

GHOSTS OF SALTMARSH

ISLE OF THE ABBEY



DM's Resources for Ghosts of Saltmarsh
Chapter 5: Isle of the Abbey

INTRODUCTION

Isle of the Abbey is the fourth adventure of seven in the *Ghosts of Saltmarsh* campaign book. In this throwback to 2nd edition, brave adventurers are sent to investigate a ruined abbey on an undead-infested isle, pitting them against desperate cultists, devious traps and unliving guardians, as they must delve deep to find the abbey's hidden treasures.

Isle of the Abbey is a classic one-shot adventure that can be inserted into any campaign, and will usually take up 1-2 sessions of gameplay. The story is generic and easily changeable, while the adventure itself focuses heavily on combat and exploration.

In this document, we seek to make running *Isle of the Abbey* fun and manageable for you and your players, as well as giving you advice on how to fit *Isle of the Abbey* into a greater campaign. This document includes:

- **Tips to help you make *Isle of the Abbey* part of a *Ghosts of Saltmarsh*-campaign.**
- **Advice on bringing *Isle of the Abbey* to the Forgotten Realms.**
- **A more elaborate Skull Dunes Encounter** to help set the mood for the adventure.
- **DM's Notes** for quick and easy reference at the table.
- **Monster Stat Blocks** for every foe in the adventure, arranged for swift and easy use.

RUNNING IOTA

In this section, you'll find advice on how to run *Isle of the Abbey*. We strongly recommend that you read Chapter 5 of *Ghosts of Saltmarsh* before reading these suggestions. As always, use only what makes sense to you – you know best, what works at your table.

PART OF A CAMPAIGN

The backstory for *Isle of the Abbey* is vague (pirates burned down an abbey inhabited by evil cultists) and the hook is pretty generic (the mariner's guild needs the isle cleared of threats so they can construct a lighthouse). While this is exactly enough to run *Isle of the Abbey* as a one-shot adventure, you may want to change some things around if you want the adventure to fit into a larger campaign.

Below we'll go over different ways you can intertwine *Isle of the Abbey* with the other *Ghosts of Saltmarsh*-adventures, to create a more cohesive nautical campaign. You can read general advice about constructing a *Ghosts of Saltmarsh*-campaign centered around a greater evil [on our blog](#).

CHANGING THE STORY

The given background for the adventure is that a band of pirates grew frustrated with the evil clerics, whom they traded unfavorably with, and decided to raze the abbey. They succeeded, but suffered heavy losses traversing the Skull Dunes, and were subsequently destroyed by the local mariner's guild. However, a small pack of evil clerics and underlings survived by taking refuge in the abbey's cellar, where they unwittingly guard the abbey's secret treasures.

The easiest way to fit *Isle of the Abbey* into a greater campaign is to change the reason why the party needs to travel to the isle. Instead of being a simple quest for reward, the trip to Abbey Isle becomes about securing vital resources such as knowledge or weapons, necessary to win the fight against the sahuagin or the campaign's main threat.

If you keep the book's order of the adventures, *Isle of the Abbey* precedes *The Final Enemy* and the confrontation with the sahuagin. In this order, it would make sense that the party's errand to the isle has something to do with the sahuagin. There's several ways you can do this:

- Keep the original hook but make it more specific. Instead of an anonymous mariner's guild hiring the party, the adventurers are sent by the Saltmarsh Town Council to clear the isle so a forward operating base against the sahuagin can be established.
- The abbey's clerics are worshipers of Umberlee (or another evil deity of the sea), likely to possess items necessary to successfully explore and assault the sahuagin fortress. Simply scrap area 18 of the sahuagin fortress in *The Final Enemy* and move some of the coffer's contents (a *cloak of the manta ray* and 12 *potions of water breathing*) to the chest in area 14 of the Abbey Ruins.

If you instead change the order of the adventures and run *Isle of the Abbey* after *The Final Enemy* (as suggested on [our blog](#)), Abbey Isle can serve as the place where the party learns about the campaign's greater threat, hooking them into the later adventures, *The Styes* and *Tammeraut's Fate*. Such as:

- During their investigation and assault of the sahuagin lair, the party has found clues that the sahuagin were spurred on by followers of an evil deity or other entity, as well as a map or other clue that leads them to Abbey Isle. To understand and eliminate the greater threat, the Saltmarsh Town Council or even the Lord's Alliance sends the party to Abbey Isle to figure out what's going on.
- In this scenario, the cultists on the isle are only one cell of evil clerics – not important by themselves but possessing information that can clue the characters in to more threatening activities in *The Styes* or near *Tammeraut's Wreck*. This information might come from Bayleaf, the bard hired to train guards, who can inform the party about who hired him.

IN THE FORGOTTEN REALMS

In *Ghosts of Saltmarsh*, it's suggested that the adventure might take place near Dragon Reach in the Sea of Fallen Stars, and that the cultists are worshipers of the dark goddess Shar. This is an interesting setup for the adventure, involving an exciting (and underutilized) region and a fascinating faction (the Shadovar and the Netherese).

It does, however, move the adventure quite a bit away from where you would have placed the previous adventures, if you are also running them. Thus, you might want to bring the Isle of the Abbey to the Sword Coast instead. Whether you've placed Saltmarsh near the Mere of Dead Men or south by Daggerford, you can have Abbey Isle be one of the small clusters of isles near Thornhold – a vital spot for keeping an eye on the Sahuagin (or just close enough for the adventure to feasibly function as a brief sidequest).

