

SKULL COVE ERUPTION

Recommended Lvl 2-4

Terrain

Every stairway rises 10ft; e.g. the bottom left peninsula is 20ft up as it's up two stairs.

Rotgut's Lookouts

Rotgut (as **Bandit Captain**) is a disgraced naval officer turned pirate, in command of 4 pirates (as **Bandit**) and entertaining an errant **Noble** here to pick up the shipment. An infamous drunk, he is capable of breathing fire as if a Gold Dragonborn by spitting liquor. They're keeping watch for the next shipment of illicit goods.

Skull of the Giant

A hewn monument to an ancient sorcerer-giant, the Skull contains a fragment of his soul. In the presence of death it awakens to unleash volcanic energy. Within him are 4 **Magma Mephits**, waiting to burn.

Party Involvement

The local authorities (legitimate or rival criminals) offer 150gp for the party to take down Skull Cove as a smuggling destination. They offer an additional 50gp if known deserter **Rotgut** is taken alive.

Phase 1 : Rotgut's Lookouts

Rotgut is distracted and his lookouts bored.

- DC 12 **Arcana, Religion, or History check** on the skull reveals it is related to an ancient sorcerer-giant associated with volcanoes and the Forge domain.
- **Rotgut** and the **Noble** play cards in the pavilion, distracted.
- The lookouts have an effective Passive Perception of 10, but are primarily focused on the southern approach waiting for the boat to be over with their shift.
- They are resentful of **Rotgut** and will betray him at first opportunity.
- Stealth and combat proceed normally until the first creature hits OHP—quakes force all creatures to make a DC 15 **Strength save** or fall prone/over nearest ledge.
- Phase advances to 2, +1 at the end of each round from there.

Lava

Creatures in the same square as lava at the

beginning of the round or for the first time on their turn suffer 3d8 fire damage. It is difficult terrain.

Flames

Creatures in the same square as fire at the beginning of the round or for the first time on their turn suffer 2d6 fire damage and burn for 1d6 at the start of their turn thereafter.

Phase 2+: Giant's Wrath

The lava bursts forth.

- 4 **Magma Mephits** ride the lava out and attack the nearest creatures.
- The Skull's Lair Actions begin.
- The pirates and noble attempt to flee.

Skull's Acts : Lair Actions

The Skull's save DC is 14.

- **Entropic Release**: 1 creature makes a **Constitution save**; on failure, they burst into flames suffering 2d6 Fire damage on their first turn and 1d6 at the start of their turn after.
- **Volcanic Will**: 1 creature makes a **Wisdom save**: on a failure, they must make an unarmed attack against the nearest creature. They continue to do this until they pass the save at the start of their turn or suffer any non-Fire damage. They have Fire resistance for the rest of the encounter.
- **Skullsplitter**: up to 4 creatures make an **Intelligence save**. On a failure they are crippled by an overwhelming headache, taking 3d4 Psychic damage and having to choose between movement or taking an action on their next turn.
- **Slag Metal**: up to 1 creature's non-magic metal weapon or armour begins to inflict 2d6 fire damage on them until removed or doused in fire. If this persists for 3 rounds, the weapon/armour is slagged.
- **Call of the Grave**: one creature makes a **Charisma Save**; on failure, they gain 10 temp HP but have Disadvantage on all death saving throws until the encounter's end.

This encounter is created for **Secret Docks Battle Map**, it can be downloaded here:

<https://www.patreon.com/posts/secret-dock-map-69535306>