Sinister Secret of Saltmarsh 5th Edition D&D

Notes: Treasure from the original module has not been directly converted over. The treasure in this conversion document was based on suggested guidelines found in the article here: http://media.wizards.com/2015/downloads/dnd/DnD_Conversions_1.0.pdf

Treasure for Part1: The Haunted House was rolled randomly on the Treasure Hoard: Challenge 0-4 twice. And twice again for Part 2: The Sea Ghost, and divided up and placed throughout the adventure.

Wandering Monsters (Roll 1d12. On a 1 there is a random encounter. Roll once each 10 minutes in the house.)

Roll 1d4
1) 2 goblins (MM 166) (50xp each) (Medium challenge)
2) 2 giant rats (MM 327) (25xp each) (Easy challenge)
3) 1 giant weasel (MM 329) (25xp) (Easy challenge)
4) 6 giant ants (Treat as Giant Fire Beetle MM 325, but no illumination feature. (10xp each) (Easy challenge)

The Well:
Poisonous Snake (MM 334). (25xp) (Easy challenge)

GROUND FLOOR OF THE HOUSE

Room 1 (Entrance Hall):
Make a successful DC 14 Wisdom (Perception) check to notice the tracks leading from the base of the stairs to room 9 (Kitchen). Make a separate roll to find set of tracks leading down the western hallway to room 4 (Living Area 1). And another roll to find the set of tracks that ascend the stairs to room 14 (Bedroom).

Make successful DC 15 Wisdom (Perception) check to notice the rotted floorboards to the west of the top of the stairs. Anyone entering the area will fall through 10 feet down to the ground floor taking 1d6 bludgeoning damage. To avoid the area of the rotted floorboards, a character can make a long jump (PHB 182), jumping a distance equal to their STR score, provided they move at least 10 feet before the jump. Otherwise a standing long jump only covers half the distance as a long jump. A character must be able to jump 7 feet to clear the area of the rotted floorboards.

Room 2 (Library):

Treasure: The three books of interest found in the pile are worth 25gp each. Inside the 3rd book is a piece of parchment that reads “...beyond the skeletons...”.
Alternatively, the three books 'Magical Properties of Gemstones', 'Magical Properties of Herbs' and 'The Metaphysics of Mathematics', may be kept by the party and can be consulted when making skill checks involving their subjects, granting advantage on either Intelligence (Arcana) or Intelligence (Nature) checks. Consulting the books requires one hour of research before the skill check can be
made.

**Room 3 (Study):**
The locked central drawer of the desk can be picked open using thieves tools with a successful DC 13 Dexterity check.

**Treasure:** 1 *Potion of Healing*. Can be found if the cavity in which the central drawer fits is searched and the secret compartment is found with a successful DC 13 Wisdom (Perception) check.

**Room 4 (Living Area I):**
Anyone who states they are searching the floor and makes a successful DC 20 Wisdom (Perception) check will find the secret trap door leading down to **room 21 (Cellar)**. The tracks from **room 1 (Entrance Hall)** lead to the trap door. Anyone approaching within 5 feet of the trap door triggers the *Magic Mouth* spell placed on the ceiling.

**Treasure:** 1 gold earring (20gp value) is in the pile of refuse.

**Room 5 (Living Area II):**
**Treasure:** Up the chimney, about 3 feet above the top of the fireplace is a loose stone concealing a small cavity. Inside is a small leather pouch containing a gemstone (*Chalcedony* worth 50gp).

**Room 8 (Withdrawing Room):**
1 giant spider (MM 328) medium size: HP: 22 (CR1 = 200xp)

**Treasure:** Up the chimney, about 3 feet above the top of the fireplace is a loose stone concealing a small cavity. Inside is a locked small metal box (DC 13 Dexterity check to open with thieves tools) containing a *Potion of Climbing*.

**Room 9 (Kitchen):**
4 giant centipedes (MM 323) (XP = 50xp each)

**Room 10 (Scullery):**
A *Magic Mouth* spell has been cast of the stairs which will trigger when anyone treads on the top step.