As previously mentioned, the story is somewhat vague and generic, allowing you to easily convert it to any setting. Instead of the local mariner's guild, the hiring faction might be the Saltmarsh City Council, the Lord's Alliance, or Waterdeep's Master Mariners' Guild. The cultists on the isle can be devoted to any evil deity of the Forgotten Realms pantheon, with Umberlee, Shar, Talos, Cyric, Bhaal or Bane being some of the more obvious choices.

THE SKULL DUNES

The expedition through the Skull Dunes is a main feature of this adventure and it is an interesting concept. In a sort of twisted form of Minesweeper, the party must avoid squares inhabited by skeletons, as they make their way to the abbey.

To make this process more engaging for your players, we've provided a player's version of the skull dunes map, which will allow them to visualize their journey. We've also included three simple Desert Encounter Maps, which you can use to run the encounters against the skeletons.

To further enhance the Skull Dunes – making it more than just a slog through skeleton encounters – you can add in an encounter along the way. Below, we'll draw on one of the encounter suggestions in the book (*GoS* p. 101) and add a pirate encounter to the journey.

ENCOUNTER: KNIFE-CATCHER SKEEN

While traversing the dunes – at any time of your choosing – the party runs into the unfortunate Knife-Catcher Skeen:

Suddenly the eerie silence of the desert is broken by high-pitched scream of "Help! Help! O' by the gods, help!". The pitiful sounds are coming from a middle-aged man about 50 feet in front of you, as he stumbles towards you. His bald head shines bright red and his weathered face is covered in dry sores. His scraggly red beard is filled with sand and dried saliva. The source of the man's terror crests the dune behind him: a band of skeletons, striding purposefully – but not swiftly – through the sand, their rusted weapons aimed toward their prey. "Can't run.. no more.. help.. please," the man cries, falling to his knees and panting heavily.

Chasing the desperate Knife-Catcher Skeen are whatever skeletons the party would otherwise encounter at this point – or a single **skeletal swarm** if you prefer. Skeen (CN human male **bandit**) has suffered three levels of exhaustion and is little help in the ensuing fight.

If the party manages to defeat the skeletons and save Skeen, the exhausted pirate offers his sincere gratitude and answers any questions the characters may have, making sure to paint the cultists in a bad light (to justify the pirates' attack on the abbey). Skeen freely relates the following to the party:

- His name is Knife-Catcher Skeen (he once caught a throwing knife in mid-air), a member of the drow pirate Jesorin Filizar's crew, sailing aboard 'The Black Knife'.
- For years, the pirates fenced their booty to the clerics, who distributed it to temples along the coast, but felt they were often being cheated by the cult.
- Finally fed up, the pirates decided to sack the abbey. In the ensuing battle, the abbey was set ablaze and Skeen was knocked unconscious. When he awoke, the ruins were still smoldering, but his fellow pirates were long gone.
- Skeen stuck around the area for a while, but was eventually scared off when cultists began appearing from the abbey's cellars. It was only yesterday he decided to attempt the Skull Dunes, but realized he had forgotten the safe route the pirates had cut through the dunes.
- Skeen knows the basic descriptions of the four most prominent survivors (Odium, Ozymandias, Bayleaf and Ogmund), and is aware of the tension between the pairs.
- Skeen also relates the rumor that there's treasures guarded by fearsome undead hidden beneath the abbey, but doesn't know if there's any truth to the story.

Knife-Catcher Skeen wants nothing more than to get off the isle and be anywhere else – he'll even promise to give up the pirate's life, if the party will allow him to escape. If forced to choose between wandering the Skull Dunes alone or going with the party, Skeen will reluctantly follow along back to the abbey, staying in the background if fighting breaks out. While he will try to ingratiate himself with the party by being as useful as possible, Skeen is not above betraying the characters to save himself, if necessary.

The encounter with Knife-Catcher Skeen requires little work on your part while helping you better set the scene for the showdown at the abbey. The more your characters know about the power dynamics between the survivors before arriving, the better the chance that they'll engage in interesting negotiations with the various NPC's. Also – knowing about the hidden treasures improves the chance that the party doesn't just kill everyone and goes home without ever delving into the Winding Way.

If you want to further complicate matters further, you can even have Jesorin Filizar and a small band of pirates show up as the party is leaving the abbey with their loot, having simply waited for someone else to brave the dangerous traps and guardians and secure the hidden treasures. Knife-Catcher Skeen might suddenly find himself caught between his old crew and his new pals – or maybe the devious pirate was in on the ploy all along...



DM's NOTES

BACKGROUND

- For three months, clerics on Abbey Isle have fought with local pirates.
- Pirates burned the abbey to the ground, before being destroyed by the local mariners' guild.
- A small number of clerics and minions took refuge in the abbey's cellar.
- Guildmaster Tabeth offers the characters 2,000 gp to explore the island and clear it of threats so they can construct a lighthouse. Explains that undead guard the only safe approach: the Skull Dunes.
- The guild doesn't know there are survivors on the island.
- The guild's contact in the area is Major Ursa, who mans a lighthouse on a nearby isle. The guild will loan the party a rowboat to Ursa's island (6 hours). From there, it's another 2 hours to Abbey Isle.

THE ISLAND

- A mile wide and two miles long.
- Ringed by tall granite cliffs and surrounded by dangerous rocky shoals (see 'Climbing the Cliffs').
- Only the sandy area at the southernmost tip of the island is safe to land (see 'The Skull Dunes').
- Island has little wildlife and is covered in grass, small plants, gnarled trees and shrubs.

