Ascension to Apotheosis

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Introduction

You have been chosen by the recently deceased chieftain to carry their corpse to the top of the mountain. Should you succeed, they will be made into a god, though none have managed to claim such high honour. Perhaps you will be the first to ascend through the mountain's trials.

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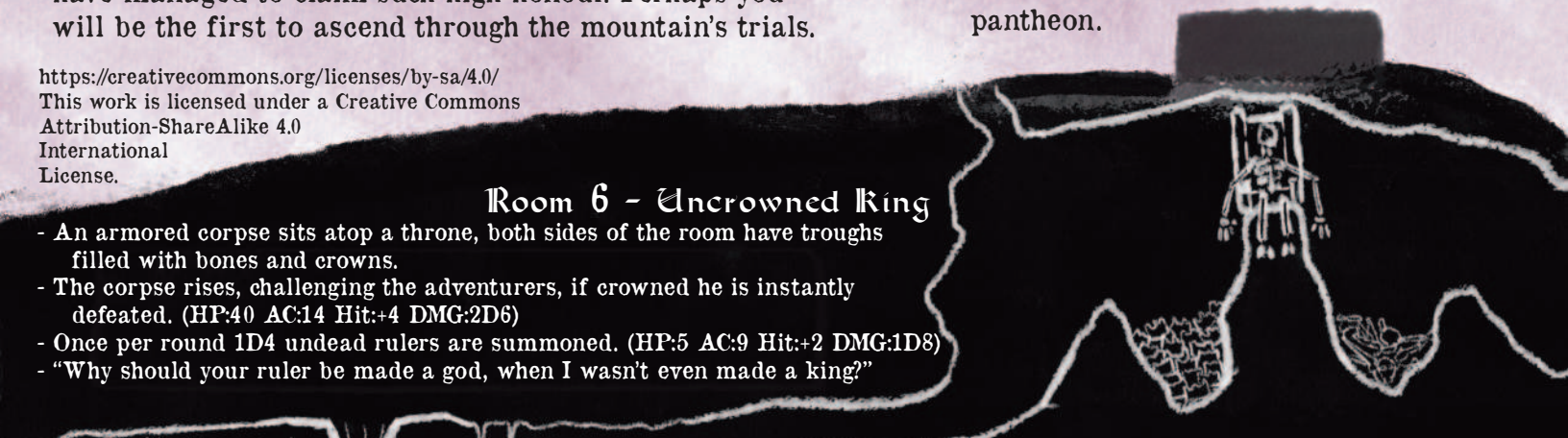
Conclusion

When the corpse is placed on the altar the adventurers feel a gust of wind. A giant eagle descends, taking it in its talons. "A legend's standing is determined by those who remain." It takes off, to create the newest member of the pantheon.



Room 6 - Uncrowned King

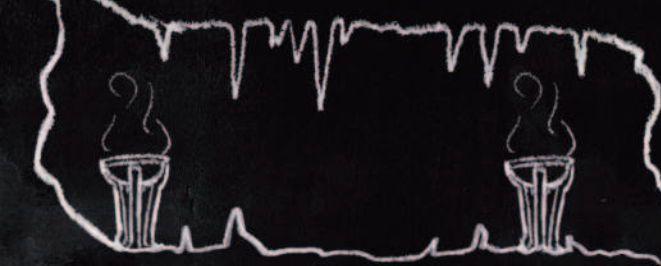
- An armored corpse sits atop a throne, both sides of the room have troughs filled with bones and crowns.
- The corpse rises, challenging the adventurers, if crowned he is instantly defeated. (HP:40 AC:14 Hit:+4 DMG:2D6)
- Once per round 1D4 undead rulers are summoned. (HP:5 AC:9 Hit:+2 DMG:1D8)
- "Why should your ruler be made a god, when I wasn't even made a king?"

Room 5 - Frescoes

- Two frescoes on opposite walls, in the center two vases and voting stones above an inscription.
- "What story of the Uncrowned King is your truth?"
- Left - a sickly man on a throne with subjects kneeling before him.
- Right - an armored man stabbed in the back with bloody subjects below.
  - Voting left causes liquid mercury to bubble up from the floor.
  - Voting right causes blades to periodically stab upward.

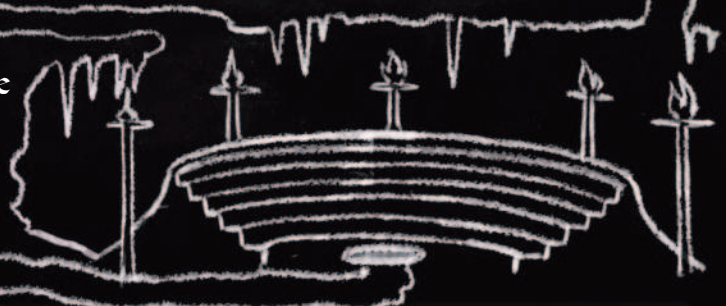
Room 4 - Crypt

- Niches dot the wall, all but one occupied by a skeleton, the empty one hosts a secret passage.
- In the center of the room stands a melting pot with an inscription.
- "Cast away the sign of kinghood, accept your mediocrity."
- Throwing a crown into the melting pot causes the bones knit together into a skeleton golem. (HP:20 AC:12 Hit:+2 DMG:1D10)



Room 3 - Incense

- Four braziers, one in each corner, fill the room with thick black smoke, twisting into strange shapes.
- The smoke renders it difficult to see.
- Each turn the braziers summon 1 smoke elemental. (HP:1 AC:10 Hit:+1 DMG:1D6)
  - If extinguished they let out a violent hissing.



Room 2 - Theatre

- Emerge onto a stage, corpses occupying the seats, watching.
- One corpse begins to move and asks the adventurers to share a legend of the chieftain.
- If the party successfully impresses the critic 2 stone doors rumble open at the rear of the theatre.
- "In life I made legends of those I honoured, can you do the same?"

Room 1 - Maw

- A series of stalagmites and stalagtites dot the room like teeth.
- Water can be heard softly dripping onto the stone.
- 2D4 Stalag-Mites, foot tall sharply pointed stone bugs are hidden here. (HP:2 AC:8 Hit:+0 DMG:1D4)