

# Adventure Overview

## Act I. (Today: Thur, Jan 7)

- Heroes enter Fire Forest and travel along the elf-road.
- Premonition: As soon as the entrance to the Elfroad is out of sight, Crystin sees flickering draconic eyes in the fire.
- One quarter-mile in, they encounter burned refugees. (Ending Suffering, p.7)
  - A gold pendant set with a white jade carving of Pelor (125 gp)
  - A heavy, silver belt buckle, carved into the form of a coiled dragon, inlaid with turquoise eyes and ivory fangs (50 gp)
  - A star rose quartz gem (50 gp)
  - A gold ring set with a white moonstone gem, with a secret compartment beneath the stone (75 gp)
- Two miles in, interrupted by Indomitable dire bats chasing goblin. (Unnatural Hunt, p.7)
- Further on, heroes encounter crumbling bridge with Indomitable bat swarms. (Dangerous Crossing, p.7)
  - At bottom of canyon, two dozen cracked or broken cooling draughts; 3 can be preserved (DC 21 Arcana)
  - Level 8 common: Cart had magical crossbow mounted to it. Pretty damaged, but Aspetra can modify it to attach to Khansi. Arcana DC 16, takes one hour.
  - Braided chain of interwoven gold and silver (75 gp)
  - Set of 8 silver goblets (15 gp each, or 175 if sold as set)
  - Everything else destroyed by fire
- Lunchtime: Shortly after bridge, fallen tree reveals small cave containing goblin cache. (A Cool Cave, p.8)
  - 3 vials Shatterspell. Chilled aspect: Arcana DC 22.
- Mid-afternoon: Three miles into forest, Kazyk spies on heroes. (Devil Looking Over Your Shoulder, p.9)
- Fifteen minutes later, hell hound brings bargain. (Devil Looking Over Your Shoulder, p.9)
- Ten minutes later, Kazyk demands case or attacks. (Infernal Harrier, p.9)
  - Phantom Finger (in unlikely event of Kazyk being killed)
- Late afternoon: Five miles into forest (one mile before river), heroes encounter Khadral. (The Dragonborn Sorceror, p.10)
- Khadral asks for help acquiring mushroom ritual components. (The Dragonborn Sorceror, p.10)
  - Consumable: Song of Khadral
  - Stand the Heat ritual
- Heroes explore cave in search of mushrooms. (Flintrock Cavern, p.10)
  - Eye of Alarm ritual
  - Small jeweled eye made of silver and ruby; suitable focus for Eye of Alarm ritual (100 gp)
  - Level 8 uncommon: Badge of the Solei Palancis. Minor action power: Arcana DC 19. Standard action power: DC 24.
- While collecting mushrooms, chance of Myconid attack. (Finding the Mushrooms, p.11)
- Heroes assist in ritual to end forest fire; it goes badly. (The Ritual, p.11)
- The ritual results in Khadral falling into cavern; heroes rescue him. (Rescuing Khadral, p.12)
- Torrent heals Khadral. He will spend next five days recuperating.
- A mile beyond Khadral, the heroes approach a stone bridge over a river. Trees fall and block the path.
- Premonition: Crystin sees a giant fiery stag leap out of the treeline and gore one hero.
- Moments later, Indomitability tests them. (Trial by Fire, p.12)
- Indomitability delivers ultimatum. (Indomitability's Offer, p.12)

## Act II.

### The Bridge Fort

- Heroes cross bridge and enter fort. (The Bridge-Fort, p.13)
- Heroes find Bhurisrava's Journal on second floor of fort. (Second Floor, p.14)
- Heroes find Dream Seeds on third floor of fort. (Third Floor, p.15)
- Premonition: Upon handling the seeds, Crystin slumps to ground and roars in Draconic.

## The Village & Shrine

- ✦ Heroes enter and search village; ~~in one hour, encounter wandering monsters.~~ (Searching the Ruins, p.15)
- ✦ Heroes find Shrine of Anyariel; attacked by ghastly history. (The Willow Fountain of Anyariel, p.15)
- ✦ Heroes possibly find door to secret reliquary in shrine, encounter Eteranth. (Under the Shrine, p.16)
- Heroes descend to reliquary, find aftermath of Gwenvere's perfidy. (The Reliquary, p.16)
- ✦ Eteranth requests that Torfendar's bones be fetched. (Cavern's Return & The Misty Room, p.17)
- Premonition: Just before entering The Misty Room, Crystin speaks of the Aquiline Heart.
- ✦ South of the village, Indomitable blocks escape with fire curtains. (Beyond the Village, p.17)
- Premonition: If the heroes head toward the curtains, Crystin screams and has a seizure.

## The White River

- Heroes travel to the source of the river. (Exploring the White River, p.17)
- At the source of the river, Nelle explains the nature of Indomitability. (The Mouth of the White River, p.18)
- Premonition: As Nelle speaks of his dreams, Crystin's eyes close and she whispers the same words.
- The heroes may rest in Nelle's shrine and gain its boon. (The Mouth of the White River, p.18)

## Circumstantial Encounters

- Kazyk appears and tries to make a bargain to end the forest fire. (Kazyk's Offer, p.19)
- ✦ Tiljann flies in and is ambushed by Seela rebels at the fort. (The Trouble With Tiljann, p.20)

## Act III.

- The heroes travel downriver to the Seela village. (Exploring the White River, p.17)
- They are spotted by the watchtower and Papuvin confronts them. (Seela Village, p.23)
- The heroes explore the village and question the Seela. (Gathering Information, p.24)
- Vuhl invites the heroes to his cave; asks them to kill Timbre so the Song will end. (Deceptive Alliance, p.26)
- Premonition: Crystin staggers and slumps to the ground upon seeing Vuhl.

## Vuhl's Path

- The heroes accept Vuhl's alliance.
- Vuhl tells heroes to seek lock of Anyariel's hair in Gwenvere's dwelling. (The Plan, p.26)
- Vuhl grants Deception's Boon (Nimble Blade feat) to those using light blades.
- ✦ Heroes travel to Gwenvere's pool and talk with, defeat, or release her. (Shrine of Love, p.27)
- The heroes retrieve Anyariel's lock, possibly triggering a trap (Anyariel's Lock, p.28)
- ✦ Heroes travel to Timbre's grove and kill her. (Dryad Burning Bright, p.29)
- ✦ They bring Timbre's body to village; Vuhl attacks to silence song; Kazyk joins. (Silencing the Song, p.30)
- ✦ Song silenced; Deception revealed; Indomitability escapes; Tragedy attacks. (Consequences, p.30)
- The heroes retrieve the Living Blade from lakebed. Forest crumbles into ash.
- END.

## Tiljann's Path

- The heroes reject Vuhl's alliance.
- Tiljann teaches Song of Forms and drops hint about Timbre's glade. (The Legend of Anyariel, p.27)
- ✦ Heroes travel to Gwenvere's pool and talk with, defeat, or release her. (Shrine of Love, p.27)
- The heroes retrieve Anyariel's lock, possibly triggering a trap. (Anyariel's Lock, p.28)
- ✦ Heroes travel to Timbre's grove, speak to her, and learn of *Living Blade*. (Dryad Burning Bright, p.29)
- ✦ Heroes return to lake with Timbre, retrieve *Living Blade*, and defeat Indomitability. (Lake Diving, p.30)
- The flames flicker and die, the *Song of Forms* and *Living Blade* allow the forest and Seela to live.
- Premonition: Crystin sees Indomitability and Deception and predicts they will meet again.
- END.