

Scales of the Seafarers

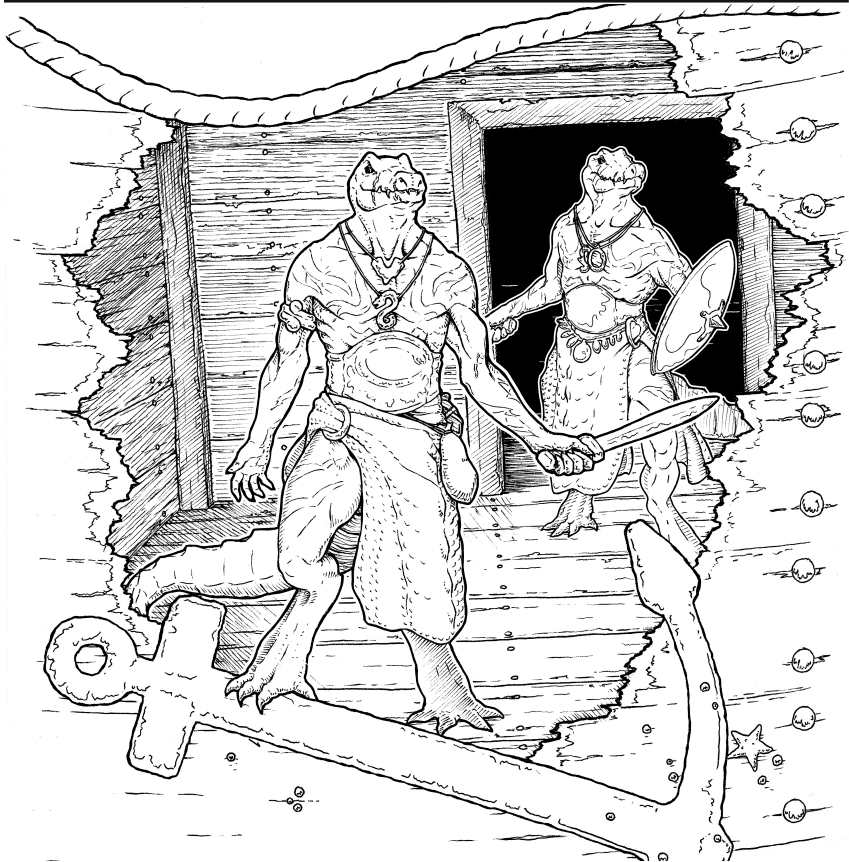
For characters level 3+



DESIGNED FOR USE WITH

**OLD-SCHOOL
ESSENTIALS**

Scales of the Seafarers



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Referee Information

Introduction

Greetings fellow referee. You shall find within this module a setting-agnostic adventure of stange Lizardfolk, even by Lizardfolk standards, who aren't all that they appear to be. Designed for a party of 6 to 8 characters of third level and higher. Spells, Items, and Monsters that appear in **bold** can be found in their respective Old-School Essentials tomes.

Villagefolk Fears

A barge of Lizardmen from the distant land of Eztec lies here, run aground in midwinter. Nearby village-folk whisper of evil creatures stalking the forest near their homesteads. Eight viscous looking lizards came from their barge to the edge of the nearest village, and a fight broke out when a farmer spotted them near the road. They had already looted

another village it seemed, as their packs were laden with treasure. Fear stalks every person in the area, for everyone knows their home may be the next to burn.

The Facts

In truth, the Lizardfolk are a good-aligned race from a distant and unknown kingdom. They have sailed here to share treasures, and haven't looted or attacked anyone. The Lizardfolk are quite alien and speak via brilliant flashes of color from their backs and sides. Most people in the surrounding area have assumed the Lizardfolk are hostile. Communication may become possible by finding a pair of translating goggles in area **12. Museum**. Until then, Lizardmen will defend themselves from attackers.

The Crashsite

You should place the crashed barge on any waterways in your setting, preferably between major hubs for commerce and art as the Lizardfolk collect cultural artifacts. This adventure is assumed to take place during winter, but can easily be adapted to any season.

Mind reading

If the **ESP** spell (or similar spell) is used to understand the thoughts of the Lizardfolk, the player will see they think in a kaleidoscope of color and brilliant flashes. The only vague emotion sensed is homesickness. All Lizardfolk have good alignments, and this can be detected through ordinary means. The alignment language the Lizardfolk speak is still through color, thus, it cannot be used to converse with others of similar alignment.

Plot Hooks

The lizards upon the barge tried to prove their good intentions by sending envoys to nearby villages but were misunderstood. Good aligned attackers may need a hook.

