

Mad King's Banquet: Episode Summary

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

Act I. The Calm

- * **Dougan.** Dougan Rambausen explains the purpose of the Dianoem.
- *✧ **The Heroes Participate in the Test.** The heroes rescue Dougan from primates that inadvertently gain possession of the Dianoem.
- *✧ **The Heroes Do Not Help Dougan.** (This is an alternative to the previous episode.) The heroes deal with the aftermath of the primates gaining possession of the Dianoem.
- *✧✧✧✧✨_{10,10,10,10,10,10} **Torrent's Vengeance.** The heroes wipe out the remaining White Wyrms.
- Meeting at Lyceum.** The Lyceum Council asks the heroes to escort the diplomat Balan to Bresk.
- Letter Home.** The student Jineer asks the heroes to carry a message to his father and Lord Gallo's proxy, Jinis.

Act II. Message for the King

- * **Vidor.** The heroes learn that Vidor is facing an unknown threat.
- *✨ **From Vidor to Bresk.** The heroes negotiate a purchase of a horses and a sled and learn a snippet of information about Khadral.
- *✨ **Journey.** The heroes travel navigate the river northward while facing bitter cold.
- ✧ **Refugees.** The heroes rescue a group of refugees from a pair of rampaging remorhaz.
- ✨✨✨ **Bodies in the Water.** The sled catches its runner on bodies trapped in the ice, foreshadowing trouble in Dassen.
- ✧✨_{10,10} **Grim Tidings.** The heroes encounter a squad of Steppengard's soldiers brutalizing travelers.
- *✨ **Checkpoint.** (This episode occurs if the heroes failed the *Journey* skill challenge or if a soldier escaped the *Grim Tidings* encounter.) The heroes must convince the Talon to allow them to enter Bresk.
- *✧✨_{10,10} **The Sewers.** (This is an alternative to *Checkpoint*.) A dwarf guides the heroes through Bresk's sewers so they may enter the city clandestinely.
- Into the City.** (This episode occurs instead of *Checkpoint* if the heroes succeeded at the *Journey* skill challenge and no soldiers escaped the *Grim Tidings* encounter.) The heroes pass into Bresk and witness the Talon locking down the gate after they enter.
- The Golden Griffon.** The heroes settle in at their lodgings and have a chance to learn of the assassinations.
- ✨ **Group Diplomacy.** The heroes research the political situation in Dassen.
- Audience with the King.** Nina Glibglammer interrogates Gallo's proxy Jinis, revealing the king's suspicions of Gallo.
- ✨✨✨✨ **The Appeal.** The heroes attempt to convince the Council of Nine to support Seaquen.
- Outside the Throne Room.** Timor and Dashgoban's proxies encourage the heroes to seek out Lord Gallo, and the heroes meet the Ragesians.
- Mysterious Warning.** Hrumbrand, a troubador for the court, warns the heroes that they are in danger and urges them to head north to Duke Gallo.
- ✧✨_{10,10} **Silencing Balan.** An assassin attacks the heroes while they sleep.
- ✧✧✧✧ **Under Arrest!** The heroes are either arrested or forced to flee the city.
- ✧✧✧✨_{11,11,11,11,11,11} **Castle Steppengard Prison.** (This episode only occurs if the heroes are arrested.) The heroes escape from prison and discover proxy Jinis.
- Escaping.** (This episode wraps up *Castle Steppengard Prison*.) The heroes travel out of the prison.
- The Road to Gallo's Fend.** An group of friendly knights escorts the heroes to Gallo's Fend.

Act III. Securing Aid

- The Shield of the Kingdom of Dassen.** (Informational.) Gallo's Fend is a stout defense against armies marching through the Alydi Gap.
- Duke Gallo.** Duke Gallo welcomes the heroes to his castle.

