

ISLES OF TRIALS

Each stairway represents a 10ft elevation change.

Party Takes the Trial

To earn entry to the Sky Temple amidst the clouds, the party must overcome the trial: keep and hold the central island in non-lethal combat. The side with a participant standing in the center when every ring turns red wins. This is a sacred rite and no complication invalidates or stops the contest.

The trial is supposed to be a non-lethal full contact mock combat, but the ritual continues regardless of spilt blood.

Passkeeps of the Skyways

One **Acolyte** (with a single cast of **Gust of Wind**) and five **Cultists** contest the party. They're unaware of the **Wyrmling** and will attempt to evade it, fighting in self defense if necessary.

Wyrmling: Interloper Amidst the Clouds

A **Copper Dragon Wyrmling** has taken up residence beneath the central platform.

Red & Blue Runes

Standing on or passing 5ft over a lit rune, a creature makes a DC 13 Athletics or Acrobatics check:

- Red: thrown 5ft away from the platform's center on failure, blown 5ft forward on a success.
- Blue: all movement is difficult terrain until the end of next turn on failure, fall damage is halved until end of your turn on success.

Phase 1-2: The Trial Begins

The party starts on the southern platform and the **Passkeeps** to the northwest.

- Passive Perception of 15 detects a faint snoring from beneath the platform.
- a DC 13 History or Arcana check will suggest wyrmlings sometimes nest in these floating isles.
- initiative is rolled when the whistle is blown or any creature makes their move off the platform.
- phase advances by 1 at the end of each round.

Phase 3+: Wyrmling Awakens

The shifting runes cause deep vibrations that awaken the **wyrmling**.

- it flies out from under the main platform 20ft below, then comes to attack anyone on the surface.
- the **wyrmling** attempts to knock all the creatures off into the sky below, dead or alive
- a DC 18 Animal Handling check can pacify the **wyrmling** for one turn, during which it will consider backing down if it's shown no threat or sudden violent movements—it will ignore future diplomacy if attacked during this time.

Wyrmling's Windbond Lair Actions

The Wyrmling is bound to the spirits of the wind here by cohabitation, and can command the winds thusly:

- *Strong Gale*: roll a d8 to pick a direction wind direction (1 is north, clockwise counting the rest): all creatures make a DC 15 Strength Saving or get pushed 15ft in that direction.
- *Against the Air*: a singular creature makes a DC 15 Constitution Save. On a failure they're lifted into an orb of air until the end of their next turn. They cannot use non-fly/hover movement, but all ranged attacks against them are at Disadvantage and they only glide down gently 10ft at the end of their turn, immune to fall damage from that movement.
- *Whispers of Gravity*: the world's turn pulls at up to three creatures the Wyrmling can see: they must make a DC 15 Wisdom saving throw or they may only move towards the edge of platforms, or off them, until the end of their next turn as if Frightened.
- *Runelash*: any creature within 5ft of a red rune must make a DC 15 Dexterity save; they take 2d6 bludgeoning damage as wind whips at them, halved on a successful save.