrounding Salt Mire. Some believe this is due to a magical anomaly in the Weave. Skeletons of drakes are common in the region, as are rumours of purple worms. (From [this post](#) by u/Havelok)

APARTMENTS OVERVIEW

DOWNCLIFF APARTMENTS - 29

- *Affordability:* Modest to Comfortable
- *Tenants:* small business owners, blue and white collar specialists, skilled labourers.
- *Rooms:* Monthly to yearly leases of small rooms with a single bed and dresser, medium rooms with a desk or second bed, multi-room units for families or groups wishing to split rent but retain privacy.
- *Amenities:* The main floor includes toilets, a large room with numerous iron bathing tubs just large enough to sit in separated by curtains, a communal kitchen (often ignored in favour of ready-to-eat food from street vendors), and a sizable dining / recreational hall for socialising. Several smaller outbuildings and sheds are available for rent; these are typically used by tenants who need a small workshop or space to store equipment for their trade.

LABOURERS "GUILDHALL" / APARTMENTS - 37

- *Affordability:* Modest
- *Tenants:* Mostly skilled labourers (e.g. many metalsmiths) and blue collar specialists.
- *Rooms:* Monthly to yearly leases of small rooms with a single bed and dresser, medium rooms with a desk or second bed, multi-room units for families or groups wishing to split rent but retain privacy.
- *Amenities:* Toilets, communal bathing room with wooden tubs separated by curtains, a communal kitchen, and a sizable dining / recreational hall for socialising. Smaller outbuildings are rented as workshops or space to store equipment for their trade.
- *Note:* This is not an official hall run by a guild.

BRIDGERS APARTMENTS - 43

- *Affordability:* Modest
- *Tenants:* A mix of "blue collar" specialists, unskilled labourers, and seasonal migrant workers.
- *Rooms:* Monthly to yearly leases of small rooms with a single bed and dresser, medium rooms with a desk or second bed, multi-room units for families or groups wishing to split rent but retain privacy.
- *Amenities:* The main floor includes toilets, a large room with numerous wooden bathing tubs just large enough to sit in separated by curtains, a communal kitchen (usually ignored in favour of ready-to-eat food from street vendors), and a sizable dining / recreational hall for socialising. Several smaller outbuildings and sheds are available for rent; these are typically used by tenants who need a small workshop or space to store equipment for their trade.
- *Note:* Outside the main entrance is a job board where businesses can advertise their labour needs, though it is more common for an errander to be sent to the building at the start of the day, with a call for a certain number of labourers, and often with specific people in mind. Tenants on month-by-month leases are usually migrant workers in Saltmarsh for the growing season, when needs for unskilled labour in the agriculture and animal husbandry industries are high.

SALTERTON APARTMENTS - 88

- *Affordability:* Modest to Comfortable
- *Tenants:* Small business owners and "white collar" specialists
- *Rooms:* Monthly to yearly leases of small rooms with a single bed and dresser, medium rooms with a desk or second bed, multi-room units for families or groups
- *Amenities:* There are communal toilets and baths on each floor, a large kitchen (usually ignored in favour of food from street vendors), and a sizable dining / recreational hall.
- *Note:* Very few tradespeople / labourers occupy these apartments because, unlike other residences, the Salterton Apartments are too crowded by neighbouring buildings to accommodate external workshops or storage space for tools.

THE DOCKS APARTMENTS (aka The Slums) - 115

- *Affordability:* Poor
- *Tenants:* Venders of lower quality goods, unskilled labourers, petty thieves, mercenaries, small-time fences
- *Rooms:* Nightly to monthly rentals of spots in large rooms crammed with several bunk beds and no privacy or small rooms just a bed
- *Amenities:* Any areas of the buildings that could have served as communal spaces have been turned into additional bedrooms for rent. There are no baths. Toilets are provided by way of run-down outhouses some 50 ft from the buildings that are sometimes made inaccessible in winter due to large heavy snow drifts wedging the doors shut - to avoid this, the doors are usually propped open all winter. Chamber pots are preferable at this point.
- *Note:* The Slums are a collection of rundown buildings that were never intended to function as apartments but have been converted to function as such.