- The lizards were spotted carrying treasure from their ship before retreating back with it, there could be much profit in a heist.
- The lizards' envoy was attacked by nearby villagers who live in fear of further “raids”. The village chief will pay anyone to eliminate the perceived threat.
- An artisan was kidnapped by the lizards and a nearby village chief will pay for his rescue (found in **7. Jail Cell A.**).
- Sailors at port speak of the crashed barge, and whisper that will-o-the-wisps haunt the place.

Wandering Monsters

Roll for wandering monsters inside the barge as per the Old-School Essentials Referee's Tome. If dungeon turns are not being tracked you could roll a wandering monster check each time the group leaves a room.

Roll 1d6

Giant Crab 1d2. Scuttling around scavenging for food, the giant crabs are ravenous and attack any moving people. There is a 3-in-6 chance the crabs ignore any individuals that hold still.

Locathah 1d10. Scouting from the nearby river, will only attack if they sense aggression. They speak Common, but won't answer many questions. They prefer to leave if they are seen.

Giant Rat 1d6+2. Large squeaking rats, about 3' long. They creep along the edge of the wall and floor and attack if its prey appears weak.

Bandit 1d8. Others coming to plunder the ship in secrecy. Inclined to attack to keep all loot to themselves.

Pirate 1d4+3. Rough sailors that are here to steal riches. All wear leather armor and wield swords. Half carry crossbows. Very hostile and carry a **treasure map** to a buried chest containing 1d4 x 1000gp, miles away. (See "What's next?" section.)

Water Termite (Freshwater) 1d2. Appear from the ceiling or floor aftering boring through the wood. Only attacks if cornered.

Into the Barge

- The levels of the barge are made obvious by the rows of windows along its hull. The barge looks solid and took little structural damage from running aground, but took more when dragged towards the treeline and tied to large stones.

- The wooden hull looks sturdy and richly decorated with illustrations magically etched over much of the ship. The illustrations are of unknown historical figures, wars, and events.

- Climbers may scale the sheer side of the ship to enter through the window of any second floor room, assuming they break it. A spiked railing will inflict 1d4 damage on any climber who attempts to climb to area **19. Top Deck**. But doing so is not impossible.

1. Entrance/Exterior

Guarded: Six **Lizard Man**

- On the forward starboard side of the ship lies a gaping hole, the impact point of the crash, converted into a main entryway for the vessel.

- Lizardfolk guard the entryway carefully, and no scout strays far into the woods. Never leaving the eyesight of other guards, they stick close together.

- The interior of the entryway is messy and cluttered. Snowy Lizardfolk footprints can be traced back and forth from the door further inward. The room is exposed to the outside and a cold wind blows through here.

- Broken arrows and bottles litter the floor but the walls have been scrubbed clean and

display artistic representations of natural landscapes.

- Three Lizardmen stand guard outside of the barge. They shiver in the cold and have wrapped thick cloth over much of their bodies. They leave their backs exposed so they can talk to one another.
- The other three Lizardmen are inside the barge in the entryway, but will come out to join combat. They are alert and ready.
- The Lizardmen in this fight will not strike lethally, instead, dealing subdual damage as per the Old-School Essentials Player's Tome "Subduing" optional rules. When three Lizardmen remain they will begin to strike lethally.

2. Hallway

- A small yellow colored rug lies between all the rooms on the lowest deck of the barge. A stairwell to the north and south connects all three levels of the barge.
- The doors at the top level of the stairways lead to **19. Top Deck**. They are locked iron doors with no windows or bars. There is a key in **18. Dining Room**.

3. Armory

- Room Trap: Casts **Color Spray** upon entrance. Spell appears in the form of balloons full of color that pop, showering the spell's effects.
- Much of the equipment in the armory has been taken or is damaged. The room is dimly lit with two leaky lanterns gently flickering.

- Suits of chainmail armor are draped across armor racks, but are heavier than ordinary chainmail and are fitted for Lizardmen. Slotted into weapon racks on the far wall are swords made of petrified wood with shards of obsidian jutting from them. On a wood table lies a half-dozen ceremonial bracelets.

- Treasure: The bracelets can be sold to any merchant for 300sp, the obsidian can be sold for 50gp.

4. Barracks

Guarded: Four **Lizard Man**

- When rolling for surprise the Lizardmen in this room are surprised on a roll of 1, 2, 3, and 4. The beds here are piles of smooth triangular rocks that fit together to form sturdy furniture with no nails or ties.

