

BRIDGE AFLAME

Bridge on the River

The river is 60ft below the stone bridge, and the northern overpass 15ft above the road. All natural shadows on the map provide protection from sunlight. The river is 10ft deep at its center.

Lying in Wait

The party falls afoul of a draconic cabal's ambush. Led by a Young Red Dragon named **Rojo** they attempt to kill or capture the party.

- **Rojo** hides in the hills to the north and the party approaches from the southeast. His cabal follows his orders to the death and will seek to avenge him if he is slain.
- There are four kobolds hidden along the riverbank.
- Two groups of three humanoid cultists posing as travelers down the roads to the southwest and northeast who will rush into the fight once **Rojo** appears.
- One enemy per group bears the Sanguine Flame Sigil and leads that group. If they die their underlings make a DC 14 Wisdom save and become Frightened until the end of their next turn on a failure.

Rojo the Young Red Dragon

Rojo commands absolute loyalty from his fanatics. When he drops to half HP, he will withdraw or negotiate. He'll leave his minions to cover his retreat.

Sanguine Flame Sigil

A large magic tattoo dominates part of this creature's torso. They are resistant to fire damage and gain advantage on saving throws from Rojo's natural attacks.

Detecting the Ambush

The two groups of travelers to north and south seem to discuss next to their wagons amongst themselves. In truth they are cultists with weapons close to hand.

- A DC 13 Insight check against either group reveals they're eyeing the party with ill intent
- A DC 13 Perception check will show the concealed weapons about their persons
- A DC 15 Perception check attempting to scour the valley reveals the Kobolds lying in wait below

Phase 1 : Springing the Ambush

At **Rojo's** first roar, the ambush springs:

- Both groups of cultists rush to block the northern and southern ends of the bridge.

- The Kobolds pop out of cover and make ready ranged attacks for the first unfamiliar creature they see.
- **Rojo** soars into the sky overhead, his shadow clear on the bridge; he takes the Dodge action and surveys the party.

Phase 2 : Bridge Aflame

Fire coats the center of the bridge.

- All creatures in the fire's area make a DC 14 Dexterity save; on failure they suffer 8d6 fire damage, halved on a successful save.
- Creatures that begin or enter for the first time on their turn the fire on the bridge suffer 1d6 Fire damage too thick to dodge.
- **Rojo** expends his actions for the turn engulfing the bridge in flame.

Phase 3+ : Spreading Flame

The fire rises.

- The bridge begins to collapse further each phase; creatures that begin the round over open air reference Jumping \ Falling for It.
- The kobolds below attempt to confirm the kills and the cultists attempt to force the party into the flames.

Jumping \ Falling for It

How a character winds up in the drink can impact their survival:

- Jumping into the river below is a DC 14 Acrobatics check, at Disadvantage in Heavy Armour. On a success the jumper only takes 1d6 bludgeoning. On a failure they must make the Dex save as if falling.
- Falling into the water is a DC 18 Dexterity saving throw; on a failure they suffer 4d6 bludgeoning (their fall slightly cushioned by the water), half on success.

Rojo's Lair Actions

- **Sigil Aflame:** Rojo designates one creature with the Sanguine Flame Sigil to burst alight with roaring flames from their tattoo and eyes. Their weapon attacks deal an additional magical 2d6 Fire damage and they become immune to flame damage until the end of their next turn. At the end of their next turn they roll their hit dice, spend them, and take that much Necrotic damage. If they die in this way they explode, dealing 4d6 Fire damage to all creatures in a 10ft radius (DC 15 Dexterity save for half).
- **Claws of Flame:** Rojo causes an unoccupied 5ft area of flame he can see to take the form of his arm and swing, making a melee weapon attack identical to his claw except all damage is Fire.
- **Embolden:** grant 1d6 temp hp to a cultist he can see.

