

Tears of the Burning Sky: Episode Summary

*: new in 4e version ✧: combat encounter (↔: 4e-only) ✨: skill challenge ✨₇: treasure (parcels indicated by subscript)

Act I. The Firestorm

- Aid of the Two Winds.** The monks give the heroes an orb that will allow them to reach Castle Korstull.
- * **A Dream.** The heroes are visited by Khadril, who shares a prophecy.
- The Road.** The heroes travel to Castle Korstull and learn of the effects of the efforts on Sindaire.
- ✧✨_{16,16,16,16} **Approaching the Firestorm.** A Ragesian garrison awaits the heroes near the firestorm.
- Crossing the Battlefield.** Lava pits threaten unwary heroes as they approach the castle.
- ✧ **The Canyon.** The heroes arrive at the castle, meet Clan Millorn, and face a horde of burning undead.
- Friendly Rivals.** The heroes negotiate with Clan Millorn to explore the castle.
- ✧✨₁₆ **Archery Bunkers.** An apparent entrance to the castle reveals undead and a hint of devilish involvement.
- ✧ **Bulette Tunnels.** Another apparent entrance leads to a cave-in and an earth elemental.
- Main Entrance.** The only way in is also the obvious way in.

Act II. The Castle

- Getting Upstairs.** (Informational.) There are three tasks the heroes must accomplish to reach the upper level.
- * **Clues.** (Informational.) Clues to the lift are spread throughout the lower level.
- * **Obstacles.** (Informational.) Obstacles to the heroes are also spread throughout the lower level.
- Castle Traits.** (Informational.) The castle is dark and provides many opportunities for improvisation.
- ✧ **Patrols.** Griiat sends his undead minions to search for the heroes.
- ✧ **Assault.** Every night, while the heroes rest, Griiat animates the dead outside and sends them to defeat the heroes.
- ✧ **Assassination.** Once all other means of attack are thwarted, Griiat sends a special assassination force against the heroes.
- Clan Millorn.** (Informational.) The heroes and Clan Millorn cross paths as they explore the castle.

First floor rooms:

- ✧✨_{16,16,16} **1. Front Gates.** Skeletons and stone golems fight the heroes before they deal with a locked door.
- 2. Great Foyer.** The heroes have a choice of directions to proceed.
- ✧ **3. Barracks and Prison.** Skeletons lie on beds in the barracks.
- 4. Stables.** The stables reveal clues of nightmares.
- ✧✨ **5. Equestrian Track.** Fallen knights attack the heroes, and a dam prevents the castle's pump from working.
- 6. Grand Entrance.** Traps and a clue to the bulette in area 9 await in this room.
- ✧ **7. Lift Station.** An undead waits to feast on the heroes' flesh and soul. (The lift mechanism itself is explained in *The Ascent* at the end of this act.)
- ✧✨_{16,16,17,17,17,17} **8. Bath House.** Hope you like bees. Hell bees.
- ✧✨_{17,17,17,17} **9. Guest Suites.** Bulette proof.
- 10. Storage Room.** Look! A place to store stuff! Also, stairs and a lift between the first and second floors.
- ✧ **11. Servants Quarters.** Undead servants that pose no real threat.
- ✧↔ **12. Pump Room.** A powerful undead gnoll necromancer and his minions guard the castle's pump.
- 13. Cistern.** If the heroes explore, they find a safe haven from the undead.

Second floor rooms:

- ✧✨_{17,18,18,18} **14. Banquet Hall.** A gruesome dinner party featuring undead versions of the original castle inhabitants, who have the potential to be allies.
- 15. Kitchen.** Little of interest here.
- 16. Conference Room.** A trap and a secret passage to the banquet hall.

Chapel rooms:

- ✖^{17,18,18} **The Chapel.** (Informational.) A small party of devils has taken up residence in the chapel.
- 17. Foyer Stairs.** The chapel doors are barred with *immovable rods*.
- ✖ **18. Entry Hall.** If they were heard coming, the heroes are lured into an ambush. (See *Ambush*.)
- 19. Hall of the Pantheon.** A magical effect compels the heroes to make a small offering.
- 20. Main Chapel.** The chapel has been burnt, and devils are likely to be here.
- 21. Priest's Room.** Two more devils take their ease here.
- 22. Meditation Chamber.** A mirror allows the heroes to see Griiat's scrying room.
- 23. Library.** Nothing of value but a secret door.
- 24. Offertory Chambers.** Where the money goes.
- 25. Healing Hall.** Healing supplies and magic.
- 26. Chapel Kitchen.** A few devils rest here.
- ✖ **27. Chapel Storage.** A skeleton is trapped in this room.
- Ambush.** (Informational.) The devils prepare an ambush if they hear the heroes coming.

The Lift:

- ✖ **Time is Short.** The arrival of a Ragesian knight foreshadows the arrival of a Ragesian army.
- ✖ **The Ascent.** The lift to the upper level is heavily trapped.

Act III: The Dark Pyre

Upper floor rooms:

- The Planar Rift.** (Informational.) The top floor is located in the Astral Plane, which gives it subjective gravity and empowers spells.
- Defenders of the Dark Pyre.** (Informational.) The upper level's defenders will attack proactively.
- 28. Lift Station.** The upper part of the lift.
- 29. Gear Room.** Machinery for operating the lift, which can be disabled here.
- 30. Watch Hall.** A trapped hallway lined with arrow slits.
- 31. Elite Quarters.** Burned out and abandoned.
- 32. Dance Hall.** Filled with floating debris and featuring the skeleton of the dragon Syana.
- 33. Reddengot's Suite.** The dread wraith's quarters, complete with instrument of torture.
- 34. Griat's Suite.** A shrine to the Dark Pyre and a secret scrying room.
- 35. Blessing Chamber.** Undead come here to bask in the power of the Dark Pyre and heal.
- 36. The Dark Pyre.** The source of the planar rift, and the heroes' egress from the castle.
- 37. Watch Post.** A burnt-out room with an obvious secret door.
- 38. Waiting Chamber.** No undead can pass beyond this room.
- 39. Throne Room.** Coaltongue's bodyguard is found here.
- ✖^{18,18,18,18,18} **40. Imperial Bedroom.** Evidence of Coaltongue's death, and lots and lots of treasure.

Upper floor events:

- ✖ **Welcoming Party.** The lift makes a lot of noise and the undead defenders have prepared an ambush.
- ✖ **Second Wave.** Once through the watch hall, more undead attempt to force the heroes to the dance hall.
- ✖ **Dance Before the Dark Pyre.** The main trap is sprung. Afterwards, the heroes can see the Ragesian First Army approaching.
- The Fall of the Emperor.** Darius has had prophetic visions, and can be revived to explain what happened.
- Solving the Mystery.** (Informational.) The meaning behind Darius' visions.
- Getting Out.** The Sky Palanquin offers a means of escape.
- ✖ **Pressure.** The lift activates, carrying an overwhelming force of Ragesians and Shahalesti, pushing the heroes to flee.
- ✖ **Deception Revealed.** Deception reveals himself and binds Aggression to Syana's bones.
- ✖ **The Flight.** As the heroes flee, a force of Ragesians and Shahalesti chase them, followed by Syana, and the adventure ends in a climactic air battle.