**UPPER FLOOR OF THE HOUSE**

**Room 11 (Bedroom):**
1 yellow mold (DMG 105) on the inside fold of the cloak. If the cloak is taken and examined, that will be enough to disturb the yellow mold to release it's poisonous spores.

**Room 13 (Bedroom):**
1 giant spider (MM 329) medium size: HP: 22 (XP=200)
**Room 14 (Bedroom):**
It will be obvious to anyone looking into this room that most of the floor looks unsafe to step on. Some floorboards are missing, others appear to have suffered partial collapse. Anyone stepping into the unsafe area will automatically fall through into the room below and take 1d6 bludgeoning damage. A successful DC 10 Wisdom (Perception) or Intelligence (Investigation) check will reveal the safe areas of the floor to walk on into the room.

A successful DC 12 Wisdom (Perception) check will yield a few small clues: fresh scratches on the window sill (where the lantern used to signal the smugglers is placed). Scuffing of the floor dust by the window.

**Room 15 (Bedroom):**
The door to this room is locked. A successful DC 10 Dexterity check using thieves tools will unlock the door. The floor looks just as unsafe as in **room 14**. A DC 10 Wisdom (Perception) or Intelligence (Investigation) check will reveal the safe area of the floor. At the end of the east hallway, a key to the door to **room 15** sits on the windowsill.

**Ned Shakeshaft** 3rd Level Rogue (Assassin archetype) See NPC stat block at the end of the document.

**Treasure:** A hidden envenomed dagger in the fireplace (belongs to Ned). The dagger is coated with serpent's venom (DMG 258) which does 3d6 poison damage (DC 11 Constitution saving throw for half damage). Only enough venom is on the dagger for one successful attack that does damage.

**Room 16 (Bedroom):**
**Treasure:** **Scroll of Bless** (1st Level Cleric Spell) at bottom of the chest.
Small bag with 2 gemstones (**Citrines** worth 50gp each) under a loose floorboard under the chest.

**Room 17 (Boxroom):**
**Treasure:** 11gp in some bundle of clothes (belongs to Ned in Room 15).

**Room 18 (Landing):**
Traversing the stairs to or from **room 9 (Kitchen)** will be difficult as many of the treads are missing. It will require a DC 15 Strength (Athletics) check. Failure means, the character has tripped or fallen through the gaps in the stairs and will take 1d4 bludgeoning damage. The stairs leading up to **room 19 (Attic)** have completely collapsed. It will require a major effort to gain access to the hole where the stairs used to lead.

**Room 19. Attic:**
4 stirges (MM 284) (25xp each)

**Treasure:** 24gp inside a cracked leather pouch which lies inside the stirge nest.
THE CELLAR AND CAVERN AREAS

Room 20. Wine Cellar:
The tracks from room 1 (Entrance Hall) that lead through room 9 (Kitchen) to the stairs in room 10 (Scullery) lead down here. When traversing the steps to this area, have the PC's make another DC 14 Wisdom (Perception) check to see if they can still see the tracks here. If successful, the tracks continue to the secret door on the south wall. A DC 20 Wisdom (Perception) or Intelligence (Investigation) check will reveal the secret door.

Storage bin and human corpse: Rot Grubs Hazard (see section below regarding Rot Grubs)

Treasure: Chalcedony gemstone worth 50gp. (hidden in hollow heel of the corpse's right boot), longsword, shield, splint armor (originally plate armor +1 in the module, but is changed to non-magical splint armor in this conversion), dagger, explorer's pack.

Room 21. Cellar:
1 human smuggler (treat as a bandit (MM 343), but armed with scimitar and dagger) (25xp)

Treasure: Belt pouch with 14ep. 2 small casks of brandy (20gp each), 1 bolt of fine silk (30gp)

Room 22. Sanbalet's Private Quarters:

Treasure: Sanbalet's spellbook. Hidden in a secret cavity in the underside of the table-top. Under a loose flagstone under the bed is a small cavity (DC 14 Wisdom (Perception) check) which contains a small iron box which is locked. The box can be unlocked with the key that Sanbalet carries on him, otherwise a successful DC 13 Dexterity check with thieves' tools will unlock it. The box is trapped with a needle trap. A successful DC 13 Intelligence (Investigation) check will reveal the spring in the lid that triggers the trap. A successful DC 13 Dexterity check with thief's tools will disarm it. If the box is opened without disarming the needle trap, it will cause 1 pt of piercing damage and will inject a blue dye under the skin. The dye is harmless, but may make the PCs think it is a poison. Inside the box is a leather purse with 10gp.