- There are platters of dates, figs, and buffalo cheese. Crickets wrapped in flatbread

sit next to mugs of a thick slurry that smells of beer. The beer isn't very alcoholic, and has the lumpy consistency of mashed potatoes with too much cream. There is a sealed cask of beer slurry.

- Three of the Lizardmen are huddled around a game board, each carefully moving pieces one at a time.

- The fourth Lizardman is stirring a large pot of a bubbling stew. If attacked, she will lift the stew and attempt to dump it onto any attackers. This attack should hit everyone unless some are exceptionally far away. This has no effect on the thick scales of the Lizardmen.

- Save vs. Breath to avoid 1d4 damage. The stew is hot water with carrots and chunks of rutabaga.

5. Egg Clutch A

Guarded: Three **Geckos** with fire immunity

- The clutch is warm and Fire Geckos nervously guard their eggs in the dark. They rest atop the eggs, warming them with the fire that dances in their bellies.
- The Creatures here use the stats of the Gecko with fire immunity. They will attack anything that enters the clutch.
- Treasure: The eggs disintegrate if jostled or moved. There is a 1-in-6 chance each egg can be carried. There are 1d4 eggs, each worth 200gp.



6. Pantry

Guarded: One **Lizard Man**

- The Lizardman in this room is searching for something to eat and will try to flash colors to explain he isn't hostile. He will never attack first, but will defend himself.
- If he is repeatedly spoken to the Lizardman will assume the party is holding him captive and try to fight.
- The pantry is stocked with preserved meat, beef and pork, as well as more food and drink that can also be found in **3. Barracks**.
- The Lizardman will attack with anything at hand, striking with a kitchen knife (dagger).
- Treasure: The pantry is lit by a candle upon a silver candlestick worth 200sp.

7. Kitchen and Messhall

Guarded: Six **Lizardmen**

- Relaxing and eating, the lizards here are also surprised on a surprise roll of 1, 2, 3, or 4.
- Lizardman chefs prepare bubbling pots of hearty stew that smells of vegetables and honey. Superheated rocks cook the stew and the room is quite warm.
- Four of the Lizardmen here are merely cooks and attack with kitchen knives (dagger). Each round a chef will dump their soup towards any attackers.
- Save vs. Breath to avoid 1d4 damage. Lizardman chefs will perform fighting withdrawals if no others are in a position to attack with soup.
- The other two Lizardmen are guards, armed normally.

- Treasure: The silverware in this room can fetch 100sp.

8. Jail Cell A

Occupied: One **Normal Human**

- The cell door is solid with a large padlock on the outside and a small barred window at eye-level. Inside the cell is a cushioned bed and a desk.
- A human craftsman named Geraldo occupies the cell. He appears healthy and well fed, but is frightened of the Lizardfolk.
- He will tell any rescuers that he was forced to build a pair of goggles following a schematic given to him by the Lizardmen.
- He does not know the reason why he was forced to build them or what the goggles even do. Geraldo has deduced that they make colors more vibrant for the wearer.
- He is somewhat correct: the goggles can translate the color

language of the Lizardmen and allow for communication. The goggles (and their description) are in room **12**.

Museum.

9. Jail Cell B

Occupied: One Gnoll NPC
(Stats Given)

- A small cell where a gnoll named Fizz Filthgleam sits angrily inside, occasionally lashing out at the walls around him and raking the wood with his claws.

- If freed, he will not attack any rescuers. He will offer a 50gp gemstone to any gnomish rescuers, as he views gnomes as his ancestors. If there aren't any, he will give a single 50gp gemstone to the shortest adventurer.

- The gnoll will tell any rescuers that he saw a statue of a gnoll god (or hero) in **12. Museum** that is enchanted with beneficial gnoll magic.

- If Fizz is hired as a retainer or is encouraged to aid any rescuers somehow you may use the following stats.

| |
|--|
| <ul style="list-style-type: none">• AC: 6 [13] (Leather Armor + shield)• Hit Points: 5• Attacks: Spear (1d6)• THAC0: 19[0]• Movement: 90', (30')• SV: D12 W13 P14 B15 S16• Alignment: Chaotic• STR 13 INT 11 WIS 8• DEX 11 CON 7 CHA 9 |
|--|

10. Jail Cell C

Occupied: One **Living Statue (Crystal)**

- This cell lacks a bed or a desk. The floor is cluttered with ruined scraps of paper drenched in brightly colored inks and paints. A smattering of blood on the walls and ceiling has recently dried.

