



THE DM TOOL CHEST

SHRINE OF THE SAHUAGIN

CAPTAIN GRISLY'S TREASURE HUNT PART II



FIFTH EDITION ADVENTURE

WRESTLE CAPTAIN GRISLY'S TREASURE AWAY FROM THE SHARK GOD WORSHIPPING SAHUAGIN

SHRINE OF THE SAHUAGIN

By Alex Lefort



Captain Grisly's *Treasure Hunt* is a Fifth Edition adventure for **three to six 5th to 7th-level characters**, optimized for a party of **four 6th-level characters**. This adventure is set

on the isle of Asboro but can easily be fit into any setting with a mysterious island with minor changes.

After getting their hands on the treasure map of the infamous Captain Grisly, the party must follow its instructions to locate the pirate's fortune. This adventure takes place on Asboro, Isle of Oddities, but can be adjusted and placed into almost any campaign setting that includes a tropical island. Can they overcome the obstacles of Asboro Island on their way to Bear's Head Cave, where the treasure is supposed to be buried? If they find the cave, will they be able to defeat the sahuagin who have beaten them to Grisly's treasure?

BACKGROUND

After a long career of lucrative piracy, Captain Grisly sought to bury much of his wealth on Asboro, Isle of Oddities, an island well known for its mysterious and dangerous reputation.

Following a week of scouting, Grisly decided that the perfect place to bury his treasure was a small, well-hidden cave on the southeastern shore of the island. He called the location Bear's Head Cave, as it resembled the profile of a bear's head when approached from the appropriate angle. Soon after burying his wealth, Grisly and his crew wrecked their ship on the shores of Lake Dread and were murdered by the orcs of the surrounding jungle. The treasure did not remain undisturbed for long. After a few years, a tribe of sahuagin stumbled upon Bear's Head Cave through its interior river that runs to the shoreline. When the movement of the tides shook loose some gold pieces, the sahuagin searched for more, and soon unearthed the entirety of Grisly's treasure, including a gem-encrusted golden idol of a great white shark. The sahuagin interpreted this as a sign from their god and established the cave as a shrine and shoreline outpost from which they could launch coastal raids, decorating it with the treasure they found there.

The adventurers have found Grisly's treasure map and can use it to find Bear's Head Cave, but once there, they'll have to pry the treasure away from the sahuagin that beat them to it.

GETTING THE QUEST

This adventure assumes that the players have completed Part 1 of this adventure, "Shipwreck of the Minnow", and have acquired Grisly's treasure map by sourcing it from the caustic snail aboard the wreck. In this case, they can follow the directions on the map immediately, which begin at Lake Dread.

If the players haven't completed Part 1 of this adventure, they may have come into possession of Grisly's treasure map through a number of ways. Perhaps:

- It was tucked inside a bottle that washed up on shore.
- The party purchased it from a shady shopkeep who couldn't confirm that it was genuine.
- The party found it on the corpse of a long-dead adventurer in the wilderness.

If the characters are not already at Lake Dread, the treasure map's instructions begin there. Once the characters are at Lake Dread, the adventure formally begins.

USING THE MAP

The party can follow the map's directions through the jungle to each landmark by making a successful DC 12 Wisdom (Survival) check. A failed check results in one hour of wasted time as the party gets lost. A failed check of 5 or more results in each party member having to succeed on a DC 10 Constitution saving throw or suffer one level of exhaustion. At GM discretion, getting lost may trigger appropriate wilderness encounters.

THE ROPE BRIDGE

The map directs the party to first travel ten miles east from the shores of Lake Dread until they reach the rope bridge, which they must cross. When the party approaches the bridge, read aloud:

The thick foliage of the jungle stops abruptly at the edge of a steep gorge. A rickety rope bridge spans the roughly 80-foot distance between each end of the gorge. It sways softly in the wind.



Encounter: Wrathbone Orcs. A group of Wrathbone orcs lurk in the jungle on both ends of the gorge, waiting to ambush the characters when they attempt to cross. A character who makes a successful DC 18 Wisdom (Perception) check while approaching the bridge spots fleeting, subtle movement within the brush on the near end of the gorge. There are eight orcs, two orc veterans, and one orc priest in total. Five orcs, an orc veteran, and the orc priest hide at the far end of the gorge. The remaining three orcs and orc veteran hide on the near end of the gorge. The orcs plan to wait for the party to reach the halfway point of the bridge, at which time they will attempt to attack with surprise by firing volleys of arrows while the orc veterans hold either end of the bridge as chokepoints. The orcs will not destroy the bridge, as they use it themselves for passage through the jungle. If the characters successfully spot the ambush before they cross the bridge, the orcs immediately attempt to scatter into the jungle.