Room 23. Skeleton's Room:
4 skeletons (MM 272) (50xp each)

Room 24: Laboratory:
A successful DC 20 Intelligence (Investigation) or Wisdom (Perception) check will find the secret door if the east wall is searched.

Treasure: Book: “Ye Secret of Ye Philosopher's Stone” (value 100gp), gold human skull (5gp), gold apple (5gp), gold rose (1gp), set of 5 small gold disks (5gp). The skeleton wears a belt pouch containing 10gp.

A secret drawer in the table (Successful DC 14 Intelligence (Investigation) check) contains the a Scroll of Comprehend Languages (1st Level Wizard spell).
THE PASSAGES AND CAVERNS

Room 25. Natural Cavern:
1 green slime (DMG 105)

Room 27. Natural Cavern:
Sanbalet (see NPCs) (200xp)
1 human smuggler (treat as a bandit (MM 343), armed with a scimitar and a dagger) (25xp)
2 gnolls (MM 163). Armed with battle-axes and wield them two-handed (1d10+2 damage) (100xp each)

_Treasure:_ see Sanbalet's treasure in the NPC section. The bandit wears a belt pouch with _10gp_. One gnoll wears a belt pouch with _10gp_, the other gnoll carries _17cp_. 5 bolts of silk is worth (30gp each) and 8 casks of brandy (20gp each)

Room 28. Sloping Passage:
3 human smugglers (treat as a bandit (MM pg. 343), armed with scimitars and daggers) (25xp each)

_Treasure:_ The bandits in total carry the following: _10gp, 14sp, 17cp_. Two of the bandits are carrying a brandy cask (20gp value each)

Room 29. Natural Cavern:
3 human smugglers (treat as a bandit (MM pg. 343), armed with scimitars and daggers. (25xp each)

_Treasure:_ The bandits in total carry the following: _28sp, 17cp_. 3 bolts of silk (30gp value each), 5 casks of brandy (20gp each).
ROT GRUB (Dungeon Hazard)
Rot grubs reside in rotting substances, most commonly the rotted flesh of corpses, but they can also reside in offal, dung and rotting vegetation. They resemble maggots of a size of about an inch long. They viciously burrow into any living flesh which they come into contact with.

Anyone inspecting an object infested with rot grubs can make a DC 14 Wisdom (Perception) check to notice any signs of infestation. Anyone touching an object infested with rot grubs must make a DC 12 Dexterity Saving Throw or be exposed to the rot grubs which will emerge and begin to burrow into the person's limb or other extremity that made contact. If the creature was wearing gloves or is fully armored or clothed in a way that minimizes the exposure of bare flesh, they may make the saving throw with advantage. The rot grubs do 3 (1d6) piercing damage on the first round of contact. If fire is immediately applied to the rot grubs, they will be killed immediately, however the victim will also take 3 (1d6) fire damage if, from say, a torch. A fire-based spell will do it's damage if used to kill the rot grubs.

If no flame is used to kill the rot grubs on the first round they make contact, they then burrow into the flesh of the creature on the start of the next round. After this point, fire cannot be used to kill them, as they are too deep within the flesh to be harmed. The rot grubs then burrow towards the creature's heart, which takes 1d4 rounds. A Paladin's Lay on Hands class ability that is used to cure disease will kill the rot grubs, as will a lesser restoration spell. Another alternative is decapitating the limb. This is effectively a critical hit using a slashing weapon that does maximum damage.

If the rot grubs reach the creature's heart, it immediately drops to 0 hit points. Each round thereafter, the rot grubs do 3 (1d6) necrotic damage and reduces the creature's hit point maximum by this amount.
NPC's

NED SHAKESHAFT – 3rd Level Rogue (Assassin Archetype)
Medium humanoid (human), neutral evil

Armor Class: 12 (unarmored + dex)
Hit Points: 19 (3d8+6)
Speed: 30 ft.

