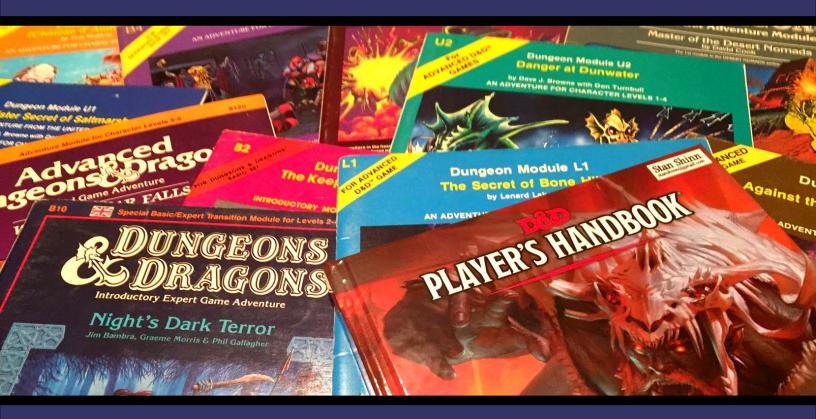Classic Adventure Module Conversion

# The Sinister Secret of Saltmarsh

## Conversion Guide by Mark Stout

### For Character Levels 1-2



# Classic Modules Today

### A D&D 5th Edition Conversion of the Early Edition Adventure Module

# U1 The Sinister Secret of Saltmarsh

## Conversion Guide

**Introduction:** In 1981, TSR published the module named "The Sinister Secret of Saltmarsh" with the module code "U1". It was written by Dave J. Browne and Don Turnbull, and illustrated by Dave De Leuw, Harry Quinn, and Stephen D. Sullivan. It consisted of a 32 page booklet and tri-fold cover with maps. This conversion guide allows DMs to run the original module with 5th Edition rules and provides a reference sheet for encounters.

*An adventure for four to six 1st– 2nd level characters*

BY MARK STOUT

# U1: The Sinister Secret of Saltmarsh

## Introduction

To use this conversion guide you will need a copy of "U1 The Sinister Secret of Saltmarsh", originally available in hard-copy and now for sale in Digital format at www.dndclassics.com.

This document gives DMs advice to convert the module to the latest 5th Edition rules and guidance on preparing the adventure. A list of  encounters provide a quick in-game reference. Most creatures refer to stat blocks in the D&D 5e Monster Manual. A few creatures have full stat blocks in the Special Creatures section at the end of this conversion guide.

Page listings may refer to abbreviations: MM (Monster Manual), CR (Challenge rating), and DMG (Dungeon Master Guide).  All other page number refer to the locations in the original 'The Sinister Secret of Saltmarsh" module. Key text is in **bold** for easy scanning. Magic items are noted in *italics*.

Find more information about this and other early edition conversions at www.classicmodulestoday.com.

## Reference Sheet

For convenience, there is a Reference Sheet at the end of this document which summarizes the key information you'll need during the game onto one concise sheet. You can print this onto a single, double-sided page (perhaps on colored cardstock) as a handy tool that you can use alongside a hard copy of the module. After reading this document, all you'll need to run the game is the original module, the Monster Manual,  the Reference Sheet, and optionally any notes or visuals you've prepared.

## Adventure Summary

The adventurers have arrived in, or are from, the sea side town of Saltmarsh. While most of the talk of the town is typical, the adventurers learn of the "famous" haunted mansion several miles down the coastline.

The mansion was built decades ago by a rich, reclusive alchemist and has been abandoned for years. Townsfolk claim the mansion is haunted, as people over the years have gone to explore it and come back with tales of spectral figures and ghastly voices shrieking. The townsfolk leave the place alone, but stories of the alchemist's riches still lure people to the place from time to time.

The truth is the mansion is currently being used as the land base for a quite profitable smuggling operation. One of the prominent merchants in Saltmarsh is behind the operation, and set up in caves below the old mansion, knowing the haunted reputation of the place would keep most townsfolk away.

The smugglers at the mansion, lead by the illusionist Sanbalet, unload smuggled goods from the ships that deliver them, and pass them along to the merchant. Sanbalet uses his spells to create the phantom figures and horrible sounds

that keep the locals away from the mansion.

The adventurers will find more questions when they discover the smuggling operation and confront the smugglers. If they can decipher the notes of Sanbalet, they'll realize a ship is coming to the mansion with smuggled goods. The town council will agree to provide two excise men to accompany the adventurers on a raid to seize the smuggler's ship and put an end to the operation for good.

However even this won't answer all questions, as the presence of lizardfolk on board the ship, and invoices showing weapon sales to the lizardfolk raise even more questions and concerns.

## Converting to the Realms

This brief guide outlines a few thematic changes and additions to bring "The Sinister Secret of Saltmarsh" into the Forgotten Realms world of Faerûn.

