

ERRATA

GHOSTS OF SALTMARSH

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

CHAPTER 1

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

SALTED GLADE

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

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

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

CHAPTER 6

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

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

CHAPTER 7

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

APPENDIX C

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

SEA LION

Large monstrosity, unaligned

Armor Class 15 (natural armor)

Hit Points 90 (12d10 + 24)

Speed 10 ft., swim 40 ft.

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

Skills Perception +4, Stealth +5

Senses passive Perception 14

Languages —

Challenge 5 (1,800 XP)

Amphibious. The sea lion can breathe air and water.

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

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

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

ACTIONS

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

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

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