THE SKULL DUNES

- Desolate sandy dunes (difficult terrain).
- Whenever anyone comes near buried skeletons, they rush up to attack. Impossibly to avoid by stealth. Skeletons do not pursue characters into water deeper than 3 feet.
- **Encounter Procedure:**
 - The party lands in the square south of number 12.
 - Can only move across sides, not diagonally.
 - **Pirates' Path.** Lead character makes Perception check. Result is the number of squares party travels along pirates' path before stumbling into adjacent square with skeletons.
 - **Phase 1.** If the party enters unmarked square, nothing happens. If party enters numbered square, they are attacked by that many **skeletons**. Skeletons expend half their move rising from sand.
 - **Phase 2.** When the party has slain twenty or more skeletons, they are attacked by three **skeletal swarms** and a **skeletal juggernaut**. Swarms begin combat 60 feet from party, juggernaut is 240 feet away. After defeat, no more skeletons hinder the party.

CLIMBING THE CLIFFS

- Characters that swim to cliffs or wade around the island after landing by the Skull Dunes, can attempt to climb the cliffs and evade the skeletons.
- Lowest cliffs are 45 ft. above water. DC 12 Athletics after each 15 ft. climbed, failure means falling on jagged rocks, taking normal falling damage + plus additional slashing damage equal to the falling damage.

Major Ursa

LG male human **veteran**

Huge, barrel-chested balding man with bright red beard. Dressed in gaudy red and yellow kilt with a warhammer and dagger hanging from a broad leather belt.

What Ursa Knows

- "The only safe place to get ashore on the reef-ringed, rocky little island is a large sandy beach known as the Skull Dunes. The dunes are full of undead, because the clerics of the abbey created an army of skeletons to guard the beach. The skeletons lie under the sand and attack anyone who comes near."
- "The pirates got ashore somehow. There's probably a path through the undead but finding it's the problem. We didn't catch up with the pirates till after they'd left the island. They'd taken as good as they gave. They were a miserable, sorry lot when we attacked and routed what was left of them. One shipload escaped, but we sank the others. The sea and the sharks got the survivors, so we never got a firsthand account of what happened on the island or of how they got through the dunes."
- "As for the abbey, who knows for sure? We never got anywhere near the place. Smoke rose from the island for days after the pirates attacked. Maybe that means the island's been abandoned, or maybe the abbey burned, and the clerics are waiting to rebuild. That's what you've been hired to find out."

THE ABBEY RUINS

- 50 percent chance the party will land unseen at the Skull Dunes during the day. Won't notice night arrival.

1. RUBBLE AND CELLAR ENTRANCE

- **DESCRIPTION** – Abbey is reduced to great square of sooty stones and blackened rubble. Piles of debris has been made, one with metal kitchenware, one with porcelain and pottery, one with wood and charcoal. In the center of the ruins is a staircase leading down.
- **DEBRIS** – Nothing of value is here.
- **STAIRCASE** – leads to a charred wooden door (AC 15, 30 HP, damage threshold 5, DC 14 Strength to open).

2. COMMON AREA

- **DESCRIPTION** – Combination of dining hall and gambling den, reeks of soured food, makeshift table of burned planks, with chairs made of kegs and strewn with scraps of wood.
- **CULTISTS** – Ogmund (**gladiator**), 1 **cultist** and 1 **acolyte** are here. Ogmund questions characters, other survivors quickly hear commotion and arrive.

3. KITCHEN

- **DESCRIPTION** – humid and greasy, large cauldron with smoldering charcoal in center of room, cookware and seasoning on floor and shelves, ornate scroll tube on shelf, large tub of dirty water and dirty dishes in corner.
- **KITCHENWARE** – nothing of value except three butcher knives (daggers), scroll tube has recipes for flatbread, fish stew and seagull loaf.

4. OGMUND'S QUARTERS

- **DESCRIPTION** – reeks of wine, small kegs scattered everywhere, floor-to-ceiling wine rack with bottles on southern wall, pallet of rags and sacks in center of room.
- **KEGS** – All empty, except one that contains studded leather armor and leather boots.
- **PALLET** – 25gp and a dagger with whalebone handle and scabbard (50gp).

5. BARRACKS

- **DESCRIPTION** – Three crude pallets, large iron kettle in center, pile of lumber in northeast corner.
- **CULTISTS** – a **veteran** is napping on a pallet.
- **LUMBER** – Hidden behind the lumber are five spears, a shortbow, quiver with 20 arrows, two shortswords, three daggers, two shields and a chain mail.

6. MEDITATION ROOM

- **DESCRIPTION** – Cleared of debris, black velvet curtains on three walls, east wall decorated with red dragon devouring sheep. Near west wall is stone table with odd discolorations and scorch marks, and a burning brazier, a half-melted statue and two damaged candlesticks on it.
- **CULTISTS** – an **acolyte** is here.
- **SECRET DOOR** – a character with passive Perception 13 or higher notices abrasions on stone floor in southwest corner and finds hidden door if they pull back the curtain.
- **TABLE** – the candlesticks are gold (10gp each), the damaged statue is silver (20gp).

7. OZYMANDIAS' QUARTERS

- **DESCRIPTION** – Filled with kegs, bags, boxes, a rough cot in one corner, clutter everywhere else.
- **CULTISTS** – Ozymandias (**priest**) and a **veteran** is here.
- **STORAGE** – Kegs of beef and pork, bags of beans, rice and flour, two boxes of fresh vegetables, gardening tools, keg of nails, box of carpentry tools, three lanterns, ten flasks of oil, two 50-ft. rope, 20 torches, two 10-foot poles.
- **COT** – Careful search of cot finds four *potions of healing* in fancy crystal decanters (20gp each when empty).
- **TREASURE** – Ozymandias has the golden medallion.

8. BAYLEAF'S QUARTERS

- **DESCRIPTION** – Empty weapon racks, bins and shelves on walls. A bedroll of three blankets next to leather boots.
- **CULTISTS** – Bayleaf (**bard**) and **veteran** is here.
- **BAYLEAF'S TREASURE** – *Boots of Striding and Springing* next to bed. DC 14 Perception spots loose floorstone with Bayleaf's treasure hidden under it: *spell scrolls* of *silent image* and *phantasmal force*, leather pouch with 75gp and ruby earrings (150gp).