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Saving Throws: Dex +4, Int +2
Skills: Acrobatics +4, Perception +3, Deception +3, Stealth +4, Sleight of Hand +4, Athletics +3
Languages: Common
Challenge: ¼ (50xp)

Assassinate. During his turn, Ned has advantage on attack rolls against any creature that hasn't taken a turn. Any hit Ned scores against a surprised creature is a critical hit.

Sneak Attack: Ned deals an extra 7 (2d6) damage when he hits a target with a weapon attack and has advantage on the attack roll, or when the target is within 5 feet of an ally of Ned's that isn't incapacitated and Ned doesn't have disadvantage on the attack roll.

Cunning Action: Has a bonus action when making the Dash, Disengage or Hide action

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

Dagger. Ranged Weapon Attack: +4 to hit, range 20/60, one creature.
Hit: 4 (1d4+2)
SANBALET – 4th Level Wizard
Medium humanoid (human), chaotic evil

Armor Class: 13 (15 with mage armor)
Hit Points: 14 (4d6)
Speed: 30 ft.

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Saving Throws: Int +4, Wis +2
Skills: Arcana +4, Deception +4, Sleight of Hand +5, Insight +2
Senses: passive Perception 10
Languages: Common, Gnoll
Challenge: 1 (200xp)

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

Cantrips (at will): blade ward, dancing lights, fire bolt, minor illusion, ray of frost
1st level (4 slots): color spray, chromatic orb, fog cloud, mage armor
2nd level (3 slots): invisibility, magic mouth, phantasmal force

Arcane Tradition: School of illusion magic. Improved minor illusion cantrip creates both sound and image.

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

Dagger. Ranged Weapon Attack: +5 to hit, range 20/60, one creature.
Hit: 5 (1d4+3)

Gear: Sanbalet carries 3 daggers. Belt pouch containing 10gp and the key to his chest. He wears another belt pouch containing material components for his spells. He also carries 2 Potions of Healing.

His spellbook contains the following spells:
Cantrips: blade ward, dancing lights, fire bolt, minor illusion, ray of frost
1st level: color spray, comprehend languages, chromatic orb, detect magic, disguise self, fog cloud, mage armor, sleep
2nd level: invisibility, magic mouth, mirror image, phantasmal force

Notes: Sanbalet has already cast Mage Armor, so has only 3 slots of 1st level spells remaining. In the first round of combat, Sanbalet will cast Color Spray, trying to target the spell as close to a spellcaster and any nearby allies with ranged weapons. In the 2nd round, he will cast Phantasmal Force of a spiked pit opening under a Cleric or Fighter-type target, hoping to incapacitate them. He will cast Invisibility to sneak away if the combat goes poorly for his gnoll allies.
PART 2: THE SEA GHOST

Main Deck (Area 1):
Mate “Bloody Bjorn” (100xp)
1 human smuggler (treat as a bandit (MM 343), armed with a scimitar and dagger) (25xp)

Forecastle (Area 2):
1 human smuggler (treat as a bandit (MM 343), armed with a scimitar and dagger) (25xp)

Poop Deck (Area 3):
Captain Sigurd “Snake Eyes” Punketah
2 human smugglers (treat as a bandit (MM 343), armed with scimitars and daggers) (25xp)

Lizard Folk's Quarters (Area 7):
3 lizardfolk (MM 204)
1 pseudo dragon (MM 254)

Note: Fighting the lizardfolk inside the cramped cabin will be at disadvantage, unless using short weapons such as a shortword or a dagger.

Treasure: Locked chest (DC 14 Dexterity check to open with thieve's tools) is trapped with a poison needle trap (DMG 123), contains 500gp. (The key to the chest is fastened to the inside of the lizardfolk's shield.)

Punketah's Quarters (Area 8):
The secret door (DC 20 Wisdom (Perception) check to find it.) which connects to the Captain's cabin.