- Around Gallo's Fend.** The evening passes unevenly.
- ✨^{11, 11, 11, 11} **War Recon.** Gallo presents the strategic situation and asks the heroes to scout for Ragesians in Alydi Gap.
- ✨ **Hoofing It.** The heroes push their horses to reach the furthest outpost before nightfall.
- Alydi Gap Outpost.** (Informational.) Ragesians have occupied the furthest outpost.
- ✨ ✨ ✨ ✨ ✨^{12, 12, 12, 12} **Ragesian Forces.** The heroes assault the outpost.
- Two Missions.** Gallo asks the heroes to escort his proxy to Timor and Dashgoban, stopping in Pitchwood Burg along the way.
- ✨ ✨ ✨ **Path through Pitchwood.** The heroes either fight or negotiate with the fey pitchlings.
- ✨ **Castle Dashgoban.** The heroes convince Lord Dashgoban to send troops to Gallo.
- ✨ **Delaying Steppengard.** The heroes convince Father Albert of Pitchwood Burg to spread burning pitch on the Nasham river and slow Steppengard's advance.
- ✨ **Steppengard Blockade.** Steppengard's forces block the road, requiring the heroes to fight their way through to Vidor.
- ✨ **Scaling the Cliffs.** (This is an alternative to *Steppengard Blockade*.) The heroes fight off harpies while ascending the Glaskeel Cliffs en route to Vidor.
- War Plans.** Gallo informs the heroes of the order of battle and asks for their aid.

Act IV. The Battle for Gallo's Fend

- ✨ **Siege Sabotage.** Before the battle, the heroes sabotage Steppengard's siege engines.
- ✨ **Mage Assassination.** The heroes attack and kill Steppengard's chief war wizard.
- Otharil Vale Opening Volley.** (Informational.) A catapult will attack the heroes' position during the battle.
- ✨ ✨ **Otharil Vale First Wave.** The heroes repulse the first wave of attackers.
- ✨ ✨ **Otharil Vale Second Wave.** The heroes repulse the second wave of attackers.
- After the Second Wave.** The heroes' unit is relieved with fresh troops and they meet Gallo to learn how the battle progresses.
- ✨ **Strike at the Head.** (This episode only occurs if the battle is otherwise lost.) The heroes infiltrate the opposing camp and kidnap the Konigsmarshal.
- Wrapping up the Fourth Act.** Lord Gallo offers the heroes knighthoods and asks them to accompany him to Bresk as bodyguards.

Act V. Served Cold

- The Poisoning Plot.** (Informational.) The king plans to poison all his nobles at a banquet, causing them to kill each other.
- Proclamation of Peace.** The heroes travel back to Bresk with Duke Gallo.
- Parade of the Victors.** The Duke and the heroes arrive in Bresk and are greeted by the king.
- Tournament of Unity.** The Duke asks the heroes to investigate proxy Jinis' disappearance.

The tournament provides many opportunities for minor encounters:

- Dasseni Idol.** (Optional.) A hero performs for the nobles.
- Freshness Guaranteed.** The heroes come across the king's head chef, who complains of being kicked out of his own kitchen. (This is a clue that the banquet is poisoned.)
- The Informant.** A castle guard tells the heroes that something strange is happening.
- Jousting.** (Optional.) A hero competes in the joust.
- Ring Tossing.** (Optional.) A hero plays horseshoes.
- Shell Game.** (Optional.) The heroes come across a classic shell game con.
- Spell Dueling.** (Optional.) A hero participates in a spello duel.
- Test of Strength.** (Optional.) A representative of Lady Namin challenges a hero to a classic carnival game.
- The Magic is Gone.** A street performer complains that his alchemist suppliers have closed shop temporarily. (This is a clue that the banquet is poisoned.)

The normal flow of the adventure resumes here.

- Tournament's End.** The heroes compare notes with Duke Gallo and he asks them to scout out the castle.

- ✧ **The Graveyard.** The heroes are attacked as they sneak back into the castle.
- ✧✧^{12,12,12} **Breaking into Prison.** The heroes encounter the Ragesian ambassador and inquisitor and learn of the poisoning plot.
- The Dinner.** (Informational.) The king's banquet proceeds normally until the diners succumb to poison-induced madness and try to slaughter each other. The heroes have the opportunity to interrupt this sequence.
- ✧✧✧ **The Race.** The heroes attempt to bypass the king's guards and reach the banquet hall, then must deal with Madness within.
- ✧^{12,12,12} **Conclusion.** Succession is established, the heroes are rewarded, and they return to Seaquen.