

# U2 DANGER AT DUNWATER

## CONVERSION GUIDE

**Introduction:** In 1982, TSR published the module named “Danger at Dunwater” with the module code “U2”. It was written by Dave J. Browne and Don Turnbull, and illustrated by Dave De Leuw, Jim Holloway, Harry Quinn, and Tim Truman. It consisted of a 30 page booklet and cover folder with maps. This conversion guide allows DMs to run the original module with 5<sup>th</sup> Edition rules and provides reference sheets for encounters.

*An adventure for four to six 2nd-3rd level characters*

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Sample file

# U2: DANGER AT DUNWATER

## Introduction

To use this conversion guide you will need a copy of “U2 Danger at Dunwater”, originally available in hard-copy and now for sale in Digital format at [www.dndclassics.com](http://www.dndclassics.com).

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

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

Find more information about this and other early edition conversions at [www.classicmodulestoday.com](http://www.classicmodulestoday.com).

## Reference Sheet

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

## Adventure Summary

The adventurers have come to, or are from, the sea side town of Saltmarsh. They were hired to investigate strange happenings at an abandoned mansion a few miles out of town.

Although rumors said the mansion was haunted, the truth was the mansion was being used as the land base for a quite profitable smuggling operation. The adventurers defeated the smugglers and their leader, but discovered their ship was due to arrive shortly.

The adventurers, along with two excise men from Saltmarsh, rowed out to the ship. In a surprise attack, they defeated the smugglers and seized their ship, putting an end to the operation for good.

However this brought even more questions, as they discovered the presence of lizardfolk on the ship. Invoices found indicated the sale of a large amount of arms and armor to the lizardfolk, as well as a map showing their lair frighteningly close to Saltmarsh.

The realization that a well-armed force of lizardfolk live mere day's walk from Saltmarsh has thrown the town into a near panic. The town council has requested the adventurers travel to the lizardfolk lair to ascertain their intentions, and

deal with them as deemed necessary.

## Converting to the Realms

This brief guide outlines a few thematic changes and additions to bring “Danger at Dunwater” into the Forgotten Realms world of Faerûn.

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

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

Contrary to the original overland map in the module, the lizardfolk lair should be placed approximately 10 miles south of Saltmarsh, along the Sword Coast.