

ASTRAL ASCENSION

Rise to Royalty Pt. 6, Rec. Lvl 3-5

Terrain

The main southern stairway is 20ft tall. All other stairs depict a 10ft height difference. Raw rock is 5ft higher and Difficult Terrain. The pool of water is a stable portal to a demi-plane, endlessly water in all directions.

Setup: Royal Ore Afore

The party has translocated from the Royal Astronomer's Hall during a rare astronomical event. They must retrieve **Royal Ore** to usher in the next coronation.

Starbane Trespassers

Astral interlopers who covet the ore have hitched a ride off the ritual. There are 4 **Starlight Mephits** (as **Ice Mephit**, substituting every instance of Cold with Radiant) and one **Ulukiel the Voidburner** (as **Mage**, knows **Fog Cloud**, Charisma 16 (+3), type Outsider).

Fight Continuity (Optional)

If alive from **Star-Seer's Ascent**, **Ebonelion the Starbourne** teleports here. No other Starbane there may pursue.

Divine Right: the Royal Sleeper

This temple is a shrine to a slumbering deity (as **Empyrean**). As they dream, they change the world outside; if awoken, they will seek to slaughter all who disturbed their dreams. In return for building this place they deposit their essence as **Royal Ore**, to be gathered only on special occasions.

Phase 1 : Negotiations (Break Down)

The party teleports in from the south.

- **Ulukiel** is on the Royal Ore's platform, with 2 **Starlight Mephits**; tells party not to fear, and promises to let them live if they obey.
- Contested **Insight** against **Ulukiel's Deception** (d20+3) reveals he will either kill or maroon them swiftly.
- **Arcana** or **Religion** DC 14 recognize the pool as an otherworld, even to the standards of this astral realm; DC 18 is aware of sleeper.
- Unless stopped by miracle, **Ulukiel** attempts to seize the **Royal Ore**.
- Once **Ulukiel** goes for the orb or the party reaches the steps, advance to Phase 2.

Phase 2 : Sleeper Tosses

A deity turns over in their sleep

- Initiative is rolled, Lair Actions occur on Initiative

Count 20 (winning all ties); +1 phase at end of each round.

- Any PC within 5ft may use their Action to seize the **Royal Ore** (-10ft Movement).
- All creatures beginning turn under fingers make a DC 15 **Dexterity** save; roll to safety on success, 3d6 bludgeoning damage on failure

Phase 3: Divine Crush

The hand descends.

- Any creature under the palm makes a DC 15 **Dexterity** save to roll to the edge of impact. Those stuck beneath suffer 6d6 bludgeoning damage and become restrained; they make a DC 15 **Constitution** save, stunned on failure.
- **Ulukiel** won't willingly back down from his perch, and automatically fails saves against the hand.

Phase 4: The Sleep's Withdrawal

The hand pulls back.

- Damaged ground is Difficult Terrain.
- Any creature that was restrained by the hand is left prone.
- The **Royal Ore**, if not seized, is dragged into the pool: time to dive!

Capricious Dreams: Lair Actions

The sleeper is quasi-conscious and dreams miracles into reality, sometimes with regard to the goings on around—other times at random. DM picks or rolls 1d6 for the action. The spell save DC is 15, 20 if the sleeper is awakened.

- **Warp Time**: all creatures gain **Haste** without the slowdown.
- **Dreamsight**: all creatures make a Wisdom save: on failure they are lost in a waking dream until the end of their next turn, fully believing it is real.
- **Translocation**: every creature swaps places, starting with the furthest two and working in. If there's an odd one out, they teleport to the top of the stairs approaching the **Royal Ore**.
- **Divine Wrath**: attacks all creatures outside of the water with **Sacred Flame**.
- **Holy Waters**: all creatures in the waters gain **Bless** for two turns.
- **Curdled Dreams**: all creatures in the waters suffer **Bane** for two turns.

Post-Fight (Optional)

When the **Royal Ore** is seized, the red lights at map's edge become portals back to the Astronomer's Chamber. The court awaits with news about their royal fate.

This encounter is created for **Astral Temple Battle Map**, it can be downloaded here:

<https://www.patreon.com/posts/astral-temple-73326068>