- In the center of the room stands a Living Statue in the form of an unknown human. A red gemstone pulses with magic in the center of the statue's chest. The statue is motionless and will attack anything that opens the locked door.

- Treasure: Among the litter is 117sp. The gemstone heart of the statue can fetch 500gp.

11. Storage room

- Rows of shelves upon the walls are stacked high with bottles of dried paint.

- In the center of the room is a booth for creating magical statues. The booth has three waist high walls and a turntable on the floor for chiseling the statue.

- Surrounding the booth are unfinished and broken statues ranging from tiny sizes to human-sized. A small desk next to the booth has sheets of

blank paper weighted down by chisels and hammers.

- There are signs of battle here: shattered bottles, upturned furniture, and a crack in the turntable. It no longer spins.

Treasure: Under the cracked turntable is an enchanted Gem of Animation.

Gem of Animation

- A small brass colored gemstone with 1d6 charges.
- A charge can be expended to animate a tiny statue made of clay or stone.
- The statue will follow the one who expended the charge, even if the gemstone is later lost.
- The statue will not engage in combat, but is strong enough to carry up to five pounds.
- The statue can fly only if the original statue had wings.
- The statue will return to normal if it is ever more than 30 feet from the user.

12. Museum

Guarded: Paint Golem

- The room is guarded by a large golem of paint. Globes of color drip from the creature with each step, but quickly evaporate. The golem is mindless and will attack any non-Lizardman that enters this area.

Paint Golem

- AC: 6[13]
- HD: 4+6**(24)
- Att: 2 x Fist (1d6) or 1 x paint spray (1d6)
- THACO: 15[+4]
- Movement: 60'(20')
- SV: D10 W11 P12 B13 S14
- Morale: 12
- Alignment: Neutral
- XP: 225

> Paint Spray: All within 10' of mouth suffer damage (Save vs. Breath for half).

> Spell: **Color Spray**

> Spell: **Chromatic Orb**

> Alcohol Soluble: Alcohol from any source causes death (Save vs. Death). If saved successfully, the alcohol deals 1d10 damage.

- The Museum contains a variety of art objects and treasures. The items with magical abilities or substantial value are as follows.

- Statues
- Books
- Artifacts - Including goggles capable of translating the Lizardfolk language.
- Small shrine

Gnoll Statue

- When touched, the statue will cast Barkskin twice. Once on the shortest adventurer in the party, and again on the adventurer with the longest weapon.

- If there is a tie for either case, it will cast at random.

- This spell lasts for 1d6 hours. The statue's magic takes a year to recharge.

Books On Display

- Two of the books are written in Common and can be sold to a collector or intellectual for 500gp each. Ordinary merchants will buy them, but only for 200gp each.
- The first book is titled “Physiological Differences Between Drow and Elves, Third Edition”. The book contains information on the anatomy of the titular races. An ink-stain has drenched the latter half of the book, and the leather spine creaks in agony.
- The second book is titled “Symbological Idiographic Origins and Powers”. The book details clerical and holy symbols from around the world, detailing their origins and uses in temple practices. The book is pristine and smells of fresh ink.
- The third book is not written in Common. The pages have been splashed with bright

pigments and moody inks. A rainbow of color splotches litter the cover. With the translation goggles the title can be read as “An Analysis of Gift Giving Across Cultural Societies”. The book is worthless to merchants.

Artifacts

- Historical artifacts sit here in glass cases. The majority of the artifacts are from ancient Estecoan societies.
- Vessels for grain and liquid, most of them cracked, are decorated with etchings of Lizardmen in headdresses.
- One particularly large platter shows a Salamander man surrounded by Lizardmen with spears in the center of the dish. The Lizardmen are in a circle around the Salamander man with spears pointing to the edge of the plate. An inch away from the edge of the plate is a white circle of bones. On the edge are images of snakes.

The artifacts are worth nothing to humans, but if they are taken, the Salamander King in **19. Top Deck** will offer 1000gp for their return, assuming communication becomes possible.

Translation Goggles

- Among the artifacts lie the goggles created by Geraldo in room **8. Jail Cell A**. They sit upon their schematic.
- The goggles cover both eyes with two kaleidoscope-like tubes. Looking through the kaleidoscopes requires donning the goggles. They are disorienting and painful.
- Small hooks attach the goggles to one's eyelids, but the goggles can be safely taken off if care is taken to remove the hooks.
- The goggles magically translate the lizard color language into Common as colors pass through the lenses into the wearer's brain.

Similarly, brain waves are translated and transmitted through the goggles outward as well, allowing Lizardfolk to understand any language known by the wearer.

