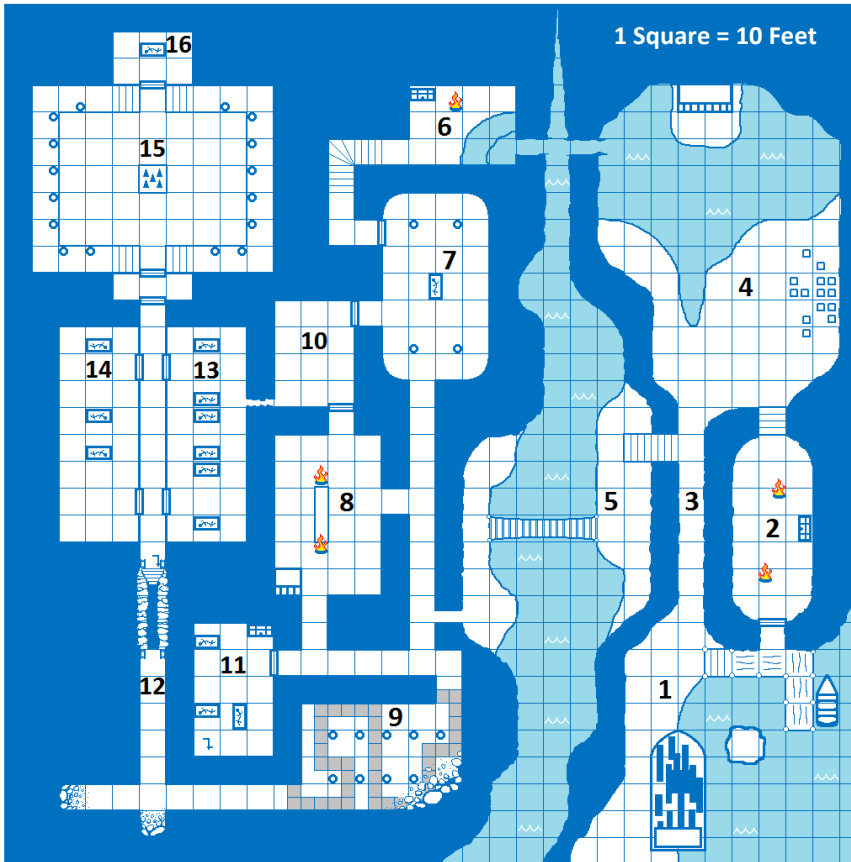


# Seas, Scales, and Skulls

By John Warner

Tasked with finding a merchant vessel lost near the mainland's high bluffs, adventurers discover that lizardfolk pirates have enslaved the crew. The scaly brigands seek to break into a legendary lizardfolk hero's tomb to seize his magical weapons, rally their kin, and take revenge on the human city for winning the war that forced them from their lands.



## Monsters:

- Shaman:** Lizardfolk. A pirate captain, powerful spellcaster, and descendant of the entombed hero. Seeks revenge for the war he started—and lost.
- Mage:** Lizardfolk. She uses fire and summon spells.
- Skirmisher:** Lizardfolk. Uses spears and shields.
- Archer:** Lizardfolk. Wields a bow. Is good at sniping.
- Skeleton Guard:** Undead lizardfolk armed with an axe or a bow. Attacks all intruders, even the pirates.
- Saltwater Crocodile:** A large, hungry, trained lizard.
- Snakes:** Poisonous; will attack and flee if disturbed.
- Giant Spider:** Poisonous; likes to ambush from webs.
- Guardian Constrictor:** Giant, fleshy, undead snake.
- Bat Swarm.** Hungry for blood. Attacks passersby.
- Crewmember:** Human. Has info on recent events.
- First Mate:** Human. Has info on tomb and shaman. Kept alive by her magic healing. Offers such aid.
- Captain:** Human. As the leader, is the ritual sacrifice.
- Hero's Specter:** Enraged wraith of a lizardfolk hero.

## Legend

- (1) Dock and deconstructed merchant ship. Ambush: **Skirmishers** from behind ship, **Archers** shoot from rock.
- (2) Sleeping area. Two fire pits and scattered bedrolls. Locked chest has key to all cages, mundane gear, and coins.
- (3) Carved hallway leads to (4), stairs lead to (5). Two **Skirmishers** ahead go to (4), talking about tomb guards.
- (4) Water room. Boxes provide cover for archers. **Skirmishers** and **Archers** present. Cage on far wall has some **Crewmembers**. **Saltwater Crocodiles** lurk in water. Hidden, underwater path to (6); the crew knows it is there.
- (5) Bridge over gorge. Several **Archers** on opposite side.
- (6) Shaman's room. Chest contains his writings, a key to (11), and treasure (magic items). Chest has poison trap.
- (7) Basking room lit by small holes above. Coffin has carvings of snakes pointed at suns and away from moons. Turn the four snakes on the pillars to match them to open cover. Magic weapon inside. **Snakes** bask near tomb.
- (8) Preparation room. **Mage** guards **First Mate** in cage. The latter gives hints and healing (the pirates liked her singing).
- (9) Each pillar here has several dart traps. Faint, safe path carved into debris-strewn floor. **Guardian Constrictors**.
- (10) Both doors to this web-covered room are stuck and require force to open. **Giant Spiders**. Hidden way to (13).
- (11) Storeroom barred by locked door from ship. It holds crank for bridge, treasure chest, and **Skeleton Guards**.
- (12) Swinging bridge over chasm needs crank from (11) to raise it. Other side has crank as a hint. **Bat Swarm**.
- (13) Locked tomb room. Many **Skeleton Guards**. Treasure.
- (14) Open, looted tomb. Wandering **Skeleton Guards**.
- (15) Sacrifice room; fire trap on door. Raised walkway with pillars around edge. **Shaman**, **Archers**, **Skirmishers**. Shaman pushes **Captain** into center pit to open (16).
- (16) Opens a while after trigger. Angry **Hero's Specter** and **Skeleton Guards** attack everyone. Treasure in tomb.