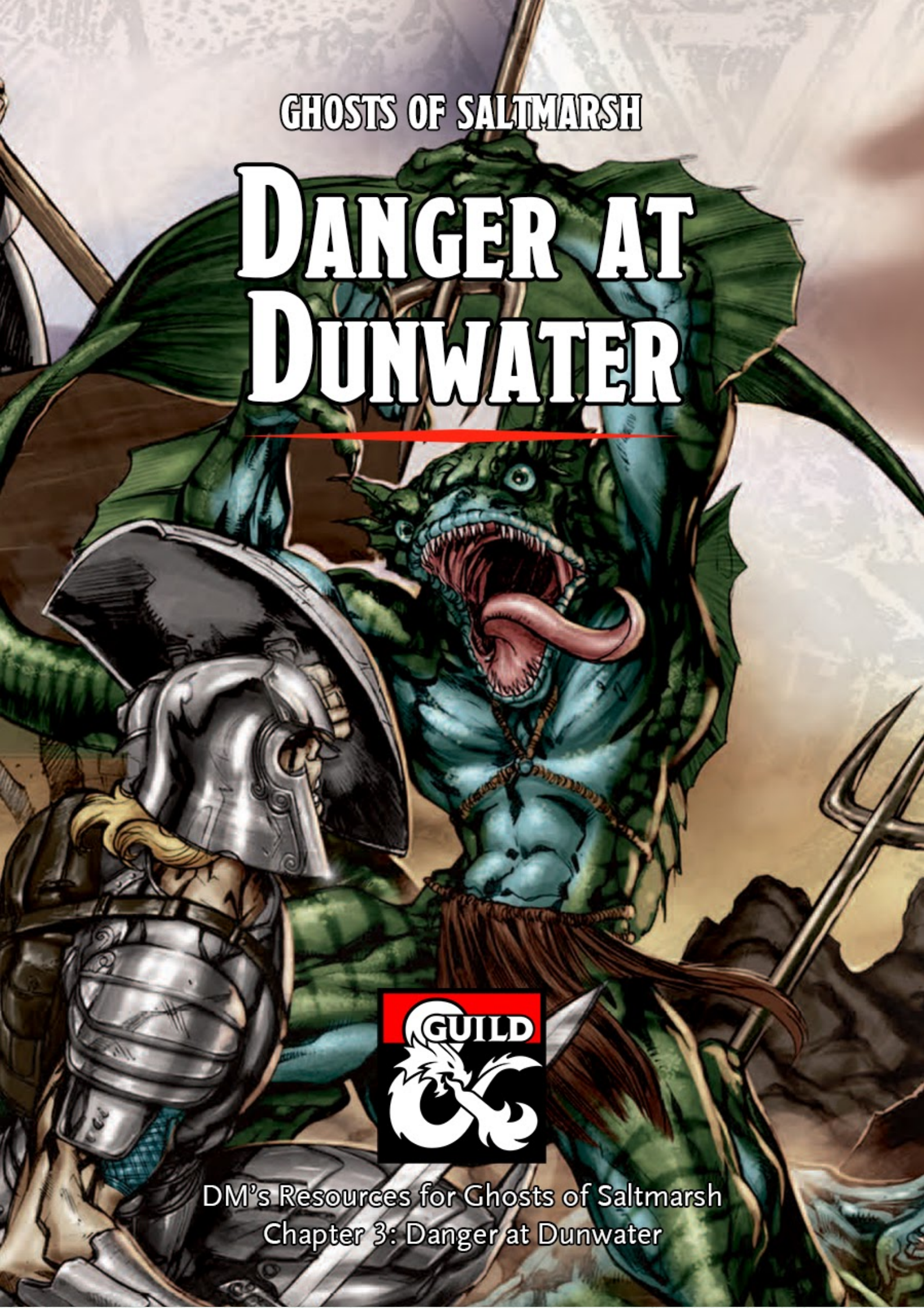
GHOSTS OF SALTMARSH

Danger at Dunwater



DM's Resources for Ghosts of Saltmarsh
Chapter 3: Danger at Dunwater

Introduction

Danger at Dunwater is the second adventure of seven in the ***Ghosts of Saltmarsh*** campaign book. It has the party venturing into a lizardfolk lair to learn why the scaly humanoids are preparing for war – eventually making the characters responsible for establishing an alliance with the savage and distrustful lizardfolk.

Danger at Dunwater is a somewhat atypical adventure, in the sense that it can be resolved without the characters ever needing to roll initiative. And while the adventure comes fully packed with a sprawling lizardfolk lair, maps and descriptions included, it's entirely possible that the party will only ever explore the entrance and the queen's audience chamber. Thus, depending on how your party handles this mission, completing *Danger at Dunwater* can take anywhere from an hour to several sessions.

In this document, we seek to make running *Danger at Dunwater* exciting and manageable for both you and your players – and to save you from spending endless of hours of preparation that might go completely unused – by providing you with:

- **A guide to moving the adventure to the Forgotten Realms** without too much of a hassle.
- **An exciting new sea encounter** that has your party fighting a tactically challenging encounter on open sea, while foreshadowing the true enemy: the sahuagin.
- **Advice on forging an alliance with the lizardfolk**, including how to handle first impressions, the audience with the queen, and variant rules for keeping track of alliance points.
- **Sample lizardfolk** for quick use at the table, combining unique quirks with interesting descriptions so you have memorable lizardfolk NPCs ready to go.
- **DM's Notes for the adventure**, including every area of the enormous lizardfolk lair.
- **Monster Stat Blocks** for every foe in the adventure, arranged for swift and easy use.

Running DaD

In this section, you'll find advice on how to run *Danger at Dunwater*. We strongly recommend that you read Chapter 3 of *Ghosts of Saltmarsh* before reading these suggestions. Additionally, *Danger at Dunwater* builds upon the previous adventure in the series, *The Sinister Secret of Saltmarsh*, which it is presumed the characters have already played through before this adventure. As always, use only what makes sense to you – you know best, what works at your table.

In the Forgotten Realms

Ghosts of Saltmarsh is set in the campaign setting Greyhawk, which means *Danger at Dunwater* and the town of Saltmarsh, is as well. However, if you want to move the adventure to the Forgotten Realms, which has been the campaign setting for most other 5E D&D official books, here's some quick advice.

Because the events of this adventure in itself have little to no connection to the wider world of Greyhawk, you can very easily move it to any campaign setting of your choice – including the Forgotten Realms. As suggested in the adventure (*GoS* p. 63), we can place the lizard lair in the Mere of Dead Men halfway between Neverwinter and Waterdeep, or replace Saltmarsh with the town of Daggerford, placing the adventure just south of Waterdeep.

If you decide to move Saltmarsh and its inhabitants to the Forgotten Realms, a bit more work is needed, especially in regards to the town's factions as they are described in chapter 1 (if you have already read our DM's Resources for The Sinister Secret of Saltmarsh, you can skip this section).

The Three Factions

In 'Politics and Factions' in chapter 1, we're given a description of three powerful factions in Saltmarsh: the Traditionalists, the Loyalists and the Scarlet Brotherhood. These are Greyhawk-specific factions and so are their NPCs. That doesn't mean you have to scrap them entirely, if you want to move the adventure to the Forgotten Realms. Instead, simply make the following small changes:

- **The Traditionalists** remain largely the same: local folk perturbed by interference from powerful outsiders. While most agreed to open up the town to the Lords' Alliance when frost giants were plundering settlements at the coastline, some of the locals (especially the smuggling Gellan Primewater) has since come to regret the decision.
- **The Loyalists** are members of the Lords' Alliance, a faction comprising of several of the north's most powerful towns and cities. After the upheaval of giants a few years back, the locals in Saltmarsh asked for the Alliance's protection, promising in turn to pay the Alliance's taxes and abide by their rules (no smuggling!), as well as allowing Lords' Alliance traders to set up in Saltmarsh. The Alliance sent Eliander Fireborn and a contingent of soldiers to protect the town, and Manistrad Copperlocks to establish a mining operation near the town.
- **The Scarlet Brotherhood** are replaced by the Zhentarim, who are determined to be at the head of the table, as the backwater town of Saltmarsh is transformed into a major trading hub on the Sword Coast. As described in the book, Skerrin Wavechaser has ingratiated himself with the young councilmember Anders Solmor. He is biding his time while the Zhentarim work to play the locals out against the Lords' Alliance, so they can use the confusion to secure a firm grasp on power in the city.

The Sahuagin Ambush

In the campaign book, we're given two methods of reaching the lizardfolk lair: by sea or by land. While the land route features a long slog through fetid marshland and an ambush by bullywugs, travel by sea is little more than a scenic afternoon trip. There's nothing wrong with letting the party reach their destination unscathed, but you can also choose to use this journey by sea to challenge your players. Below you'll find a complete sea encounter that also foreshadows the sahuagin, which features heavily in the third adventure in this story, *The Final Enemy* (*GoS* chapter 6)

Background

A sahuagin patrol is prowling the coastline, looking to catch emissaries coming to and from the lizardfolk lair. A lone keelboat presents a nice target for the bloodthirsty sahuagin. They attack the keelboat while it hugs the coast only a few miles from its destination.

Spotting the Ambush

The sahuagin stay several feet underneath the surface as they close in on the keelboat. Only the band's stealthy leader, a **sahuagin deep diver**, emerges periodically to track the position of the humanoids on the boat. Before reaching the boat, it makes one Dexterity (Stealth) check with advantage (+5) against the party's passive Perception. On a failure, the ambushers are spotted 30 feet away from the boat.

If the sahuagin deep diver isn't spotted, the characters have another chance as the sahuagin emerge from the water near the boat. Have the character with the highest Perception bonus make a DC 13 Perception check. On a success, the sahuagin are spotted as they begin scaling the hull, allowing the characters to roll initiative on even footing.

If the sahuagin aren't spotted before they reach the boat's railing, they have taken the characters unaware and gain a surprise round, as they start the first wave of their ambush.

Wave 1

First attempting to take the ship without destroying it (and any diplomatic letters stored aboard), six **sahuagin** climb onto the ship and start attacking with reckless abandon. The **sahuagin deep diver** remains in the water, using its Light of Sekolah feature to incapacitate the characters and their crew. The six sahuagin fight to the death, while the deep diver hides underwater if the characters focus their attention on it.

Ship or Boat?

The Sahuagin Ambush encounter works best if the party is traveling on the keelboat that Saltmarsh's Council will lend to the party for the mission. There is, however, a chance the characters have acquired the *Sea Ghost* or another ship before starting this adventure. You can have the Council point out that the keelboat is less noticeable, easier to handle by a small crew, and fares better in the shallow waters of the marsh coastline. If the party still prefer their own ship, you can simply use the keelboat's statistics for the ship (since,for some reason, the *Sea Ghost* is not classified as a particular type of ship, and thus does not have a stat block in Appendix A of *Ghosts of Saltmarsh*).

Wave 2

After defeating the first wave of sahuagin, the characters hear heavy clanging coming from the hull. The sounds are made by two **sahuagin coral smashers** attacking the hull with warhammers. If the characters don't figure out what is happening for themselves, have one of the guards exclaim: "They're smashing the hull!". With their Siege Monster feature, the boat's hull won't survive the coral smashers' onslaught for long, so if the characters hesitate, have the guard spur them on: "At this rate, we'll be sinking soon! If you're not getting in the water to stop them, at least pick up an oar and help get us to shore!"

Characters that jump overboard to fend off the coral smashers are likely hampered by the water (see *PHB* p. 198 for rules on underwater combat), making the fight more challenging than it would otherwise be. If the characters make no effort to stop the sahuagin, but instead hasten to shore, the boat's hull is soon destroyed, causing the boat to begin listing and taking in water.

While the characters are distracted by the coral smashers, the **sahuagin deep diver** stealthily scales the boat (make a Stealth check for it against any characters who aren't busy rowing or fighting). If all characters have jumped in the water to fend off the coral smashers, the deep diver kills any remaining guards and hides somewhere on the boat, ready to attack the characters as they return (see wave 3).