- Once it's possible to talk to the Lizardfolk, any found will claim innocence and request an audience on behalf of their King in area **19. Top Deck**.

Estec Shrine

- A moonstone bowl etched with draconic runes sits atop a shrine. A silver orb adorned with amber and amethyst has been set firmly in the center of the bowl.
- A silver figure of a Shark man wielding a spear sits upon a wooden box. The box contains 1d100pp.
- The shrine radiates with holy energy. Those with divine spellcasting can pray at the shrine for 10 minutes to receive a random blessing from a Shark god of Estec.

The treasures upon the shrine can be taken and will sell for 750gp in total, but the shrine will become inert and all blessings will cease functioning. In addition, the shrine will cast **Blight** on everyone present.

1d8 Random Blessings

- 1: The shrine casts **Bless** targeting the supplicant. It lasts for three hours.
- 2. The shrine casts **Striking** on the primary weapon of the supplicant. It lasts for an hour.
- 3. The shrine offers them a glimpse of an impending death, any details such as who is attacking in the vision are impossible to glean. Only a vague weapon is visible. The next attack made against the supplicant will miss. The player should not be told the mechanical benefit of this boon until it happens.
- 4. The shrine ensures the arm of the supplicant will strike true. The next attack made by the supplicant will hit.
- 5. The shrine fulfils the hunger of the supplicant for 1d20 days.
- 6. The shrine casts **Speak with Animals** on the supplicant. This spell only allows the supplicant to talk with predator animals that live the majority of their time in the water. This spell lasts for 1d6 months.
- 7. The shrine offers focus to the supplicant, and grants 500 experience points.
- 8. Roll again. This time, the blessing affects any companions of the supplicant



13. Art Workshop

- A working booth for chiseling statues with an adjoining desk lies surrounded by unfinished statues. A turntable rotates freely on the ground in the center of the booth.

- Pottery wheels line the room, and a kiln radiates with heat.

- A canvas lies next to a pile of rags that smell of alcohol. The canvas is blank, its paint stripped off.

Treasure: The room contains 400sp in coins in a locked compartment of the desk. There is 100gp in unfinished pots and figurines.

Kiln Spirit

- A spirit of fire lives in the kiln and wisps of elemental fire drift through the air.

- When outsiders enter the workshop, the Kiln Spirit will attempt to converse in druidic languages, and elemental languages.

- The spirit will hide and the kiln will appear inert if any visitors cannot speak to it.

- If the spirit is spoken to in a language it understands, it will ask for a donation of magic.

- To donate magic any class with spellcasting may expend a spell-slot of any level without gaining the benefit of the spell. In return, the spirit will grant a **Ring of Fire Resistance**.

14. Art Supply Room Locked Door

- This room has slabs of rough-hewn stone loaded onto crates ready to be carried to the sculpting booth.
- Barrels of clay sit adjacent to crates of paint. The dyes and paints here are vibrant and formed from rare pigments.
- A canvas lies between the barrels with its artwork destroyed, torn off by the alcohol soaked rags nearby.

Treasure: A merchant would buy the pigments for 500gp. The four bolts of cloth can be sold for 200 sp each. An additional 250sp in raw silver has been sewn into one of the bolts.

15. Egg Clutch B

Guarded: Three **Geckos** with fire immunity

- A step down into this clutch leads to in a few inches of boiling water where the eggs are partially submerged. Entering the water, and ending your turn in it, inflicts 1 damage.

Treasure: A fire opal worth 400sp can be found in the belly of a Gecko.

The eggs disintegrate if jostled or moved. There is a 1-in-6 chance the eggs can be carried. There are 1d4 eggs, each worth 200gp.

16. Pantry B

- A large larder stocked with preserved meats and cheeses and casks of slurry-beer.
- A desk at the back of the pantry has dozens of strings laid horizontally across the desktop.

- The colorful beads are tied to the string in seemingly random intervals. If examined while wearing the translator goggles the strings can be read as a letter.

- The letter is addressed to “Steward Pa-Khems” and details disappointment that humans cannot understand the writer. The letter is unfinished and unsigned.

Treasure: The preserved food can be taken as 10 rations. Fine kitchenware found here can be sold for 700sp.

Locked Safe: A locked safe in a lower desk drawer contains 300gp in coins and **Bracers of armor (AC 6 [13])**.

17. Main Kitchen

- The main kitchen for the barge sits mostly undisturbed. Kitchenware is put away into drawers.

- Large stones, cool to the touch, sit underneath empty pots and cauldrons. A pile of dirty dishes float in the water of a large basin.

