

# Trial of Echoed Souls: Episode Summary

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

## Dramatis Personæ

- Fayne Rawnbeck.** A female Taranesti, greatest of their few remaining warriors. She seeks allies in her fight against the Shahalesti, which causes her to seek out the heroes in the first act. Fayne is the key to the heroes understanding how to reach the city of Phorros Irrendra, the focus of Act II.
- Quillathe & Yvonnell.** Female drow assassins. Along with Rhuarc, they're responsible for the assassination of Emperor Coaltongue and the theft of the Torch of the Burning Sky. They wish to punish the Shahalesti by using the Torch to lure Ragesia into conquering Shahalesti. The heroes face Quillathe & Yvonnell at the beginning of Act II.
- Rhuarc.** Male half-Taranesti ranger. He has power over demons due to the influence of his dead diabolist mother, and a powerful scimitar that can trap souls. The scimitar has trapped the soul of Coaltongue and he used it to destroy a fragment of the soul that powers the Torch. He intends to kill anyone who seeks the Torch, ensuring that no one can use it to conquer the world. (Quillathe & Yvonnell are unaware of Rhuarc's ulterior motives.) The heroes chase Rhuarc throughout Act II, which culminates with his defeat.
- 41.** A psychotic male monk formed of the echoes of evil souls. He is physically weak but possesses overwhelming psychic power. He resides in the Temple of Echoed Souls and his power creates the conditions in Ycengled Phurst. The heroes face his mind games in Act III, and defeat him at the climax of the adventure.

## Act I. Ycengled Phurst

- Exploring the Wood.** (Informational.) The forest is a spooky place, and affects travelers in various ways.
- The Forest Looms.** The heroes arrive at Ycengled Phurst.
- Encounters within the Wood.** (Informational.) There are a variety of encounters within the forest which can be used, or not, as appropriate.
- ✦ ✨<sub>19,19</sub> **The Root of All Evil.** Trees animated by the corpse of an elven child attack the party.
- ✨ ✦ **Phantoms of the Wood.** A procession of dead Taranesti either grant the party their favor or attack, depending on the party's actions so far.
- ✨ **Dead Shahalesti.** The heroes come across the remains of a Shahalesti scouting party.
- ✦ **Shahalesti Soldiers.** A Shahalesti squad tracks and ambushes the heroes.
- ✦ **Howling at the Moon.** Spectral wolves, agents of Shahalesti vizier Aurana Kiiredel, fall upon the heroes, hoping to kill them and extract information from their dead bodies.
- ✨ **The Elves of the Wood.** Fayne Rawnbeck cautiously approaches the heroes. If they agree to help her against the Shahalesti, she tells them how to reach Phorros Irrendra.
- ✦ ✨<sub>19,19,19</sub> **The Henge.** A small group of Shahalesti guard this sacred monument of the Taranesti, which holds clues to reaching Phorros Irrendra.
- ✦ ✨<sub>19,19,19,19</sub> **Shahalesti Base Camp.** The heroes may either attempt to ally with the Shahalesti, rescue a Taranesti prisoner, or ignore the camp entirely.
- ✨ **The Darkness Your Guide.** (Informational.) The path to Phorros Irrendra is marked by black sand.
- Navigating the Dark Path.** (Informational.) To navigate the path to Phorros Irrendra, the heroes must cast shadows in front of them.
- ✦ **Lust in the Shadows.** Succubi summoned by Rhuarc pretend to be Coaltongue's assassins in an attempt to separate the heroes and defeat them.
- ✦ ✨<sub>19</sub> **Leashed Power.** A glabrezu explains Rhuarc's history before he attacks.
- ✦ **Screams of Revenge.** A horde of screaming ghosts bring magical darkness, protecting the heroes from the gaze of a basilisk.

## Act II. Phorros Irrendra

- The Lost City.** (Informational.) The city exists at all manner of tree-house heights and cavern depths.
- Entering Phorros Irrendra.** The heroes climb out of a deep grotto into the lost city.
- Finding the Assassins.** Fayne has told the heroes where to find Quillathe & Yvonne: the Grand Manor. Unbeknownst to her, Coaltongue's body is there as well.
- ✨✦✧<sup>20,20,20,20</sup> **Black Widows.** The women ambush the heroes, but they're amenable to conversation.
- ✦ **If it Bleeds, We Can Kill It.** Rhuarc attacks while the heroes rest, then leads them on a chase through trapped locations.

### *City Locations:*

- Emeraldgreen Peak.** A tall hill with a good view of the Grand Manor.
- ✦ **The Forge.** Rhuarc has prepared a deadly trap to drop the entire building. Into a pit. And set it on fire.
- The Grand Manor.** See the *Black Widows* encounter previously in this act.
- ✦ **Grove of Fallen Hallows.** A statue garden that's home to ghosts, and another of Rhuarc's traps.
- ✦ **The High House.** Rhuarc's mother's house, and his final bolt-hole. He faces down the heroes here.
- ✦ **Library of Living Stone.** Rhuarc has prepared a huge deadfall trap in this old library.
- Mouth of Earth.** Where the heroes entered the city.
- ✦ **Syana's Lair.** Rhuarc goes to ground here when he needs to recover.

## Act III. The Trial

- Most Wanted.** As soon as the heroes leave the forest, numerous scrying sensors appear, seeking the Torch.
- The Temple of Echoed Souls.** (Informational.) The temple cannot be brute-forced.
- Running the Trial.** (Informational.) The heroes will face visions of their enemies and their past.
- Area 1 - Front Balcony.** The heroes gain a bonus to Will if they enter the temple with 4-8 people.
- Area 2 - Front Hall.** Haathon, an old temple master, explains the trial when the heroes enter.
- Areas 3 to 10 - Meditation Chambers.** Each room represents an element of the temple philosophy.
- ✦ **Area 11 - Trial of the Bell.** (Vision: The Fear.) A bell trap guards mirrors that split the party.
- ✦✦✧<sup>20,20</sup> **Area 12 & 13 - Trial of the Offering.** (Vision: The Child.) The heroes must kill a noble creature and a monster... or sacrifice themselves.
- Area 14 - Trial of the Self.** (Vision: The Fellowship.) The heroes see Shaloshia, Katrina, and inquisitors approaching.
- ✦ **Facing the Past.** (Vision: The Shadow.) The heroes fight the opposing party amongst an ever-changing battlefield.
- ✦✧<sup>20,20,20,20</sup> **The Final Trial.** 41 sends his unkillable projection to taunt and fight the heroes.
- Area 15 - Master's Lair.** 41's body is found in this room, vulnerable to attack and ending the adventure.