Wave 3

Even if they managed to destroy the boat's hull, the sahuagin realize that the boat will likely still make it to shore before sinking completely. Preferring to fight over open water and not on shore, the **sahuagin deep diver** and any surviving **sahuagin coral smashers** mount a last, concerted effort to kill the characters and overtake the boat.

If the hull has been breached, the boat is listing hard to starboard and rocking unevenly in the waves. Any character not used to sea travel (proficiency in vehicles (water) or one of the maritime backgrounds) must make a DC 10 Dexterity (Acrobatics) check at the beginning of their turn. On a failure, their movement speed is halved and they have disadvantage on all attacks until the start of their next turn.

The **sahuagin deep diver** attempts to flee if reduced to 30 hit points or less, hurrying back to report to its superiors. The **sahuagin coral smashers** fight to the death.

Developments

The coral smashers' warhammers are ornately carved and decorated with corals (25gp each) and the sahuagin deep diver wields a *Trident of Fish Command*.

If the characters defeat the sahuagin before the boat is destroyed, they can continue traveling by sea and will meet no further danger before reaching their destination.

If the keelboat is destroyed, the characters must complete the journey on foot. Still a few miles from the lair, it is up to you whether they run into more encounters on the way.

Forging an Alliance

While the party might go into this adventure thinking their mission is to clear out a tribe of lizardfolk, the true objective is to forge an alliance with the scaly warriors and other aquatic races against the sahuagin.

On the first pages of the adventure, we're given thorough descriptions of the lizardfolk's behavior and a system for tracking the tribe's attitude towards the party. We're also provided with two ways the party can drastically improve this attitude: ingratiating themselves with various groups and NPCs in the lair, or aiding the lizardfolk by killing the crocodile **Thousand Teeth** or other swamp creatures.

Below we'll discuss various ideas on how to run this crucial part of the adventure in a way that's exciting and manageable for both you and your players.

First Impressions

The party's first meeting with the lizardfolk is important to their success – murderous adventurers might soon find themselves in a pickle it is hard to get out of. Keep in mind, however, that in most circumstances the lizardfolk will question the characters (in Draconic, unless a scaleshield, shaman or one of the named NPCs that speak Common, are present) before attacking, giving the characters a chance to lay down their arms and follow the lizardfolk to an audience with Queen Othokent.

Thus, language barriers are very important, and since the characters' reception depends in large part on where they enter the lair, it's good to have an understanding of the various entrances available to the characters. On the map of the lair, we find three entries: C (which leads to area 22), D (which leads to area 1) and E (which leads to area 49).

Entrance C (area 22). This entrance is easily visible to the party if they arrive on foot. If the characters enter here, they are immediately attacked by six **giant lizards**, followed up by three **lizardfolk**, who arrive from area 23. Even if you have the lizardfolk attempt to question the party before joining the lizards' attack, a diplomatic solution is not a certainty, since the lizardfolk only speak Draconic. To make this place of entry less of a disaster, you can replace one of the lizardfolk with a **lizardfolk scaleshield**.

Entrance D (area 1). This entrance is hidden, but can be spotted by characters who look around, especially if they arrive from the sea. If the characters enter here, they have a good chance of avoiding detection for a while. Whether the party uses this to ambush and kill all lizardfolk they meet (which would be a poor start to negotiations), or to discover the truth about the lizardfolk's battle plans, depends on your players and their disposition. If you want to nudge them in the latter direction, you can have the lizardfolk they observe in the lair seem friendly and amicable (caring for each other, their hatchlings, etc) or talking openly about their warplans against the sahuagin (if any characters understand Draconic).

Entrance E (area 49). This entrance is visible only from sea. If the characters enter here, they are spotted by lizardfolk guards, who immediately fetch backup. All told, the party will soon face a dozen **lizardfolk** – including two **lizardfolk scaleshields** – as well as koalinth, locathah and merfolk. An overwhelming show of force might leave the party more inclined to parlay, and since there's lizardfolk with the ability to speak Common present, this is probably the method of entry most likely to get the alliance off to a good start. Even if the characters don't opt for a diplomatic solution, the lizardfolk here know to use nonlethal force and bring intruders to the queen for questioning.

The Royal Audience

Unless the party kills everything in their path or leaves the lair without ever communicating with the lizardfolk, they should eventually end up in audience with Queen Othokent and her advisors. Although the players might not realize it, the goal of this audience is to begin an alliance between Saltmarsh and the lizardfolk (and other aquatic representatives) against the sahuagin. Below we'll expand on the description of this audience in the book (p. 62), going over a few likely scenarios and how to handle them.

The Need for Alliance. It's sort of presumed that the characters would try to convince the lizardfolk to allow Saltmarsh into their alliance. We have to remember, however, that just moments ago, the party likely thought the lizardfolk were the enemy. It's not at all certain that the party will go from wary suspicion to trying to convince the reluctant lizardfolk to let Saltmarsh join the battle against the sahuagin. Thus, we need the lizardfolk to convince them of two things: a) that the sahuagin are a threat to Saltmarsh as well, and b) that an alliance between the town and the sea-dwelling races benefits the town and the party. If Oceanus is with the party, you can have him help the party come to this conclusion. You can also use dialogue from both the queen and her advisors to get them there, while still maintaining that the party must 'work' to be allowed into the alliance, instead of the other way around.

Food or Friend. Regardless of how the party have behaved themselves before arriving to their audience with the queen, Othokent will first seek to learn who they are and what their purpose is. If they answer truthfully, the queen explains that the lizardfolk need weapons to defend themselves against the sahuagin, and that they have no quarrel with Saltmarsh. If the characters don't offer an alliance by themselves, you can have the Chief Shaman move the negotiations on by exclaiming in Common: "Even if Semuanya orders no war on the soft ones, these have worth only as food. I say we feast on pale flesh tonight, for the glory of Semuanya." This should prompt the party to start thinking about ways they can make themselves useful. If they still don't offer up anything, you can have more advisors chime in.

An Offer of Alliance. If the characters have behaved well, minister Sauriv intervenes: "These land-dwellers have done no harm to our tribe, but have acted with both strength and wisdom in seeking us out. Perhaps these visitors are a blessing from Semuanya; not as food, but as friends, who can help us ally with the land-dwellers of Saltmarsh against a foe that threatens them as much as us." This should motivate the characters to try and earn the lizardfolk's trust, prompting the queen to initiate the 'Goodwill Tour' (*GoS* p. 63 and the next page of this document).

Blood Debt. If the characters have killed lizardfolk already, you can have subchief Irhtos intervene instead: "Our warriors report that the land-dwellers fight with skill and courage. Maybe they have more worth to Semuanya as warriors, than as food. Maybe they pay blood price for warriors they killed by slaying the one that has killed many more." Agreeing, the queen tells the party about the great crocodile **Thousand Teeth the Devourer** (see *GoS* p. 84 and the next page of this document) and asks the party to hunt it down in return for their lives (confiscating valuables or sending a large patrol of lizardfolk with them to ensure they won't try to escape). When the characters have slain Thousand Teeth, you can once again have Sauriv offer up the idea of an alliance, starting the 'Goodwill Tour', which will give the party a chance to mend their relationship with the tribe.

Earning the Alliance

The adventure suggests using points to track the party's efforts to earn their way into the alliance. This is a perfectly fine way to handle things, but it can get a bit finicky keeping track of individual kills and stolen property, so below we've created a simplified way of tracking the alliance.

In this take on the alliance points, the party starts with 0 alliance points, and must reach 5 points to seal the alliance. If the party ever reach -5, or if they kill either Queen Othokent or Minister Sauriv, they've done irreversible damage to the relationship with the lizardfolk, making an alliance impossible.

Initial Attitude

As described in the book, the characters' actions determine the lizardfolks' initial attitude towards the party before the audience with the queen. Instead of tracking each kill and all treasure stolen, we stick to the broader offenses (you can always subtract or add more points as you see fit):

Characters have...	Penalty or Benefit
Killed hatchlings	-3
Freed sahuagin	-2
Killed lizardfolk	-1
Refused to return treasure	-1
Arrived accompanied by hatchlings	+1

Goodwill Tour

In the book, Othokent gives the characters 24 hours to interact with the lair's inhabitants (make sure the queen informs them about each group, so they know their options). Each interaction with a group takes at least 3 hours, after which the character makes a Charisma (Persuasion) check.

You don't need to restrict the characters to only using Persuasion, however. After asking each player which group their character interacts with, ask them what they do to earn their trust or respect, and use their description to assign the skill check you think fits best. This gives uncharismatic characters a better chance to impress the lizardfolk by interacting with them in other ways, such as participating in a ritual with the shamans (Religion), speaking with Sauriv about the wider world (History), or working out with the lizardfolk warriors (Athletics).

If the players have a hard time figuring out what they want to do, you can prompt them with options or descriptions, such as 'some of the warriors begin drilling and working out, while others sit down to play cards – what do you do?' or 'the common lizardfolk perform several different tasks, from nurturing hatchlings to cooking or feeding their giant lizards – what do you do?'. If they're still unsure, you can always fall back on the Persuasion check.

Group	Challenge	Benefit
Lizardfolk Commoners	DC 10	+1
Lizardfolk Warriors	DC 15	+1
Locathah	DC 15	+1
Merfolk	DC 15	+1
Lizardfolk Shamans	DC 20	+2
Minister Sauriv	DC 10	+2
Queen Othokent	DC 15	+2

Croc Hunt

When the party arrives at the audience with Queen Othokent, you can guide the negotiations as you see fit (see 'The Royal Audience' on the previous page), but there's something to be said for making the 'Croc Hunt' (*GoS* p. 84) feature more prominently. Consider having the hunt for **Thousand Teeth** be mandatory if the characters arrive before the queen with negative alliance points, with success granting the party 4 alliance points. This should be enough to redeem them for even the most egregious offenses, thus making it more realistic that Queen Othokent would be ready to allow them to mingle and earn the goodwill of the lair's inhabitants.

Random Encounters. The adventure describes the journey to **Thousand Teeth**'s lair as an eight-hour-trek, and includes a whole slew of random encounters, which have a 50% chance of triggering every hour. That's likely around four random encounters – enough to bore even the most battle-hungry players. Consider chopping the travel time in half, or just picking a single Marsh Hazard (*GoS* p. 66) and one of the more interesting random encounters, such as a **treant** being attacked by **swarms of rats** (which could include the treant rewarding the characters with a **potion of barkskin** or a magical club made from one its branches).

Thousand Teeth's Lair. When the party arrives at Thousand Teeth's lair, you can use the *Swamp Map* included in this download to run the encounter. Consider starting the encounter with the large crocodile ambushing the characters as they tread through the marsh, only bringing in the two **giant constrictor snakes** if the party are making quick work of ol' Thousand Teeth. The snakes can create a tactically interesting situation by attacking and constricting characters who are trying to stay far away from Thousand Teeth.

Cementing the Alliance

After impressing the lizardfolk, the characters travel back to Saltmarsh with two lizardfolk officers, where the council formalizes the alliance without any dramatics. You can, however, also use the newly formed alliance as a hook for the next adventure in the book, *Salvage Operation*, by having the lizardfolk request the party's aid in recovering a shipment of magical weapons that have been lost with the ship Emperor of the Waves. You can read more about making a campaign out of *Ghosts of Saltmarsh* and keep up with our other releases at ValeurRPG.com.

Sample Lizardfolk

The books supply you with some tables for creating lizardfolk on the fly (p. 64), but to make things even easier for you, we've combined the various names and quirks to create eight distinct lizardfolk, that can easily represent scaleshields, shamans, or other important lizardfolk. Each have a one-sentence description for when you're really in a hurry, and slightly longer elaborations on their appearance, personality and quirk, as well as an example on how they might challenge intruders when they first meet them.

Aryte (war)

Aryte is a scarred, hostile lizardfolk, who's always gnawing on severed fingers.

Appearance. Aryte's green scales are crisscrossed with angry, white scars, and one of her eyes have been gouged out.