9. ODIUM'S QUARTERS

- **DESCRIPTION** – Filled with statues and figurines of dogs, horses, monks, pilgrims, footmen, knights, garden gnomes, between one and three feet tall. On north wall are life-size statues of robed skeleton with scythe and a medusa. In front of statues are a pallet of several blankets.
- **CULTISTS** – Odium (**cult fanatic**) is here.
- **STATUES** – Small statues are glazed clay, large statues are stone, used as scarecrows in the garden. DC 14 Perception finds hidden compartment in medusa statue's base containing *spell scrolls* of *command* and *hold person*, a gilded tome of dark incantations in aquan and infernal (25gp) and a large silver holy symbol (50gp).

The Survivors

- Live of vegetable garden, salted pork and fish from the lower cliffs. Use *purify food and drink* on seawater for drinking and cooking.
- Have no control of the undead in the Skull Dunes and no means of leaving the isle.
- Will capture or kill anyone coming to the island, perhaps trying to ransom captured characters for transportation to the mainland, so they can contact their superiors for orders.
- They have tried to contact superiors with *sending* and *animal messenger* to no avail.
- 50% the characters can land unseen at Skull Dunes during day, 100% during night.
- If approached with hostility, they fight to the death, except for Bayleaf who surrenders.
- If approached with diplomacy, will negotiate only if offered a way off the island.

Ozymandias

NE Male human **priest**

- Highest ranking cleric and leader of the survivors. Is capable administrator but followed only out of respect of hierarchy.
- Wants to hold island until he can get help from the mainland. Wears a special golden medallion that prevents harm from undead in the Winding Way.

Odium

NE male human **cult fanatic**

- Visiting when abbey was attacked. Is a grumbler and a griper, dislikes Ozymandias and neither will help the other if attacked.
- Wants off the island, will bargain – can draw a map of the ruins for 200gp and passage off the island.

Bayleaf

LE male elf **bard**

- Mercenary who works for highest bidder, hired to train guards. Can be bought off for 500gp and safe passage off island. Knows there are treasure-filled tunnels beneath abbey, and that it is heavily guarded.

Ogmund

CE male human **gladiator**

- Huge, stupid, mean-spirited fighter. Was knocked unconscious during fight with pirates and is embarrassed about it. Can't be negotiated with, demands surrender or fight.

10. DISCIPLES' QUARTERS

- **DESCRIPTION** – Several large bookcases with books and scrolls, high chair and scribe's desk, four bedrolls stacked in corner.
- **CULTISTS** – a **cultist** is here.
- **BOOKSHELVES** – Most are bookkeeping, one set of five books bound in blue leather and trimmed in copper contain details of evil rites and ceremonies (20gp each).
- **DESK** – DC 12 Thieves Tools' opens, contains two vials or rare ink (25gp) and *spell scrolls* of *light* and *bless*.

THE WINDING WAY

- **TUNNELS** – Smooth walls and floors, 10-foot ceilings.

A. TRIP WIRE

- **TRAP** – A wire at ankle height. If walked through or disarm fails, stone in ceiling falls on triggering creature (DC 14 Dex save or 4d8 bludgeoning damage).
- **SPOTTING** – Passive perception 16+ or DC 14 Perception check finds trip wire and stone block above.
- **DISARM** – DC 12 Thieves' Tools can disarm trap.

B. OPEN PIT AND ILLUSION

- **TRAP** – 6 feet by 6 feet and 10 feet deep pit, covered by illusion. A creature that falls in takes 4d10 acid damage from corrosive slime on bottom, and at end of every turn. DC 10 Athletics to climb out.
- **SPOTTING** – Passive perception 19 or higher notices illusory floor shimmering.

C. SPIKED PIT TRAP

- **TRAP** – 6 feet by 6 feet and 10 feet deep pit with spikes on the bottom, covered by wooden trapdoor painted like tunnel floor. Opens when more than 50 lbs. placed on it, 1d6 bludgeoning and 2d8 piercing damage from. DC 10 Athletics to climb out.
- **SPOTTING** – Passive perception 16+ or DC 14 Perception check finds the trapdoor.

D. FALSE DOOR WITH OVERHEAD BLOCK

- **TRAP** – False door with handle connected with wire to large stone above door. If character tries to open door or disarm fails, stone block falls on character (DC 14 Dex save or 8d8 bludgeoning damage).
- **SPOTTING** – Passive perception 16+ or DC 14 Perception check finds wire.
- **DISARM** – DC 12 Thieves' Tools can disarm trap.

E. DOOR WITH CROSSBOW

- **TRAP** – When door is opened, ballista makes attack (+6 to hit, 3d10 piercing damage) against creature that opens.

11. ENTRANCE GUARDROOM

- **DESCRIPTION** – Short tunnel widens into unfurnished and undecorated 30 ft. square chamber, two enormous skeletal guardians with prominent horns and massive rusted axes*. Near the eastern wall, a grotesque figure in tattered robes and a two dark figures guard an open door.
- **GUARDIANS** – two **minotaur skeletons**, two **specters** and a **bodak** attack characters, unless one is wearing golden medallion. They attack until destroyed or intruders are driven back out of the room. If characters are winning, the specters leave through eastern door and try to lure the party into the traps in the Winding Way.

*In the *Ghosts of Saltmarsh* book, the description of area 11 also includes five figures with painted faces, although these creatures are not mentioned elsewhere. This leftover from the original adventure (where this room also featured five zombies with face paint) has been replaced with a description of the bodak and the specters.

