

The Festival of Dreams: 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. The heroes rescued him, but he's completely insane from the pain and secretly wishes to end the world.
- ☐ **Rantle.** Rebellion leader. A bit of a blowhard, but capable. He leads the military aspects of the rebellion.
- ☐ **Diogenes.** Rebellion leader. Bitter at losing his leg. A mage, he's in charge of strategy.
- ☐ **Erdan Menash.** Rebellion leader. Quirky. He plays a double role, seeming to help the Ragesians administer the city, but secretly working against them. He focuses on politics.
- ☐ **Lord Shaaladel.** Lord of the Shahalesti.
- ☐ **Shalosha.** Daughter of Lord Shaaladel.
- ☐ **General Ashok Danava.** Leader of the Second Ragesian Army, which occupies Gate Pass. He wishes to end the fighting, but is under a *geas* not to act against the interests of Ragesia.
- ☐ **Legate Kolvus.** Leska's representative in Gate Pass. He's secretly a devil. He was sent to force General Danava to be more brutal in crushing the Rebellion, and he's been quietly using *charm* to sway the troops to his side.
- ☐ **Kathor Danava.** Son of General Danava and a member of the Rebellion.
- ☐ **Metamorphosis.** A trillith with the ability to create change. She's Vigilance's ally, and on the heroes' side.
- ☐ **Vigilance.** A trillith who used to be Indomitability (who the heroes met in adventure #2, *Fire Forest of Innenotdar*). He now protects the way between the trillith's world and the over world.

Act I. A Call to Arms

- ☐ **Battle Plans.** The heroes and the Lyceum make plans to free Gate Pass and stop the trillith.
- ☐ **The Mission.** The heroes teleport an army to the outskirts of Gate Pass, and themselves into the city.
- ☐ ✧✨23,23,23,23,23 **Time to Slay the Dragon.** The heroes meet up with Rantle and take out Vorax-Hûl.
- ☐ **Rebel Headquarters.** The heroes meet up with the rest of the Rebellion and make their plans tomorrow's battle.

Act II. The Battle of Gate Pass

- ☐ **Timeline of the Battle.** (Informational.) There are several events throughout the day that will benefit from the heroes aid.

The Gate March

- ☐ **The Gate March.** (Informational.) The Rebellion (and heroes) hold a heavily fortified gate, with defenders hiding in buildings as well.
- ☐ ✧✨✨23 **Skulking Wraiths.** A wraith sneakily attacks the defenders, turning them into more wraiths. (In the 4e version, it's a nullifier, not a wraith.)
- ☐ **Leadership.** The heroes (or Rantle) inspires the troops with a stirring speech.
- ☐ ✧✨23,23 **Ragesian Column.** The defenders repel the Ragesian advance.
- ☐ ✧✧✧✨23,23,23 **Reinforcements.** Skeletons, devils, and mercenaries plague the heroes.
- ☐ **Metamorphosis.** The trillith Metamorphosis seeks the heroes' help to free Vigilance.
- ☐ ✧ **Styx Squadron.** A flight of Ragesian wyvern-riders attack the heroes.
- ☐ **Battle's End.** The battle continues through the day and into the night, but the heroes' presence is no longer needed.

Shaaladel's Proposal

- ☐ **Shahalesti Emissary.** The heroes are invited to parley with Lord Shaaladel.
- ☐ **The Shining Lord.** The lord of the Shahalesti is an imposing—and impressive—sight.

- ☐ **Negotiating with the Elves.** Lord Shaaladel wants five things.

School of War

- ☐ **School of War.** (Informational.) Yep, it's a trap. But the heroes' can find allies here, in a *mirror of life trapping*.
- ☐ **School Grounds.** The school has several passive defenses, but only the tower is of interest.
- ☐ ✧ **Tower Level 1.** Wraiths feed on prisoners when the heroes enter.
- ☐ ✧ **Tower Level 2.** More wraiths.
- ☐ ✧ **Tower Level 3.** Daddy wraith: Gabal.
- ☐ **Tower Level 4.** The mirror of life trapping is here, containing the heroes' allies and Vigilance.

The Ragesian General

- ☐ **The Ragesian General.** The heroes contact General Denava, or vice-versa.
- ☐ ✧ ✨_{24,24} **Terms of Surrender.** The heroes' discussion with General Denava is interrupted by Legate Kolvus and nightmare trillith.

Act III. The Time of Dreams

- ☐ **Traditional Festival.** (Informational.) The festival follow certain traditions.
- ☐ **The Surrender.** Citizens of Gate Pass, Ragesians, and Shahalesti gather to accept the Ragesian surrender.
- ☐ **Reading of Dreams.** Priests select eight urns from which to read wishes.
- ☐ ✧ **Herald of Dreams.** Desire calls forth thousands of nightmare trillith emerge to attack everyone.
- ☐ ✧ ✨_{24,24,24,24,24,24,24,24} **Clash of Titans.** The trillith animate the statue of Coaltongue to form a nearly-unstoppable colossus.
- ☐ **Defeating the Colossus.** When the colossus is defeated, the trillith disperse.
- ☐ **Conclusion.** Gate Pass is saved, and one of several endings awaits.