Saltmarsh is patterned after a typical British fishing town, and so can fit in anywhere along a temperate climate coastline. On the Sword Coast, Saltmarsh can be placed anywhere between Waterdeep and Candlekeep.

If you're going to run the entire three module arc, place Saltmarsh far away from the big cities. This makes it so the adventurers are the ones who need to take care of the problems, since help is too far away to respond in time.

# GM Notes

Special rules and tactics to brush up on prior to the game:
- **Published books** referenced in this conversion include: Player's Handbook (**PH**), Dungeon Master's Guide (**DMG**), Monster Manual (**MM**), and Volo's Guide to Monsters (**VGM**).
- Leverage **Conversation Reaction table (DMG pg. 245)** for NPC reactions.
- Know how to use **perception** rules for noticing **traps**, **secret doors**, and **stealthed** creatures.
- Determine **spell tactics** for spellcasters.

# Visuals

Suggested visuals to create:
- Draw up a map of Saltmarsh, locating important places, such as the town hall. Alternately, you can find a complete writeup and map of Saltmarsh in the Dungeon Master's Guide II (for D&D 3.5).
- If you intend to use Saltmarsh as a long term location, flesh out the town council and other important citizens as NPCs for your reference.

# Random Encounters

## The Haunted House

**Roll 1d4**

| | | | |
|---|---|---|---|
| **1** | Goblins (4) | **3** | Giant Weasel (2) |
| **2** | Giant Rats (2) | **4** | Giant Ants (6) |

## The Sea Ghost

**Roll 1d6**

| | |
|---|---|
| **1-2** | Bloody Bjorn (mate), smuggler |
| **3-4** | Foul Frithoff (bosun), smuggler (2) |
| **5-6** | Punketah (wizard), lizardfolk |

# Planned Encounters

## The Haunted House

**Outside**. Poisonous snake (1).

**1**. The tracks on the floor may be noticed with a successful DC 13 Wisdom (Perception) check. The specific paths the tracks take can be discerned with a successful DC 13 Wisdom (Survival) check.

**3**. The locked desk drawer may be unlocked with a successful DC 13 Dexterity (thieves tools) check. The secret compartment can be found with a successful DC 15 Intelligence (Investigation) check.

**4**. The trap door may be located with a DC 15 passive Wisdom (Perception) check or a DC 13 Wisdom (Perception) check if actively searching. The magic mouth, while creepy, has no effect on the characters.

**5**. The hidden cavity in the fireplace may only be found if actively searched for, with a successful DC 13 Wisdom (Perception) check.

**8**. Large Spider (1). The hidden cavity in the fireplace may only be found if actively searched for, with a successful DC 13 Wisdom (Perception) check.

**9**. Giant Centipedes (5).

**11**. The cloak is coated in Yellow Mold (**DMG pg. 105**).

**13**. Large Spiders (2). The spiders are hidden in the webs; roll Stealth checks for them before the characters enter the room. If no one notices them, they attack with surprise.

**15**. Ned Shakeshaft (1). The hidden cavity in the fireplace may only be found if actively searched for, with a successful DC 13 Wisdom (Perception) check. The cavity contains a dagger coated with something (poison which inflicts 9 (2d8) poison damage on the first successful hit).

**16**. The loose floorboard may only be found if the chest is moved and the floor underneath checked. A successful DC 13 Wisdom (Perception) check finds the hidden cavity.

**17**. The bundle found here contains Ned's clothes, a suit of leather armor, a dagger, and a shortsword.

**19**. Stirges (6). The attic can only be reached by rope and hook, requiring a DC 12 Strength (Athletics) check to succeed.

**20**. Swarm of Rot Grubs (2, one in refuse bin, one in corpse). The secret door to room 21 may be noticed with a DC 15 passive Wisdom (Perception) check or with a DC 13 Wisdom (Perception) check if actively searching, and a DC 12 Intelligence (Investigation) check reveals the trigger to open the door. If the characters are not quiet in this room, the smuggler in room 21 will hear them and go to alert the other smugglers.

**21**. Smuggler (1). The smuggler here notices if anyone just walks in normally, but is distracted enough to not notice someone who is stealthed. The secret door to the caves may be noticed with a DC 15 passive Wisdom (Perception) check or with a DC 13 Wisdom (Perception) check if actively searching, and a DC 12 Intelligence (Investigation) check reveals the trigger to open the door.

**22**. The secret cavity under the table may be found if the table is searched, with a successful DC 13 Wisdom (Perception) check. The cavity under the bed may be found with a similar search. The iron box may be unlocked with a successful DC 15 Dexterity (thieves tools) check.

**23**. Skeletons (6). The secret door to the laboratory may be noticed with a DC 15 passive Wisdom (Perception) check or with a DC 13 Wisdom (Perception) check if actively searching, and a DC 12 Intelligence (Investigation) check reveals the trigger to open the door.

