

LAVA BATH

The Temple of Mount Fotia is renowned for its healing pool, but it's in for a rumble.

The Temple

The temple's balcony is 40ft tall, its heavy gilded doors are AC 18, HP 20 and unlocked. The stairs outside the temple are 20ft tall.

The Party's Visit

The party has arrived at the Temple of Mount Fotia to enjoy its waters. A Long Rest in them restores all Hit Dice and confers the benefits of Lesser Restoration. The pool is run by two **Cultists** and one **Priest** (AC 10). They'll insist the party get into more suitable attire (not armour) to relax, or not be permitted into the waters. They will fight to defend the temple to the death unless convinced otherwise.

Fotia's Heart

Fotia's Heart (**Fire Elemental**) is the spirit at the core of the volcano, Mount Fotia.

Mount Fotia was once fed offerings and frightfully revered by the locals. For generations a massive stone has blocked its volcanic chasm and the usurper faiths have taken the waters they heat. Fotia's Heart prioritizes killing the **Cultists** and **Priest** unless the party provokes it

Phase 1

At the end of the party's bath, a rumble shakes the room: characters outside the bath make a DC 14 Strength save, falling prone on a failure.

- They have a brief moment to act before Phase 2
- Passive Perception 13+ detects a hissing, sizzling sound coming from the ceiling above where the lava is about to fall in Phase 2

Lava

Creatures who begin or enter for the first time on their turn an area covered in lava suffer 4d6 fire damage. Those within the zone of a direct lava pour descending from above suffer 8d6 fire damage. Those at the edge of a lava covered zone when the phase advances may make a DC 13 Dexterity save to leap 5ft to safety. Ranged attacks with mundane projectiles cannot travel through the lava streams without being destroyed.

Phase 2

Once the party has a moment to react to the quake, lava pours into the room.

- four Magma Mephits pour into the room where the level flows empty; two by each.
- Fotia's Heart appears at the foot of the statue cursing in an elemental tongue.
- Initiative is rolled; the phase advances by 1 at the end of each round.

Phase 3

Lava continues to pour in.

Phase 4

The holy waters rapidly evaporate to steam, conferring disadvantage on ranged attacks into or out of the pool this turn.

Fotia's Heart Lair Actions

- *Lava Wave*: a gush of lava sprays from a pouring gush of lava, attacking in a 30ft cone; creatures in the spray make a DC 15 Dexterity save against 4d6 fire damage, halved on success.
- *Quickened Fate*: a Magma Mephit dies instantly, triggering its Death Burst as if dealing a critical hit.
- *Lord of the Flame*: one creature gains an additional 2d4 fire damage to all their attacks until the end of the next turn; they may only be chosen for this once per encounter.
- *Fires of Contempt*: a psychic blaze catches as an illusory fire seems to bubble up and give rise to lava from below on one creature. They make a Wisdom save DC 14, suffering 2d6 Psychic damage and becoming Frightened of Fotia's Heart on a failure as they believe themselves to be melting and burning alive.