Treasure: 500sp in coins can be found in a small wooden box in the drawers. A 800gp citrine gemstone lies at the bottom of a cauldron.

18. Dining Room

- An impressive dining room for visiting guests, this area has fabulous furniture and a finely crafted rug.

- The tableware is luxurious and three casks of wine rest on the far wall. Silver cups with strange landscapes etched into them sit on finely tailored square cloths.

- A small candle burns atop a jade candlestick and the room smells faintly of cherry.

- The room has recently been cleaned and dusted. A key for the topmost door in the stairwell, to enter area 19. Top Deck, can be found on the table wrapped in cloth.

Treasure: The cups and candlestick can be sold for a total of 1100 gp. The wine is an extremely rare and very old cherry wine from a kingdom that no longer exists. Each cask can be sold for 500gp.

19. Top Deck

Guarded: Two **Lizardman** and one Salamander King (Treat as **Horned Chameleon**, ignoring its camouflage surprise ability).

- A large Salamander man lies at the center of the top deck of the barge. Coiled around a superheated rock, hundreds of brilliant colors constantly flash from his back.

- His brilliance in color is complimented by the gleaming

- If anyone enters the top deck and is not wearing the translation goggles, the king will instantly attack along with his two royal guards.

Treasure: 3000gp in jewelry can be found on the king's body.

- If your party is wearing the translation goggles the king will plead for the party to stop their attack.

- Introducing himself as "King Mazatl" he will tell the party his Lizardfolk are good people and didn't hurt anyone.

- They wanted to give gifts to the people who live nearby but were attacked.

- Mazatl will apologize for kidnapping Geraldo, and explain he needed a human mind to build the translation goggles.

- Because Mazatl kidnapped Geraldo, he will understand why he was attacked and is willing to forgive for the slaying of his people if he is forgiven for kidnapping Geraldo.

- If Geraldo is asked and learns the Lizardfolk are good he will realize he was treated well and is willing to forgive.

- King Mazatl is a generous host and offers his barge as temporary lodgings for the PCs. They can rest and eat at the barge as long as it remains here.

- King Mazatl will certainly ask for help from the PCs, his requests can be found in the following “What’s Next?” section.



What's Next?

- King Mazatl could become an important patron. He could ask for help with the following problems, offering treasure as rewards. Use this section as a springboard for further adventures once your PCs have cleared the barge. Mazatl could offer any quests you like, or slink back to his kingdom.

Potential Hooks

- The King wants friendly relations with the nearby humans. He could ask the PCs to travel to all the nearby villages and offer to set up a parlay between them and the King. Perhaps they must perform further favors for all the village chiefs nearby as well?
- The King is desperate for workmen to aid in repairing the barge, he'd like to get back underway to continue his voyage. He will ask the PCs to

find a company of shipwrights to come and rebuild the ship.

- The King has a jewel encrusted necklace he would like to offer to a nearby king or queen and will ask the PCs to deliver it. The necklace is worth 5000gp.

