

# OBSIDIAN RITE

## Setup

The party races to prevent a demonic summoning.

## Terrain

Stairs and ladders represent 20ft height difference, the large stairs represent 40ft. Fractured stone is difficult terrain.

## Cult of the Bonedrinker

The Bonedrinker is a greater demon who revels in fire and war. Their temple here has 4 **Cultists** (with **Light Crossbows**), 2 **Acolytes**, and 1 **Bone-Seeker** (as **Priest**).

## Amayuun the Earth's Blood

The spirit of the dormant volcano, **Amayuun** (as **Fire Elemental**), is accompanied by 4 **Magma Mephits**.

## Phase 1 : Site of the Ritua

The party has arrived through the natural caverns above to find a ritual site.

- seeking site of the summoning.
- **Passive Perception** 12+ picks up on footsteps down the passages.
- an **Arcana** or **Religion** check DC 14 on the magma skull shape shows it's the intended summoning point, ethereal mists gathering around.
- When the party reaches the bottom floor and the ritual site or lingers, the **Cult of the Bonedrinker** enters from the side passages above to attack. After first round of initiative, phase advances +1 per round.

## Phase 2 : Overflow

The magmafallow grows faster and the rock trembles.

- **Amayuun** and 4 **Magma Mephits** emerge from the magma flow.
- **Amayuun** seeks to burn all trespassers, but particularly hates the cult.
- Ignan speaks may make a **Diplomacy** DC 13 check to argue they have the same enemies: Amayuun may let them leave, but won't slow the flow.
- Cultists try to kill the party, elementals seek to burn all.

## Magma

Creatures who begin or enter for the first time on their turn an area covered in magma suffer 4d6 fire damage. Those within the zone of a direct magma

pour suffer 8d6 fire damage.

## Phase 3+ : Violence Ensues

The magma continues rising as all 3 groups clash

- While their summoning was ruined by **Amayuun**, the **Bonedrinker** has drifted close to this world and begins to telepathically commune with their cult. They know who sent the party and they want to prevent any news of these events from reaching the quest giver, so the order is clear: don't let them leave alive.

## Legendary Actions : Bonedrinker

Even from across the veil, the Bonedrinker touches this world.

- **Hellish Defense**: one creature of the Bonedrinker's choice suffer half their max HP in damage, regains it as temp HP, and gains immunity to Fire damage and vulnerability to Radiant damage until the next morning.
- **Baleful Flames**: beams of baleful flame descend upon up to 3 creatures: they must make a DC 15 Dexterity saving throw or suffer 2d8 Fire damage.
- **Marrow Draught**: up to two creatures make a DC 15 Constitution save, suffering 3d6 Necrotic damage on a failure. All damage dealt is delivered to one cult creature as temp HP.
- **Fiendish Curse**: one creature makes a DC 15 Charisma save or becomes Charmed, saving again at the end of each turn. Until they succeed they completely believe whatever the Bonedrinker tells them.

## Lair Actions : Amayuun

- **Rock to Flame**: summons 3 Giant Fire Beetles with Fire Immunity, each on any 5ft square of natural rock.
- **Molten Break**: turns up to 15ft of contiguous stone floor into Difficult Terrain that deals 2 Fire damage for every 5ft traveled over.
- **Die Now in the Fire**: a creature that has targeted **Amayuun** with an attack or ability/spell on their last turn is consumed by a sudden bout of spiritual flame—DC 15 Wisdom save against 4d6 Fire damage, halved on success.
- **Rock the Roof**: tremors shake the room, and all creatures of **Amayuun's** choice must make a DC 13 Strength save or fall prone. Up to 3 boulders 5x5ft drop from the ceiling, those under them making a DC 13 Dexterity save to avoid 4d8 bludgeoning damage; dodge 5ft out of the way on success.