

DRAGON CHALICE

Pathfinder 2e Compatible, Suggested LvL 1-3

Terrain

All stairs represent a 10ft raise in elevation. The lava is 5ft below the stone rim. The studded inner rim makes climbing its sides difficult terrain. The lava deals 4d8 fire damage upon entering it, and the flaming braziers do 3d6. The statue's top is 30ft up.

Setup

A cult devoted to a long-dead dragon seeks to gain her boon through sacrifice. The party is offered 10gp by a local priest, **Syntella**, to save the victim.

Vrakhr'ahlu : Cult of the Molten Dragon

Vrakhyr is a long dead dragon whose soul yet corrodes the edges of the world, yearning to burn it more. Those who listen to her desires and seek to return her to the world are known as the **Vrakhr'ahlu**. Initiated members of this cult all bear a distinctive burn line tattoo around their torso, gaining the trait **Dragon-Kissed**: they have Resistance 5 Fire and death burst in a 5ft radius for 2d4 Fire damage (DC 15 Basic Reflex Save). The **Vrakhr'ahlu** have a "Molten Drake," as **Noble** (with Occult Spontaneous Spells (DC 15, attack +5; 1st grease, magic missile; Cantrips (1st) guidance, daze); has "Protect the Master!" ability as per Cult Leader) leading 6 **weak Cultists** armed with hand crossbows near the lava pit, and 2 weak Cultists patrolling near the southern entrance. The spirit of **Vrakhyr** will inhabit the statue when the party arrives. Their hostage is a singular **Commoner**, **Robanna Vann**, with 5 HP in manacles.

Approaching the Chalice

The chiseled hall hosts many dangers:

- **Syntella** has indicated the Dragon Chalice is in an underground hall somewhere in the nearby hills.
- Reaching the site may be done a number of ways: DC 15 Survival check to pathfinder, DC 16 Society check to recall ancient lore of a hillside-snaking path to the site.
- More indirectly, a DC 14 Religion or Draconic Lore to recall a related poem dedicated to Vrakhyr that indirectly guides the reciter to the spot from a standing stone by the road.
- DC 17 Religion or Arcana check recalls the full story of **Vrakhyr**, allowing the players to understand a sacrifice for power is likely.

The Fight is Met

The party finds a grizzly scene.

- The "Molten Drake" is preparing to ritually sacrifice **Robanna Vann** at the southern edge of the lava pit. This is a ritual that will take one minute to complete.
- Once the party enters the chamber the **Vrakhyr** statue's eyes glow red.
- If it succeeds, the "Molten Drake" transforms into a **Red Dragon Wyrmling**—the party should flee if they hope to survive.

Vrakhyr's Menace : Perils of the Chalice

Once per round after any character's turn has ended, Vrakhyr may cause one of the following effects. The Save DC is 16 for all effects. The end of next turn refers to the next turn of the creature the effect was invoked after. She never repeats her choice from last round:

- **Molten Boots**: the ground breaks away from below to seize searingly at the legs of up to 3 creatures. They make a Fortitude save. On failure they are immobilized. They must be freed by a DC 13 Athletics check made by themselves or an ally as one action.
- **Lure of the Dragon**: any non-Vrakhr'ahlu who can see the statue makes a Will save as its eyes glow with an ethereal call. On failure they must spend all movement on their next turn approaching the lava pit, entering it if reaching the edge with 5ft left (see Terrain).
- **Breath of Lava Fire**: an 80ft line 15ft wide of lava pours from the dragon statue's mouth straight south, those taking part in the sacrificial ritual are immune to its effects. Reflex save, 4d12+4 fire damage on failure, impact zone is difficult terrain dealing 6 fire damage for stepping into until the end of next turn.
- **The Flame Between**: a 5ft wide beam of fire juts between 4 of the braziers in a row, never repeating a brazier. Those in the fire's path make a Dexterity save, suffering 2d6 fire damage on a failure and moving 5ft or dropping prone out of the way to safety on success. These beams may be avoided by moving prone. They remain until the end of next turn, dealing 2d6 fire damage to anyone entering their space.

This encounter is created for **Fire Dragon Lair Battle Map**, it can be downloaded here: patreon.com/posts/fire-dragon-lair-82974087

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