**In *Ghosts of Saltmarsh*, the description of area 12 mentions three ogres, although only one ogre zombie is in the room. This description has been altered to include the ghasts instead.

12. HALLWAY GUARDROOM

- **DESCRIPTION** – The hallway widens into 50 ft. square chamber. An enormous, rotten ogre stand close to southern wall, flanked by two pale figures**. A large crystal minotaur statue block exit in southern wall.
- **GUARDIANS** – An **ogre zombie*, two **ghasts** and a **minotaur living crystal statue** attack characters, unless one is wearing golden medallion. They attack until characters are dead or have been driven away.

13. FALSE TREASURE ROOM

- **TRAPPED DOOR** – Door leading to this room is trapped with poisonous gas. Passive perception 16 or DC 14 Perception check notices wire from door to vial above (DC 12 Thieves' Tools to disarm). Triggers if door is opened or disarm fails, creatures in 10 ft. square must make DC 14 Con save, 2d8 poison damage on fail, halved on success. Creatures that fail are also poisoned for 1 minute.
- **DESCRIPTION** – Chests, urns, large strongbox in alcoves along chamber walls. Some open, gold and jewelry spilling out. In center is a green stone statue of a beautiful elf.
- **GUARDIAN** – The statue is a **vampiric jade statue**, attacks characters if they touch any treasure, pursues until destroyed or party leaves beyond area 11.
- **STRONGBOX** – Locked and trapped. DC 16 Investigation check finds trap (DC 12 Thieves' Tools disarm). DC 12 Thieves' Tools to unlock. Trap triggers if opened or disarm fails, DC 14 Dex save or poison needle deals 4d8 poison damage. Contains old rags, bits of metal, and paper with message: "Dear thief: A lot of work for nothing, wasn't it?".
- **SECRET DOOR** – Passive perception 16+ or DC 16 Perception check notices secret door behind strongbox.
- **FALSE TREASURE** – The treasure in urns and chests are gold-painted wooden coins, iron rings painted silver and bits of colored glass.

14. TREASURE ROOM

- **DESCRIPTION** – Two massive granite pillars, walls of shiny black iron, several bags, chests and urns scattered about. Shimmer in the air, like heat from fire. Shimmering fades between characters and pillar, revealing two humanoid forms made of same iron as walls.
- **PHANTASMAL FORCE** – Walls are under effects of *major image* spell to make them look like solid iron.
- **GUARDIANS** – Two **living iron statues** attack anyone who is not a resident of the abbey.
- **TREASURE** – Stored in the room are 480gp, 1200sp, 1000gp in gems and jewelry, as well as five bolts of silk (100gp each), two *potions of healing*, a *bag of holding* and *mithral armor* (your choice of type).

CONCLUSION

- If the characters cannot reach the abbey, they receive no reward.
- If they find a path through the skull dunes, but don't clear the abbey, they receive 100gp.
- If they capture/kill/deport the abbey's survivors, they receive full 2,000 gp reward. Captured survivors are held on the island until the lighthouse is built.

MONSTER STAT BLOCKS

SKULL DUNES

SKELETAL JUGGERNAUT

Large undead, lawful evil

Armor Class 13 (armor scraps)

Hit Points 142 (19d38)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	14 (+2)	15 (+2)	6 (–2)	8 (–1)	5 (–3)

Damage Vulnerabilities bludgeoning

Damage Immunities poison

Condition Immunities exhaustion, poisoned

Senses darkvision 60 ft., passive Perception 9

Languages —

Challenge 5 (1,800 XP)

Disassemble. If the juggernaut is reduced to 0 hit points, twelve skeletons rise from its remains.

Falling Apart. If the juggernaut does not have all of its hit points at the start of its turn, it loses 10 hit points.

Actions

Multiattack. The juggernaut makes two claws attacks.

Claws. Melee Weapon Attack: +6 to hit, reach 10 ft. *Hit:* 12 (2d8 + 3) slashing damage.

Avalanche of Bones (Recharge 5–6). The juggernaut collapses into a large heap before quickly reforming. Each creature within 10 feet of the juggernaut must make a DC 14 Dexterity saving throw, taking 18 (4d8) bludgeoning damage on a failed save, or half as much damage on a successful one. A creature that fails this saving throw is also knocked prone.

SKELETON

Medium undead, lawful evil

Armor Class 13 (armor scraps)

Hit Points 13 (2d8 + 4)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	14 (+2)	15 (+2)	6 (–2)	8 (–1)	5 (–3)

Damage Vulnerabilities bludgeoning

Damage Immunities poison

Condition Immunities exhaustion, poisoned

Senses darkvision 60 ft., passive Perception 9

Languages understands all languages it spoke in life but can't speak

Challenge 1/4 (50 XP)

Actions

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

Shortbow. *Ranged Weapon Attack:* +4 to hit, range 80/320 ft. *Hit:* 5 (1d6 + 2) piercing damage.

SKELETAL SWARM

Large swarm of Medium undead, lawful evil

Armor Class 13 (armor scraps)

Hit Points 60 (8d10 + 16)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	14 (+2)	15 (+2)	6 (–2)	8 (–1)	5 (–3)

Damage Vulnerabilities bludgeoning

Damage Resistances piercing, slashing

Damage Immunities Poison

Condition Immunities charmed, exhaustion, frightened, paralyzed, petrified, poisoned, prone, restrained, stunned

Senses darkvision 60 ft., passive Perception 9

Languages —

Challenge 2 (450 XP)

Deafening Clatter. Creatures are deafened while in the swarm's space.

Swarm. The swarm can occupy another creature's space and vice versa, and the swarm can move through any opening large enough for a Small humanoid. The swarm can't regain hit points or gain temporary hit points.

