

# RAFTERS ABLAZE

## Setup

The party investigates strange sounds and chandelier shakes from the rafters.

## Terrain

The Chandelier is 20ft below the rafters.

## Azrabaryn, Lord of Fire & Ash

**Azrabaryn** (as **Fire Elemental**) considers this floating island its rightful domain, and intends to burn and claim it.

## Azrabaryn's Blessed Beasts

**Azrabaryn** enkindles a deep and destructive flame within the minds of cold blooded creatures to have them do its bidding with the offer of eternal glow amidst entropic flame. **Azrabaryn** has brought 4 **Giant Lizards** and 2 **Fire Snakes** to these rafters.

## Phase 1 : Arriving in the Rafters

The party arrives in the rafters on the map's southern edge.

- scent of fire and ash is unavoidable..
- DC 12 **Investigate** check reveals claw marks and slithering burn patterns along the wood.
- DC 14 **Religion** or **History** check reveals the Cloud Temple is a contested religious site, although the present temple has stood for hundreds of years.
- after the party starts investigating the chandelier sways slightly: a DC 13 **Perception** check will reveal a shadowy form of a snake trailing smoke that seems to have been briefly visible atop it.
- Phase 2 begins once the party lingers near the chandelier, or seek out the shadowy form.

## Phase 2 : Tink!

A link in the massive chain suspending the chandelier cracks suddenly.

- The 4 **Giant Lizards** leap out from the rafters above, and the 2 **Fire Snakes** emerge from the flames of the chandelier.
- initiative is rolled and at the end of every round, phase advances by 1.

## The Blaze

Anyone who begins or enters for the first time on their turn the flame, or who the flame spreads to at the beginning of a new round, suffers 2d4 Fire damage. Characters only suffer Fire damage from the flame once per round unless they exit and re-enter the blaze during the round.

## Phase 3 : Swing

The chandelier lurches and fire spreads

- creatures on the chandelier make a DC 13 **Dexterity** save or fall prone.
- the chain crashes down, any creature within 5ft of its impact makes a DC 15 **Dexterity** save against falling prone and taking 3d8 bludgeoning damage, halved on save.
- **Azrabaryn** emerges from the flame.
- **Fire Snakes** leap up into the patches of flame when the chandelier reaches full tilt.

## Phase 4 : Fall

The Chandelier crashes down to the **Cloud Temple Interior** map.

- creatures that would fall make a DC 14 **Athletics** or **Acrobatics** check as a reaction to reach solid rafter.

## Phase 5-6 : Burning Up

The fire rages until it burns itself out.

- when the fire stops burning, **Azrabaryn** will begin to dissipate and at the end of Phase 6's round it disappears.

## Acts of Azrabaryn

Azrabaryn has the following Legendary Actions and may begin using them before appearing:

- *Entropic Regeneration*: up to 2 creatures regain all lost HP from fire or cold damage as temp HP until new creatures are designated. This cannot prevent them from reaching 0 HP.
- *Snake from the Flames* (Recharge 6): a **Fire Snake** spawns from fire.
- *Streaks of Flame*: **Azrabaryn** casts Firebolt three times; bolts descend from the ceiling.
- *Ensnared by the Flame*: the fire comes alive and seeks to grab all creatures of **Azrabaryn's** choosing standing in the fire: these creatures make a DC 15 **Dexterity** save or become grappled and restrained until the end of their next turn. They may choose to end this at will by taking an additional 3d6 Fire damage to break free.
- *Fire Spike*: a 5ft wide 60ft long line of fire bursts forth from **Azrabaryn**. All creatures in line make DC 13 **Dexterity** save or suffer 3d8 Fire damage.
- *Warm Air Rising*: all creatures at the level of the rafters or above must make a DC 14 **Constitution** save or suffer 1d4 Fire damage from the intense sweltering heat all around them.