

# RAINBOW DROP

## The Escort

Wanted prisoners—the party or NPCs—are being escorted to face judgment in the Sky Temple. One **Stone Golem** stands at the north end of the bridge, two **Veterans** command two **Guards** apiece in the escort. All of them have been blessed to have a single cast of **Feather Fall** that may only target themselves.

## The Rescue Mission

The prisoners' accomplices have a skyship they intend to run under the bridge about 120ft below. They'll lure a **Young Blue Dragon (Shan)** to strike the bridge.

## Shan's Assault

Rudely awoken, **Shan** attacks any living creature until the ship is out of sight; he then pursues it as he recognizes his quarry. He begins the encounter 120ft above the bridge and will swoop progressively lower.

## Falling : Gap in the Rainbow

Any creature that begins the new Phase over a gap in the bridge within 5ft of standable terrain makes a DC 14 Dexterity save. On a failure they plummet; on a success they roll to safety and fall prone.

## Phase 1 : Calm before the Storm

The party is positioned either in escort formation or being escorted and have reached the midpoint of the bridge.

- a Passive Perception of 12 gets a strange feeling from the wind; 16 and higher hear the faint flapping of wings
- the prisoners (three **Assassins** if not the players) walk in silence; a DC 13 Insight reveals they are tense and waiting a signal

## Phase 2-3 : Shan Unleashed

At the sound of a terrible horn, Shan descends from above and shoots lightning towards the bridge.

- Initiative is rolled, the map advances one phase at Initiative count 0
- Those within 10ft of the lightning impact (opened hole) make a DC 15 Constitution save. On a failure they take 2d12 Lightning damage, half on success.
- a DC 14 Arcana identifies the horn as a device to attract dragons
- the prisoners break free

## Phase 4+

Shan unleashes another lightning strike as he swoops down and begins to realize the ship is his target.

- Those within 10ft of the new hole make the same save as before
- the prisoners try to jump, counting on their rescuers to save them from fall damage by magical means
- four more **Guards** arrive from the south, trying to take cover in the Temple

## Shan's Legendary Actions

- **Unforgiving Wind:** **Shan** buffets the bridge with wind; all creatures make a DC 11 Strength save. On failure they're knocked 5ft away from **Shan**.
- **Lightning Dance:** **Shan** targets one creature within 120ft of him. They make a DC 15 Dexterity save. On a failure they suffer 4d8 Lightning, half on success. It may dance to another creature within 30ft up to 3 times.
- **Lightning Ward:** **Shan** places a Lightning Ward upon himself, granting 30 Temp HP. If any metal weapon attack hits him it is dispelled, but if done by a melee attack within 5ft they take **Shan's** remaining Temp HP in Lightning damage—halved on a DC 15 Constitution save.

