

VOIDGATE SANCTUM

The powerful Wizard Veldrin Eyokar (a Mage) has constructed a sanctum to call upon the dark powers of the void. If left unchecked this place threatens the destruction of the entire nearby region. The party enters through the north door. The arena's stairs all depict a 10ft height difference, and the room is 60ft tall.

Phase Steps

The phase steps at initiative count 0, losing ties. Veldrin decides which "setup" phase will occur next, and the highlighted areas activate their traps next step.

- Every combat round the battle map will advance one step
- Before the fight, if the party is conversing with Veldrin, they'll try advancing the steps out of combat with a telegraph each time (e.g.: "the floor dances with potent energy")

Setup Phase

Blue lights crackle around the battlefield as arcane energies drawn through the void below are channeled through the pathways carved by Veldrin.

- An Arcana check (DC 13) indicates they are activating a magical mechanism in that area

Fire Roars

Flame leaps forth from the floor.

- When a Fire Roars phase begins, all creatures within that area or 10ft above it make a DC 15 Dexterity save, taking 4d8 damage on a failure or half as much on a success.
- Creatures that enter the area for the first time on their turn also suffer this effect

Void Fall

The Voidgate below is exposed by an open panel.

- When the phase begins, creatures at the edge of the area may make a DC 15 Dexterity save to leap 5ft to safety and fall prone
- If they fail or are too far to attempt, they fall into the void below and make a DC 18 Constitution

save. They suffer 6d10 Cold damage on a failure or half as much on a success. They plummet into a seemingly endless abyss

- At the end of the Void phase all creatures that fell are shunted 20ft into the air, slamming back to the ground for 2d6 bludgeoning damage

Running Veldrin Eyokar

Veldrin is a Chaotic Evil humanoid with no regard for other life beyond a flare for theatrical killing.

- Veldrin can levitate or shield themselves to avoid Fire Roars and Void Fall as a Reaction
- Veldrin invites the party in and tries to fast talk them into standing in a dangerous area; their ruse is seen through with a Insight or Arcana check (DC 14)
- Veldrin wears an amulet that will shatter and heal them for 2d10 HP if they fall to 0 by any means other than Cold damage. An Arcana or Religion check (DC 17) on the amulet reveals this

Lair Actions: Veldrin Eyokar

On initiative count 20 (losing initiative ties), Veldrin Eyokar takes a lair action to cause one of the following effects; may not use the same effect two rounds in a row:

- Ride the Lightning! Veldrin teleports to any point on a blue lit channel
- Flame Burst! A flaming area intensifies, subjecting all within to the damage again as Fire Roars
- Lightning Zap! All creatures within 5ft of a blue lit channel make a DC 15 Wisdom save, taking 2d6 Lightning on a failure
- Arcane Nexus! (1nce/day, when Veldrin is on symbol at center of room) Veldrin regains all Spell Slots