DRAGON'S REST

Pathfinder 2E Compatible, Suggested LvL 1-3

Setup
Local river traffic has gone missing around Dragon's Rest, river pirates are suspected. A bounty of 15gp is offered to remove the offenders and restore the flow of boats.

Deadscale Raiders
The Deadscale Raiders (4 **Kobold Warriors**) are led by **Deadscale** (**Kobold Scout**, knows **Produce Flame** (CON caster)), a former mercenary turned pirate when his employer was killed by river monsters. All have a 25ft swim speed. They have one **Guard Dog** and a rowboat stashed in the shrubs by the dragon's head.

Dragon's Eye Ember
The recessed eyehole of the dragon has built up swamp gunk in it but glows yellow with the spirit of fire—all Fire damage dealt or received is doubled while there.

Planks
Any movement that crosses the slicked planks takes a DC 15 **Acrobatics** check for anyone but the **Deadscale Raiders**, who are used to the terrain. On failure, the creature falls prone at the end of their movement and off into the water.

Arriving at Dragon's Rest
The party knows there have been disappearances along the river.
- DC 17 Persuasion gets locals to reveal they've seen suspicious movement around the old dragon's skull. Succeeding by 22 or more leads the party to meet an old mercenary who knows **Deadscale**. and suspect it's him. They will divulge **Deadscale's** abilities—in return for a drink and promise of anonymity.
- DC 18 **Survival** tracks the **Deadscales** to the dragon's head.
- DC 16 **Investigate** around town shows some goods have had their labels and maker's marks poorly obscured and disguised as "fire damage." DC 17 **Arcana** confirms it was a magical fire that caused it.
- A scared local merchant will offer his craft (as Rowboat but twice as long) if the PCs want to travel the risky path and get ambushed.
- Traveling overland to scour the banks is covered by the Survival check. If it fails, the PCs must camp in the swamp for the night before finally

stumbling upon the site the next morning—or make a DC 19 **Fort** save to keep pushing, suffering fatigue.

The Ambush
The **Deadscale Raiders** are positioned along the banks with weapons ready, **Deadscale** himself is in the Dragon's Eye. Perception DC 13 to detect. They will open fire and aim for the lightest armoured yet deadliest foe they see.

Battle is Met: the Attack Begins
The raiders aim to get their loot.
- The **Raiders** will move to board river craft or reform around the skull to answer an overland attack.
- The **Deadscale Raiders** have a "no witnesses" policy and will only spare surrendering parties with good reason (like knowledge of great treasure) and a DC 20 Diplomacy check.
- Their hound stays on shore to defend **Deadscale**.
- If blood is shed on the Dragon Skull, the bleeding party suffers 2d4 fire damage as the bone sparks and the fire travels over their blood like oil.

Deadscale's Reactions
Save DC is 18. DC 18 Perception to see traps. Deadscale may pre-place up to 3 of each trap type at DM discretion.
- *Scent Bomb:* Deadscale tosses a brown bottle with a rancid cork and foul liquid at a space within 50ft. All within 10ft of the target make Ref save; they become **Scented** and the hound gains +3 circumstantial bonus on attacks against them until they are washed off (single Action).
- *Snare:* low quality Trip Snare deployed on a 15ft line is crossed and the creature moving over it makes a Ref save.
- *Rocks to Go:* a rotting crate stuffed with rocks is hoisted by concealed rope high in a tree. **Deadscale** pops a quick shot to rip the rope and the box falls: creatures below make a Ref save, moving 5ft out of the way on a success and taking 2d4+4 bludgeoning while falling prone on failure.

This encounter is created for **Dragon Skull Battle Map**, it can be downloaded here:
https://www.patreon.com/posts/dragon-skull-map-77806887