

HARD IMPACT

Terrain

Lower deck is 20ft below the upper deck.

Shadows in the Dark: Ulu

Umbral shadows cast out across the void from distant worlds: they travel on ancient debris. Untethered they seek warmth and light to devour in the void: **Ulu** (as **Shadow Demon**) is a greater shadow, accompanied by 4 **Shadows**. All have type Elemental.

Grohmar the Unyielding

Grohmar (as **Earth Elemental**) is an ancient, powerful void elemental of earth. It crashes into the astral ship and loses half its health, then begins to attack all nearby in a blind rage. May be calmed in Terran as a DC 15 **Persuasion** check.

Phase 1 : All Quiet on the Astral Sea

The party is between destinations.

- **Passive Perception** of 15 shows flitting shadows on nearby rocks.
- DC 13 **Arcana** check indicates that there may be a disturbance in the void, suggesting incoming objects.
After a moment, move to Phase 2.

Phase 2 : Ruins of a Dead World

Rocks hurl towards the ship from the void.

- sudden shift in the void as rocks approach—DC 15 **Nature** or **Investigate** check suggests these are chunks of a dead world.
- Shadows attack the party.
- Initiative is rolled, phase advances +1 at the end of every round.

Phase 3 : Hard Impact

Another rock suddenly draws down and slams into the ship with a heavy impact.

- Creatures standing on deck make a DC 15 **Strength save** or fall prone.
- Creatures within the dust cloud make a DC 15 **Constitution save** or become Poisoned til the end of their next turn, taking 1d4 Poison damage.
- The impact itself is **Grohmar**, its path redirected via **Ulu's** meddling.

Phase 4 : Acceleration

The ship speeds up as it loses control.

- moving north on the deck is difficult terrain, moving south is double speed.
- creatures who begin their turn over void make a DC **Athletics** or **Acrobatics** check to leap to safety.
- all **Dexterity saves** are at Disadvantage.
- This phase won't end until the party manages to steer the ship via DC 13 **Water Vehicle (Dex or Int)** check.

Phase 5+ : Emergency Landing

The ship is brought to an emergency landing.

- Creatures stood on deck make a DC 15 **Strength save** or fall prone and slide 15ft forward.
- **Grohmar** will leap from the ship to the more familiar rock and depart.
- a **Rust Monster** living on the rock comes to investigate the crash.

Ulu's Umbral Artes : Legendary Actions

- *Dark Tendril Sling*: a creature Ulu can see makes a DC 12 **Dexterity save**: on a failure they are tossed 20ft in a direction of Ulu's choosing, falling prone if/once they land.
- *Entropic Release*: one creature makes a DC 12 **Constitution save**. On a failure they suffer 3d6 Fire damage as they burst into flames.
- *Void Blinded*: one creature makes a DC 12 **Wisdom save**; on failure they become Blind until they stare into a source of Radiant damage, benefit from the spell Bless, or 1 minute has passed.
- *Listless Curse*: one creature within 15ft of Ulu makes a DC 12 **Charisma save**; on a failure, they must use all of their available movement by the end of each of their turn, and cannot step into the same space twice on the same turn. If forced to stop or repeat motion, they suffer 4d8 Force damage. This curse lifts when **Ulu** dies or is 120ft away. Passing the save confers 24hrs of immunity.

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

<https://www.patreon.com/posts/astral-ship-map-69866549>