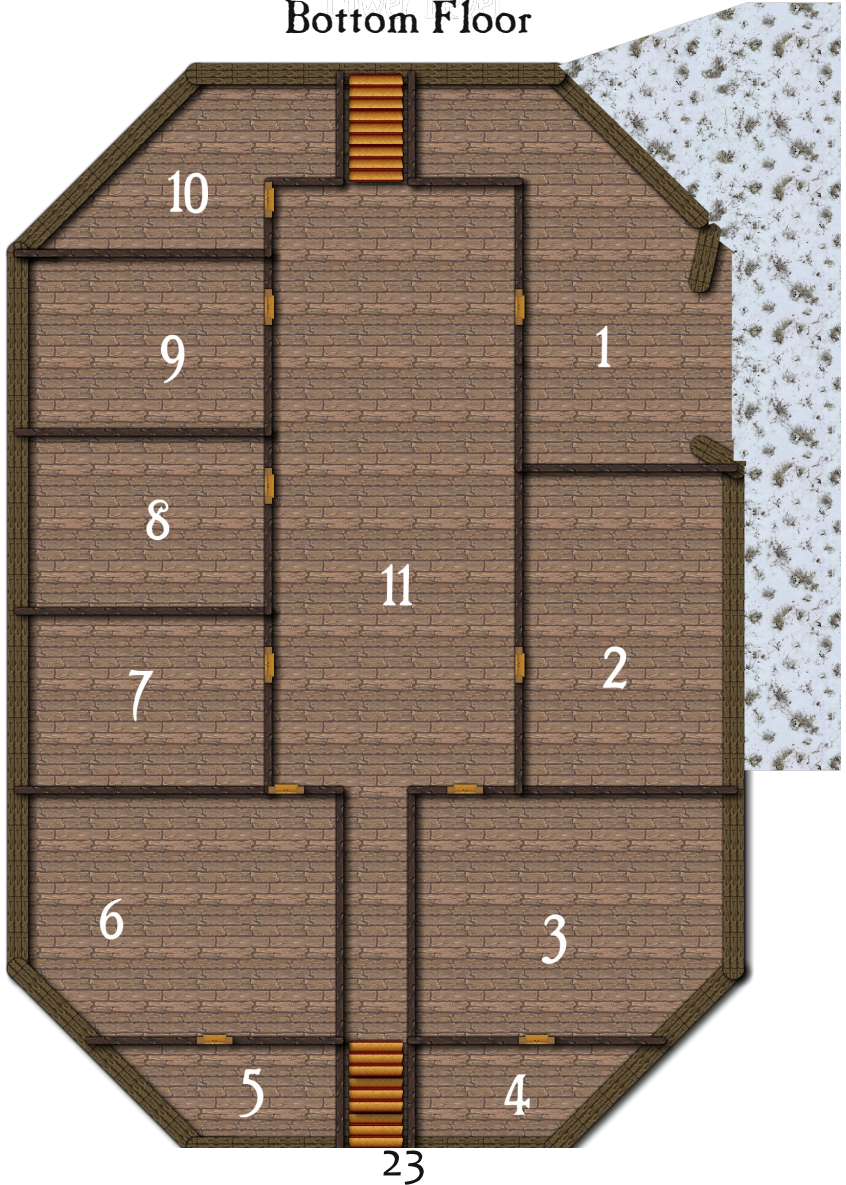
- The pirates ship is nearby and may be actually harassing villages. Alternatively, the treasure map leads to somewhere nearby. (See wandering monster table)

- A rival kingdom of Lizardfolk are headed to assassinate King Mazatl, or attack humans.

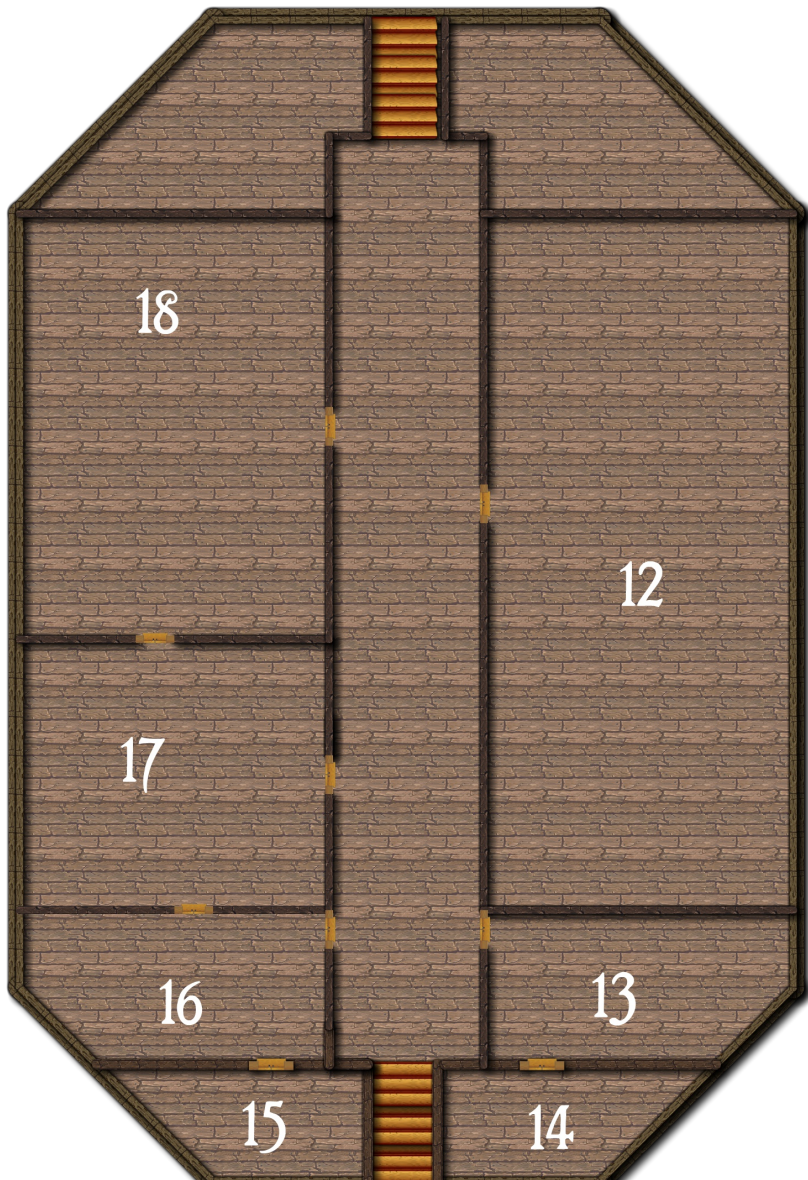
- A nearby tribe of gnolls have been harassing Mazatl's people and the King would like to return the magical gnoll statue. The statue was half buried in mud when Mazatl found it, but is happy to return it to make amends.