Personality. Aryte is confident and aggressive, and will attack the party at the slightest provocation.

Quirk. Aryte carries a pouch filled with half-rotten fingers, which she's constantly crunching on, even while speaking.

Sample Sentence. "Soft ones walk into Aryte's home. Soft ones must be seeking death by spear. This pleases Aryte."

Baeshra (animal)

Baeshra is a crocodile-like lizardfolk with a nasty body odor.

Appearance. Baeshra walks hunched over, nearly crawling on all fours. Dark mold cover most of his scales.

Personality. Baeshra is patient like a crocodile, speaking little and softly, waiting to lunge at any sign of aggression.

Quirk. Baeshra sleeps mostly submerged in warm, stagnant water, and is always surrounded by a foul odor.

Sample Sentence. "Who are strangers, who enter mouth of many sharp teeth?"

Darastrix (dragon)

Darastrix is a large and arrogant lizardfolk, who refers to non-lizardfolk as 'food' or 'meat'.

Appearance. Darastrix is a hulking lizardfolk with a broad chest, a toothy grin and several grisly carvings in his scales.

Personality. A champion to his peers, Darastrix believes lizardfolk to be superior to all other humanoids.

Quirk. Darastrix only refers to non-lizardfolk as 'meat' or 'food', even if on friendly terms with them.

Sample Sentence. "Meat serves itself to Darastrix. Is food to be talking, or food to be eaten?

Garurt (axe)

Garurt is a dull-headed and curious lizardfolk, who wields a large axe and loves to (mis)use metaphors.

Appearance. Garurt is defined by his very large axe, which is also painted several places on his clothes and body.

Personality. Garurt is a somewhat dull-headed, but curious and inquisitive lizardfolk.

Quirk. Garurt loves metaphors, although he doesn't quite understand how they work.

Sample Sentence. "Strangers has come to lair, but of what purpose? Like axe, Garurt must have answer or become rust."

Kosj (small)

Kosj is a small, beautiful and vain lizardfolk, who is fascinated by non-lizardfolks' soft skin and hair.

Appearance. Kosj is a small, but beautiful (by lizardfolk standards) lizardfolk with sharpened teeth and claws.

Personality. Kosj is vain, but ultimately sympathetic and welcoming to non-lizardfolk.

Quirk. Kosj is fascinated by the soft skin and hair of humanoids, which she'll touch or caress inappropriately.

Sample Sentence. "Have you come to trade soft scales and fine fur for teeth and claw of lizardfolk?"

Litrix (armor)

Litrix is a lanky and cunning lizardfolk, who decorates her armor with trophies from her kills.

Appearance. Litrix is a tall and lanky lizardfolk, who wears armor decorated with jewelry, fur and bones.

Personality. Litrix is a serious and somber lizardfolk, with ruthless cunning and a sharp tongue.

Quirk. Litrix most priced possession is her armor, which she decorates with trophies from her kills.

Sample Sentence. "Soft ones will look pretty on metal scales. Speak, or I will find room for you."

Mirik (song)

Mirik is a cheerful and gaudily-dressed lizardfolk, who laughs in inappropriate situations.

Appearance. Mirik is a slender lizardfolk, who wears gaudy clothing and a necklace of brightly colored stones.

Personality. Mirik is a cheerful and happy lizardfolk, a trait which is often unappreciated by his kin.

Quirk. Mirik has learned to laugh, and does this constantly when dealing with non-lizardfolk.

Sample Sentence. "Haha-haha! Strangers' approach makes fear and confusion. What do you want? Ha. Ha-ha?"

Valignat (burn)

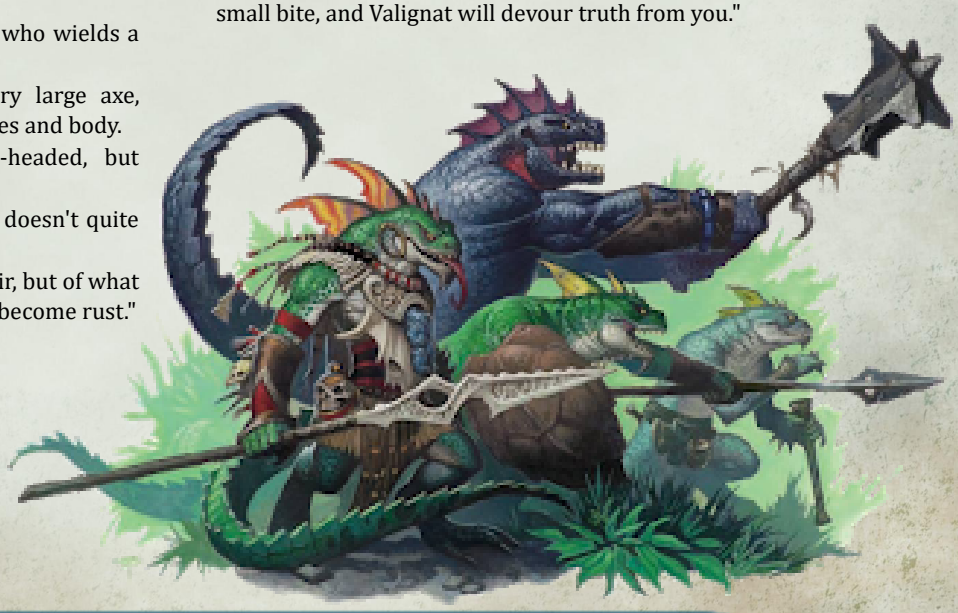
Valignat is a scarred and hateful lizardfolk, who eats only raw food and carries around a small sack of vermin snacks.

Appearance. Valignat's scales bear clear burnmarks, with terrible damage stretching from his arms to his face.

Personality. Valignat is a distrusting and malignant lizardfolk, cruel and hateful even by lizardfolk standards.

Quirk. Traumatized by a cooking accident, Valignat eats his food raw and wriggling, and is often eating frogs, squirrels and other vermin from a small sack at his belt.

Sample Sentence. "Why have you come? Mmmh, just a small bite, and Valignat will devour truth from you."



DM's Notes

Lizardfolk Lair

Traveling to the Lair (sea)

- Ten miles – three hours in normal conditions.
- Council gives a modified keelboat with two pairs of oars and a mast. Two guards sail/row the boat for the party. The guards stay to protect the boat.
- **SAHUAGIN AMBUSH**
    - *Wave 1.* **Sahuagin Deep Diver** stays in water, while 6 **sahuagin** climb aboard, DC 13 Perception check to avoid surprise.
    - *Wave 2.* 2 **sahuagin coral smashers** attack the hull (AC 15, 100 HP, damage threshold 10), **sahuagin deep diver** climbs aboard stealthily.
    - *Wave 3.* **sahuagin deep diver** and remaining **sahuagin coral smashers** attack, deep diver flees if below 30 hp.
    - *Treasure* – two coral warhammers (25gp) and *Trident of Fish Command*.
- When approaching promontory, characters see well-traveled track (A) leading inland from the coast. If they sail further, they see another track running up the middle of the promontory, before disappearing behind foliage (D). They also see 15 ft. wide, 6 ft. high sea cave on the tip of the promontory (E).

Traveling to the Lair (land)

- Longer because of difficult terrain – 12 hours traveling over Dunwater River (B). Can see the entrance to giant lizards' cave (C).
- **BULLYWUG AMBUSH**
    - *Wave 1.* 6 **bullywugs** try to surprise characters.
    - *Wave 2.* **bullywug croaker** and 2 **bullywugs**.
    - *Wave 3.* Gulpa'Gor (**bullywug royal**) mounted on **giant toad**. DC 16 Intimidation or Persuasion to convince to retreat. On failure, Gulpa'Gor and giant toad attacks, while other bullywugs watch. If he dies, remaining bullywugs flee.
    - *TREASURE – helm of underwater action* with 325pp

Lair Features

- **CEILINGS** – 12 ft. high except 10, 11, 12, 22, 24, 25, 36 and 40, which are 15 ft, and 49, 50, 51, 52 (see areas).
- **DOORS** – wooden, closed, not locked, 5 ft. by 8 ft.
- **PATHWAYS** – pathways in areas 22, 49, 50, 51, 52 are stone and 1 foot above water.
- **PILLARS** – wood on stone pedestals, 3 ft. diameter.
- **ILLUMINATION** – brightly illuminated by walltorches, except 22, 26, and 47, which are unlit and dark. Corridors between rooms are not illuminated.

Inhabitants

- Only Othokent, Sauriv, Irhtos, shamans and scaleshields speak Common. Sauriv is fluent and literate.
- Lizardfolk are nervous and on edge, raided a few weeks ago by humans and half-ogres.
- Initially suspicious of characters, but do not attack at first sight unless characters provoke hostility.
- Challenges characters and orders them to leave or surrender, unless the party has a suitable story.
- If refused, lizardfolk attack to get characters to leave, or to the death, can be calmed if characters call for a truce and parlay with Othokent.
- If the party surrenders, they are taken to Othokent.

Patrols

- 2 **lizardfolk** (one with torch), 1 **lizardfolk scaleshield**.
- Roll d12 every 10 minutes, 12 = party meets patrol.
- One member of patrol carries key to gates at area 41.

1. North Entrance

- **OUTSIDE DOOR** – DC 13 Survival or Investigation to find tracks leading to door through marsh. DC 14 Perception to find door if not following tracks.
- **DESCRIPTION** – Shrubs and tall grasses conceal a large, stout wooden door.
- **DOOR** – Unlocked, opening does not alert guards (area 2).

2. Guard Room

- **DESCRIPTION** – two benches along the longer walls.
- **LIZARDFOLK** – 5 **lizardfolk** guards, ready for action if alerted, lounging on benches talking if not.
- **ALERT** – if the characters make noise in the corridor, a **lizardfolk** investigates and shouts for the rest to come.
- **DEVELOPMENT** – If combat breaks out, one guard tries to alert lizardfolk in area 4.

3. Barracks

- **DESCRIPTION** – Thirtreen straw matresses along walls, wooden chest by each, long wooden table and benches.
- **LIZARDFOLK** – 3 **lizardfolk** and 1 **lizardfolk scaleshield** readying for patrol if not alerted.
- **ALERT** – If alerted of combat in area 2, **lizardfolk** here go south and try to trap characters from behind.
- **CHESTS** – unlocked, personal effects. 100 sp, a dagger in bone scabbard, wooden mallet, crude reed flute, crude pewter mug with Semuanya's symbol (reptilian egg).
- **KEY** – lizardfolk scaleshield carries key to chest in area 4.
- **DEVELOPMENT** – lizardfolk in area 5 hears combat here.

4. Officer's Quarters

- **DESCRIPTION** – In center, table and two chairs with bowl of apples on table. On west wall, bed and chest.
- **CHEST** – DC 12 Thieves' Tools or key to unlock. Contains morningstar, 50ep, violet-colored crystal (worthless).

5. Officer's Quarters

- **DESCRIPTION** – On north wall, table and chair, jug of cider and cup on table. On west wall, bed and chest.
- **LIZARDFOLK** – an officer **lizardfolk scaleshield** is sharpening his sword, leaps up if characters enter. Combat here alerts lizardfolk in areas 2 and 3. Officer carries key to chest and silver collar (15gp).
- **CHEST** – DC 12 Thieves' Tools or key to unlock. Contains 25ep, dagger, leather whip.

6. Armory

- **DESCRIPTION** – Shields hanging on all walls. On north wall, javelins in wooden racks. On east wall, three chests.
- **CHESTS** – 10 clubs, 10 longswords, 10 morningstars.

7. Kitchen

- **BEFORE DOOR** – can smell cooking meat with acrid tang, can hear chattering and clanking.
- **DESCRIPTION** – large firepit with multiple half-cooked animal carcasses. In center of room, long table with knives, meat and bone. On floor near table, uncured hides, two large wooden buckets. On south wall, wooden cabinet with clay kitchenware. On west wall, three wooden barrels. On east wall, open wooden cask with white crystalline substance, three wooden bockets and empty cauldron suspended over firepit.

