

Cutter's Gold

A Dungeons & Dragons Adventure

Saltmarsh

This Adventure takes place in the lands surrounding Saltmarsh, a busy port on the South Coast of the Isle of Sky, situated in a secluded bay looking out across the deep blue wind-swept Azure Sea.

The Adventurers Guild

Saltmarsh is home to *The Guild of Crafty Adventurers*, a small private Guild whose elite dozen-or-so members seek *Adventure, Fame and Fortune*.

The Guild employs Adventurers and underwrites adventures - providing equipment, expertise and lucrative paid jobs by virtue of access to wealthy clientele seeking assistance with a range of adventuring tasks.

The Guild specializes in high-risk / high-reward Adventures requiring the paid services of skilled Adventurers, and takes a percentage of all Loot acquired on an Adventure.

Each Spring the Guild re-fills its membership, recruiting from nearby regions, replacing any members that have fallen to the many perils of adventuring in the previous year.

This has been a tough year for the Guild, as 1 Adventurer has succumbed to a mysterious withering ailment, and another four Adventurers have disappeared without a trace while undertaking a particularly risky job – with no word from them in over 6 months they are presumed dead.

Joining the Guild

To be granted an Apprentice membership you must be sponsored by a wealthy and respected citizen with Guild Association who can vouch for you, and who can pay the 500gp application fee. If you meet these two requirements then you must pass a gruelling 3-day assessment which tests both your physical and mental fitness.

Spring is in the air...

It's early April, Springtime, and from the far reaches of Saltmarsh hopeful Adventurers have each secured a wealthy and respected Sponsor and travelled to Saltmarsh in the hopes of securing a coveted position within the Guild.

Your Sponsor has taken care of the financial arrangements; your job is to show up and prove that you deserve a position in the Guild.

The Adventure starts with the Players meeting on the Guild's Open Day. You may be wealthy or poor, nervous or quietly confident, either way you are all subjected to the same selection process.

Create your Character.

United by a love of the Sea.

Whether you are from the Isle of Sky or further afield, what unites you all is a lifetime spent growing up near the sea.

The sea is in your blood, and your family's history has strong ties to the sea. Consider this fact when fleshing out your character, and incorporate some aspect of this Maritime connection into your character's background or nature.

Fleshing out your Character

We will start the Adventure with all the Players meeting on a brisk Spring morning at Guild HQ for Sign-up, starting with a round-table where the potential candidates meet the Guild Master and introduce themselves.

To enter the Guild you must be prepared to answer the following 10 Questions:

Question 1: What is your Name?

Feel free to pick any name that you like, but avoid anything offensive.

Question 2: What Race are you?

Pick one of the following Races:

- Dwarf
- Elf
- Halfling (Hobbit)
- Human
- Dragonborn
- Gnome
- Half-Elf
- Half-Orc
- Tiefling

You can pick a race based on gut feeling or you can choose after reading through the Race descriptions in the Players Handbook (see link on Web Page)

Question 3: What Character Class are you?

Pick one of the following:

- Barbarian
- Bard
- Cleric
- Druid
- Fighter
- Monk
- Paladin
- Ranger

- Rogue (thief)
- Sorcerer
- Warlock
- Wizard

You can pick any of these Character Classes. Either go with your intuition or read through the Character Class descriptions in the Player's Handbook and pick the one that appeals to you.

Don't concern yourself with all the options explained for each Class in the Players handbook, we'll get to that later.

You will all start the Adventure at Level 1.

Question 4: Where do you come from?

Here you get to change the world, as you get to make up the answer to this question, and I will add the location/details you describe to the scenario maps.

The only restrictions are:

- a) The location you describe must be either on the Isle of Sky or on an island within a days travel by boat from the Isle of Sky.
- b) You can't name "Saltmarsh" as your place of birth.

e.g. "I come from the fishing port of Penny on the Isle of Flax, a short boat-ride off the east coast of Sky."

e.g. "I live on the South coast of Sky in Cabin in the Effing Forest. It's a remote location and the journey to Saltmarsh took me 3 days on foot because I got lost in the Southern Marshes along the way."

Question 5: What is your background?

A short paragraph summarizing your background and key experiences that have shaped your character to-date.

Question 6: Why do you want to join the Guild?

Fame & fortune are the obvious answers, but perhaps your motivations are more nuanced or complex...

Question 7: Who is your Sponsor?

What position do they hold, and what is your relationship to your Sponsor?

You have strong ties to your Sponsor. Your Sponsor must be a wealthy & respected citizen, but what is their true nature and motivation for sponsoring you – are they sponsoring you out of friendship or do they have some hold on you?

Question 8 – What are your primary character Traits?

Pick two unique traits that define your character.

e.g. "I am Honest and Trustworthy – my word is my bond."

e.g. "I'm shy and I don't make friends easily, but I will lay down my life to protect a *true friend*."

e.g. "If I'm being brutally honest I've grown up in a wealthy household, and I'm pretty lazy. This adventuring lark seems like the perfect way to prove to my father that I'm more than a 'silk purse' and 'a shrunken codpiece' as he frequently refers to me!"

Question 9 – What drives you?

Describe 1 ideal that drives your character.

e.g. "I grew up poor, and the rewards from Adventuring will allow me to provide for my family."

Question 10 – what do you consider to be your biggest character flaw?

e.g. "I like my ale, but I have a tendency to get exceedingly drunk and start fights with strangers."

e.g. "I'm rather vain, and I like to acquire expensive trinkets, no matter who they belong to..."

Next Steps

Complete the 10 Question Summary, and send it to me, a simple plain text file will do. I may ask you to clarify your answers. The text file should be divided into 10 short sections/paragraphs, numbered 1 to 10 corresponding to the 10 questions above.

1. Name
2. Race
3. Class
4. Where I'm from
5. My Background
6. Why I want to join the Guild
7. Details of my Sponsor
8. My 2 Primary Character Traits
9. What drives me
10. My biggest character flaw

D&D is a Role-Playing Game, so you play the game as any character you choose, and you'll be rewarded with Experience Points (XP) for both Role-Playing (staying in Character) Adventuring & Combat. As you gain XP you Level up, gain more Hit Points, get access to more Spells, get more loot to buy cool stuff and you can take on tougher Monsters and increasingly more challenging Adventures.

We're playing the Game using the latest Fifth Edition D&D Rules a.k.a. "D&D 5e".

There's a link to a PDF copy of the official D&D 5th Edition Players Handbook on the website I sent you. There's no requirement for you to read through this Handbook at this stage, and you'll pick up the basic rules of the game during the adventure. We'll be sorting out all the technical details once you've fleshed out the high-level description of your character.

Before we start the Adventure we need to complete your official Character Sheet by filling in all the Race & Class-specific options, identify your Stats Proficiencies etc, and equip your character. You can leave this to me or we can do this together before we start the Adventure proper.

We'll be using miniatures during several parts of the Adventure. I have a large collection of Player Minis for you to choose from to represent your character on the gaming table – or you can bring your own.

Finally, feel free to bring your own set of dice: [D20, D12, D10, D8, D6, D4] , if you don't have any then I have plenty that you can use.

Role-playing with a group of people for the first time can be a little daunting, but don't worry too much, you're among friends and there's no judgement, only *Adventure, Fame & Fortune...*