

[October 30, 2020]: Ghosts of Saltmarsh: Session #15 - "Thousand Teeth"

The lizardfolk scouts, Silthru and Troggutosh (the former has the pseudo-dragon) will arrive in the late morning and to bring the party most of the way to Thousand Teeth's lair and will direct them along the broken walkway towards the pond area. The mound will seem a little chaotic in the morning, and if asked, Silthru will explain that some hatchlings went missing and had to be found. They turned out to have wandered away from an unwary caretaker. The queen is angry and will not see the PCs before they head off.

However, before Thousand Teeth arrives, Litrix and his loyal attack. Four rounds into the combat the crocodile attacks. Who it attacks depends on the layout of the fight.

Thousand Teeth: 97 hps | **Litrix:** 33 hps | **Lizardfolk Scale shield (Krawsh):** 35 hps | **4 lizardfolk:** 25 hps each

LIZARDFOLK SCALESCHILD

Medium humanoid (lizardfolk), neutral

Armor Class 16 (scale mail, shield)
Hit Points 32 (5d8 + 10)
Speed 30 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	10 (+0)	14 (+2)	7 (-2)	12 (+1)	7 (-2)

Skills Athletics +4, Perception +3, Survival +5
Senses passive Perception 13
Languages Draconic
Challenge 1 (200 XP)

Hold Breath. The scaleschild can hold its breath for 15 minutes.

ACTIONS

Multiattack. The scaleschild makes two melee attacks, each one with a different weapon.

Morningstar. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 6 (1d8 + 2) piercing damage.

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage.

Spiked Shield. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage.

REACTIONS

Shield Block. If an ally within 5 feet of the scaleschild is hit by an attack, the scaleschild can reduce that attack's damage by half.

LIZARDFOLK SHAMAN

Medium humanoid (lizardfolk), neutral

Armor Class 13 (natural armor)
Hit Points 27 (5d8 + 5)
Speed 30 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	10 (+0)	13 (+1)	10 (+0)	15 (+2)	8 (-1)

Skills Perception +4, Stealth +4, Survival +6
Senses passive Perception 14
Languages Draconic
Challenge 2 (450 XP)

Hold Breath. The lizardfolk can hold its breath for 15 minutes.

Spellcasting (Lizardfolk Form Only). The lizardfolk is a 5th-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 12, +4 to hit with spell attacks). The lizardfolk has the following druid spells prepared:

Cantrips (at will): *druidcraft*, *produce flame*, *thorn whip*
1st level (4 slots): *entangle*, *fog cloud*
2nd level (3 slots): *heat metal*, *spike growth*
3rd level (2 slots): *conjure animals* (reptiles only), *plant growth*

ACTIONS

Multiattack (Lizardfolk Form Only). The lizardfolk makes two attacks: one with its bite and one with its claws.

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage, or 7 (1d10 + 2) piercing damage in crocodile form. If the lizardfolk is in crocodile form and the target is a Large or smaller creature, the target is grappled (escape DC 12). Until this grapple ends, the target is restrained, and the lizardfolk can't bite another target. If the lizardfolk reverts to its true form, the grapple ends.

Claws (Lizardfolk Form Only). *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 4 (1d4 + 2) slashing damage.

Change Shape (Recharges after a Short or Long Rest). The lizardfolk magically polymorphs into a crocodile, remaining in that form for up to 1 hour. It can revert to its true form as a bonus action. Its statistics, other than its size, are the same in each form. Any equipment it is wearing or carrying isn't transformed. It reverts to its true form if it dies.

LIZARDFOLK

Medium humanoid (lizardfolk), neutral

Armor Class 15 (natural armor, shield)

Hit Points 22 (4d8 + 4)

Speed 30 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	10 (+0)	13 (+1)	7 (-2)	12 (+1)	7 (-2)

Skills Perception +3, Stealth +4, Survival +5

Senses passive Perception 13

Languages Draconic

Challenge 1/2 (100 XP)

Hold Breath. The lizardfolk can hold its breath for 15 minutes.

ACTIONS

Multiattack. The lizardfolk makes two melee attacks, each one with a different weapon.

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage.

Heavy Club. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) bludgeoning damage.

Javelin. *Melee or Ranged Weapon Attack:* +4 to hit, reach 5 ft. or range 30/120 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage.

Spiked Shield. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage.

CONSTRUCTOR SNAKE

Large beast, unaligned

Armor Class 12

Hit Points 13 (2d10 + 2)

Speed 30 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	14 (+2)	12 (+1)	1 (-5)	10 (+0)	3 (-4)

Senses blindsight 10 ft., passive Perception 10

Languages —

Challenge 1/4 (50 XP)

ACTIONS

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one creature. *Hit:* 5 (1d6 + 2) piercing damage.

Constrict. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one creature. *Hit:* 6 (1d8 + 2) bludgeoning damage, and the target is grappled (escape DC 14). Until this grapple ends, the creature is restrained, and the snake can't constrict another target.

