

Adventure Summary

*: new in 4e version ✧: combat encounter ✧7: treasure (parcels indicated by subscripts)

Act I. Journey to Seaquen

- * **Two-Range Pass.** The heroes travel out of the mountains.
- Thornwood Valley.** The heroes pass through a once-prosperous town.
- * **Eastern Way.** The heroes travel through Rego, Namin, Megadon, and Dene to Seaquen.
- * **Western Way.** An alternative to *Eastern Way*. The heroes travel through Timor, Rego, Namin, Iz, Megadon, and Dene to Seaquen.
- Vidor.** The heroes stop for supplies before traveling through the swamp to Dassen.
- ✧✧✧777 **Swamp Event 1: First Night.** The heroes encounter witches in the swamp and rescue Katrina.
- *✧ **Swamp Event 2: Spies' Demise.** The heroes come across a group of Ragesian spies and defeat them, accidentally gaining *Tidereaver's Infusion* when they do.
- ✧ **Swamp Event 3: Shahalesti Blockade.** A squad of Shahalesti soldiers stop the heroes. The heroes learn of the Sherayel Derathi and must convince the soldiers that they are not Ragesian spies.

The remaining episodes in Act I are non-linear and occur after the heroes reach Seaquen.

- ✧ **The Shrieking Delve.** (Optional. After succeeding in the *Unity Through Diversity* episode in Act II, the heroes are asked to retrieve the *lyre of building* from Naizelasa.) The heroes negotiate with Naizelasa to borrow the *lyre* in exchange for finding her egg and the thief. (The quest to find the thief isn't detailed, but it's sketched out sufficiently.)
- ✧✧✧✧888 **Attercops and Cypress Trees.** (Optional. In Seaquen, the heroes might have been asked to salvage a mired ship's cargo by Banahman Vett. See *The Dianoem* in Act II.) The heroes discover that attercops have escaped the ship and track them down.
- Territorial Goblins.** (Optional. The heroes have learned that goblins are attacking refugees that pass through the swamp. There's no direct hook for this episode, so it's up to the DM to introduce it.) The heroes negotiate with the goblins and secure safe passage for refugees.

Act II. Seaquen Tales

- *✧ **Ragesian Ambush.** As the heroes approach the city, they are ambushed by a squad of Ragesians supplying the spies in the city.
- ✧✧777 **Someone Is Looking for You.** The heroes track down an assassin demon summoned to retrieve the case.

The remaining episodes in Act II are non-linear. Most are optional, but recommended.

- *✧✧7777 **Tiljann's Quest.** (Optional.) Gilver Fern reveals clues to Etinifi the bard, leading the heroes to a sunken temple. (Tiljann leaves the party to continue her search for Etinifi.)
- * **The Dianoem.** (Optional.) The heroes deliver the Erdan Menash's Dianoem to Dougan Rambaussen. (He refers them to Banahman Vett. There is no specific episode for Banahman Vett, but it's implied that he hires them, which leads to the *Attercops and Cypress Trees* episode in Act I. Afterwards, Dougan tells the heroes that Commander Xavious wants to meet them, which leads in to *The Muster* in this act.)
- The Ragesian Case.** The heroes deliver the Ragesian case to Lyceum and learn of its contents.
- Lee Sidoneth.** (Optional.) The heroes meet Lee Sidoneth and discover he keeps odd company.
- Tidereaver's Tears.** The heroes provide the globes of *Tidereaver's Tears* to Lyceum for study. (The results are revealed during *Seeking the Eye of the Storm* in Act IV.)
- ✧88 **Arson Swarm.** (Optional.) The heroes respond to the town crier's request for help with arsons, and discover that burning rats are setting the fires. (Lorb Vortberd deputizes the heroes and refers them to Xavious Foebane.)
- The Muster.** (Optional.) The heroes meet Commander Xavious and play Conquest.
- Wayfarer Auditions.** (Optional.) The heroes audition for a spot in the Wayfarer's play.

- Unity Through Diversity.** (Optional.) The heroes convince the leaders of eight sects to join Laurabec Adelsburg's vision of a single pantheistic temple. (If successful, heroes are asked to retrieve the *lyre of building*, which directs them to *The Shrieking Delve* in Act I.)

The following episodes provide setting detail, but do not have specific activities associated with them.

- The Royale.** (Optional.) A rowdy tavern caters to adventurers and thrill-seekers.
- Rabble Rouser.** (Optional.) Pickens Frankart is an agitator against Lyceum. Unbeknownst to him, he is egged on by the White Wyrms.
- Order of Echoed Souls.** (Optional.) An order of monks keeps to themselves.
- Biomancy and Brothelhouses.** (Optional.) Paradim Dogwood performs biomancy and is involved in shady business.

Act III. War Council

This act begins once the heroes reach level 9.

- The War Council.** The heroes attend a discussion of the war with the elite of Seaquen. (During the council, they and the rest of the council are also invited to a play, which sets the stage for Act IV.)
- The Shahalesti Envoy.** Shaloshi of Shahalesti bursts in and threatens Seaquen with a blockade.
- Audience with the Council.** The heroes have the opportunity to ask the council for aid.
- The Week Before the Show.** All is calm for a week and the heroes have an opportunity to tie up loose ends.

Act IV. The Storm

- The Plan.** (Informational.) Lee Sidoneth plans to incinerate the leadership of Seaquen during a play, then summon a hurricane.
- The Theater.** (The heroes and the council were invited to this play during *The War Council* in Act III.) The heroes arrive at the play.
- ↔ The Spectacular Trial of Toteth Topec.** The play is interrupted by a murder and a dramatic fight to prevent the ship from teleporting and being incinerated.
- Reactions in Seaquen.** While the storm gathers, the heroes have a chance to prevent a Seaquen mob from foolishly sailing out to attack the blockade.
- Seeking the Eye of the Storm.** The storm reaches hurricane strength as the heroes search for Lee Sidoneth.
- Lee's Status.** (Informational.) Lee is waiting on a small island near the Fire Tomb, away from the *hurricane orb* that controls the hurricane.

Act V. The Pyromancer's Tomb

- ↔↔↔↔✳️₉₉₉ The Sunken Prison.** (Dungeon complex.) The heroes make their way through an ancient prison to the entrance to the Fire Tomb.
- ↔↔↔↔✳️₈₈₈₉₉₉₉₉ The Fire Tomb.** (Dungeon complex.) The heroes explore the Fire Tomb, defeat the Ragesian spies, and retrieve the *hurricane orb*.
- ↔ The Storm King.** The heroes defeat Lee Sidoneth, retrieve the control wand, and end the hurricane.
- Messenger of Gentle Winds.** Takasi, the giant eagle, tells the heroes of the cost of the storm and thanks them for their heroism.
- ✳️₈₈₉₉ Conclusion.** The heroes find treasure and information on Lee Sidoneth's island, and the city celebrates their victory.