- **LIZARDFOLK** – five **lizardfolk** commoners cooking. Tries to escape to area 9, fight only if cornered.
- **FOODSTUFFS** – no valuable items in this room (spices, water, brine, salt, herbs, rendered animal fat).
- **CARCASSESS** – Cooking carcasses are a sahuagin and a shark. DC 16 Investigation or Nature (or Oceanus) recognizes sahuagin. Hides under the table are theirs, buckets near table are their entrails and organs.

8. Stores

- **DESCRIPTION** – Six carcasses of various sizes hanging from hooks. On south wall, four open barrels and a basket. On west wall, three jars, chest, barrel. On east wall, cage with a dozen waterfowl.
- **FOODSTUFFS** – barrels, basket, jugs and chest contain apples, pears, nuts, giant snake carcass in brine, berries, herbs, salt.
- **CARCASSESS** – manta ray, giant frog, hobgoblin, two sharks, giant crayfish. Shark has smashed plate armor from coral and wood. DC 14 Nature (or Oceanus) sees it is made by sahuagin.

9. Barracks

- **DESCRIPTION** – 15 straw matresses and small chests, long table with benches in center.
- **LIZARDFOLK** – If not alerted, 4 **lizardfolk**, a **lizardfolk scaleshield** and a **lizardfolk shaman** are here. Shaman orders lizardfolk to attack even if party accompanied by friendly lizardfolk, DC 15 Persuasion prevents fight.
- **CHESTS** – unlocked, contain personal possesions, whetstone, dagger, crocodile carving, 30sp.

10. Banquet Hall

- **DESCRIPTION** – Long wooden tables with wooden benches and chairs. On the table, pots, jars, plates, cups drinking mugs, baskets. On west and east wall are cupboards.
- **LIZARDFOLK** – 5 **lizardfolk commoners** are setting the table, fight only if cornered, flee to area 29.
- **CUPBOARDS** – contain extra mugs, platters, bowls, etc.

11. Throne Room

- **DESCRIPTION** – Stone pillars around central area, wooden throne in far end of room on stone dais, carved with reptiles and inset with gemstones. Heads of several creatures mounted on plaques of wood on the walls (giant crayfish, carrion crawler, hippopotamus, hobgoblin, sahuagin, brown bear, lion, shark, giant frog, another shark)
- **LIZARDFOLK** – two lizardfok hatchlings are playing in the center, wandered from area 24. Are curious about characters, try to attach themselves to characters and follow where they go, adorable and harmless.
- **THRONE** – carved with snakes and lizards with blue-green gemstone eyes, DC 10 Investigation to see they are useless quartz. DC 12 Perception or Investigation to find hidden space under throne, containing key to chest in area 26.
- **SECRET DOOR** – DC 14 Perception or Investigation to find secret trapdoor behind throne. Opens to 20 ft. deep shaft with iron handrails, descends to 10x10ft. tunnel that leads to identical shaft to area 34.

12. Temple

- **DESCRIPTION** – Smells like sweet perfume. By south wall, altar with lit burners on each side and a candelabrum with four lit candles on altar. Above altar, wall is decorated marine fresco of a lizardfolk warrior with a club (Semuanya, lizardfolk deity). On east and west walls, blue and green drapes.
- **LIZARDFOLK** – a **lizardfolk shaman** is crouched in prayer before the altar. Two **amphisbaenae** live within the hollow altar. Amphisbaenae attack anyone except shamans, queen and subchief. Shaman is meditating, roused by sound of combat or direct attempts to contact him. Flees to alert area 20, unless cornered. **TREASURE** – two tridents and two folded nets taken from sahuagin, candelabrum (25gp), two incense burners (10gp each).

13. Vestry

- **DESCRIPTION** – Seven wooden masks decorated with blue and green feathers representing crocodile and serpents hang on walls. On west wall, closed chest.
- **MASKS** – DC 12 Investigation to find key to chest in area 18 inside one of the masks.
- **CHEST** – unlocked. DC 12 Investigation to spot poison gas trap, DC 12 Sleight of Hand to disarm, triggers on failure. Fills entire room with noxious gas, DC 10 Con save or cough and choke for 1d4 minutes, attracting wandering patrols and nearby inhabitants. Contains silver gong and striker (25gp), five silver bells (5gp each), silver chalice (50gp) and wooden horn.

14–17. Shaman's Quarters

- **DESCRIPTION** – identical but similar rooms: wooden table and chair, straw mattress and small chest.
- **CHESTS** – each unlocked and contain personal items and ivory statuette of Semuanya. One has club and 10ep. One has silver belt buckle (5gp), 20sp and colored bird feather. One has 7ep. One has blue-green cloth and 25sp.

18. Senior Shaman's Living Quarters

- **DESCRIPTION** – On south wall, table with two chairs. Table has carafe, cup, basket. On north wall, small table with unlit incense burner and a chest.
- **INCENSE BURNER** – has a small key to chest in area 19.
- **CHEST** – unlocks with key from area 13, contains 20gp and *potion of water breathing*.
- **OTHER TREASURE** – Carafe (10gp), cup (3gp), incense burner (5gp).

19. Senior Shaman's Sleeping Quarters

- **DESCRIPTION** – On south wall, single cot and chest. Large wooden carving of lizardfolk with club on east wall.
- **CHEST** – locked, DC 12 Thieves Tools' or key from area 18 to open. DC 12 Investigation to notice poison needle trap, DC 12 Sleight of Hand to disarm, failure triggers. Small poison dart his anyone in front of lock, 1 piercing damage and 1d4+2 poison damage. Contains silver figure of Semuanya (25gp), leather bag with 50ep and a *pearl of power*.

20. Chief Shaman Living Area

- **DESCRIPTION** – On south wall, table with bowl of fruit. On north wall, bench with wooden chair facing it.
- **LIZARDFOLK** – if not alerted, **lizardfolk shaman** leading two **lizardfolk** in prayer. Shaman orders lizardfolk to attack even if party accompanied by friendly lizardfolk, DC 15 Persuasion prevents fight. – **TREASURE** – shaman wears gold necklace with pearls (100gp).

21. Chief Shaman Sleeping Area

- **DESCRIPTION** – On west wall, single cot and chest. On east wall, table with silver statuette of lizardfolk and incense burner.
- **CHEST** – DC 12 Thieves' Tools or key (stuck under table with blob of resin) to open. DC 12 Investigation to notice swinging blade trap. DC 12 Sleight of Hand to disarm, triggers on failure. Hits 5 ft. in front of chest, DC 13 Dex save or 2d6 slashing damage, half on success. Contains velvet cloth (5gp), leather sack with 200ep, ivory figurine of semuanya (25gp) and two doses of antitoxin (100gp). **OTHER TREASURE** – Silver statutette (50gp) and incense burner (5gp).

22. Cave of the Giant Lizards

- **DESCRIPTION** – cave entrance 30 ft. by 15 ft., marshy ground turns to mud near cave entrance from marsh, impossible to move at normal speed, tracks from large creatures going in and out.
- **MUD** – 15 inches deep, difficult terrain everywhere except edge of pit to the west.
- **GIANT LIZARDS** – 6 **giant lizards** attack intruders immediately, can be called of by lizardfolk, will chase characters out of cave.
- **DEVELOPMENTS** – combat alerts lizardfolk in area 23.
- **TREASURE** – 5 ft. north of southern wall is battered breastplate in the mud and *+1 longsword*.

23. Guard Room

- **DESCRIPTION** – On west wall, wooden bench.
- **LIZARDFOLK** – 3 **lizardfolk** are here.

24. Nursery

- **DESCRIPTION** – Straw mattresses scattered on the floor, chairs and tables with cups, mugs, pitchers and bowls.
- **LIZARDFOLK** – 20 **lizardfolk commoners** and 13 hatchlings playing and mingling in small groups. Notices party if they move into room, aren't hostile towards characters unless characters are hostile. Will flee if combat breaks out, will alert warriors in nearby rooms after party leaves, if characters were aggressive.

25. Hatchery

- **DESCRIPTION** – Warm, fetid odor, mud floor, three reptilian shapes crawling in egg fragments.
- **HATCHLINGS** – 200+ lizardfolk eggs buried in the mud here, three near door hatched recently.

26. Gate and Treasure Room

- **DESCRIPTION (GATE)** – Wooden bars reach from floor to ceiling, hinged at walls, locked in center.
- **GATE** – DC 20 Thieves' tools to open gate (AC 15, 18 hp, damage threshold 10). Noise alerts guards in area 27.
- **SECRET DOOR** – DC 14 Perception notices secret door in east side of corridor leading to area 26.
- **DESCRIPTION (ENTRY TO TREASURE ROOM)** – 10 ft. square entrance expends to large room.
- **PIT TRAP** – DC 16 Perception to notice pit trap under false floor in entrance corridor, falls through to bog pit (see 'Hazards in the Marsh'). 5 **giant poisonous snakes** are also in the pit.
- **DESCRIPTION (TREASURE ROOM)** – large chamber, chest and sacks.
- **CHEST** – DC 12 Investigation to notice poison needle trap, DC 12 Sleight of Hand to disarm, failure triggers. Small poison dart his anyone in front of lock, 1 piercing damage and 1d4+2 poison damage. Contains 1700ep, gold-bonded ivory scepter (100gp), gold crown shaped like serpent (250gp).
- **SACKS** – various silks and hides (100gp total).

27. Gate and Treasure Room

- **DESCRIPTION** – On east wall, wooden bench.
- **LIZARDFOLK** – a **lizardfolk render** and a **lizardfolk** guarding lair's treasure. Will only open gate to 26 if commanded by queen or subchief.

28. Officer's Quarters

- **DESCRIPTION** – On south wall, chair and table with bowl. On east wall, single bed and chest.
- **CHEST** – contains personal possesions, dagger and 25ep.

29. Barracks

- **DESCRIPTION** – A dozen straw mattresses with chests. On south wall, table with wooden benches.
- **LIZARDFOLK** – 4 **lizardfolk**, a **lizardfok render** and a **lizardfok scaleshield**. Scaleshield orders lizardfolk to attack even if party accompanied by friendly lizardfolk, DC 15 Persuasion prevents fight.
- **CHESTS** – Each has 5sp, one has seashell necklace, one has pewter mug, one has pink coral (10gp), one has leather bag with five stones.

30. Subchief's Living Quarters

- **DESCRIPTION** – High quality furniture, four chairs and table with gleaming bowl. Small cask in southeast corner with unlit lantern and goblet.
- **ITEMS** – electrum bowl (50 gp), wine in casket, silver goblet (7gp) and hooded lantern.

31. Subchief's Sleeping Quarters

- **DESCRIPTION** – On east wall, single cot with rug made of lions skin beneath. Chest with lock in southwest corner.
- **CHEST** – DC 12 Thieves tools to open. DC 12 Investigation to spot poison gas trap, DC 12 Sleight of Hand to disarm, triggers on failure. Fills entire room with paralyzing gas, DC 10 Con or paralyzed for 1d4 minutes. Can repeat saving throw at the end of each minute. Contains five leather belts with electrum buckles (10gp), electrum armband (20gp), 50sp, and prismatic kaleidoscope.

32. Guard Room

- **DESCRIPTION** – On east wall, wooden bench.
- **Lizardfolk** – 3 **lizardfolk** and a **lizardfolk scaleshield**. Challenges approaching characters. Intimiation and Persuasion has disadvantage vs these lizardfolk, only convincing story gains access to area 33.

33. Queen's Living Quarters

- **DESCRIPTION** – Comfortably furnished, four chairs and circular table with platter, carafe and goblet. In southeast corner, upholstered armchair.
- **ITEMS** – Silver platte (10gp), silver carafe (10gp), and silver goblet (5gp). All engraved with pictograph showing lizard standing proudly with forked tongue extended.