**25**. Green slime (**DMG pg. 105**).

**27**. Sanbalet (1), Smuggler (1), Gnoll (2).

**28**. Smuggler (3).

**29**. Smuggler (3).

## The Sea Ghost

**1**. Bloody Bjorn, Smuggler (1).

**2**. Smuggler (1).

**3**. Sigurd Snake Eyes, Punketah, Smuggler (2).

**7**. Lizardfolk (3), Pseudodragon (1). The locked chest may be opened with a successful DC 14 Dexterity (thieves' tools) check.

8. The secret compartment in the lid of the chest may be found with a successful DC 12 Intelligence (Investigation) check. The hidden compartment in the boot heel may be found with a successful DC 14 Wisdom (Perception) check.
9. The locked desk drawers may be opened with a successful DC 12 Dexterity (thieves' tools) check. The iron box may be opened with a successful DC 14 Dexterity (thieves' tools) check.
11. Foul Frithoff, Smuggler (3).
12. The secret door to the cell may be noticed with a DC 15 passive Wisdom (Perception) check or with a DC 13 Wisdom (Perception) check if actively searching, and a DC 12 Intelligence (Investigation) check reveals the trigger to open the door.
13. The secret door to the secret cache may be noticed with a DC 15 passive Wisdom (Perception) check or with a DC 13 Wisdom (Perception) check if actively searching, and a DC 12 Intelligence (Investigation) check reveals the trigger to open the door.
16. Swarm of rot grubs (1).
17. Smuggler (1).

# Magic Items

1. *Longsword +1*
2. *Potion of cure disease (replace with potion of vitality)*
3. *Potion of delusion (replace with potion of poison)*
4. *Potion of healing*
5. *Potion of neutralize poison (replace with potion of healing)*
6. *Potion of speed*
7. *Ring of protection*
8. *Ring of protection (change one to a ring of jumping)*
9. *Scroll of gust of wind*
10. *Scroll of hold person*
11. *Spell book (Sanbalet) with dancing lights, message, minor illusion, shocking grasp, thunderclap, charm person, color spray, disguise self, mage armor, fog cloud, grease, silent image, Tasha's hideous laughter, invisibility, magic mouth, mirror image, phantasmal force*
12. *Spell book (Alchemist) with mending, message, find familiar, knock, animate dead*
13. *Spell book (Punketah) with blade ward, fire bolt, light, shocking grasp, chromatic orb, mage armor, magic missile, shield, blur, web*
14. *Unlucky stone (cursed, see Special Items)*
15. *Wand of magic detection*

# Traps

- **Needle Trap (pg. 12)**: Triggered by opening the iron box without disarming the trap first, or by a failed removal attempt. The trap may be found with a successful DC 15 Wisdom (Perception) check, and then may be removed by a successful DC 14 Dexterity (thieves tools) check. The creature triggering the trap takes 1 piercing damage, and has the struck area discolored bright blue by the dye on the needle. The dye patch fades away after 1d4 days.
- **Poisoned Needle Trap (pg. 21)**: Triggered by opening the chest without disarming the trap first, or by a failed removal attempt. The trap may be found with a successful DC 15 Wisdom (Perception) check, and then may be removed by a successful DC 14 Dexterity (thieves tools) check. The creature triggering the trap takes 1 piercing damage, and must make a DC 11 Constitution saving throw, taking 9 (2d8) poison damage on a failure, or half as much on a successful roll.
- **Scything Blade Trap (pg. 23)**: Triggered by opening the iron box without disarming the trap first, or by a failed removal attempt. The trap may be found with a successful DC 13 Wisdom (Perception) check, and then may be removed by a successful DC 14 Dexterity (thieves tools) check. The creature triggering the trap takes 5 (1d10) slashing damage.
- **Sleep Gas Trap (pg. 21)**: Triggered by opening the chest without disarming the trap first, or by a failed removal attempt. The trap may be found with a successful DC 15 Wisdom (Perception) check, and then may be removed by a successful DC 14 Dexterity (thieves tools) check. The creature triggering the trap must succeed at a DC 12 Constitution saving throw, or be poisoned for 1 hour. While poisoned, the creature is unconscious.
- **Unsafe Floor (pg. 7,9)**: Triggered by stepping on one of the unsafe floor sections (shaded areas on the map). Any character looking at the floor can see that it is in poor condition. A successful DC 12 Wisdom (Perception) check will tell the character that it is too weak to support a person, even a small one like a gnome or halfling. The floor can't be disarmed, only avoided. A creature walking on the unsafe floor falls through to the floor below, taking 3 (1d6) damage from the fall.

