

# Monastery of Two Winds: Episode Summary

\*: new in 4e version   ✧: combat encounter (↔: 4e-only)   ✨: skill challenge   ✨<sub>7</sub>: treasure (4parcels indicated by subscripts)

## Act 0. The Troll King

*This act appears only in the 4e version of the adventure.*

- \* **Vidor.** As the heroes return from Dassen, they find Vidor threatened by trolls.
- \* ✨ **Troll Search.** The heroes track down the trolls' lair.
- \* ↔ **Haddin's Trap.** (This episode occurs if the heroes fail the *Troll Search* episode.) The heroes stumble into a trap Haddin set for the trolls.
- \* ↔ ↔ ↔ ✨<sub>13,13,13,13,13,13,13</sub> **Troll Lands.** The heroes fight and kill the trolls, and discover clues to the Taranesti.

## Act I. Journey through Ostalin

- An Urgent Mission.** The Lyceum Council asks the heroes to travel to the Monastery of Two Winds and investigate.
- \* **A Teleportation Event.** The journey through the Burning Sky is harrowing.
- Arriving in Ostalin.** The heroes teleport to Ostalin, but are trapped by a teleport beacon.
- The Half-Breed Warlord.** The heroes meet Onamdamin, ruler of Ostalin.
- Into the Mountains.** The heroes travel into the mountains toward Eresh.
- ✧ ✨<sub>13,13,13</sub> **The Long Arm of Ragesia.** A Ragesian squad ambushes the heroes in the mountains.
- ↔ **The Siege.** The heroes discover that the Ragesian company besieging Eresh is strangely quiescent.

## Act II. The Calm over Eresh

- Eresh.** The heroes explore Eresh.
- The Peak's Shadow.** Three Weeping Ravens recommends the heroes start with the inn.
- About Town.** Two monks tell the heroes about the politics at the monastery.
- The Balance of Power.** (Informational.) The trillith Balance is imposing the village's unnatural calm.
- Spooky Meeting.** Balance introduces herself, then slips away.

*The following episodes occur **after** the heroes visit the monastery.*

- ✧ **Fractured Calm.** Balance's power slips and a group of Ragesian soldiers brutalize a villager.
- Interacting with a Dream.** At the healing house, Balance answers the heroes' questions.
- Restoring Balance.** The heroes have the opportunity to save Balance, if they think of it.
- Missing People.** (Optional; takes place after the Ragesian attack. See *Snatched Away* in Act III.) Invisible stalkers carry off a wounded or unconscious hero to the Valley of Storms.
- Hideaway.** (This episode makes most sense if it takes place before Balance stops maintaining the calm.) Bechus takes the heroes to Eril, the only surviving member of the original expedition.

*The following episodes occur **when** the heroes visit the monastery.*

- Ascent to the Monastery.** The monastery is a striking sight.
- ✧ ✨<sub>14,14,14</sub> **The Ascent / Guardians.** The heroes climb the path to the monastery and are attacked by wind elementals.
- ✧ **Breaking and Entering.** The heroes may sneak into the monastery, but risk the monks' ire.

## Act III. The Ragesian Army

*These episodes take place after Balance is no longer maintaining the calm (after the heroes visit the monastery). This is the climax of the adventure if the heroes visit the Valley of Storms before the monastery.*

- Return of the General.** The heroes learn that Second General Signus has returned, with reinforcements.
- ✦ **The Panic.** The town erupts into chaos and the Ragesians prepare to attack.
- ✦ ✦ ✦ ✦ ✦<sup>14,14,14,14,14,14,14</sup> **The Valiant Counter-Attack.** The Ragesians attack and Signus engages the heroes personally.
- ✦ **Snatched Away.** (Optional, if the heroes need encouragement to visit the Valley of Storms. See also *Missing People* in Act II.) Invisible stalkers carry off a wounded or unconscious hero to the Valley of Storms.
- Victory.** The aftermath of the battle.

## Act IV. The Valley of Storms

*This is the intended climax of the adventure, presuming the heroes face the Ragesian army before visiting the Valley of Storms.*

- The Valley.** The heroes travel to the Valley of Storms.
- ✦ ✦<sup>15,15</sup> **Defenders of the Sacred Valley.** Monks ambush the heroes in attempt to keep them out of the valley.
- ✦ ✦<sup>15,15,15,15</sup> **Valley of the Damned.** Pilus' "mistakes" roam the edge of the valley.
- ✦ **The Laboratory.** A large laboratory is visible from the edge of the valley, but it's an illusion over a pit.
- ✦ **The Pit.** The first Seaquen expedition has been twisted into monstrous guards within the pit.
- ✦ ✦<sup>15,15</sup> **Laboratory Entrance.** The heroes enter the laboratory and face a windborn minotaur.
- ✦ ✦ ✦<sup>15,15,15,15</sup> **Pilus's Study.** Caela awaits the heroes in Pilus' study.
- Escaping the Laboratory.** Pilus sends a tornado to finish off the heroes, and they gain their first glimpse of The Tempest.

## Act V. Audience with Two Winds

- Two Masters.** Longinus invites the heroes to the monastery, where they gain what they need to visit Castle Korstull.
- A Showdown with Pilus.** If the heroes attack Pilus, he teleports away.