34. Queen's Sleeping Quarters

- **DESCRIPTION** – by south wall, large ornate bed with rugs and cushions. Next to it, small table with drawing of powerful-looking lizard queen. In southeast corner, chest with padlock and carved wooden wardrobe.
- **SECRET DOOR** – DC 16 Perception to notice secret door in southwest corner to area 11.
- **CHEST** – DC 12 Investigation to notice needle trap, DC 12 Sleight of Hand to disarm, failure triggers. Small needle hits anyone in front of lock, DC 10 Medicine knows needle it is not poisoned. Contains leather straps and belts with pearls and gold (100gp), gold-banded dagger (25gp), 25gp, flask of perfurmed oil (5gp), jade figurine of Semuanya (25gp).
- **WARDROBE** – red robe with gold thread (100gp).

35. Queen's Lounge

- **DESCRIPTION** – In center, two chairs and circular table with chess board, silver bowl, decanter and two goblets. On south wall, upholstered couch with glass mirror above and two chests by the sides.
- **LIZARDFOLK** – 2 **lizardfolk commoners** playing a game, they try to flee and take refuge in area 36, fight only if cornered or if party tries to enter area 37.
- **CHESTS** – One chest has set of leather straps and belts with silver buckles and coral (10 gp), perfumed oil (5 gp), silk scarf (3 gp), and 50 ep. Other has silver mirror (10 gp), perfumed oil (5 gp), velvet cloth (20 gp), and 50 ep. **ITEMS** – Silver bowl (10gp), silver decanter (5gp) and two silver goblets (3gp each).

36. Royal Bath

- **DESCRIPTION** – 20 ft. square pool of water in center with steps leading into 15 ft. deep clear, warm water.

37. Royal Hatchery

- **DESCRIPTION** – Warm, mud floor.
- **EGGS** – 12 lizardfolk eggs buried under mud surface, are very valuable to the lizardfolk queen.

38. Minister's Quarters

- **DESCRIPTION** – Warm and smoky. In center, upholstered armchair and wooden chair by circular table with closed book. In northwest corner, brass tripod with brass bowl filled with coals.
- **SAURIV** – sits in armchair, reading papyrus. **Sauriv** is queen's advisor and most intelligent lizardfolk. Does not fight, is surprised to see intruders, asks questions amiably. Is behind the alliance against the sahuagin and the purpose of weapons smuggled by the *Sea Ghost*. Has fading eyesight, and blunted teeth and claws. Wears gold chain around his neck (200gp).
- **DEVELOPMENTS** – DC 10 Persuasion convinces Sauriv characters are not in league with sahuagin, he informs them of alliance against sahuagin and arranges meeting with the queen to bring humans into alliance. On failure, Sauriv excuses himself to warn queen in area 40 and return with guards to accompany party to drill hall. If the party doesn't cooperate, their mission has failed and the queen orders her followers to hunt them down – the chance of a patrol increases to 1 in 2 every 5 minutes.
- **READING MATERIALS** – Sauriv's scroll is in Common, sent by local locathat chief to lizardfolk queen, recognizes locathah as ambassadors. The book on the table is *Power Politics* by Abel Mackie (5gp).

39. Minister's Sleeping Quarters

- **DESCRIPTION** – By east wall, bed and open, empty wardrobe. By south wall, bookcase with five books and leather chair. By west wall, iron chest with padlock and single clove on top.
- **CHEST** – DC 12 Thieves' Tools or key adhered to exterior panel of chest with resin (resin is poisonous if touched, DC 12 Con save or poisoned 1 hour, can repeat saving throw every 15 minute). Glove on top has traces of resin on fingertips. Chest contains 50ep, perfurmed oil (5gp) five pearls (3gp each) and vial of *basic poison*.
- **BOOKS** – *The Politics of Power* by Lucia Domici (5 gp), *The Triumph of Diplomacy* by Tyrons Scroot (5 gp), *The Occult Properties of Gemstones* by Archmage Tenser (10 gp), *A Lizard Language and Common Tongue Grammar* (10 gp), *The Nature of the Sahuagin* by Professor Gaxm (15 gp).

40. Drill Hall

- **DESCRIPTION** – six floor-to-ceiling pillars around empty central area, several wooden benches near north and south walls. On east wall, large mattress and target dummy with head of fish-like creature on it.
- **LIZARDFOLK** – eight **lizardfolk** and a **lizardfolk render** are drilling and throwing javelins at dummy, while powerfully built and tall **Queen Othokent**, Irhtos (**lizardfolk subchief**) and two **lizardfolk scaleshields** look on. If the characters enter aggressively, they are attacked. Otherwise, queen parlays with them.
- **KEYS** – queen and subchief carry keys to their quarters.

41. Thick Gate

- **DESCRIPTION** – wooden gate locked in center.
- **GATES** – one of these gates in each end of corridor to eastern section of lair. DC 20 Thieves' Tools to open gate (AC 15, 18 hp, damage threshold 10). Gates are unlocked by guard patrols, if noise is made, guards from nearest guard post (42 or 48) come in 1d6 rounds.

42. Guard Post

- **DESCRIPTION** – Southwest corner has wooden door and wooden bench.
- **LIZARDFOLK** – 3 **lizardfolk** and a **lizardfolk scaleshield**, combat here is not heard in area 44, but one guard runs there to alert them. Scaleshield has keys to area 43.

43. Prisoner Cell Entry Hall

- **DESCRIPTION** – Five closed doors to the right.
- **CELLS** – DC 15 Thieves' tools or keys from scaleshield in 43 to unlock cell door (AC 15, 18 hp, damage threshld 10).

43a. Sahuagin Water Cell

- **DESCRIPTION** – water instead of floor, metal grill halfway across room, swimming shape beneath surface.
- **GRILL** – Separates shallow water from deep water. DC 12 Thieves' tools or cell key to unlock.
- **SAHUAGIN** – kept captive in deep end, speaks common and is cunning. Lies and says it is a triton held captive by evil lizardfolk, offers assistance against mutual enemies. If characters know it is sahuagin, still offers assistance against lizardfolk for its freedom. Will aid the party in combat but attempt to escape at the first opportunity. If characters decline it, it tries to escape to area 49. Oceanus recognizes sahuagin and advises against allying with it, tries and kills it himself, if the characters overrule him.

43b. Empty Water Cell

- **DESCRIPTION** – identical to 43a, but empty.

43c–43d. Empty Cell

- **DESCRIPTION** – Empty.

43e. Lizardfolk Cell

- **DESCRIPTION** – a single lizardfolk here.
- **LIZARDFOLK** – a **lizardfolk commoner** kept as a disciplinary measure. Escapes to area 44 if able. Attacks sahuagin on sight.

44. Barracks

- **DESCRIPTION** – In center, benches and table. Eleven straw matresses and chests along walls.
- **LIZARDFOLK** – 2 **lizardfolk** and a **lizardfolk scaleshield** playing dice at the table. Lizard scaleshield has silvered necklace (10 gp) and 20cp are on the table.
- **CHESTS** – unlocked, contains personal possesions and four purses with 6sp each, three flasks of oil (3sp each), bag of seashells, solid quarts sphere and dagger.

45–46. Officers' Quarters

- **DESCRIPTION** – Chair and table, bed and chest.
- **CHESTS** – personal possesions, one contains dagger and 20sp, other contains 15sp and chunk of amber (10gp).

47. Garbage Room

- **DESCRIPTION** – Dark, smells of decay, on floor are broken weapons, leather straps, moldy sacks, dirty clothes, and wood pieces.
- **BACKPACK** – DC 15 Perception spots backpack in southwest corner, contains 5gp, 11sp, topaz (10gp) and explorer's pack.

48. Guard Post

- **DESCRIPTION** – By south wall, wooden bench.
- **LIZARDFOLK** – 4 **lizardfolk**, if battle in area 52, three go to investigate, fourth goes to area 44 for reinforcements.

49. Guard's Pool

- **DESCRIPTION** – Illuminated by torches set in sconces along pathway. Large, water-filled cave, connects to sea through a passage. Roof in passages to sea and southeast are only 5 ft. above water. Main cave has roof 25 ft. above water, natural except rough ledge cut into rock along southern edge. At western edge of ledge, opening cuts into passage beyond. Stone steps lead from opening to water.
- **LIZARDFOLK** – 4 **lizardfolk** hide in seaweed. If intruders arrive, one alerts areas 42, 44, 45, 46 and 48, one alerts areas 50, 51 and 52. Last two wait for reinforcements and attacks intruders from the rear. Lizardfolk are instructed to do nonlethal damage.

50. Koalinth Pool

- **DESCRIPTION** – Flooded cavern, murky water, stone path follows west wall few feet above water.
- **KOALINTH** – DC 14 Perception spots a **koalinth sergeant** and 3 **koalinth** resting in weeds under water. The koalinth attack on sight, unless party accompanied by lizardfolk. The koalinth have refused the alliance, they have elves of all types. Koalinth sergeant wears silver armband (25gp).

51. Locathah Pool

- **DESCRIPTION** – Flooded cavern, clear water, floor covered by mass of weeds, stone path in west wall few feet above waterline.
- **LOCATHAH** – a **locathah hunter**, 4 **locathah** and 5 **giant sea eels**. Doesn't attack characters unless they brought sahuagin. If combat is in area 50 or 52, they help lizardfolk, leaving eel mounts behind. Locathah hunter has purse with 20gp.

52. Merfolk Pool

- **DESCRIPTION** – Flooded cavern, colorful blue and green algae on water surface, obscuring depths.
- **MERFOLK** – a **merfolk savager** and 3 **merfolk** beneath algae. Merfolk defend themselves if attacked. DC 14 Persuasion can have them discuss the alliance. If they hear combat in area 50 or 51, they respond to help defend their allies. Merfolk has purse with 20gp.

Formalizing the Alliance

- If the characters impressed lizardfolk, Othokent sends Garurt and Vyth (Common-speaking **lizardfolk scaleshields**) to Saltmarsh as ambassadors.
- Lizardfolk invite town to join attack on sahuagin fortress. Town council agrees after learning about sahuagin.
- Party is rewarded with 700 gp and 1600 XP.

Mission Gone Wrong

- If characters fought lizardfolk, Saltmarsh initially hails them as heroes for weakening or eliminating lizardfolk and gives them 700 gp.
- Merfolk arrive and meets with council, explaining sahuagin threat and the lizardfolk alliance.
- Council explains party's actions and express interest in joining the alliance. Merfolk agrees.

Croc Hunt

- Othokent wants party to kill a very large crocodile named **Thousand Teeth the Devourer**. Crocodiles are sacred to lizardfolk, but this one has attacked and killed many lizardfolk. Lizardfolk has to patrol near its lair, but are forbidden from harming or killing the crocodile. It is no problem if the party does it, and Othokent wants its head.
- Queen Othokent gives them a *potion of superior healing*.

Traveling to the Lair

- **THROUGH MARSH** – 12 miles (8 hours), for each hour 50% chance of a random Marsh Encounter (p. 85).
- **ALONG RIVERBANK** – 20 miles (13 hours), every 3 hours 50% chance of random Marsh Encounter (p. 85).

Lair of the Devourer

- **DESCRIPTION** – ground slopes toward tangle of marsh trees and blanket of mist. Large pool of brackish water, 60 ft. diamter, shaded by vines and branches. Yellowed bones visible in the shallows, great muddy mound rising in pool's center
- **POLLUTED POOL** – 8 ft. deep in center, creature who ingests more than spoonful, DC 12 Con or poisoned 1 hour.
- **THOUSAND TEETH AND SNAKES** – Passive perception 15 or more to spot 2 **giant constrictor snakes** before they ambush characters at pools edge. **Thousand Teeth** sleeping nearly invisible, attacks if creature enters pool or noise is made, attacks party and scares away snakes.

Lizardfolk

Medium humanoid (lizardfolk), neutral

Armor Class 15 (natural armor, shield)
Hit Points 22 (4d8 + 4)
Speed 30 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	10 (+0)	13 (+1)	7 (–2)	12 (+1)	7 (–2)

Skills Perception +3, Stealth +2, Survival +5
Senses passive Perception 13
Languages Draconic
Challenge 1/2 (100 XP)

Hold Breath. The lizardfolk can hold its breath for 15 minutes.