Keyed Maps

Lower Level
Bottom Floor

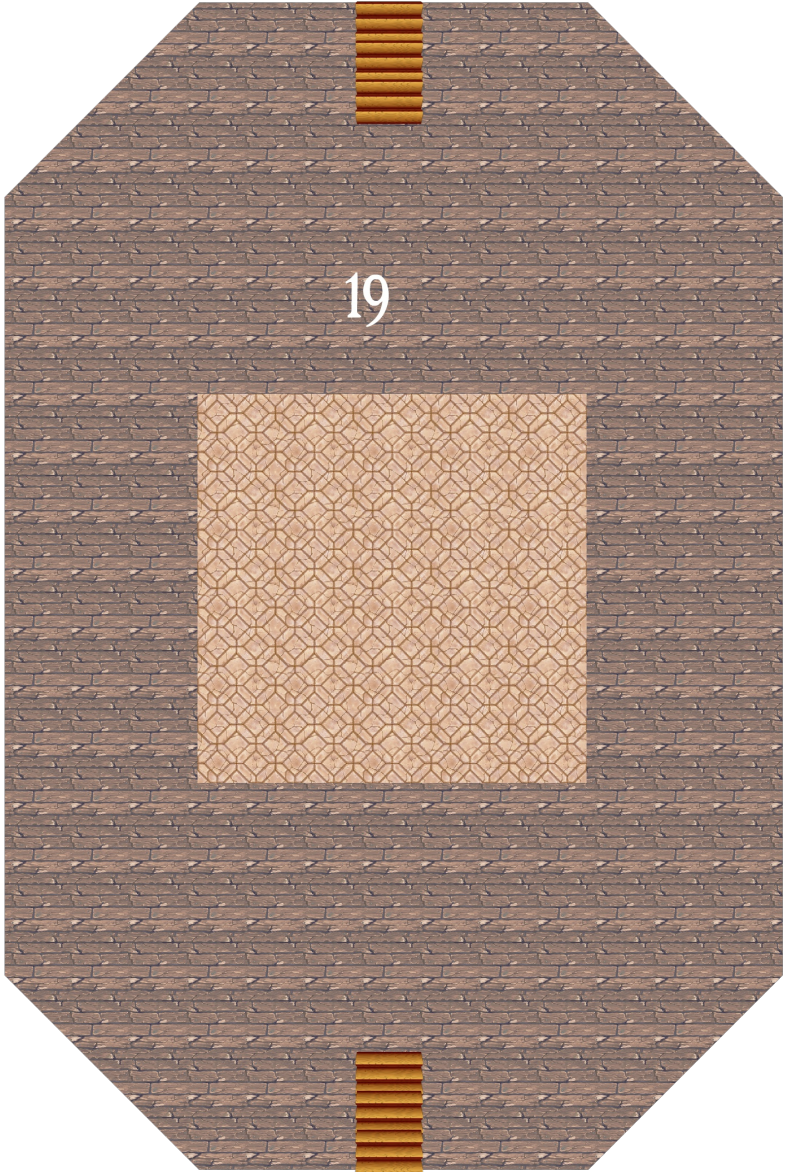


Middle Floor



24

Top Floor



19

25

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A barge of Lizardfolk from a distant land has crashed upon the shores of a local river. The good natured Lizardfolk speak in a language so strange and foreign that many mistake their friendly diplomats for vicious raiders. They now guard their crash site while they lick their wounds. Within these pages one can find an adventure designed for use with Old-School Essentials and the world's greatest roleplaying game. This module contains 19 keyed areas and a map. Explore their strange ship, investigate odd relics and an almost imperceptible language. Will your party find new friends among the Lizardfolk, or old enemies?



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