

SHRINE OF THE RISEN

A Sidetrek Encounter™



KromeDragon Games



SHRINE OF THE RISEN

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Shrine of the Risen is an adventure for 4-5 second level characters using the Pathfinder Roleplaying Game rules published by Paizo Publishing.

By: Orville Clark



SHRINE OF THE RISEN

Shrine of the Risen is a Sidetrek Encounter™ designed to be inserted within a larger adventure. It is ideal for red herrings, fleshing out characters or locations, or just providing an experience boost. A GM can add Shrine of the Risen into any ongoing adventure with just a little forethought to create a more rewarding experience for the players.

GMs should familiarize themselves with the adventure prior to running it. Permission is granted to print the map for ease of use.

DM Background

In ages long lost to the sands of time a mortal ascended to divinity. Known as the Ascendent, or the Risen, he became a champion of the mortal races. Mortals around the world erected magnificent cathedrals, churches and shrines to the Risen's glory.

At the height of the Risen's power he disappeared. His church lost communications with him, his clergy could no longer cast spells. The goddess of death proclaimed that he had died. The mortal world was cast into doubt and turmoil.

Time has passed, yet ruined monuments to the Risen can still be found. One such monument is a simple roadside shrine. Made of simple brick, the shrine features a carved statue of the Risen and a Legend Wall, upon which is carved the long forgotten story of the Risen's ascension to divinity.

It is at this shrine that a lowly Shabriri demon, named Tenzekel, has come seeking inspiration for its own divinity. Not content to wait the eons required to grow in power, Tenzekel has come to the shrine seeking answers.

He studies the shrine's text hoping for some glimmer of understanding, an answer to how the Risen managed to evolve from a mere mortal into a god. With this hoped for knowledge, Tenzekel aspires to follow the same path and ascend to the divine ranks as a god of destruction.

Adventure Summary

The PCs are journeying through the wilderness upon a lonely stretch of road. In the east they spot a ruined monument of some kind, the Shrine of the Risen. Upon exploration they accidentally interrupt Tenzekel in his studies.

Tenzekel is not taken unawares, however. Having spied the approaching heroes he stepped into the statue using Meld Into Stone and prepares to summon d3 fiendish vipers to kill the

interlopers. He waits until the fiendish vipers have weakened the intruders before stepping out of the stone and attacking.

An old ruin sits not far off the worn road. Lying in a small grassy field before a stretch of woods, the ruin is only slightly overgrown with underbrush.

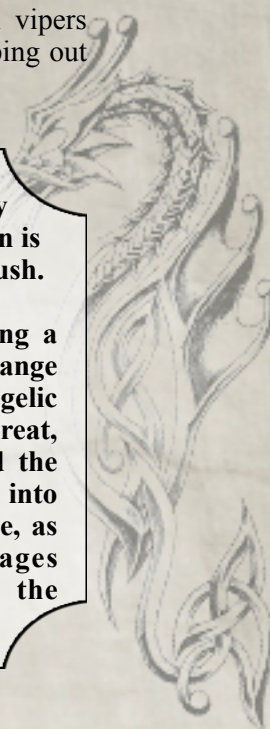
It is constructed of brick, forming a round pedestal upon which a strange statue stands. A man, with great angelic wings, clutches a mighty sword. A great, curving brick wall is erected behind the statue. Strange glyphs are chiseled into the wall, perhaps an ancient language, as well as strikingly beautiful images depicting a man ascending into the heavens.

Development

Tenzekel melds into the stone statue immediately upon realizing intruders are nearby. The interruption in his studies infuriates him. When the intruders are upon the statue's podium he will summon 1d3 fiendish vipers to surround and attack them. If there are any good aligned clerics in the group, Tenzekel directs the vipers to concentrate their attacks upon the cleric. The GM should remember that the effects of poison stack. Each dose of active poison increases the Fort DC by +2 and increases the duration by +50%.

Once his fiendish vipers are dispatched Tenzekel steps out of the statue. He uses his meld into stone and teleport abilities to his advantage to escape combat and return unexpectedly to attack unprepared foes. Any enemy near death is quickly killed with death knell to heal himself.

Tenzekel has no desire to die at the hands of mere mortals and will flee combat if reduced to less than 10 hit points.



SHRINE OF THE RISEN

Rugged horns spiral out from the side of the creature's head. It's ashen white face is wrinkled and marred with massive veins. Obscenely long arms hang by its emaciated body, clutching a gleaming, massive sword.

Shabriri

CR 4

XP 600

CE Medium outsider (chaotic, demon, evil, extraplanar)

Init +4; **Senses** darkvision 60 ft., detect good, low-light vision; **Perception** +10

Aura magic circle against good

Defense

AC 19, touch 10, flat-footed 19 (+9 natural; +2 deflection vs. good)

hp 39 (6d10+6)

Fort +6, **Ref** +5, **Will** +5; +4 vs. poison, +2 resistance vs. good

DR 10/good; **Immune** electricity, poison; **Resist** acid 10, cold 10; **SR** 15

Offense

Speed 40 ft.

Melee mwk greatsword +9/+4 (2d6+3), bite +3 (1d8+2 plus poison) or bite +8 (1d8+3 plus poison), slam +8 (1d4+1)

Spell-Like Abilities (CL 6th)

Constant—detect good, magic circle against good

At Will—death knell (DC 13), greater teleport (self plus 50 lbs. of objects only), meld into stone, message, summon (level 2, 1 dretch 45%)

Statistics

Str 15, **Dex** 10, **Con** 13, **Int** 10, **Wis** 13, **Cha** 12

Base Atk +6; **CMB** +8; **CMD** 18

Feats Improved Initiative, Iron Will, Power Attack

Skills Acrobatics +9, Intimidate +10, Perception +10, Sense Motive +10, Stealth +13, Survival +14; **Racial Modifiers** +4 Stealth, +4 Survival

Languages Abyssal, Celestial, and Draconic; telepathy 100 ft.

Equipment masterwork greatsword, journal written in infernal recording his studies.

Special Abilities

Poison (Ex) Bite—injury; save Fort DC 11; frequency 1/round for d6 rounds; effect 1d2 Con; cure 2 save.

Fiendish Viper

N Tiny animal

Init +3; **Senses** low-light vision, darkvision 60 ft, scent; **Perception** +9

Defense

AC 16, touch 15, flat-footed 13 (+3 Dex, +1 natural, +2 size)

hp 3 (1d8–1)

Fort +1, **Ref** +5, **Will** +1

Resist cold 5, fire 5

Offense

Speed 20 ft., climb 20 ft., swim 20 ft.

Melee bite +5 (1d2–2 plus poison)

Space 2-1/2 ft.; **Reach** 0 ft.

Special Attack smite good

Statistics

Str 4, **Dex** 17, **Con** 8, **Int** 1, **Wis** 13, **Cha** 2

Base Atk +0; **CMB** +1; **CMD** 8 (can't be tripped)

Feats Weapon Finesse

Skills Climb +11, Perception +9, Stealth +15, Swim +11; **Racial Modifiers** +4 Perception, +4 Stealth

Special Abilities

Poison (Ex) Bite—injury; save Fort DC 9; frequency 1/round for 6 rounds; effect 1d2 Con; cure 1 save.





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