Actions

Multiattack. The lizardfolk makes two melee attacks, each one with a different weapon.

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

Heavy Club. *Melee Weapon Attack:* +4 to hit, reach 5 ft. *Hit:* 5 (1d6 + 2) bludgeoning damage.

Javelin. *Melee or Ranged Weapon Attack:* +4 to hit, reach 5 ft. or range 30/120 ft. *Hit:* 5 (1d6 + 2) piercing damage.

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

Lizardfolk Commoner

Medium humanoid (lizardfolk), neutral

Armor Class 13 (natural armor, shield)
Hit Points 16 (3d8 + 3)
Speed 30 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	10 (+0)	12 (+1)	7 (–2)	12 (+1)	7 (–2)

Skills Perception +3, Stealth +2, Survival +3
Senses passive Perception 13
Languages Draconic
Challenge 1/4 (50 XP)

Hold Breath. The lizardfolk can hold its breath for 15 minutes.

Actions

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

Lizardfolk Scaleshield

Medium humanoid (lizardfolk), neutral

Armor Class 16 (Scale Mail, shield)
Hit Points 32 (5d8 + 10)
Speed 30 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	10 (+0)	14 (+2)	7 (–2)	12 (+1)	7 (–2)

Skills Athletics +4, Perception +3, Survival +5
Senses passive Perception 13
Languages Draconic
Challenge 1 (200 XP)

Hold Breath. The lizardfolk can hold its breath for 15 minutes.

Actions

Multiattack. The lizardfolk makes two melee attacks, each one with a different weapon.

Morningstar. *Melee Weapon Attack:* +4 to hit, reach 5 ft. *Hit:* 6 (1d8 + 2) bludgeoning damage.

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

Javelin. *Melee or Ranged Weapon Attack:* +4 to hit, reach 5 ft. or range 30/120 ft. *Hit:* 5 (1d6 + 2) piercing damage.

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

Reactions

Shield Block. If an ally within 5 feet of the scaleshield is hit by an attack, the scaleshield can reduce that attack's damage by half.

Giant Lizard

Large beast, unaligned

Armor Class 12
Hit Points 19 (3d10 + 3)
Speed 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	12 (+1)	13 (+1)	2 (–4)	10 (+0)	5 (–3)

Senses darkvision 30 ft., passive Perception 10
Languages —
Challenge 1/4 (50 XP)

Actions

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft. *Hit:* 6 (1d8 + 2) piercing damage.

Othokent

Medium humanoid (lizardfolk), lawful neutral

Armor Class 15 (natural armor)
Hit Points 78 (12d8 + 24)
Speed 30 ft., swim 30 ft.

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

Saving Throws Con +4, Wis +2
Skills Perception +4, Stealth +5, Survival +4
Condition Immunities Frightened
Senses Darkvision 60 ft., passive Perception 14
Languages Abyssal, Common, Draconic
Challenge 4 (1,100 XP)

Hold Breath. Queen Othokent can hold her breath for 15 minutes.

Skewer. Once per turn, when Queen Othokent makes a melee attack with her trident and hits, the target takes an extra 10 (3d6) damage, and Othokent gains temporary hit points equal to the extra damage dealt.

Actions

Multiattack. Queen Othokent makes two attacks, one with her bite and one with her claws or trident or two melee attacks with her trident.

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

Claws. *Melee Weapon Attack:* +5 to hit, reach 5 ft. *Hit:* 5 (1d4 + 3) slashing damage.

Trident. *Melee or Ranged Weapon Attack:* +5 to hit, reach 5 ft. or range 20/60 ft. *Hit:* 6 (1d6 + 3) piercing damage, or 7 (1d8 + 3) piercing damage if used with two hands to make a melee attack.

Sauriv

Medium humanoid (lizardfolk), neutral

Armor Class 13 (natural armor)
Hit Points 9 (2d8)
Speed 30 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	12 (+1)	11 (+0)	12 (+1)	18 (+4)	16 (+3)

Skills Deception +7, Insight +6, Persuasion +7
Senses passive Perception 14
Languages Common, Draconic
Challenge 1/8 (25 XP)

Hold Breath. Sauriv can hold his breath for 15 minutes.

Fading Eyesight. Sauriv has disadvantage on all Wisdom (Perception) checks.

Actions

Rapier. *Melee Weapon Attack:* +3 to hit, reach 5 ft. *Hit:* 5 (1d8 + 1) piercing damage.

Reactions

Parry. Sauriv adds 2 to his AC against one melee attack that would hit him. To do so, Sauriv must see the attacker and be wielding a melee weapon.

Irhtos (subchief)

Medium humanoid (lizardfolk), neutral

Armor Class 14 (natural armor)
Hit Points 52 (8d8 + 16)
Speed 30 ft., swim 30 ft.

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

Saving Throws Wis +5
Skills Athletics +4, Perception +4, Survival +5
Senses passive Perception 15
Languages Common, Draconic
Challenge 3 (700 XP)

Hold Breath. The lizardfolk can hold its breath for 15 minutes.

Spellcasting. The lizardfolk is a 5th-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 13, +5 to hit with spell attacks). The lizardfolk has the following cleric spells prepared:

Cantrips (at will): *light, sacred flame, spare the dying, thaumaturgy*

1st Level (4 slots): *command, guiding bolt, purify food and drink*

2nd Level (3 slots): *hold person, lesser restoration, silence*

3rd Level (2 slots): *bestow curse, dispel magic*

Actions

Tooth Dagger. *Melee Weapon Attack:* +4 to hit, reach 5 ft. *Hit:* 4 (1d4 + 2) piercing damage.

Jaws of Semuanya (Recharge 5–6). The subchief invokes the primal magic of Semuanya, summoning a spectral maw around a target it can see within 60 feet of it. The target must make a DC 13 Dexterity saving throw, taking 22 (5d8) piercing damage on a failed save, or half as much damage on a successful one. A creature that fails this saving throw is also frightened until the end of its next turn

Amphisbaena

Medium monstrosity, unaligned

Armor Class 14
Hit Points 11 (2d8 + 2)
Speed 30 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	18 (+4)	12 (+1)	3 (–4)	10 (+0)	3 (–4)

Skills Perception +2
Senses Blindsight 10 ft., passive Perception 12
Languages —
Challenge 1/2 (100 XP)

Two Heads. The amphisbaena has advantage on Wisdom (Perception) checks and on saving throws against being blinded, charmed, deafened, frightened, stunned, and knocked unconscious.

Actions

Multiattack. The amphisbaena makes two bite attacks.

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft. *Hit:* 6 (1d4 + 4) piercing damage, and the target must make a DC 11 Constitution saving throw, taking 3 (1d6) poison damage on a failed save, or half as much damage on a successful one.

Lizardfolk Render

Large humanoid (lizardfolk), neutral

Armor Class 15 (natural armor)
Hit Points 52 (8d10 + 14)
Speed 30 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	10 (+0)	14 (+2)	7 (–2)	12 (+1)	7 (–2)

Skills Athletics +5, Perception +3, Survival +5
Senses passive Perception 13
Languages Draconic
Challenge 3 (700 XP)

Blood Frenzy. The render has advantage on melee attack rolls against any creature that doesn't have all its hit points.

Hold Breath. The lizardfolk can hold its breath for 15 minutes.

Actions

Multiattack. The render makes two attacks: one with its claws and one with its bite.

Claws. *Melee Weapon Attack:* +5 to hit, reach 10 ft. *Hit:* 12 (2d8 + 3) slashing damage.

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft. *Hit: 8* (1d10 + 3) piercing damage.

Rend the Field (Recharge 5–6). The render makes a claw attack against each creature of its choice within 10 feet of it. A creature hit by this attack must succeed on a DC 13 Strength saving throw or be knocked prone.

Lizardfolk Shaman

Medium humanoid (lizardfolk), neutral

Armor Class 13 (natural armor, shield)
Hit Points 27 (5d8 + 5)
Speed 30 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	10 (+0)	13 (+1)	10 (+0)	15 (+2)	8 (–1)

Skills Perception +4, Stealth +4, Survival +6
Senses passive Perception 14
Languages Draconic
Challenge 2 (50 XP)

Hold Breath. The lizardfolk can hold its breath for 15 minutes.

Spellcasting (Lizardfolk Form Only). The lizardfolk is a 5th-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 12, +4 to hit with spell attacks). The lizardfolk has the following druid spells prepared:

Cantrips (at will): *druidcraft, produce flame, thorn whip*

1st Level (4 slots): *entangle, fog cloud*

2nd Level (3 slots): *heat metal, spike growth*

3rd Level (2 slots): *conjure animals (reptiles only), plant growth*

Actions

Multiattack (Lizardfolk Form Only). The lizardfolk makes two attacks: one with its bite and one with its claws.

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft. *Hit:* 5 (1d6 + 2) piercing damage, or 7 (1d10 + 2) piercing damage in crocodile form. If the lizardfolk is in crocodile form and the target is a Large or smaller creature, the target is grappled (escape DC 12). Until this grapple ends, the target is restrained, and the lizardfolk can't bite another target. If the lizardfolk reverts to its true form, the grapple ends.

Claws (Lizardfolk Form Only). *Melee Weapon Attack:* +4 to hit, reach 5 ft. *Hit:* 4 (1d4 + 2) slashing damage.

Change Shape (Recharges after a Short or Long Rest). The lizardfolk magically polymorphs into a crocodile, remaining in that form for up to 1 hour. It can revert to its true form as a bonus action. Its statistics, other than its size, are the same in each form. Any equipment it is wearing or carrying isn't transformed. It reverts to its true form if it dies.

Koalinth

Medium humanoid (goblinoid), lawful evil

Armor Class 14 (scale mail)
Hit Points 16 (3d8 + 3)
Speed 30 ft., swim 20 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	11 (+0)	12 (+1)	11 (+0)	10 (+0)	10 (+0)

Saving Throws Dex +2
Skills Athletics +3, Perception +2
Senses Darkvision 60 ft., passive Perception 12
Languages Common, Goblin
Challenge 1/2 (100 XP)

Amphibious. The koalinth can breathe air and water.

Martial Advantage. Once per turn, the koalinth can deal an extra 7 (2d6) damage to a creature it hits with a weapon attack if that creature is within 5 feet of an ally of the koalinth that isn't incapacitated.

Actions

Trident. *Melee or Ranged Weapon Attack*: +3 to hit, reach 5 ft. or range 20/60 ft. *Hit:* 4 (1d6 + 1) piercing damage, or 5 (1d8 + 1) piercing damage if used with two hands to make a melee attack.

Merfolk Savager

Medium humanoid (merfolk), neutral

Armor Class 12
Hit Points 22 (4d8 + 4)
Speed 10 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	14 (+2)	12 (+1)	11 (+0)	10 (+0)	13 (+1)

Saving Throws Dex +4
Skills Athletics +3, Perception +2
Senses passive Perception 12
Languages Aquan, Common
Challenge 1 (200 XP)

Amphibious. The merfolk can breathe air and water.

Actions

Multiattack. The salvager makes two attacks with its coral rapier.

Coral Rapier. Melee Attack: +4 to hit, reach 5 ft. *Hit:* 6 (1d8 + 2) piercing damage.

Inject Toxin (2/Day). Melee Attack: +4 to hit, reach 5 ft. *Hit:* 6 (1d8 + 2) piercing damage, and the creature must succeed on a DC 12 Constitution saving throw or be paralyzed until the end of its next turn.

Koalinth Sergeant

Medium humanoid (goblinoid), lawful evil

Armor Class 14 (scale mail)
Hit Points 33 (6d8 + 6)
Speed 30 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	11 (+0)	12 (+1)	11 (+0)	10 (+0)	12 (+1)

Saving Throws Dex +2, Wis +2
Skills Athletics +4, Perception +2
Senses Darkvision 60 ft., passive Perception 12
Languages Common, Goblin
Challenge 2 (450 XP)

Amphibious. The koalinth breathes air and water.

