

FALLEN FLAMES

Rec. Lvl 4-6

Terrain

Rock is 10ft up, petrified dragon a further 5ft, dragon's brow a further 5ft, dragon's horns a further 10ft up.

Bond of the Fallen Flame

The **Bond of the Fallen Flame** is an organization dedicated to the resurrection of an ancient petrified, broken apart **Ancient Red Dragon** known as the **Fallen Flame**. **Kovuri** (as **Half-Red Dragon Veteran**) and her faithful companion **Va'Kahr** (as **Red Dragon Wyrmling**) lead the group, which has 8 **Cultists**. All have the **Fallen Flame Bond**: their Fire Resistance becomes, Immunity, they gain Resistance otherwise, and gain Death Burst: at 0HP, explodes. All creatures within 5ft make DC 12 **Dexterity save**. On failure, take 2d6 fire damage; halved on success.

Setup: Kidnappings & Lights

There are rumblings nearby:

- 5 **Commoners** have gone missing (4 are dead, 1 is up next); there is a 200gp reward to return them.
- DC 13 **History** check recalls an ancient Red Dragon died nearby.
- DC 14 **Nature** or **Arcana** check can tell the nearby ecosystem was impacted by massive supernatural fires in ages long past.
- DC 12 **Persuasion** or **Perception** to chat up/eavesdrop says strange lights have been seen coming from a cave, bandits are suspected.
- Acolyte & Soldier Background PCs know **Kovuri** by reputation.

Arriving at the Cave

The massive body of the dead dragon is curled within its lair.

- **Kovuri** and **Va'Kahr** lead the cult in a ritual prayer by the dragon's head.
- There is one **Commoner** here, the last of the kidnapped people; they are restrained by **Iron Manacles**.
- One **Cultist** has been left as a lookout to the south and will make a **Perception** test unless distracted.

Battle & Blood Rite

The party interrupts a grim scene:

- **Kovuri** intends to carve out the Commoner's heart. The full ritual requires three Actions by

Kovuri to complete. The Commoner dies at the end of the third action.

- **Kovuri** continues the ritual until hit.
- In the event that **Kovuri** completes the ritual the petrified dragon will turn back to scale and bone, take flight, and proceed to ravish the lands. All with the **Fallen Flame Bond** gain 3d10 Temp HP.

Legendary Actions: Kovuri

Kovuri is a terror on the field.

- *Frightening Response*: attacks a creature that has attacked her since her last turn; on a hit, they additionally make a DC 13 **Wisdom save**. Frightened on failure, resave at the end of each turn.
- *Rapid Bellows*: makes two Fire Breath attacks (ignoring charges).
- *Tactical Withdrawal*: disengages, may move up to her full movement, and may use her reaction to Opportunity Attack any creature that would gain one on her normally.
- *Fatal Command*: orders the group to kill one target in particular—until they are hit all attacks against this target are at advantage. If one does hit, the damage dice are doubled. Only one target may be the subject of Fatal Command at a time.

Lair Actions: Va'Kahr

Va'Kahr roosts in this ancestral place.

- *Jets of Flame*: pillars of flame burst from the ground, DC 13 Dexterity save in three 10ft x 10ft areas. 3d4 Fire on failure, halved on success.
- *Hearts Aflame*: up to four Bond creatures gain 1d4 temp HP.
- *Molten Causeway*: all creatures on the ground floor make a DC 13 Constitution save, suffering 2d6 fire damage on failure, halved on success—may opt to make a DC 13 Acrobatics check to leap to safety instead, no damage on success, prone and damage die doubled on failure.
- *Oozing Fate*: any non-Bond creature making physical contact with the petrified dragon makes a DC 15 Constitution save. On a failure, they are reduced to half movement and take 2d6 Necrotic damage. On a result of 10 or less, they stop moving, take the damage, and will be Petrified at the end of one minute—cured by Holy Water, magical healing, any restoration magic, bless, or similar intervention.