THOUSAND TEETH (CROC)

Huge monstrosity, neutral evil

Armor Class 14 (natural armor)

Hit Points 90 (9d12 + 27)

Speed 30 ft., swim 50 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	10 (+0)	17 (+3)	3 (-4)	10 (+0)	7 (-2)

Saving Throws Str +7, Con +6

Skills Athletics +7, Stealth +6

Senses passive Perception 10

Languages —

Challenge 6 (2,300 XP)

Hold Breath. The crocodile can hold its breath for 30 minutes.

ACTIONS

Multiattack. The crocodile makes two attacks: one with its bite and one with its tail.

Bite. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 3d10 +4 piercing damage, and the target is grappled (escape DC 16). Until this grapple ends, the target is restrained, and the crocodile can't bite another target.

Tail. *Melee Weapon Attack:* +8 to hit, reach 10 ft., one target not grappled by the crocodile. *Hit:* 2d8+4 bludgeoning damage. If the target is a creature, it must succeed on a DC 16 Strength saving throw or be knocked prone.

LEGENDARY ACTIONS

The thousand teeth (croc) can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The thousand teeth (croc) regains spent legendary actions at the start of its turn.

Detect. Thousand Teeth makes a Wisdom (Perception) check.

Lunge. Thousand Teeth moves up to half its speed.

Bite (costs 2 actions). Thousand Teeth makes a bite attack.

The queen will send two representatives to return to Saltmarsh with the party, Sgt. Krunk and Troggotosh. It will be up to the party how they want to approach town with their new allies. Options include:

1. If the party enters town the normal way, via the Brackwater Road they will not get far before curious townsfolk, esp. kids start gathering round to ask questions and get glimpse at the lizardfolk. Eventually Tito and some of his crew will arrive to harrass the PCs and the lizardfolk on behalf of their masters. They will do what they can to make the lizardfolk feel unwelcome.
2. If the party goes around the long way to enter by the west gate, they will be accompanied to the barracks and the bailiff will be summoned right away.
3. Another possibility is approaching via the sea-grove of Tethys and then having the prefect and bailiff meet the new potential allies clandestinely there.

Upon hearing about the sahuagin threat, and taking seriously the First Minister's push to solidify relationships with non-human communities in Makrinos, Anders Solmor will agree that some kind of alliance needs to be worked out and there needs to be an increase in watch over the water. He also figures, that if an agreement can be worked out with the lizardfolk queen, the Saltmarsh government can provide some weapons and maybe the lizardfolk will turn on their former business partners.

Regardless, it will take some time for the next steps to be arranged. The party will have three or four days to rest.

Upon returning to The Snapping Line, they will find a message from Loren the Sage waiting for them, asking them to return. He still has a spell book for them and wants help looking into something going on in the Black Fens again. However, on the second night after returning, Bob will arrive to try to recruit the party to seek out and salvage the Empress of the Waves.

Bob will explain that he is a procurer and a mediator, and as long as he gets paid, he doesn't much care why or for what. He explains that his his contacts have told him that Anders Solmor plans to hire the party to seek out a ship thought sunk but recently sighted of Makrinos's southwestern shore in the Sandspine Shoals of the Kevoc Ocean. Bob asks the party if they know that Solmor's parents died under mysterious circumstances, and there have long been rumors that Anders himself did it to grab power. His guess is that prefect's trust for the party to retrieve a safe from the ship is because it hold some kind of evidence of what happened to them. But more importantly, it purportedly has promissory notes worth at least 100000 gold pieces from a temple of Marduk—something Bob says he can cash in for them and will split with them minus a 10% finders fee to pay off some contacts (so about 18000 each) and they can keep whatever else they find. He worries that the box is sealed by magic, using a password only Solmor knows, so the party will have to find a way to open it on their own.

- Bob encourages the party to accept Solmor's offer for the salvage operation, return whatever he asks for, but keep the rest and share it with him. In the meantime, he has a connection to make with the dwarves, helping them with some issue (not quite), but will leave word of where to hook up with him with Blind Butchie once they return.
 - Within the safe is actually a Letter of Marque giving the Sea Ghost permission to patrol and travel the island's eastern shore that is signed by Flora Oweland.
- He will put off any kind of explicit reconciliation with Thron, saying they can talk about their relationship, past and future, once this is taken care of.

- He explains he was in the vicinity of Brackwater when he realized Thron was in town, because news of what happened on the Sea Ghost reached him. He came back to town, asked around, found out the party was in Dunwater. Must have just passed each other on the way back.

Late the next day, Prefect Anders Solmor will once again summon the party to explain that while the details of the alliance of with the lizardfolk and the other peoples are worked out (and the next steps for defending against a sahuagin assault are being determined), he'd like to hire the party to check out a personal matter for him. He offers the following terms:

- 600 gps
- Solmor retains right of first refusal on anything they retrieve, but will pay 10% of the value of whatever he chooses to keep. Otherwise the party can keep all other salvage, except...
- There is a box marked with the family "S and Sun" sigil that is the most important thing to be retrieved and should not be open. It should be in a wooden crate with a similar sigil.
- He will book a ship to bring them there and back.