Martial Advantage. Once per turn, the koalinth can deal an extra 7 (2d6) damage to a creature it hits with a weapon attack if that creature is within 5 feet of an ally of the koalinth that isn't incapacitated.

Actions

Multiattack. The koalinth makes two trident attacks.

Trident. *Melee or Ranged Weapon Attack:* +4 to hit, reach 5 ft. or range 20/60 ft. *Hit:* 5 (1d6 + 2) piercing damage, or 6 (1d8 + 2) piercing damage if used with two hands to make a melee attack.

Hooked Net. *Ranged Weapon Attack:* +4 to hit, range 10/30 ft. *Hit:* 4 (1d4 + 2) piercing damage, and the target is restrained. A creature can use its action to make a DC 12 Strength check to free itself or another creature in a hooked net, ending the effect on a success. Dealing 5 slashing damage to the net (AC 12) frees the target without harming it and destroys the net.

Merfolk

Medium humanoid (merfolk), neutral

Armor Class 11
Hit Points 11 (2d8 + 2)
Speed 10 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	13 (+1)	12 (+1)	11 (+0)	11 (+0)	12 (+1)

Skills Perception +2
Senses passive Perception 12
Languages Aquan, Common
Challenge 1/8 (25 XP)

Amphibious. The merfolk can breathe air and water.

Actions

Spear. *Melee or Ranged Weapon Attack:* +2 to hit, reach 5 ft. or range 20/60 ft. *Hit:* 3 (1d6) piercing damage, or 4 (1d8) piercing damage if used with two hands to make a melee attack.

Locathah

Medium humanoid (locathah), neutral

Armor Class 13 (natural armor)
Hit Points 22 (4d8 + 4)
Speed 30 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	12 (+1)	12 (+1)	11 (+0)	10 (+0)	11 (+0)

Saving Throws Dex +3
Skills Athletics +3, Perception +2
Senses passive Perception 12
Languages Aquan, Common
Challenge 1/2 (100 XP)

Leviathan Will. The locathah has advantage on saving throws against being charmed, frightened, paralyzed, poisoned, stunned, or put to sleep.

Limited Amphibiousness. The locathah can breathe air and water, but it needs to be submerged at least once every 4 hours to avoid suffocating.

Actions

Multiattack. The locathah makes two melee attacks with its spear.

Spear. *Melee or Ranged Weapon Attack:* +3 to hit, reach 5 ft. or range 20/60 ft. *Hit:* 4 (1d6 + 1) piercing damage, or 5 (1d8 + 1) piercing damage if used with two hands to make a melee attack.

Giant Sea Eel

Large Beast, unaligned

Armor Class 14 (natural armor)
Hit Points 19 (3d10 + 3)
Speed 0 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	14 (+2)	12 (+1)	7 (–2)	10 (+0)	7 (–2)

Saving Throws Dex +4
Skills Perception +2, Stealth +4
Senses Darkvision 60 ft., passive Perception 12
Languages —
Challenge 1/2 (100 XP)

Water Breathing. The eel can breathe only underwater.

Actions

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft. *Hit:* 13 (2d10 + 2) piercing damage.

Locathah Hunter

Medium humanoid (locathah), neutral

Armor Class 14 (natural armor)
Hit Points 33 (6d8 + 6)
Speed 30 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	14 (+2)	12 (+1)	11 (+0)	14 (+2)	11 (+0)

Saving Throws Dex +4, Wis +4
Skills Athletics +3, Perception +4
Senses passive Perception 14
Languages Aquan, Common
Challenge 2 (450 XP)

Leviathan Will. The locathah has advantage on saving throws against being charmed, frightened, paralyzed, poisoned, stunned, or put to sleep.

Limited Amphibiousness. The locathah can breathe air and water, but it needs to be submerged at least once every 4 hours to avoid suffocating.

Actions

Multiattack. The hunter makes two attacks with its envenomed crossbow.

Envenomed Crossbow. *Ranged Weapon Attack:* +4 to hit, range 80/320 ft. *Hit:* 11 (2d8 + 2) piercing damage, and the target must succeed on a DC 12 Constitution saving throw or be poisoned until the end of its next turn.

Club. *Melee Weapon Attack:* +3 to hit, reach 5 ft. *Hit:* 4 (1d6 + 1) bludgeoning damage.

Sahuagin

Medium humanoid (sahuagin), lawful evil

Armor Class 12 (natural armor)
Hit Points 22 (4d8 + 4)
Speed 30 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	11 (+0)	12 (+1)	12 (+1)	13 (+1)	9 (–1)

Skills Perception +5
Senses darkvision 120 ft., passive Perception 15
Languages Sahuagin
Challenge 1/2 (100 XP)

Blood Frenzy. The sahuagin has advantage on melee attack rolls against any creature that doesn't have all its hit points.

Limited Amphibiousness. The sahuagin can breathe air and water, but it needs to be submerged at least once every 4 hours to avoid suffocating.

Shark Telepathy. The sahuagin can magically command any shark within 120 feet of it, using a limited telepathy.

Actions

Multiattack. The sahuagin makes a bite attack and one claw attack or one spear attack.

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

Claws. *Melee Weapon Attack:* +3 to hit, reach 5 ft. *Hit:* 3 (1d4 + 1) slashing damage.

Spear. *Melee or Ranged Weapon Attack:* +3 to hit, reach 5 ft. or range 20/60 ft. *Hit:* 4 (1d6 + 1) piercing damage, or 5 (1d8 + 1) piercing damage if used with two hands to make a melee attack.

Sahuagin Coral Smasher

Medium humanoid (sahuagin), lawful evil

Armor Class 14 (natural armor)
Hit Points 33 (6d8 + 6)
Speed 30 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	12 (+1)	12 (+1)	12 (+1)	13 (+1)	9 (–1)

Skills Perception +5
Senses darkvision 120 ft., passive Perception 15
Languages Sahuagin
Challenge 1 (200 XP)

Blood Frenzy. The sahuagin has advantage on melee attack rolls against any creature that doesn't have all its hit points.

Limited Amphibiousness. The sahuagin can breathe air and water, but it needs to be submerged at least once every 4 hours to avoid suffocating.

Shark Telepathy. The sahuagin can telepathically command any shark within 120 feet of it.

Siege Monster. The coral smasher deals double damage to objects and structures.

Actions

Multiattack. The coral smasher makes two warhammer attacks, or a bite and a claw attack

Warhammer. *Melee Weapon Attack:* +5 to hit, reach 5 ft. *Hit:* 7 (1d8 + 3) bludgeoning damage.

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

Claws. *Melee Weapon Attack:* +5 to hit, reach 5 ft. *Hit:* 5 (1d4 + 3) slashing damage.

Sahuagin Deep Diver

Medium humanoid (sahuagin), lawful evil

Armor Class 15 (natural armor)
Hit Points 91 (14d8 + 28)
Speed 30 ft., swim 40 ft.

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

Saving Throws Con +4, Wis +3
Skills Perception +5, Stealth +5
Senses darkvision 120 ft., passive Perception 15
Languages Sahuagin
Challenge 4 (1,100 XP)

Blood Frenzy. The sahuagin has advantage on melee attacks against creatures that don't have all hit points.

Brine Lurker. The deep diver has advantage on Dexterity (Stealth) checks made underwater.

Limited Amphibiousness. The sahuagin breathes air and water, but needs to be submerged at least once every 4 hours to avoid suffocating.

Lure. The deep diver can cause its lure to light up or darken at will. While the lure is lit, the deep diver sheds bright light in a 30-foot radius centered on itself and dim light for an additional 20 feet.

Shark Telepathy. The sahuagin can telepathically command any shark within 120 feet of it.

Actions

Multiattack. The deep diver makes two attacks with its glaive, or a bite attack and two claw attacks.

Glaive. *Melee Weapon Attack:* +4 to hit, reach 10 ft. *Hit:* 13 (2d10 + 2) slashing damage.

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft. *Hit:* 7 (1d10 + 2) piercing damage.

Claws. *Melee Weapon Attack:* +4 to hit, reach 5 ft. *Hit:* 6 (1d8 + 2) slashing damage.

Light of Sekolah. The deep diver pulses magical light from its lure. Any creature within 30 feet of the deep diver that can see the light must succeed on a DC 11 Wisdom saving throw or be charmed until the end of its next turn. A creature charmed in this way is incapacitated as it stares at the light.

Bullywug

Medium humanoid (bullywug), neutral evil

Armor Class 15 (hide armor, shield)
Hit Points 11 (2d8 + 2)
Speed 20 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+2)	12 (+1)	13 (+1)	7 (-2)	10 (+0)	7 (-2)

Skills Stealth +3
Senses passive Perception 10
Languages Bullywug
Challenge 1/4 (50 XP)

Amphibious. The bullywug breathes air and water.

Speak with Frogs and Toads. The bullywug can communicate simple concepts to frogs and toads when it speaks in Bullywug.

Swamp Camouflage. The bullywug has advantage on Dexterity (Stealth) checks made to hide in swampy terrain.

Standing Leap. The bullywug's long jump is up to 20 feet and its high jump is up to 10 feet, with or without a running start.

Actions

Multiattack. The bullywug makes two melee attacks: one with its bite and one with its spear.

Bite. *Melee Weapon Attack:* +3 to hit, reach 5 ft. *Hit:* 3 (1d4 + 1) bludgeoning damage.

Spear. *Melee or Ranged Weapon Attack:* +3 to hit, reach 5 ft. or range 20/60 ft. *Hit:* 4 (1d6 + 1) piercing damage, or 5 (1d8 + 1) piercing damage if used with two hands to make a melee attack.

Bullywug Croaker

Medium humanoid (bullywug), neutral evil

Armor Class 15 (hide armor, shield)
Hit Points 33 (6d8 + 6)
Speed 20 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	12 (+1)	12 (+1)	7 (-2)	15 (+2)	10 (+0)

Skills Perception +4, Stealth +3
Senses passive Perception 14
Languages Bullywug
Challenge 2 (450 XP)

Amphibious. The bullywug breathes air and water.

Speak with Frogs and Toads. The bullywug can communicate simple concepts to frogs and toads when it speaks in Bullywug.

Swamp Camouflage. The bullywug has advantage on Dexterity (Stealth) checks made to hide in swampy terrain.

Standing Leap. The bullywug's long jump is up to 20 feet and its high jump is up to 10 feet, with or without a running start.

Actions

Spear. *Melee or Ranged Weapon Attack:* +4 to hit, reach 5 ft. or range 20/60 ft. *Hit:* 5 (1d6 + 2) piercing damage, or 6 (1d8 + 2) piercing damage if used with two hands to make a melee attack.

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

Glaaar-pat (3/Day). The croaker sings a song of marshy doom. Each chosen creature within 30 feet of the croaker that can hear the song must make a DC 12 Wisdom saving throw, taking 9 (2d8) psychic damage on a failed save, or half as much damage on a successful one. A creature that fails this saving throw also has disadvantage on Constitution saving throws until the end of its next turn.

Rooooo-glog (1/Day). The croaker sings an ode to an elder froghemoth. Each bullywug within 30 feet of the croaker that can hear the song gains 10 temporary hit points.

Bullywug Royal

Medium humanoid (bullywug), neutral evil

Armor Class 15 (hide armor, shield)
Hit Points 52 (8d8 + 16)
Speed 20 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+2)	12 (+1)	14 (+2)	7 (-2)	10 (+0)	14 (+2)

Saving Throws Str +5, Dex +3
Skills Athletics +5, Intimidation +4, Stealth +3
Senses passive Perception 10
Languages Bullywug
Challenge 3 (700 XP)

Amphibious. The bullywug breathes air and water.

Brute. A melee weapon deals one extra die of its damage when the royal hits with it (included in the attack).

Frog Rider. The royal has advantage on melee attacks made while riding a frog mount.

Speak with Frogs and Toads. The bullywug can communicate simple concepts to frogs and toads when it speaks in Bullywug.