Actions

Slash. *Melee Weapon Attack:* +4 to hit, reach 0 ft., one target in the swarm's space. *Hit:* 11 (2d8 + 2) slashing damage, or 6 (1d8 + 2) slashing damage if the swarm has half of its hit points or fewer.

ABBEY INHABITANTS

VETERAN

Medium humanoid (any race), any alignment

Armor Class 17
Hit Points 58 (9d8 + 18)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	13 (+1)	14 (+2)	10 (+0)	11 (+0)	10 (+0)

Skills Athletics +5, Perception +2
Senses passive Perception 12
Languages any one language (usually Common)
Challenge 3 (700 XP)

Actions

Multiattack. The veteran makes two longsword attacks. If it has a shortsword drawn, it can also make a shortsword attack.

Longsword. *Melee Weapon Attack:* +5 to hit, reach 5 ft. *Hit:* 7 (1d8 + 3) slashing damage, or 8 (1d10 + 3) slashing damage if used with two hands.

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

Heavy Crossbow. *Ranged Weapon Attack:* +3 to hit, range 100/400 ft. *Hit:* 6 (1d10 + 1) piercing damage.

ACOLYTE

Medium humanoid (any race), any alignment

Armor Class 10
Hit Points 9 (2d8 + 0)
Speed 30 ft.

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

Skills Medicine +4, Religion +2
Senses passive Perception 12
Languages any one language (usually Common)
Challenge 1/4 (50 XP)

Spellcasting. The acolyte is a 1st-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 12, +4 to hit with spell attacks). The acolyte has the following cleric spells prepared:

Cantrips (at will): *light, sacred flame, thaumaturgy*
1st level (3 slots): *bless, cure wounds, sanctuary*

Actions

Club. *Melee Weapon Attack:* +2 to hit, reach 5 ft. *Hit:* 2 (1d4) bludgeoning damage.

CULTIST

Medium humanoid (any race), any non-good alignment

Armor Class 12
Hit Points 9 (2d8 + 0)
Speed 30 ft.

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

Skills Deception +2, Religion +2
Senses passive Perception 10
Languages any one language (usually Common)
Challenge 1/8 (25 XP)

Dark Devotion. The cultist has advantage on saving throws against being charmed or frightened.

Actions

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

CULT FANATIC

Medium humanoid (any race), any non-good alignment

Armor Class 13 (leather)
Hit Points 33 (6d8 + 6)
Speed 30 ft.

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

Skills Deception +4, Persuasion +4, Religion +2
Senses passive Perception 11
Languages any one language (usually Common)
Challenge 2 (450 XP)

Dark Devotion. The fanatic has advantage on saving throws against being charmed or frightened.

Spellcasting. The fanatic is a 4th-level spellcaster. Its spell casting ability is Wisdom (spell save DC 11, +3 to hit with spell attacks). The fanatic has the following cleric spells prepared:

Cantrips (at will): *light, sacred flame, thaumaturgy*
1st level (4 slots): *command, inflict wounds, shield of faith*
2nd level (3 slots): *hold person, spiritual weapon*

Actions

Multiattack. The fanatic makes two melee attacks.

Dagger. *Melee or Ranged Weapon Attack:* +4 to hit, reach 5 ft. or range 20/60 ft., one creature. *Hit:* 4 (1d4 + 2) piercing damage.

PRIEST

Medium humanoid (any race), any alignment

Armor Class 13

Hit Points 27 (5d8 + 5)

Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	10 (+0)	12 (+1)	13 (+1)	16 (+3)	13 (+1)

Skills Medicine +7, Persuasion +3, Religion +4

Senses passive Perception 13

Languages any two languages

Challenge 2 (450 XP)

Divine Eminence. As a bonus action, the priest can expend a spell slot to cause its melee weapon attacks to magically deal an extra 10 (3d6) radiant damage to a target on a hit. This benefit lasts until the end of the turn. If the priest expends a spell slot of 2nd level or higher, the extra damage increases by 1d6 for each level above 1st.

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

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

1st level (4 slots): *cure wounds*, *guiding bolt*, *sanctuary*

2nd level (3 slots): *lesser restoration*, *spiritual weapon*

3rd level (2 slots): *dispel magic*, *spirit guardians*

Actions

Mace. *Melee Weapon Attack:* +2 to hit, reach 5 ft. *Hit:* 3 (1d6) bludgeoning damage.

GLADIATOR

Medium humanoid (any race), any alignment

Armor Class 16

Hit Points 112 (15d8 + 45)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	15 (+2)	16 (+3)	10 (+0)	12 (+1)	15 (+2)

Saving Throws Str +7, Dex +5, Con +6

Skills Athletics +10, Intimidation +5

Senses passive Perception 11

Languages any one language (usually Common)

Challenge 5 (1800 XP)

Brave. The gladiator has advantage on saving throws against being frightened.

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

Actions

Multiattack. The gladiator makes three melee attacks or two ranged attacks.

Spear. *Melee or Ranged Weapon Attack:* +7 to hit, reach 5 ft. and range 20/60 ft. *Hit:* 11 (2d6 + 4) piercing damage, or 13 (2d8 + 4) piercing damage if used with two hands to make a melee attack.

Shield Bash. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one creature. *Hit:* 9 (2d4 + 4) bludgeoning damage. If the target is a Medium or smaller creature, it must succeed on a DC 15 Strength saving throw or be knocked prone.

Reactions

Parry. The gladiator adds 3 to its AC against one melee attack that would hit it. To do so, the gladiator must see the attacker and be wielding a melee weapon.