Falling From the Bridge. If a creature falls from the bridge, they tumble 120 feet into the brush of the gorge below, taking 42 (12d6) bludgeoning damage and landing prone.

THE GIANT'S SKULL

After crossing the rope bridge, the map next directs the characters an additional seven miles southeast towards a painted skull. When the characters reach the landmark, read aloud:

The skull of a giant rests in the middle of a small clearing. Smoke rises lazily from an opening in its cranium. The eye sockets are draped with fabric curtains. The hide of a small animal is tanning on a rack stuck into the dirt nearby. The smell of herbal tea carries on the air.

Erni the Gnome Hermit. A gnome hermit named Erni (CG male gnome **bandit captain**) lives inside the skull. If given the opportunity, he will converse freely with the characters and invite them to share a cup of tea herbal with him. Erni is 430 years old and has lived on the island for the last 140 years. He has big ears, a smile that is missing a few teeth, and a mess of dirty blond hair. He speaks with enthusiasm, often losing his train of thought on frequent digressions of conversation. If the characters

agree to have tea with him and mention the name Grisly, Erni will excitedly explain that he and Grisly met long ago on the island and became friendly acquaintances, though Erni has not heard from him in years now. If the characters show Erni the map or explain their quest, he warns them about the elementals that lurk in the mud pits and tells them to be on their guard should they have to traverse them. Characters that drink a cup of Erni's herbal tea are enriched by its healing properties and are granted 10 temporary hit points for a period of 48 hours.

