

# WELL OF THE SKY

## Setup

The Elemental **Azrabaryn** is assailing the upper levels (see: **RAFTERS ABLAZE**) as Malkiara the Traitor steals the Well's power. The party is arriving to receive a blessing.

## Terrain

Each level of stairs is 10ft further up, the upper walkways are 60ft up, the rafters are 120ft up.

## Malkiara the Traitor of Cloud Temple

**Malkiara the Traitor** (as **Drow Priestess** but Human, knows **Ice Knife**) knows disaster will strike soon, but uses the chaos above to unleash a vile plan: she and her 2 accomplices (as **Priest**) have arranged to be on tending the Temple's well today. They will steal the power there and let the Temple crash to the ground. She has a scroll of **Fire Shield**

## Phase 1: Unexpected Guests

By coincidence or a greater scheme, the party arrives just as Malkiara's plot begins.

- On the Temple floor, characters feel their stomach dropping down and the air tastes stale.
- DC 13 **Arcana** or **Religion** check to note that the Holy Well is not properly surrounded by holy symbols.
- DC 12 **Investigate** around the base of the well shows recent removal of religious symbols.
- **Malkiara** contests any Insight test with Persuasion to explain away any inconsistencies.
- **Malkiara** cannot leave any witnesses, even if they appear ignorant—when the party shows suspicion or vulnerability, she'll attack.
- Initiative is rolled: after the first round, the violence causes the floor to begin collapsing, and the phase advances +1 at the end of each round.

## Phase 2 : Fracture

The floor buckles and pops.

- All creatures standing on the floor make a DC 14 Strength save or fall prone and suffer 1d4 bludgeoning damage; creatures standing on a crack are at Disadvantage for this save.

## Phase 3+ : Sky Below

The world opens up below.

- any creature over the sky at the start of the round

may spend their reaction to dive prone onto the nearest solid ground, making a DC 13 Athletics or Acrobatics test; creatures partially on solid ground make this test at Advantage.

- By Phase 4, Malkiara will be so focused on escape she will attempt to flee by any means.

## Malkiara's Legendary Actions

- *Iceing Glint (once/day)*: Malkiara summons an Ice Devil on any point she can see. It shares her initiative, and disappears after its first turn or when dealt any Fire damage.
- *Fell Winds*: all creatures of her choice within 30ft of Malkiara make a DC 15 Constitution save as cold, dark winds envelop them in a vortex. On a failure they suffer 3d8 Cold damage and become Blind until the end of their next turn.
- *Voices On the Wind*: up to 4 creatures of Malkiara's choice make a DC 15 Wisdom save. On a failure, they cannot speak until the end of their next turn and suffer 1d4 cold damage as their tongues freeze.
- *Stolen Sky Strike*: unleashing the stolen power of the Sky Temple, Malkiara lifts up to 4 creatures 60ft into the air and keeps them hovering in place there. They make a DC 15 Wisdom save: on a failure, their movement speed is set to 0 and they plummet to the ground at the end of their turn taking 6d6 bludgeoning damage, landing prone and regaining their movement. On a success they glide 60ft as they wish until landing on any surface or traveling 100ft.

This encounter is created for **Cloud Temple Interior Map**, it can be downloaded here:

<https://www.patreon.com/posts/cloud-temple-map-49879150>

See also connected encounter **Rafters Ablaze**:

<https://www.patreon.com/posts/rafters-ablaze-68024976>