Treasure: 2 copper chalices with silver filigree (25gp each). Locked chest (DC 14 Dexterity check to open with thieve's tools) and is trapped DC 14 Wisdom (Perception) check to notice. DC 13 Dexterity check with thieve's tools to disarm. If the trap is triggered, a poison Essence of Ether (DMG 258) emits from the chest in a gas cloud in a 10 feet radius. A creature in the gas radius is subjected to this poison must succeed on a DC 15 Constitution saving throw or be poisoned for 6 hours. The poisoned creature is unconscious. The creature wakes up if it takes damage or if another creature takes an action to shake it awake. Inside the chest is normal gear and a pouch containing 50gp. In a secret compartment in the lid of the chest (DC20 Wisdom (Perception) check) contains Punketah's spellbook.

Captain's Cabin (Area 9):
The secret door (DC 20 Wisdom (Perception) check to find it which connects to Punketah's Quarters.

The bear-skin rug: If moved, will reveal the hatch to Room 13 below. Otherwise, have someone make a DC 15 Wisdom (Perception) check to notice that the rug appears to have been moved.
The two locked drawers can be opened by the key that is in Sigurd's belt pouch, or can be opened with a successful DC 13 Dexterity check using thieve's tools. The first drawer contains a Dagger +1, and four dirty glasses, a half-empty bottle of brandy and a key that unlocks the chains holding the Aquatic Elf prisoner.

The iron box under the couch is trapped with a scything blade that does 1d6 slashing damage (DC 13 Wisdom (Perception) check to notice and DC 13 Dexterity check with thieves tools to disarm. The key in Sigurd's belt pouch also unlocks this box, but not the trap. The box contains 500gp (which is the first half of the down payment from the lizardmen.)

Cargo Hold (Area 11):
Bosun 'Foul' Frithoff
3 human smugglers (treat as a bandit (MM 343), armed with scimitars and daggers) (25xp)

Treasure: A locked large sea chest containing 4300cp, 1100sp, 150gp, 7 Turquoise gemstones (10gp each), Pair of Engraved dice (25gp value), Silver ewer (25gp value), Carved bone statuette of a mermaid (25gp value), Boots of Striding & Springing, Stone of Good Luck.

The chest is trapped with a poison darts (DC 14 Wisdom (Perception) to notice and a DC 14 Dexterity check to disarm the trap with thieve's tools. The lock can be unlocked with a DC 15 Dexterity check using thieve's tools. Failure to disarm the trap will cause the darts to shoot out of the chest when the lid is opened. A DC12 Dexterity save will allow the character to get out of the way. Failure will cause 1d4 piercing damage from the darts and 2d10 poison damage (DC 12 Constitution save for half damage from the poison.)

Bosun's Cabin (Area 12):

Treasure: Inside and unlocked sea chest is a locked iron box (Bosun has the key in his belt pouch) contains 200sp. The iron box can be unlocked with a successful DC 13 Dexterity check using thieve's tools.

The secret door to Area 14 can be found with a successful DC 20 Wisdom (Perception) check.

Mate's cabin (Area 13):

Treasure: The brass box is locked (the key is in the Mate's belt pouch) and can be unlocked with a successful DC 13 Dexterity check using thieve's tools. The box contains 500sp.

Secret Prison Cell (Area 14)
Oceanus the Aquatic Elf

The Bilge (Area 16)

Treasure: 2gp
The Crow’s Nest (Area 17)
1 human smuggler (treat as a bandit (MM 343), armed with a scimitar, dagger and a shortbow and a quiver with 12 arrows) (25xp)
'FOUL' FRITHOFF – Ship's Bosun
Medium humanoid (human), neutral evil

**Armor Class:** 16 (chainmail)
**Hit Points:** 16 (3d8+3)
**Speed:** 30 ft

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**Saving Throws:** Str +5, Con +3
**Skills:** Athletics +5, Intimidation +0
**Senses:** passive Perception 10
**Languages:** Common
**Challenge:** ½ (100xp)

**ACTIONS**

**Multiattack:** Frithoff can make one longsword attack and one iron hook attack.

**Longsword. Melee Weapon Attack:** +5 to hit, reach 5ft., one target.
**Hit:** 7 (1d8+3) slashing damage

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

**Iron Hook. Melee Weapon Attack:** +5 to hit, reach 5ft, one creature.
**Hit:** 4 (1d3+3) piercing damage.

**Gear:** Longsword, dagger, chainmail armor

**Notes:** Frithoff’s left hand is missing and has been replaced by an iron hook.
'BLOODY' BJORN – Ship's Mate
Medium humanoid (human), neutral evil

Armor Class: 16 (chainmail)
Hit Points: 19 (3d8+6)
Speed: 30 ft.