# Monsters

1. **Aquatic Elf** (as scout with elf traits, swim speed equal to move speed, and water breathing; MM 349, CR 1/2, 100 XP)
2. **Bloody Bjorn** (See Special Creatures)
3. **Excise Men** (as guard, MM 347, CR 1/8, 25 XP)
4. **Foul Frithoff** (See Special Creatures)
5. **Giant Ant** (See Special Creatures)
6. **Giant Rat** (MM 327, CR 1/8,. 25 XP)
7. **Giant Weasel** (MM 329, CR 1/8, 25 XP)
8. **Goblin** (MM 166, CR 1/4, 50 XP)
9. **Large Spider** (See Special Creatures)
10. **Lizardfolk** (MM 204, CR 1/2, 100 XP)
11. **Ned Shakeshaft** (See Special Creatures)
12. **Pseudodragon** (MM 254, CR 1/4, 50 XP)
13. **Punketah** (See Special Creatures)
14. **Sanbalet** (See Special Creatures)
15. **Sigurd Snake Eyes** (See Special Creatures)
16. **Skeleton** (MM 272, CR 1/4, 50 XP)
17. **Smuggler** (as bandit, MM 343, CR 1/8, 25 XP)
18. **Swarm of Rot Grubs** (VGM 208, CR 1/2, 100 XP)

# Special Creatures

## Bloody Bjorn

*Medium humanoid (human), neutral evil*

**Armor Class** 14 (chain shirt)

**Hit Points** 32 (5d8 + 10)

**Speed** 30 ft.

| STR | DEX | CON | INT | WIS | CHA |
|-----|-----|-----|-----|-----|-----|
| 16 (+3) | 13 (+1) | 15 (+2) | 8 (-1) | 10 (+0) | 12 (+1) |

**Saving Throws** Str +5, Con +4

**Senses** passive Perception 10

**Languages** Common

**Challenge** 1 (200 XP)

### Actions

***Longsword +1.*** *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 10 (1d8 + 6) slashing damage.

## Foul Frithoff

*Medium humanoid (human), neutral evil*

**Armor Class** 14 (chain shirt)

**Hit Points** 32 (5d8 + 10)

**Speed** 30 ft.

| STR | DEX | CON | INT | WIS | CHA |
|-----|-----|-----|-----|-----|-----|
| 16 (+3) | 13 (+1) | 15 (+2) | 8 (-1) | 10 (+0) | 12 (+1) |

**Saving Throws** Str +5, Con +4

**Senses** passive Perception 10

**Languages** Common

**Challenge** 1 (200 XP)

### Actions

***Multiattack.*** Frithoff makes one shortsword attack and one hook attack.

***Shortsword.*** *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage.

***Hook.*** *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 5 (1d4 + 3) piercing damage and target is grappled (escape DC 13).

## Giant Ant

*Small beast, unaligned*

**Armor Class** 13 (natural armor)

**Hit Points** 14 (3d6 + 3)

**Speed** 30 ft.

| STR | DEX | CON | INT | WIS | CHA |
|-----|-----|-----|-----|-----|-----|
| 12 (+1) | 12 (+1) | 12 (+1) | 1 (-5) | 10 (+0) | 3 (-4) |

**Senses** blindsight 30 ft., passive Perception 10

**Languages** -

**Challenge** 1/4 (50 XP)

### Actions

***Bite.*** *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 4 (1d6 +1) slashing damage.

## Large Spider

*Small beast, unaligned*

**Armor Class** 12 (natural armor)

**Hit Points** 7 (2d6)

**Speed** 30 ft., climb 30 ft.

| STR | DEX | CON | INT | WIS | CHA |
|-----|-----|-----|-----|-----|-----|
| 10 (+0) | 14 (+2) | 12 (+1) | 2 (-4) | 10 (+0) | 3 (-4) |

**Skills** Stealth +4

**Senses** darkvision 30 ft., passive Perception 10

**Languages** -

**Challenge** 1/4 (50 XP)

***Spider Climb.*** The spider can climb difficult surfaces, including upside down, without needing to make a check.

***Web Sense.*** While in contact with a web, the spider knows the exact location of any other creature in contact with it.

***Web Walker.*** The spider ignores movement restrictions caused by webbing.

### Actions

***Bite.*** *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 4 (1d4 +2) piercing damage plus 3 (1d6) poison damage. If the poison damage reduces a creature to 0 hit points, the creature is stable but poisoned for 1 hour, and paralyzed while poisoned.

## Ned Shakeshaft

*Medium humanoid (human), neutral evil*

**Armor Class** 13 (leather armor)

**Hit Points** 26 (4d8 + 8)

**Speed** 30 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---|---|---|---|---|---|
| 10 (+0) | 15 (+2) | 14 (+2) | 12 (+1) | 13 (+1) | 8 (-1) |

**Saving Throws** Dex +4, Int +3

**Skills** Perception +5, Stealth +6

**Senses** passive Perception 15

**Languages** Common

**Challenge** 1/2 (100 XP)

**Sneak Attack.** Once per turn, if Ned makes a weapon attack with advantage or flanking, he inflicts an extra 3 (1d6) damage on a hit.

### Actions

**Multiattack.** Ned makes two shortsword attacks, or one shortsword and one dagger attack.

**Shortsword.** *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage.

**Poisoned Dagger.** *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 4 (1d4 + 2) piercing damage plus 9 (2d8) poison damage. Poison damage good for only 1 hit.