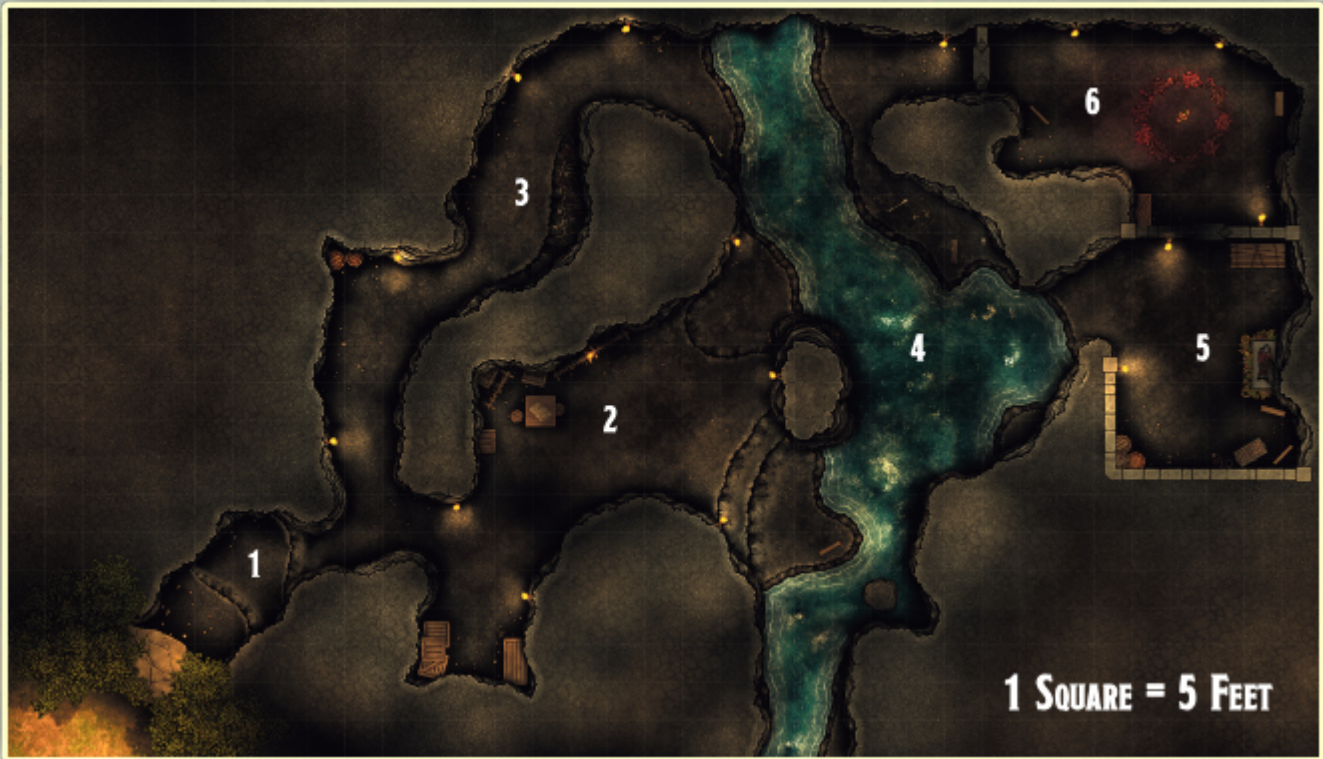
THE MUD PITS

After reaching the skull, the map next directs the characters eight miles directly south towards the mud pits. The mud pits are an approximately mile-long strip of land running east-west where underground hot springs and a swamp-like environment have created numerous pools of near-boiling hot mud. When the characters reach the mud pits, read aloud:

The surrounding air rises slightly in temperature as the terrain under your feet begins to grow swampy. Before you, the ground is speckled with countless pits of boiling mud, some as small as puddles and others as large as ponds, which bubble and spray upwards intermittently.

The party can navigate through the mud pits by traversing over the uneven ground that surrounds and runs through them. The party can attempt to go around the mud pits, though due to the difficult terrain and size of the geography, this can delay them by up to four hours.

Encounter: Mud Elementals. If the party decides to travel through the mud pits, they will have to contend with the mud elementals that lurk in the area. If the party has been tipped off about the elementals by Erni, they can make a successful DC 13 Wisdom (Perception) check while travelling through the mud pits to notice irregular movements within certain pits, and avoid those pits accordingly. If the party is unaware of the elementals, they risk being attacked by surprise by two of the mud elementals (**earth elementals**) that lurk in the pits. The elementals fight until they are destroyed.



BEAR'S HEAD CAVE

After navigating through the mud pits, the map next directs the characters to its final location: nine miles southeast towards a cave entrance that resembles a bear's head on the coastline. When the characters approach the cave, read aloud:

The smell of seawater is carried on the air as the coastline comes into view. A single tree grows atop a small hillock not far in the distance. A cave mouth at the base of the hillock gives the appearance of a bear's head in profile.

Bear's Head Cave is a naturally occurring cave that was expanded upon by the sahuagin after they found Grisly's treasure. The caverns and tunnels have rough, 20-foot-high ceilings covered in mildew. The floors are somewhat uneven but not rough enough to be difficult terrain. The cave is lit by torches mounted in sconces on the walls. An underground river runs north-south through the cave and connects to the nearby shoreline.

SAHUAGIN FEATURES

Certain sahuagin within Bear's Head Cave use a different base stat block than the regular

sahuagin, such as **veteran** or **gladiator** stat blocks. In these cases, apply the following sahuagin template statistics to the aforementioned stat blocks when they are referenced:

- They have a swim speed of 40 ft.
- **New Feature: Blood Frenzy.** The sahuagin has advantage on melee attack rolls against any creature that doesn't have all its hit points.
- **New Feature: Limited Amphibiousness.** The sahuagin can breathe air and water, but it needs to be submerged at least once every 4 hours to avoid suffocating.
- **New Feature: Shark Telepathy.** The sahuagin can magically command any shark within 120 feet of it, using a limited telepathy.

KEYED LOCATIONS

The following descriptions correspond to the provided map:

1. CAVE ENTRANCE

The mouth of the cave is 4 feet high, requiring Medium creatures to crouch through it. When the characters enter the cave, read aloud:

The mouth of the cave almost immediately gives way to a steep, 3-foot decline that opens into a larger cavern that quickly branches off into two passages to the north and east. The flicker of torchlight bounces off the surrounding stone and reveals the painted icon of a snarling shark on the cavern's west wall. The sounds of conversation in a wet, slurping language can be heard echoing from the east passage.

The sounds of conversation from the east passage come from sahuagin speaking to each other in their native tongue. If the characters make too much noise on their way into the cave, these sahuagin may notice and investigate (see area 2). The shark on the wall was painted by the sahuagin and depicts their primary deity.

2. ARMORY

Weapon racks line the natural rock walls of this room and hold numerous spears, tridents, swords, and bucklers. A natural trench, approximately 5 feet wide and 7 feet deep, runs north-south in the east end of the cavern. The sound of flowing water can be heard to the east.