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Saving Throws: Str +5, Con +4
Skills: Athletics +5, Intimidation +1
Senses: passive Perception 10
Languages: Common
Challenge: ½ (100xp)

ACTIONS

Longsword. Melee Weapon Attack: +5 to hit, reach 5ft., one target.
Hit: 7 (1d8+3) slashing damage

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

Gear: Longsword, dagger, chainmail armor
CAPTAIN SIGURD “SNAKE EYES” – Ship's Captain  
Medium humanoid (human), neutral evil

Armor Class: 16 (chainmail)  
Hit Points: 32 (5d8+10)  
Speed: 30 ft.

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Saving Throws:  
Str +5, Con +4  
Skills: Athletics +5  
Senses: passive Perception 10  
Languages: Common  
Challenge: 1 (200xp)

ACTIONS

**Multiattack.** Captain Sigurd makes two longsword attacks.

**Longsword.** *Melee Weapon Attack:* +6 to hit, reach 5ft., one target.  
*Hit:* 8 (1d8+4) slashing damage

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

Gear: +1 Longsword, dagger, chainmail armor
PUNKETAH
Medium humanoid (human), neutral evil

Armor Class: 14 (17 with mage armor)
Hit Points: 13 (3d8)
Speed: 30 ft.

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Saving Throws: Int +5, Wis +1
Skills: Arcana +5, Deception +1, Sleight of Hand +6, Insight +1
Senses: passive Perception 9
Languages: Common
Challenge: 1 (200xp)

Spellcasting. Punketah is a 3rd level spellcaster. His spellcasting ability is Intelligence (spell save DC 14, +5 to hit with spell attacks). Punketah is a conjuror and has the following wizard spells prepared:

Cantrips (at will): acid splash, mending, prestidigitation
1st level (4 slots): fog cloud, grease, mage armor, magic missile, sleep
2nd level (2 slots): web, misty step

Arcane Tradition: School of conjuration magic. Minor conjuration: can conjure an inanimate object in hand or on the ground in an unoccupied space with 10 feet. The object can be no larger than 3 feet on a side and weigh no more than 10 pounds. Object disappears after 1 hour, when you use this ability again or when the object takes any damage.

ACTIONS:
Dart. Ranged Weapon Attack: +6 to hit, range 20/60, one creature.
Hit: 6 (1d4+4)

Gear: Punketah carries 4 darts. Cloak, Belt pouch containing 2gp, 5sp., spell component pouch.

His spellbook contains the following spells:
Cantrips: acid splash, mending, prestidigitation
1st level: fog cloud, grease, ice knife*, mage armor, magic missile, shield, sleep, tenser's floating disk
2nd level: misty step, web

- This spell is in the Elemental Evil Player's Companion pg.19
OCEANUS
Medium humanoid (elf, aquatic), chaotic good

Armor Class: 14
Hit Points: 33 (6d8+6)
Speed: 30 ft., swimming 30ft

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Skills: Nature +3, Perception +5, Stealth +7, Survival +3
Senses: passive Perception 15, darkvision 60ft
Languages: Elvish
Challenge: 1 (200xp)

**Fey Ancestry.** Has advantage on saving throws against being charmed, and magic can't put him to sleep.

**Amphibious.** Can breathe air and water.

**ACTIONS:**

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

**Dagger.** Melee or Ranged Weapon Attack: +7 to hit, reach 5ft or range 20/60ft, one target.
*Hit:* 6 (1d4+4) piercing damage.

**Crossbow, Light.** Ranged Weapon Attack: +7 to hit, range 80/320ft, one target.
*Hit:* 4 (1d8) piercing damage.

**Note:** Oceanus' crossbow that is found in Area 12 is damaged beyond repair. It was capable of firing underwater. The stats for the crossbow above is only if someone lends or purchases a light crossbow for him to use.