**Cunning Action.** May Dash, Disengage, or Hide as a bonus action.

## Punketah

*Medium humanoid (human), neutral evil*

**Armor Class** 11 (14 with *mage armor*)

**Hit Points** 32 (5d8 + 10)

**Speed** 30 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---|---|---|---|---|---|
| 8 (-1) | 12 (+1) | 14 (+2) | 16 (+3) | 14 (+2) | 10 (+0) |

**Saving Throws** Int +5, Wis +4

**Senses** passive Perception 12

**Languages** Common

**Challenge** 1 (200 XP)

**Sculpt Spells.** When Punketah casts an area effect spell*, he may designate 1 + spell level creatures he can see. Those creatures automatically succeed at saving throws against the spell, and take no damage if a successful save would normally result in half damage.

**Spellcasting.** Punketah is a 3rd level spellcaster. His spellcasting ability is Intelligence (spell save DC 13, +5 to hit with spell attacks). He has the following spells prepared:

Cantrips (at will): *blade ward, fire bolt, light, shocking grasp*

1st level (4 slots): *chromatic orb, mage armor, magic missile, shield*

2nd level (2 slots): *blur, web**

### Actions

**Shocking Grasp.** *Melee Spell Attack:* +5 to hit (advantage on attack if target is metal armored), reach 5 ft., one target. *Hit:* 4 (1d8) lightning damage.

**Fire Bolt.** *Ranged Spell Attack:* +5 to hit, range 120 ft., one target. *Hit:* 5 (1d10) fire damage.

## Sanbalet

*Medium humanoid (human), chaotic evil*

**Armor Class** 11 (14 with *mage armor*)

**Hit Points** 39 (6d8 + 12)

**Speed** 30 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---|---|---|---|---|---|
| 8 (-1) | 12 (+1) | 14 (+2) | 16 (+3) | 14 (+2) | 10 (+0) |

**Saving Throws** Int +5, Wis +4

**Senses** passive Perception 12

**Languages** Common

**Challenge** 1 (200 XP)

**Spellcasting.** Sanbalet is a 4th level spellcaster. His spellcasting ability is Intelligence (spell save DC 13, +5 to hit with spell attacks). Sanbalet has the following spells prepared:

Cantrips (at will): *dancing lights, message, minor illusion, shocking grasp, thunderclap*

1st level (4 slots): *color spray, fog cloud, mage armor, Tasha's hideous laughter*

2nd level (3 slots): *invisibility, mirror image, phantasmal force*

### Actions

**Shocking Grasp.** *Melee Spell Attack:* +5 to hit (advantage on attack if target is metal armored), reach 5 ft., one target. *Hit:* 4 (1d8) lightning damage.

**Dagger.** *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 3 (1d4 + 1) piercing damage.

**Dagger.** *Ranged Weapon Attack:* +3 to hit, range 20/60 ft., one target. *Hit:* 3 (1d4 + 1) piercing damage.

## Sigurd Snake Eyes

*Medium humanoid (human), neutral evil*

**Armor Class** 14 (chain shirt)

**Hit Points** 45 (7d8 + 14)

**Speed** 30 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---|---|---|---|---|---|
| 16 (+3) | 13 (+1) | 15 (+2) | 8 (-1) | 10 (+0) | 12 (+1) |

**Saving Throws** Str +5, Con +4

**Senses** passive Perception 10

**Languages** Common

**Challenge** 1 (200 XP)

***Action Surge (Recharges on a short rest).*** Sigurd can take one additional action on his turn.

### Actions

***Longsword +1.*** *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 10 (1d8 + 6) slashing damage.

# Special Items

## Unlucky Stone

*Wondrous item, rare*

This small stone is smooth, shines with a lustrous gold color, and is surprisingly heavy for its size.

   **Curse**: Once you pick up this stone, it will never leave your possession. If you throw it away or give it away, you will find it back in a pouch, pocket, or pack. You can only be rid of it by having a *remove curse* spell cast on you.

   While you are cursed, the first time each day you are forced to roll a saving throw, you do so with disadvantage.

# U1 Sinister Secret of Saltmarsh
# Reference Sheet

## Random Encounters

### The Haunted House

**Roll 1d4**

| | | | |
|---|---|---|---|
| **1** | Goblins (4) | **3** | Giant Weasel (2) |
| **2** | Giant Rats (2) | **4** | Giant Ants (6) |