COTHANA WOODS APARTMENTS - 124

- *Affordability:* Comfortable to Wealthy
- *Tenants:* A mix of small business owners, white collar specialists, and skilled artisanal tradespeople
- *Rooms:* Monthly to yearly leases of rooms with a single bed, dresser, and desk, spacious rooms with larger furniture such as a reading chair or armoire, or multi-room units suitable for families. The more expensive units include their own private toilet and bath with heated water.
- *Amenities:* Communal kitchen, dining / recreation hall, reading room,, communal but private toilets and cast iron bathing tubs large enough for soaking

HOOL HILL APARTMENTS - 162

- *Affordability:* Modest to Comfortable
- *Tenants:* A mix of small business owners, blue collar and white collar specialists, and skilled labourers
- *Rooms:* Monthly to yearly leases of rooms with a single bed, dresser, and desk, spacious rooms with additional furniture, or multi-room units suitable for families.
- *Amenities:* The main floor includes communal but private toilets, a large room with numerous wooden bathing tubs large enough for a soak separated by curtains, a communal kitchen (usually ignored in favour of ready-to-eat food from street vendors), and a sizable dining / recreational hall for socialising. Several smaller outbuildings and sheds are available for rent; these are typically used by tenants who need a small workshop or space to store equipment for their trade.

TAVERNS & INNS OVERVIEW

The Silver Spoon (#19)

- *Affordability:* Wealthy to Aristocratic
- *Patrons:* Wealthy merchants, politicians, guild leaders, nobles, dignitaries, and representatives of the crown
- *Atmosphere:* Peaceful, classy, refined to the point of stuffy
- *Services:* Fine dining; Well-furnished private rooms, some with adjoining rooms with 2-4 standard beds
- *Note:* The *Silver Spoon* is contemptuously known as the *Pretentious Plate* by those not accepted there

The Selkie King (#28)

- *Affordability:* Comfortable to Wealthy
- *Patrons:* Merchants, traders, vendors, and higher income traditionalist commoners
- *Atmosphere:* Calm, orderly, pleasant, but serious; A quite player piano adds to the ambience
- *Accommodations:* Private rooms with 1 bed and shared rooms with 2 standard or 2 bunk beds

Wicker Goat (#74)

- *Affordability:* Modest
- *Patrons:* Town guard, dwarven miners, loyalist commoners, travellers passing through Saltmarsh
- *Atmosphere:* Informal, chipper, lively; Live music is provided by travelling musicians or the dwarven miners
- *Accommodations:* Dorms with 4 bunk beds, a few with 2 standard beds

Honey Pot (#84)

- *Affordability:* Modest to Comfortable
- *Patrons:* Travellers heading to/from the passenger ships (#93) and commoners of any political alignment
- *Atmosphere:* Bright, cheerful, very energetic; People come here to socialise and have a good time; Music is a focal point and tables are often pushed aside to make room for lively dancing
- *Accommodations:* Several private rooms with only 1 bed, many shared rooms with 2 standard or 2 bunk beds, and 2 dorms with 8 bunk beds each
- *Note:* This tavern is known for three things: its well-stocked bar featuring an array of mead from the local brewery (#131), the quality of its live music, and the "Fun"geon Dungeon obstacle course in its basement

Snapping Line (#112)

- *Affordability:* Modest
- *Patrons:* Fishers, general labourers, and lower income traditionalist commoners
- *Atmosphere:* Busy, loud, happy, though the mood is heavily dependent on the day's catch; Commoners come here to unwind after a long day at work
- *Accommodations:* All rooms are dorms with either 4 or 10 beds, most of which are arranged as hammock bunk beds reminiscent of cramped ship sleeping quarters
- *Note:* The owner makes a spirit from lobster meat and potatoes called Claw Wine; it is, to put it mildly, an acquired taste.

Cloak & Stagger Inn (#118)

- *Affordability:* Poor to Modest
- *Patrons:* Ruffians, criminals, fences, assassins, and those looking for a very raucous good time with minimal interference from town guard
- *Atmosphere:* Rowdy, noisy, and boisterous; Scuffles are frequent, brief, and usually ignored by those not directly affected
- *Accommodations:* None

Underhill B&B (#154)

- *Affordability:* Comfortable to Wealthy
- *Patrons:* Wealthier travellers / tourists spending at least a few days in Saltmarsh
- *Atmosphere:* Cosy, restful, private; Host is very attentive; Guests nod politely to one another but otherwise keep mostly to themselves
- *Accommodations:* Modest and homey multi-room suites with high quality furnishings and furniture intended to make longer stays more comfortable; Guests are served homemade breakfast and late evening tea in their rooms

See [100 Signature Tavern Drinks](#) from DNDSpeak for drink ideas.