

# Θ, Wintry Song of Agony: Episode Summary

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

## Dramatis Personæ

- ☐ **Etinifi.** Male Seela. Once the greatest of the Seela, Etinifi left their home in the forest of Innenotdar to seek a solution to its eternal burning. He met Leska, and together they found immortality... but he betrayed her. In revenge, she tracked him down and imprisoned him, eventually constructing the Scourge prison around him. His Song protects the prisoners from Agony, but he can't sustain it indefinitely. He's completely insane from the pain and secretly wishes to end the world.
- ☐ **Kreven.** Leska's second-in-command. He's the main antagonist of the adventure and the one in charge of the Koren Obelisk. The heroes will face and defeat Kreven in the climax of the adventure.
- ☐ **Koren.** Kreven's wife, a former Wayfarer. She's quite depraved and provides an opportunity for banter between herself and Koren.
- ☐ **Guthwulf.** The inquisitor who hounded the heroes during their escape from Gate Pass. He was going to be imprisoned for his incompetence, so he purposefully jumped in, prepared, instead. His spells have protected him from the worst of the prison. He's a potential ally to the heroes.

## Act I. A Hanging Sword

- ☐ ✧✧✧✧✨<sub>21,21,21,21</sub> **The Second War Council.** Simeon calls a war council and the heroes plan an attack on the Koren Obelisk, and are interrupted by an attack from the Scourge itself.
- ☐ ✨ **A Friendly Game.** Kiernan invites the heroes to play a game of Conquest before their mission.

## Act II. The Needle's Eye

- ☐ **The Great Mission.** (Informational.) The mission will progress in three stages: attack the Eye, cross the valley, and destroy the Obelisk.
- ☐ ✧✨✨✨<sub>21,21,21</sub> **Frost Needle's Eye.** The heroes must fight through a spirited defense in order to enter the Eye.
- ☐ ✧✨✨✨<sub>21,21,21</sub> **Blinding the Eye.** The heroes face Kreven and his forces while simultaneously negotiating for information with the devil Velkiss.
- ☐ **The Grim Stalwart.** Ander Folthwaite, the ghost of a gnome mage, hints at Etinifi's Song.
- ☐ ✧ **Roaming Nullifiers.** A pack of nullifiers spot the heroes and turn to run and report.
- ☐ **The Scourge Entrance.** Pilus uses The Tempest to blow away barriers to the Scourge Fortress.

## Act III. The Halls of Pain

*The Scourge Fortress:*

- ☐ **The Scourge Fortress.** (Informational.) The fortress is unlit and subject to magical effects.
- ☐ ✧ **1. Entrance.** Archers, an inquisitor, and a rock thrower guard the entrance.
- ☐ **2. Watch Tower.** The watch tower has a ballista on top.
- ☐ **3. Inner Gate.** Kreven taunts the heroes as they enter the fortress.
- ☐ **4. Holding.** A prison cell containing dead mages.
- ☐ ✧ **5. Guard Post.** Slaving zombies. *Slaving zombies.* No more need be said.
- ☐ **6. Armory.** Lots and lots of loot.
- ☐ ✧✨<sub>22,22,22</sub> **7. Meeting Hall.** A nullifier screeches and attracts zombies from rooms 8 & 9.
- ☐ ✧ **8. Kitchen.** Z-o-m-b-i, z-o-m-b-i, z-o-m-b-i...
- ☐ ✧ **9. Stores.** ...and zombi was his name-o.
- ☐ **10. Mausoleum.** Some people store their dead in mausoleums. Others store their undead there.
- ☐ ✧✨<sub>22,22</sub> **11. Laboratory.** Dominated children attempt to force the heroes into cages.
- ☐ ✧ **12. Quarters.** An ooze... oozes.
- ☐ ✧✨<sub>22,22</sub> **13. Clean Room.** A reluctant assassin and his team await the heroes. Also, the pit leading to the prison.

- ☐ **14. Shooting Galleries.** Archers and potions of healing.
- ☐ **15. Cistern Hallway.** A trap floods the hallway and threatens to sweep the heroes into the prison.
- ☐ **16. Obelisk Chamber.** This room is detailed in *Battle at the Obelisk*.

*The Halls of Pain:*

- ☐ **The Halls of Pain.** (Informational.) The prison is patrolled by golems and the prisoners have formed factions.
- ☐ **Mad Greetings.** The heroes meet Crazy Harry as a wave of agony strikes.
- ☐ ✨✳️ **Take Us to Your Leader.** The heroes run across the various factions in the prison, eventually meeting Theren of the Sons of the Resistance, who tells them of Guthwulf.
- ☐ **Guthwulf.** Guthwulf resides near the center of the prison. He offers an alliance, and a way out.
- ☐ **The Great Escape.** Guthwulf explains his plan.
- ☐ ✨✳️ **The Song of Agony.** Etinifi and Agony await in the center of the prison. The heroes can ally with Agony, or fight it.
- ☐ **Final Stage.** After finishing with Agony, the heroes must hurry back to the fortress above.

*Battle at the Obelisk:*

- ☐ ✨✳️ **Battle at the Obelisk.** A massive set-piece battle in the Obelisk room concludes with Kreven's defeat and the destruction of the Obelisk and the prison.
- ☐ **Conclusion.** (Informational.) The destruction of the Obelisk tips the war in the heroes' favor, but Leska isn't defeated yet.