### The Sea Ghost

**Roll 1d6**

**1-2** Bloody Bjorn (mate), smuggler
**3-4** Foul Frithoff (bosun), smuggler (2)
**5-6** Punketah (wizard), lizardfolk

## Planned Encounters

### The Haunted House

**Outside**. Poisonous snake (1).
**1**. The tracks on the floor may be noticed with a successful DC 13 Wisdom (Perception) check. The specific paths the tracks take can be discerned with a successful DC 13 Wisdom (Survival) check.
**3**. The locked desk drawer may be unlocked with a successful DC 13 Dexterity (thieves tools) check. The secret compartment can be found with a successful DC 15 Intelligence (Investigation) check.
**4**. The trap door may be located with a DC 15 passive Wisdom (Perception) check or a DC 13 Wisdom (Perception) check if actively searching. The magic mouth, while creepy, has no effect on the characters.
**5**. The hidden cavity in the fireplace may only be found if actively searched for, with a successful DC 13 Wisdom (Perception) check.
**8**. Large Spider (1). The hidden cavity in the fireplace may only be found if actively searched for, with a successful DC 13 Wisdom (Perception) check.
**9**. Giant Centipedes (5).
**11**. The cloak is coated in Yellow Mold (DMG pg. 105).
**13**. Large Spiders (2). The spiders are hidden in the webs; roll Stealth checks for them before the characters enter the room. If no one notices them, they attack with surprise.
**15**. Ned Shakeshaft (1). The hidden cavity in the fireplace may only be found if actively searched for, with a successful DC 13 Wisdom (Perception) check. The cavity contains a dagger coated with something (poison which inflicts 9 (2d8) poison damage on the first successful hit).
**16**. The loose floorboard may only be found if the chest is moved and the floor underneath checked. A successful DC 13 Wisdom (Perception) check finds the hidden cavity.
**17**. The bundle found here contains Ned's clothes, a suit of leather armor, a dagger, and a shortsword.
**19**. Stirges (6). The attic can only be reached by rope and hook, requiring a DC 12 Strength (Athletics) check to succeed.
**20**. Swarm of Rot Grubs (2, one in refuse bin, one in corpse). The secret door to room 21 may be noticed with a DC 15 passive Wisdom (Perception) check or with a DC 13 Wisdom (Perception) check if actively searching, and a DC 12 Intelligence (Investigation) check reveals the trigger to open the door. If the characters are not quiet in this room, the smuggler in room 21 will hear them and go to alert the other smugglers.
**21**. Smuggler (1). The smuggler here notices if anyone just walks in normally, but is distracted enough to not notice someone who is stealthed. The secret door to the caves may be noticed with a DC 15 passive Wisdom (Perception) check or with a DC 13 Wisdom (Perception) check if actively searching, and a DC 12 Intelligence (Investigation) check reveals the trigger to open the door.
**22**. The secret cavity under the table may be found if the table is searched, with a successful DC 13 Wisdom (Perception) check. The cavity under the bed may be found with a similar search. The iron box may be unlocked with a successful DC 15 Dexterity (thieves tools) check.
**23**. Skeletons (6). The secret door to the laboratory may be noticed with a DC 15 passive Wisdom (Perception) check or with a DC 13 Wisdom (Perception) check if actively searching, and a DC 12 Intelligence (Investigation) check reveals the trigger to open the door.
**25**. Green slime (DMG pg. 105).
**27**. Sanbalet (1), Smuggler (1), Gnoll (2).
**28**. Smuggler (3).
**29**. Smuggler (3).

### The Sea Ghost

**1**. Bloody Bjorn, Smuggler (1).
**2**. Smuggler (1).
**3**. Sigurd Snake Eyes, Punketah, Smuggler (2).
**7**. Lizardfolk (3), Pseudodragon (1). The locked chest may be opened with a successful DC 14 Dexterity (thieves' tools) check.
**8**. The secret compartment in the lid of the chest may be found with a successful DC 12 Intelligence (Investigation) check. The hidden compartment in the boot heel may be found with a successful DC 14 Wisdom (Perception) check.
**9**. The locked desk drawers may be opened with a successful DC 12 Dexterity (thieves' tools) check. The iron box may be opened with a successful DC 14 Dexterity (thieves' tools) check.
**11**. Foul Frithoff, Smuggler (3).
**12**. The secret door to the cell may be noticed with a DC 15 passive Wisdom (Perception) check or with a DC 13 Wisdom (Perception) check if actively searching, and a DC 12 Intelligence (Investigation) check reveals the trigger to open the door.
**13**. The secret door to the secret cache may be noticed with a DC 15 passive Wisdom (Perception) check or with a DC 13 Wisdom (Perception) check if actively searching, and a DC 12 Intelligence (Investigation) check reveals the trigger to open the door.
**16**. Swarm of rot grubs (1).
**17**. Smuggler (1).

## Magic Items

1. *Longsword +1*
2. *Potion of cure disease (replace with potion of vitality)*
3. *Potion of delusion (replace with potion of poison)*
4. *Potion of healing*
5. *Potion of neutralize poison (replace with potion of healing)*
6. *Potion of speed*
7. *Ring of protection*
8. *Ring of protection (change one to a ring of jumping)*
9. *Scroll of gust of wind*
10. *Scroll of hold person*
11. *Spell book (Sanbalet) with dancing lights, message, minor illusion, shocking grasp, thunderclap, charm person, color spray, disguise self, mage armor, fog cloud, grease, silent image, Tasha's hideous laughter, invisibility, magic missile, mirror image, phantasmal force*
12. *Spell book (Alchemist) with mending, message, find familiar, knock, animate dead*
13. *Spell book (Punketah) with blade ward, fire bolt, light, shocking grasp, chromatic orb, mage armor, magic missile, shield, blur, web*
14. *Unlucky stone (cursed, see Special Items)*
15. *Wand of magic detection*

## Traps

**Needle Trap (pg. 12)**: Triggered by opening the iron box without disarming the trap first, or by a failed removal attempt. The trap may be found with a successful DC 15 Wisdom (Perception) check, and then may be removed by a successful DC 14 Dexterity (thieves tools) check. The creature triggering the trap takes 1 piercing damage, and has the struck area discolored bright blue by the dye on the needle. The dye patch fades away after 1d4 days.

