

BEFORE THE DAWN

Pathfinder 2e Compatible, Suggested LvL 1-3

Terrain

Steps to the shrine are 10ft tall, all others are 5ft.

Setup

The Shrine of the Everlasting Dawn has sent out dreams, petitioning all available adventurers to come defend it during the full moon due to a “shadowed menace.” There is an offer of divine reward for those who answer the call.

Shyragos : the Riven Saint’s Shadow & Minions

Shyragos (as weak **Shadow**) is a martyr of the Everlasting Dawn who has started to rethink the whole martyrdom deal. The Shrine marks the site of their death and their spiritual energy acts as a conduit to allow it to continue glowing. The central mind of **Shyragos** kept in the shrine is conflicted, but the “shadow” representing **Shyragos**’s desires has split itself off to force the issue. This shadowed **Shyragos** has disturbed the graves of the dead to produce **Minions** (as **Zombie Shambler**, vulnerable to **Radiant** [see: Strength of the Dawn]).

Preparation for the Assault

The party arrives the day before the new moon.

- The Shrine speaks to characters with a holy magic attunement (such as Clerics and Paladins), but is indirect about the threat’s nature.
- DC 17 **Investigate** check turns up the name **Shyragos** the Riven Saint.
- DC 20 **Religion** check indicates this shrine is the gravesite of a saint, and the shrine itself may be part of their spirit—although they should be able to make an illusory appearance and communicate verbally. Yet won’t. If the PC knows the name of the saint, check gains a +5 circumstantial modifier.
- The Shrine and Shadow can be reconciled only if **Shyragos** can reconcile the Shadow of their desire to leave with the resolve of their dedication to the cause in the Shrine; this cannot be achieved until **Shyragos** the Shadow is on the map, the physical connection causing psychic turmoil.

The Attack Comes

The enemy approaches.

- Preternatural darkness falls around the edges of the shrine and it becomes impossible to leave or communicate beyond the grounds.
- **Shyragos** and three **Minions** approach from the south. They seek to reach the shrine and attack anyone in the way.
- At the end of every turn **Shyragos** is alive and unreconciled, another **Minion** approaches from the south.
- At the end of every round, the map progresses +1 phase until reaching full brightness, then -1 phase until 0, and back again.

Strength of the Dawn

There are four levels of Dawn strength: 0, 1, 2, and 3. 0 is normal luminescence and 3 is the brightest it gets.

- **0**: no effect
- **1**: all undead exposed to this suffer Disadvantage on attacks and saving throws.
- **2**: anyone in this light suffers 1d4 Radiant damage
- **3**: anyone in this light suffers 3d6 Radiant damage, and any Undead that begins their turn in this light must back away from the shrine and light, stepping at least 5ft south on any movement they take while exposed. They won’t willingly go closer to the shrine during the rest of that turn.

Duality of the Saint

Shyragos, the Shrine and the Shadow are two distinct entities unless reconciled. At the end of each round just before the phase changes, they choose one of these effects to cause. Those not marked with Shrine or Shadow may be performed by either.

- (Shrine) Up to 3 creatures in the light gain an additional 1d4 on their next attack or save roll.
- (Shadow) Up to 3 creatures in the shadows are teleported to any other point in the shadows.
- A creature gains 2d12 temp HP.

This encounter is created for **Shrine of Everlasting Dawn Battle Map**, it can be downloaded here: patreon.com/posts/shrine-of-dawn-80852126

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