BARD

Medium humanoid (human), any alignment

Armor Class 15 (chain shirt)

Hit Points 44 (8d8 + 8)

Speed 30 ft.

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

Saving throws Dex +4, Wis +3

Skills Acrobatics +4, Perception +5, Performance +6

Senses passive Perception 15

Languages Any two languages

Challenge 3 (700 XP)

Spellcasting. The bard is a 4th-level spellcaster. Its spellcasting ability is Charisma (spell save DC 12, +4 to hit with spell attacks). It has the following bard spells prepared:

Cantrips (at will): *friends*, *mage hand*, *vicious mockery*

1st level (4 slots): *charm person*, *healing word*, *heroism*, *sleep*, *thunderwave*

2nd level (3 slots): *invisibility*, *shatter*

Song of Rest. The bard can perform a song while taking a short rest. Any ally who hears the song regains an extra 1d6 hit points if it spends any Hit Dice to regain hit points at the end of that rest. The bard can confer this benefit on itself as well.

Taunt (2/day). The bard can use a bonus action on its turn to target one creature within 30 feet of it. If the target can hear the bard, the target must succeed on a DC 12 Charisma saving throw or have disadvantage on ability checks, attack rolls, and saving throws until the start of the bard's next turn.

Actions

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

Shortbow. *Ranged Weapon Attack:* +4 to hit, range 80/320 ft. *Hit:* 5 (1d6 + 2) piercing damage.

11. ENTRANCE GUARDROOM

MINOTAUR SKELETON

Large undead, lawful evil

Armor Class 12
Hit Points 67 (9d10 + 18)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	11 (+0)	15 (+2)	6 (–2)	8 (–1)	5 (–3)

Damage Vulnerabilities bludgeoning
Damage Immunities poison
Condition Immunities exhaustion, poisoned
Senses darkvision 60 ft., passive Perception 9
Languages understands Abyssal but can't speak
Challenge 2 (450 XP)

Charge. If the skeleton moves at least 10 feet straight toward a target and then hits it with a gore attack on the same turn, the target takes an extra 9 (2d8) piercing damage. If the target is a creature, it must succeed on a DC 14 Strength saving throw or be pushed up to 10 feet away and knocked prone.

Actions

Greataxe. *Melee Weapon Attack:* +6 to hit, reach 5 ft. *Hit:* 17 (2d12 + 4) slashing damage.

Gore. *Melee Weapon Attack:* +6 to hit, reach 5 ft. *Hit:* 13 (2d8 + 4) piercing damage.

SPECTER

Medium undead, chaotic evil

Armor Class 12
Hit Points 22 (5d8 + 0)
Speed 0 ft., fly 50 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
1 (–5)	14 (+2)	11 (+0)	10 (+0)	10 (+0)	11 (+0)

Damage Resistances acid, cold, fire, lightning, thunder, bludgeoning, piercing, and slashing from nonmagical weapons

Damage Immunities necrotic, poison

Condition Immunities charmed, exhaustion, grappled, paralyzed, petrified, poisoned, prone, restrained, unconscious

Senses darkvision 60 ft., passive Perception 10

Languages understands all languages it knew in life but can't speak

Challenge 1 (200 XP)

Incorporeal Movement. The specter can move through other creatures and objects as if they were difficult terrain. It takes 5 (1d10) force damage if it ends its turn inside an object.

Sunlight Sensitivity. While in sunlight, the specter has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

Actions

Life Drain. *Melee Spell Attack:* +4 to hit, reach 5 ft., one creature. *Hit:* 10 (3d6) necrotic damage. The target must succeed on a DC 10 Constitution saving throw or its hit point maximum is reduced by an amount equal to the damage taken. This reduction lasts until the creature finishes a long rest. The target dies if this effect reduces its hit point maximum to 0.

BODAK

Medium undead, chaotic evil

Armor Class 15 (natural armor)
Hit Points 58 (9d10 + 18)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	16 (+3)	15 (+2)	7 (–2)	12 (+1)	12 (+1)

Skills Perception +4, Stealth +6

Damage Resistances cold, fire, necrotic; bludgeoning, piercing and slashing from nonmagical attacks

Damage Immunities lightning, poison

Condition Immunities charmed, frightened, poisoned

Senses darkvision 120 ft., passive Perception 14

Languages Abyssal, the languages it knew in life

Challenge 6 (2,300 XP)

Aura of Annihilation. The bodak can activate or deactivate this feature as a bonus action. While active, the aura deals 5 necrotic damage to any creature that ends its turn within 30 feet of the bodak. Undead and fiends ignore this effect.

Death Gaze. When a creature that can see the bodak's eyes starts its turn within 30 feet of the bodak, the bodak can force it to make a DC 13 Constitution saving throw if the bodak isn't incapacitated and can see the creature. If the saving throw fails by 5 or more, the creature is reduced to 0 hit points, unless it is immune to the frightened condition. Otherwise, a creature takes 16 (3d10) psychic damage on a failed save. Unless surprised, a creature can avert its eyes to avoid the saving throw at the start of its turn. If the creature does so, it has disadvantage on attack rolls against the bodak until the start of its next turn. If the creature looks at the bodak in the meantime, it must immediately make the saving throw.

Sunlight Hypersensitivity. The bodak takes 5 radiant damage when it starts its turn in sunlight. While in sunlight, it has disadvantage on attack rolls and ability checks.

Actions

Fist. *Melee Weapon Attack:* +5 to hit, reach 5 ft. *Hit:* 4 (1d4 + 2) bludgeoning plus 9 (2d8) necrotic damage.

Withering Gaze. One creature that the bodak can see within 60 feet of it must make a DC 13 Constitution saving throw, taking 22 (4d10) necrotic damage on a failed save, or half as much on a successful one.