Encounter: Sahuagin Four sahuagin and two sahuagin battlemasters (treat as sahuagin veterans, see Sahuagin Features, page 5) are in this chamber discussing a planned expedition into the jungle. If they are alerted to noise in the entry cavern, two sahuagin head over to investigate, but are quickly joined by the others if any combat breaks out. When the sahuagin's

numbers are reduced by half, two of them attempt to swim across the river to warn the other sahuagin in the ritual chamber (area 6).

3. DUMPING GROUND

The north passageway extends towards a trench along the east wall before continuing to bend towards the east. The trench is approximately 10 feet wide and 6 feet deep. Piled into the trench are multiple seal carcasses stripped mostly to the bone as well as the body of a humanoid, still clothed and badly decomposed.

Treasure: Unfortunate Adventurer. The sahuagin use this trench to dump seal carcasses after they've finished stripping them for food and materials. The adventurer was ambushed by the sahuagin near the coast and was torn mostly to shreds, leaving few identifiable features remaining. Though the sahuagin searched the corpse, they made an oversight: the corpse wears a *ring of animal influence* around one of its pinky toes.

4. INFESTED WATERS

A pool of water roughly 40 feet across lies between the north and south ends of the river within the cave, which extend into darkness. A light current carries the water southwards.

Encounter: Swimming Sharks. Characters standing on the western edge of the pool (area 2) can see into the room on its eastern edge (area 5). Characters who make a successful DC 12 Wisdom (Perception) check of the pool can see the faint silhouettes of two sharks swimming



about in the water. The two **hunter sharks** attack any non-sahuagin creatures that enter the pool. They fight until reduced to one quarter of their hit points or fewer, at which point they flee down river. The party can distract the sharks away from the pool by dropping food or a carcass into the water.

5. SHRINE

Atop a stone altar against the east wall of this room lies the disemboweled carcass of a shark. Piles of gold and gems glint in the torchlight, arranged loosely at the base of the altar. A chest rests near the south wall of the room, its lid popped open. A closed door leads north.

If the sahuagin in the ritual chamber (area 6) have not already been alerted, characters with a passive Perception of 12 or higher can hear foreign chanting coming from beyond the north door.

The sahuagin found Grisly's treasure buried in this room and used it to adorn an altar to their god. The chest in the room is filled with shark viscera.

Treasure: Grisly's Loot. The treasure in this room represents most of Grisly's wealth. In total, there are 793 gp worth of gold, gems, and small art pieces arranged around the altar.

6. RITUAL CHAMBER

Viscera has been arranged around this room in a circular pattern on the floor. In the middle of the circle rests a golden shark idol, covered in blood and seaweed. The walls are painted with dozens of strange looking symbols and sigils.

Encounter: Sahuagin Ritualists. If they have not already been alerted to trouble elsewhere in the cave, four **sahuagin**, a sahuagin battlemaster (treat as a sahuagin **veteran**, see Sahuagin Features, page 5), and a sahuagin champion (treat as a sahuagin **gladiator**, see Sahuagin Features, page 5) are in this chamber, arranged in a circular formation around the shark idol and chanting in unison in worship to their shark deity with the purpose of receiving his blessing.

The sahuagin are fiercely defensive of the idol and fight to the death.

Doors in this room exit to the west and south. A character who makes a successful DC 15 Wisdom (Religion) or Intelligence (Arcana) check can discern that the symbols on the room's walls are divinatory in nature and refer to the shark deity of the sahuagin.

Treasure: Shark Idol. The shark idol in the middle of the ritual chamber weighs 40 pounds and is worth 450 gp.



AFTERMATH

Once the party has recovered Grisly's treasure, they may face the difficult task of hauling it back through the jungle to safety, depending on their situation. Other explorers on the island may hear about their haul and try to steal from or ingratiate themselves towards the party in order to get access to it. After finding their shrine and ritual chamber desecrated, the sahuagin may attempt to exact revenge on the party.

CREDITS

Author: Alex Lefort

Production, & Design: [THE DM TOOL CHEST](#)

Cartography: TJ Phoenix, [DYSON LOGOS](#), [FORGOTTEN ADVENTURES](#)

Cover Illustration: Dreamstime, [FAT GOBLIN GAMES](#)

Interior Illustrations: Dreamstime, Shutterstock, [FAT GOBLIN GAMES](#)

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