U3 The Final Enemy

Conversion Guide

Introduction: In 1983, TSR published the module named "The Final Enemy" with the module code "U3". It was written by Dave J. Browne and Don Turnbull, and illustrated by Dave De Leuw and Keith Parkinson. It consisted of a 48 page booklet and tri-fold cover with maps. This conversion guide allows DMs to run the original module with 5th Edition rules and provides reference sheets for encounters.

An adventure for four to six 3rd–4th level characters

by Mark Stout

Sample file

U3: The Final Enemy

Introduction

To use this conversion guide you will need a copy of "U3 The Final Enemy", originally available in hard-copy and now for sale in Digital format at 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 'The Final Enemy' 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.

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 adventurers investigated the lizardfolk lair, only to discover the lizardfolk were arming themselves to take back their home from the enemy to everything that swims in the sea or walks on the land, the dreaded sahuagin. The lizardfolk were desperate for allies in their fight, and agreed to work with the inhabitants of Saltmarsh.

Both Saltmarsh and the lizardfolk need time to ready their forces, so the adventurers are once more called upon to help. They will conduct a reconnaissance of the former lizardfolk fortress, assess the strength and preparedness of the sahuagin, and report back to Saltmarsh. The mission is extremely dangerous, but success will give the alliance a vital advantage against the sahuagin. Hopefully the advantage will be enough to deal such a blow to the sahuagin that they leave and never return.

Converting to the Realms

This brief guide outlines a few thematic changes and additions to bring "The Final Enemy" 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.

The sahuagin fortress should be located approximately 50 miles south of Saltmarsh along the Sword Coast.