12. HALLWAY GUARDROOM

OGRE ZOMBIE

Large undead, neutral evil

Armor Class 8
Hit Points 85 (9d10 + 36)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	6 (–2)	18 (+4)	3 (–4)	6 (–2)	5 (–3)

Damage Immunities poison
Condition Immunities poisoned
Senses darkvision 60 ft., passive Perception 8
Languages understands Common and Giant but can't speak
Challenge 2 (450 XP)

Undead Fortitude. If damage reduces the zombie to 0 hit points, it must make a Constitution saving throw with a DC of 5+the damage taken, unless the damage is radiant or from a critical hit. On a success, the zombie drops to 1 hit point instead.

Actions

Morningstar. *Melee Weapon Attack:* +6 to hit, reach 5 ft. *Hit:* 13 (2d8 + 4) bludgeoning damage.

GHAST

Medium undead, chaotic evil

Armor Class 13
Hit Points 36 (8d8 + 0)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	17 (+3)	10 (+0)	11 (+0)	10 (+0)	8 (–1)

Damage Immunities necrotic
Condition Immunities poisoned
Senses darkvision 60 ft., passive Perception 10
Languages Common
Challenge 2 (450 XP)

Stench. Any creature that starts its turn within 5 ft. of the ghastr must succeed on a DC 10 Constitution saving throw or be poisoned until the start of its next turn. On a successful saving throw, the creature is immune to the ghastr's Stench for 24 hours.

Turn Defiance. The ghastr and any ghouls within 30 ft. of it have advantage on saving throws against effects that turn undead.

Actions

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

Claws. *Melee Weapon Attack:* +5 to hit, reach 5 ft. *Hit:* 10 (2d6 + 3) slashing damage. If the target is a creature other than an undead, it must succeed on a DC 10 Constitution saving throw or be paralyzed for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

MINOTAUR LIVING CRYSTAL STATUE

Large construct, unaligned

Armor Class 15 (natural armor)
Hit Points 136 (16d10 + 48)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	9 (–1)	16 (+3)	6 (–2)	10 (+0)	5 (–3)

Damage Vulnerabilities Force
Damage Immunities Lightning, Poison
Condition Immunities Charmed, Exhaustion, Frightened, Paralyzed, Petrified, Poisoned
Senses Darkvision 60 ft., Passive Perception 10
Languages understands the languages of its creator but can't speak

Challenge 6 (2,300 XP)

Immutable Form. The statue is immune to any spell or effect that would alter its form.

Actions

Multiattack. The statue makes two attacks: one with its greataxe and one gore attack.

Greataxe. *Melee Weapon Attack:* +7 to hit, reach 5 ft. *Hit:* 17 (2d12 + 4) slashing damage.

Gore. *Melee Weapon Attack:* +7 to hit, reach 5 ft. *Hit:* 8 (1d8 + 4) piercing damage.

Reactions

Flying Shards. In response to a creature hitting the statue with a melee weapon attack, the statue deals 11 (2d10) piercing damage to the attacker.

13. FALSE TREASURE ROOM

VAMPIRIC JADE STATUE

Large construct, unaligned

Armor Class 14 (natural armor)
Hit Points 114 (12d10 + 48)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	14 (+2)	18 (+4)	6 (−2)	10 (+0)	5 (−3)

Damage Vulnerabilities Force
Damage Immunities Lightning, Poison Condition Immunities Charmed, Exhaustion, Frightened, Paralyzed, Petrified, Poisoned
Senses Darkvision 60 ft., Passive Perception 10
Languages understands the languages of its creator but can't speak
Challenge 8 (3,900 XP)

Immutable Form. The statue is immune to any spell or effect that would alter its form.

Legendary Resistance (3/Day). If the statue fails a saving throw, it can choose to succeed instead.

Actions

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

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft. *Hit:* 10 (2d6 + 3) piercing damage. If the target is a creature, that creature becomes cursed by the statue. The curse lasts for 10 minutes. While the creature is cursed, the statue has advantage on all attacks against it.

Claws. *Melee Weapon Attack:* +6 to hit, reach 5 ft. *Hit:* 10 (2d6 + 3) slashing damage.

Legendary Actions

The statue 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. The statue regains spent legendary actions at the start of its turn.

Bite. The statue makes one bite attack.

Blood Reaper. All creatures currently cursed by the statue and within 20 feet of it take 5 necrotic damage.

Move. The statue moves up to its speed without provoking opportunity attacks.

14. TREASURE ROOM

LIVING IRON STATUE

Medium construct, unaligned

Armor Class 16 (natural armor)
Hit Points 102 (12d8 + 48)
Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	14 (+2)	18 (+4)	6 (−2)	10 (+0)	5 (−3)

Damage Vulnerabilities Acid
Damage Immunities Lightning, Poison Condition Immunities Charmed, Exhaustion, Frightened, Paralyzed, Petrified, Poisoned
Senses Darkvision 60 ft., Passive Perception 10
Languages understands the languages of its creator but can't speak
Challenge 5 (1,800 XP)

Immutable Form. The statue is immune to any spell or effect that would alter its form.

Actions

Multiattack. The statue makes two attacks: one with its blade and one with its hammer.

Blade. *Melee Weapon Attack:* +6 to hit, reach 5 ft. *Hit:* 10 (2d6 + 3) slashing damage.

Hammer. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 10 (2d6 + 3) bludgeoning damage, and the target is knocked prone.

Whirl (Recharge 5–6). The statue can use its action to spin at the waist, targeting creatures of its choice within 10 feet of it. Each target must make a DC 13 Dexterity saving throw, taking 19 (3d10 + 3) bludgeoning damage on a failed save, or half as much damage on a successful one.

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