Swamp Camouflage. The bullywug has advantage on Dexterity (Stealth) checks made to hide in swampy terrain.

Standing Leap. The bullywug's long jump is up to 20 feet and its high jump is up to 10 feet, with or without a running start.

Actions

Multiattack. The royal makes two attacks: one with its royal spear and one with its bite.

Royal Spear. *Melee or Ranged Weapon Attack:* +5 to hit, reach 10 ft. or range 20/60 ft. *Hit:* 10 (2d6 + 3) piercing damage, or 12 (2d8 + 3) piercing damage if used with two hands to make a melee attack. If the target is a Medium or smaller creature, it must succeed on a DC 13 Strength saving throw or be knocked prone.

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

Croaked Decree (1/Day). The royal makes a loud pronouncement. Each bullywug within 60 feet of the royal that can hear the pronouncement has advantage on its next attack roll.

Giant Toad

Large beast, unaligned

Armor Class 11
Hit Points 39 (6d10 + 6)
Speed 20 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	13 (+1)	13 (+1)	2 (–4)	10 (+0)	3 (–4)

Senses darkvision 30 ft., passive Perception 10
Languages —
Challenge 1 (200 XP)

Amphibious. The toad can breathe air and water

Standing Leap. The toad's long jump is up to 20 ft. and its high jump is up to 10 ft., with or without a running start.

Actions

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft. *Hit:* 7 (1d10 + 2) piercing damage plus 5 (1d10) poison damage, and the target is grappled (escape DC 13). Until this grapple ends, the target is restrained, and the toad can't bite another target.

Swallow. The toad makes one bite attack against a Medium or smaller target it is grappling. If the attack hits, the target is swallowed, and the grapple ends. The swallowed target is blinded and restrained, it has total cover against attacks and other effects outside the toad, and it takes 10 (3d6) acid damage at the start of each of the toad's turns. The toad can have only one target swallowed at a time. If the toad dies, a swallowed creature is no longer restrained by it and can escape from the corpse using 5 feet of movement, exiting prone.

Thousand Teeth

Large Monstrosity, unaligned

Armor Class 12 (natural armor)
Hit Points 93 (11d10 + 33)
Speed 30 ft., swim 50 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	10 (+0)	17 (+3)	2 (–4)	10 (+0)	7 (–2)

Saving Throws Str +7, Con +6
Skills Athletics +7, Stealth +3
Senses passive Perception 10
Languages —
Challenge 6 (2300 XP)

Hold Breath. The crocodile can hold its breath for 30 minutes.

Legendary Resistance (2/Day). If Thousand Teeth fails a saving throw, it can choose to succeed instead

Actions

Multiattack. Thousand Teeth makes two attacks: one with its bite and one with its tail.

Bite. *Melee Weapon Attack:* +7 to hit, reach 5 ft. *Hit:* 15 (2d10 + 4) piercing damage.

Tail. *Melee Weapon Attack:* +7 to hit, reach 10 ft. *Hit:* 8 (1d8 + 4) bludgeoning damage. If the target is a creature, it must succeed on a DC 15 Strength saving throw or be knocked prone.

Legendary Actions

Thousand Teeth can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. Thousand Teeth regains spent legendary actions at the start of its turn.

Detect. Thousand Teeth makes a Wisdom (Perception) check.

Lunge. Thousand Teeth moves up to half its speed.

Bite (Costs 2 Actions). Thousand Teeth makes a bite attack.

Giant Poisonous Snake

Medium beast, unaligned

Armor Class 14
Hit Points 11 (2d8 + 2)
Speed 30 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	18 (+4)	13 (+1)	2 (–4)	10 (+0)	3 (–4)

Skills Perception +2
Senses blindsight 10 ft., passive Perception 12
Languages —
Challenge 1/4 (50 XP)

Actions

Bite. *Melee Weapon Attack:* +6 to hit, reach 10 ft. *Hit:* 6 (1d4 + 4) piercing damage, and the target must make a DC 11 Constitution saving throw, taking 10 (3d6) poison damage on a failed save, or half as much damage on a successful one.

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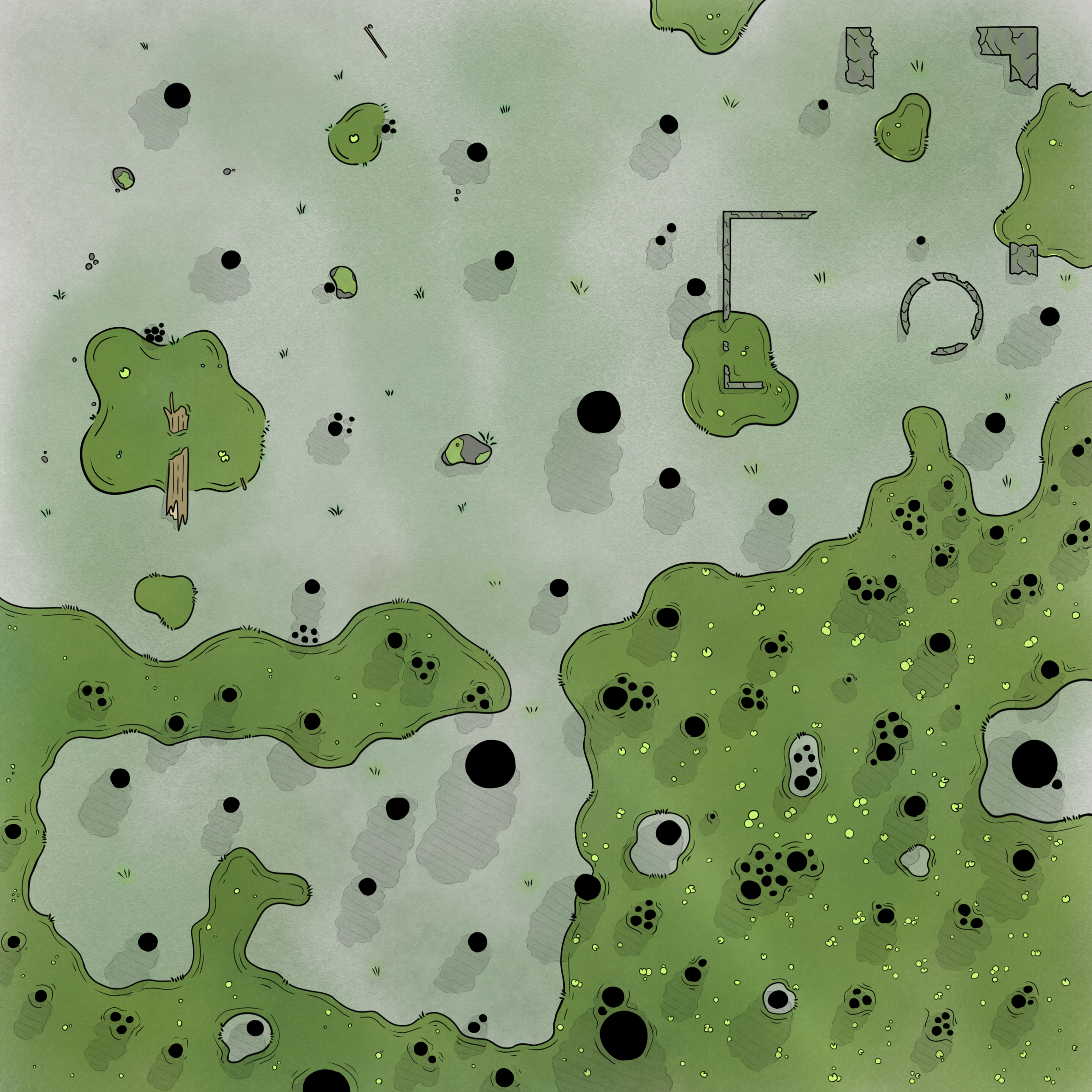

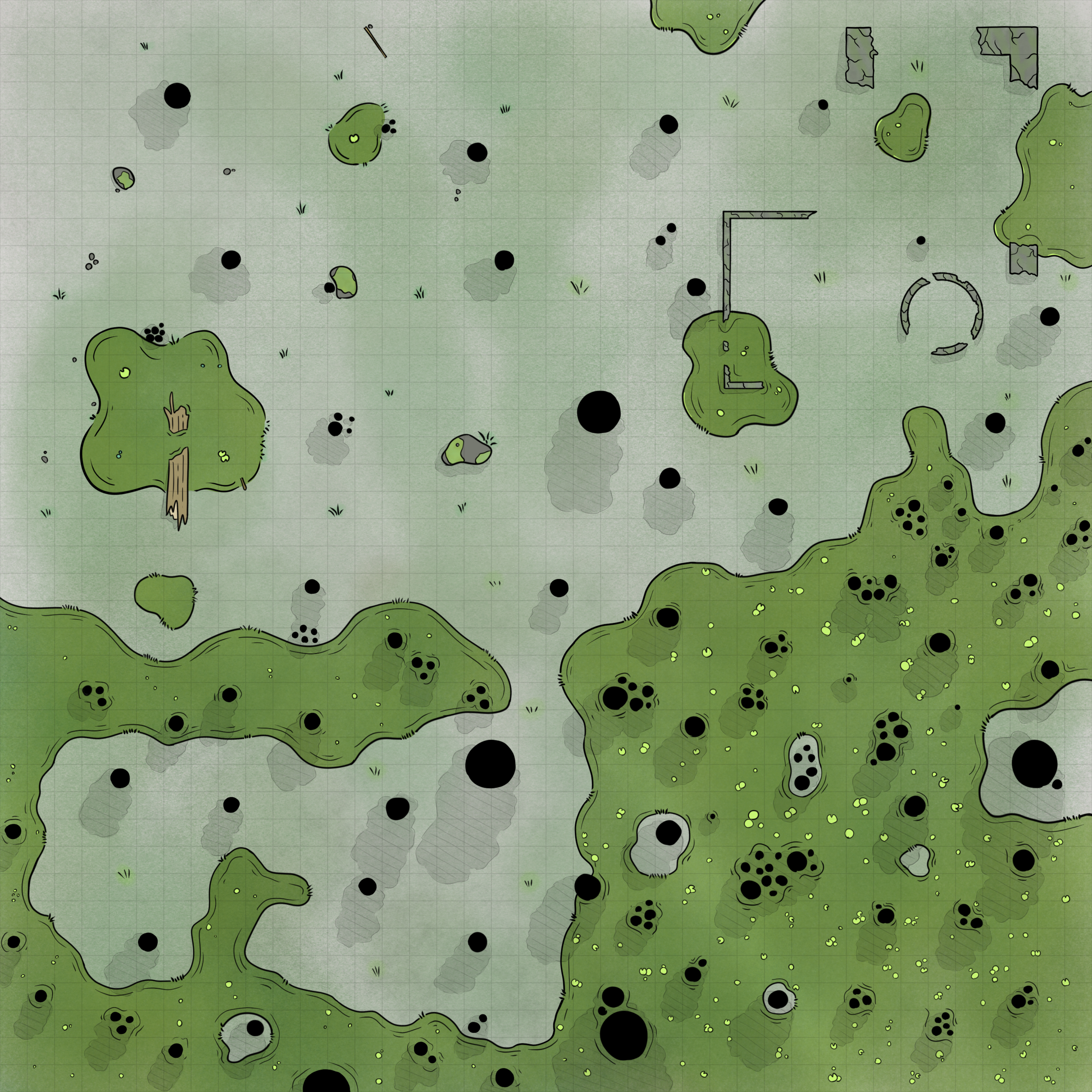

A Valeur RPG Compendium

This document was made with GM Binder.

We hope you enjoy the resources in this document. If there's anything missing, let us know at Valeur RPG. If you like it, leave a review – it helps more than you know!

A big thank you to everyone who purchased this product on the DM's Guild. You are helping adventures become real and dreams come true. Stay tuned for more products covering Ghosts of Saltmarsh, including more player options and DM's resources!

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Heroes of Saltmarsh I - martial archetypes for 5th Edition

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