**Poisoned Needle Trap (pg. 21)**: Triggered by opening the chest without disarming the trap first, or by a failed removal attempt. The trap may be found with a successful DC 15 Wisdom (Perception) check, and then may be removed by a successful DC 14 Dexterity (thieves tools) check. The creature triggering the trap takes 1 piercing damage, and must make a DC 11 Constitution saving throw, taking 9 (2d8) poison damage on a failure, or half as much on a successful roll.

**Scything Blade Trap (pg. 23)**: Triggered by opening the iron box without disarming the trap first, or by a failed removal attempt. The trap may be found with a successful DC 13 Wisdom (Perception) check, and then may be removed by a successful DC 14 Dexterity (thieves tools) check. The creature triggering the trap takes 5 (1d10) slashing damage.

**Sleep Gas Trap (pg. 21)**: Triggered by opening the chest without disarming the trap first, or by a failed removal attempt. The trap may be found with a successful DC 15 Wisdom (Perception) check, and then may be removed by a successful DC 14 Dexterity (thieves tools) check. The creature triggering the trap must succeed at a DC 12 Constitution saving throw, or be poisoned for 1 hour. While poisoned, the creature is unconscious.

**Unsafe Floor (pg. 7,9)**: Triggered by stepping on one of the unsafe floor sections (shaded areas on the map). Any character looking at the floor can see that it is in poor condition. A successful DC 12 Wisdom (Perception) check will tell the character that it is too weak to support a person, even a small one like a gnome or halfling. The floor can't be disarmed, only avoided. A creature walking on the unsafe floor falls through to the floor below, taking 3 (1d6) damage from the fall.

## Monsters

1. **Aquatic Elf** (as scout with elf traits, swim speed equal to move speed, and water breathing; MM 349, CR 1/2, 100 XP)
2. **Bloody Bjorn** (See Special Creatures)
3. **Excise Men** (as guard, MM 347, CR 1/8, 25 XP)
4. **Foul Frithoff** (See Special Creatures)
5. **Giant Ant** (See Special Creatures)
6. **Giant Rat** (MM 327, CR 1/8,. 25 XP)
7. **Giant Weasel** (MM 329, CR 1/8, 25 XP)
8. **Goblin** (MM 166, CR 1/4, 50 XP)
9. **Large Spider** (See Special Creatures)
10. **Lizardfolk** (MM 204, CR 1/2, 100 XP)
11. **Ned Shakeshaft** (See Special Creatures)
12. **Pseudodragon** (MM 254, CR 1/4, 50 XP)
13. **Punketah** (See Special Creatures)
14. **Sanbalet** (See Special Creatures)
15. **Sigurd Snake Eyes** (See Special Creatures)
16. **Skeleton** (MM 272, CR 1/4, 50 XP)
17. **Smuggler** (as bandit, MM 343, CR 1/8, 25 XP)

18. **Swarm of Rot Grubs** (VGM 208, CR 1/2, 100 XP)

# Special Creatures

## Bloody Bjorn

*Medium humanoid (human), neutral evil*
**Armor Class** 14 (chain shirt)
**Hit Points** 32 (5d8 + 10)
**Speed** 30 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---|---|---|---|---|---|
| 16 (+3) | 13 (+1) | 15 (+2) | 8 (-1) | 10 (+0) | 12 (+1) |

**Saving Throws** Str +5, Con +4
**Senses** passive Perception 10
**Languages** Common
**Challenge** 1 (200 XP)

### Actions

*Longsword +1.* Melee Weapon Attack: +6 to hit, reach 5 ft., one target. *Hit:* 10 (1d8 + 6) slashing damage.

## Foul Frithoff

*Medium humanoid (human), neutral evil*
**Armor Class** 14 (chain shirt)
**Hit Points** 32 (5d8 + 10)
**Speed** 30 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---|---|---|---|---|---|
| 16 (+3) | 13 (+1) | 15 (+2) | 8 (-1) | 10 (+0) | 12 (+1) |

**Saving Throws** Str +5, Con +4
**Senses** passive Perception 10
**Languages** Common
**Challenge** 1 (200 XP)

### Actions

*Multiattack.* Frithoff makes one shortsword attack and one hook attack.

*Shortsword.* Melee Weapon Attack: +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage.

