

STAR-SEER'S ASCENT

Rise to Royalty, Part 5 (Optional). Rec. LvL 3-5.

Terrain

The upper gallery of the astronomy hall is 30ft above ground level.

Setup: Heir to the Stars

Astorian Hexgard (as **Mage** who can cast **Moonbeam** and ritual cast **Augury** once a night), Royal Chamberlain and Court Astronomer, has summoned the party with all haste to participate in a once-in-a-century alignment of the spheres that will open a portal to beyond that permits astral teleportation. "It is vital to the realm that each of you retrieve a fistful of the Royal Ore."

Starbane Interlopers

The Starbane are an ancient interplanetary entity that spreads their influence through astral magic. They covet the royal ore but cannot reach its source directly—so they teleport here to snatch the chance. They send 4 **Violent Fungus**, 2 **Astral Travelers** (as **Will-o'-Wisp**, knows its own language and has 60ft of telepathy), and **Ebonelion the Starbourne** (as Knight with AC 17 Starsplint (1 cast of **Shield/day**, attuned) and 3 casts of **Wrathful Smite** per Long Rest; Charisma 18, save DC 14).

Phase 1: Alignment of the Spheres

Astorian Hexgard guides the party to the chamber and begins instructing them:

- a party member must enter each glowing sphere and use an Action or Bonus Action to gain its coordinate.
- **Arcana** DC 15 reveals alternative: within 15ft, they may make an Intelligence check and gain on a success.
- **Arcana** or **Survival** DC 13 to predict next sphere location.
- When the party indicates they are prepared, Astorian ascends to the top level and casts a powerful spell; Phase 2 begins.

Phase 2+: Radiant Deluge

In a burst of light the whole room begins to go cold as two spheres glow.

- every creature not next to a glowing sphere makes a DC 14 **Constitution** save, suffering 1d6 Cold damage on failure half on success.
- Astorian screams "complete the ritual!" as he casts a spell and is **Petrified** in ice, sucking the

cold from the room.

- Astorian can be revived with any restoration magic or cure for petrification; a DC 14 Alchemist's or Herbalist's kit \ Medicine check may concoct one.
- 2 **Violent Fungus**, 1 **Astral Traveler**, and **Ebonelion the Starbourne** teleport in. They attempt to seize the coordinates as the party does.
- Initiative rolled, phase +1 at bottom of round.

Exploding Spheres

Creatures within the range of an exploding sphere's light make a DC 14 **Dexterity** save. On failure, they take 3d6 Radiant damage; halved on a success.

Starbane Intercessions

Ebonelion has these Legendary Actions:

- **Summon Assistance** (1nce/LR): summons the remaining 2 Violent Fungus and 1 Astral Traveler.
- **Know Fear & Obey**: every Frightened creature makes a DC 14 wisdom save; on failure, they obey one spoken command from **Ebonelion** no matter what.
- **Light Unending**: a 15ft wide beam of light fires from **Ebonelion**; all creatures in its path make a DC 14 Dexterity save, or suffer 2d6 Radiant damage.
- **Cold Between the Stars**: all creatures within 10ft of **Ebonelion** make a DC 14 Constitution save; on failure they suffer 2d6 Cold damage.

Post-Fight (Optional)

- if the party obtained all coordinates the central green light opens a portal directly to their destination; any less and the portal will wobble troublingly and send them on a "slight detour."
- if **Astorian Hexgard** was revived, he provides the party with a **Scroll of Fly**.

This encounter is created for **Astronomy Hall Battle Map**, it can be downloaded here:
<https://www.patreon.com/posts/astronomy-hall-72168900>