*Hook.* Melee Weapon Attack: +5 to hit, reach 5 ft., one target. *Hit:* 5 (1d4 + 3) piercing damage and target is grappled (escape DC 13).

## Ned Shakeshaft

*Medium humanoid (human), neutral evil*
**Armor Class** 13 (leather armor)
**Hit Points** 26 (4d8 + 8)
**Speed** 30 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---|---|---|---|---|---|
| 10 (+0) | 15 (+2) | 14 (+2) | 12 (+1) | 13 (+1) | 8 (-1) |

**Saving Throws** Dex +4, Int +3
**Skills** Perception +5, Stealth +6
**Senses** passive Perception 15
**Languages** Common
**Challenge** 1/2 (100 XP)

*Sneak Attack.* Once per turn, if Ned makes a weapon attack with advantage or flanking, he inflicts an extra 3 (1d6) damage on a hit.

### Actions

*Multiattack.* Ned makes two shortsword attacks, or one shortsword and one dagger attack.

*Shortsword.* Melee Weapon Attack: +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage.

*Poisoned Dagger.* Melee Weapon Attack: +4 to hit, reach 5 ft., one target. *Hit:* 4 (1d4 + 2) piercing damage plus 9 (2d8) poison damage. Poison damage good for only 1 hit.

*Cunning Action.* May Dash, Disengage, or Hide as a bonus action.

## Punketah

*Medium humanoid (human), neutral evil*
**Armor Class** 11 (14 with *mage armor*)
**Hit Points** 32 (5d8 + 10)
**Speed** 30 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---|---|---|---|---|---|
| 8 (-1) | 12 (+1) | 14 (+2) | 16 (+3) | 14 (+2) | 10 (+0) |

**Saving Throws** Int +5, Wis +4
**Senses** passive Perception 12
**Languages** Common
**Challenge** 1 (200 XP)

*Sculpt Spells.* When Punketah casts an area effect spell\*, he may designate 1 + spell level creatures he can see. Those creatures automatically succeed at saving throws against the spell, and take no damage if a successful save would normally result in half damage.

*Spellcasting.* Punketah is a 3rd level spellcaster. His spellcasting ability is Intelligence (spell save DC 13, +5 to hit with spell attacks). He has the following spells prepared:
Cantrips (at will): *blade ward, fire bolt, light, shocking grasp*
1st level (4 slots): *chromatic orb, mage armor, magic missile, shield*
2nd level (2 slots): *blur, web\**

### Actions

*Shocking Grasp.* Melee Spell Attack: +5 to hit (advantage on attack if target is metal armored), reach 5 ft., one target. *Hit:* 4 (1d8) lightning damage.

*Fire Bolt.* Ranged Spell Attack: +5 to hit, range 120 ft., one target. *Hit:* 5 (1d10) fire damage.

## Sanbalet

*Medium humanoid (human), chaotic evil*
**Armor Class** 11 (14 with *mage armor*)
**Hit Points** 39 (6d8 + 12)
**Speed** 30 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---|---|---|---|---|---|
| 8 (-1) | 12 (+1) | 14 (+2) | 16 (+3) | 14 (+2) | 10 (+0) |

**Saving Throws** Int +5, Wis +4
**Senses** passive Perception 12
**Languages** Common
**Challenge** 1 (200 XP)

*Spellcasting.* Sanbalet is a 4th level spellcaster. His spellcasting ability is Intelligence (spell save DC 13, +5 to hit with spell attacks). Sanbalet has the following spells prepared:
Cantrips (at will): *dancing lights, message, minor illusion, shocking grasp, thunderclap*
1st level (4 slots): *color spray, fog cloud, mage armor, Tasha's hideous laughter*
2nd level (3 slots): *invisibility, mirror image, phantasmal force*

### Actions

*Shocking Grasp.* Melee Spell Attack: +5 to hit (advantage on attack if target is metal armored), reach 5 ft., one target. *Hit:* 4 (1d8) lightning damage.

*Dagger.* Melee Weapon Attack: +3 to hit, reach 5 ft., one target. *Hit:* 3 (1d4 + 1) piercing damage.

*Dagger.* Ranged Weapon Attack: +3 to hit, range 20/60 ft., one target. *Hit:* 3 (1d4 + 1) piercing damage.

## Sigurd Snake Eyes

*Medium humanoid (human), neutral evil*
**Armor Class** 14 (chain shirt)
**Hit Points** 45 (7d8 + 14)
**Speed** 30 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---|---|---|---|---|---|
| 16 (+3) | 13 (+1) | 15 (+2) | 8 (-1) | 10 (+0) | 12 (+1) |

**Saving Throws** Str +5, Con +4
**Senses** passive Perception 10
**Languages** Common
**Challenge** 1 (200 XP)

*Action Surge (Recharges on a short rest).* Sigurd can take one additional action on his turn.

### Actions

*Longsword +1.* Melee Weapon Attack: +5 to hit, reach 5 ft., one target. *Hit:* 10 (1d8 + 6) slashing damage.