



SCOURGE OF THE NIGHTINGALE

PART ONE: A SONG OF LOVE



*A new menace terrifies the region, creating havoc and
turmoil as she prepares for something grander.
Can the adventurers thwart her plans and slow her diabolical efforts?*

JEFF C. STEVENS

SCOURGE OF THE NIGHTINGALE

PART ONE: A SONG OF LOVE

Version 1

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INTRODUCTION

Welcome to *A Song of Love*, the first adventure in the Nightingale Trilogy of adventures.

This adventure is designed for **three to seven 1st–10th level characters** and is optimized for **five characters with an average party level (APL) of 8**.

The adventures in the trilogy include:

- A Song of Love:*** (Character level 1st – 10th)
Introduces Nightingale as a new foe in the Moonsea region, though her motives are not yet known. For characters of 1st – 10th level.
- A Song of Revenge:*** (Character level 3rd – 10th)
Information about Nightingale's backstory is learned, as well as the potential reason why she is creating chaos in the Moonsea region. For characters of 3rd – 10th level.
- A Song of War:*** (Character level 5th – 10th)
A war is brewing as Nightingale gathers her troops and mercenaries at the camp of a hobgoblin warlord, who she hopes to secure as an ally in her war. The adventurers are tasked with securing forces to protect Hillsfar, confronting Nightingale at the hobgoblin stronghold.

PLACING THE ADVENTURE

The adventure occurs in the Moonsea region of the Forgotten Realms but can easily be adapted to fit most campaigns.

Eberron: The **Lhazaar Principalities** seem like a good place to set the adventure. Orcs and goblins may have travelled from the south to aid Nightingale in her quest. Other beasts can be substituted as you see fit.

ADJUSTING THIS ADVENTURE

This adventure provides suggestions in making adjustments for smaller or larger groups, characters of higher or lower levels, and characters that are otherwise a bit more powerful than the adventure is optimized for. You're not bound to these adjustments; they're here for your convenience.

To figure out whether you should consider adjusting the adventure, add up the total levels of all the characters and divide the total by the number of characters (rounding .5 or greater up; .4 or less down). This is the group's APL.

Some encounters may include a sidebar that offers suggestions for certain party strengths. If a particular recommendation is not offered or appropriate for your group, you don't have to make adjustments.

ADJUSTING ABILITY CHECK & SAVING THROWS

The adventure is written for Average Party Level 8. You may want to adjust some of the DCs per the following suggestions:

- APL 1-3: reduce DC by 3
APL 4-5: reduce DC by 2
APL 6-7: reduce DC by 1
APL 8-9: as written
APL 10: increase DC by 2

BEFORE PLAY AT THE TABLE

Before you start play, consider the following:

- Read through the adventure, taking notes of anything you'd like to highlight or remind yourself of while running the adventure, such as a way you'd like to portray an NPC or a tactic you'd like to use in a combat. Familiarize yourself with the adventure's appendices and handouts.
- Gather any resources you'd like to use to aid you in running this adventure—such as note cards, a DM screen, miniatures, and battlemaps.
- Ask the players to provide you with relevant character information, such as name, race, class, and level; passive Wisdom (Perception), and anything specified as notable by the adventure (such as backgrounds, traits, flaws, etc.)

PLAYING THE DUNGEON MASTER

You have the most important role—facilitating the enjoyment of the game for the players. You provide the narrative and bring the words on these pages to life.

To facilitate this, keep in mind the following:

You're Empowered. Make decisions about how the group interacts with the adventure; adjusting or improvising is encouraged, so long as you maintain the adventure's spirit.

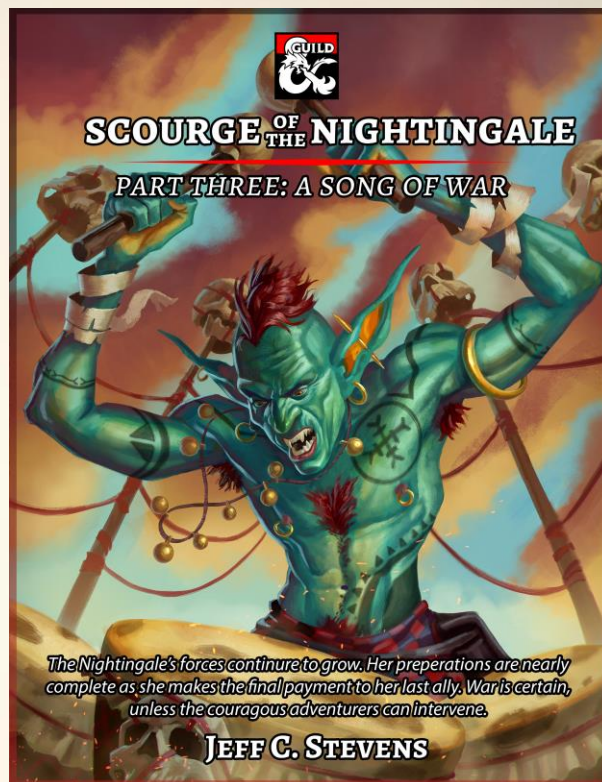
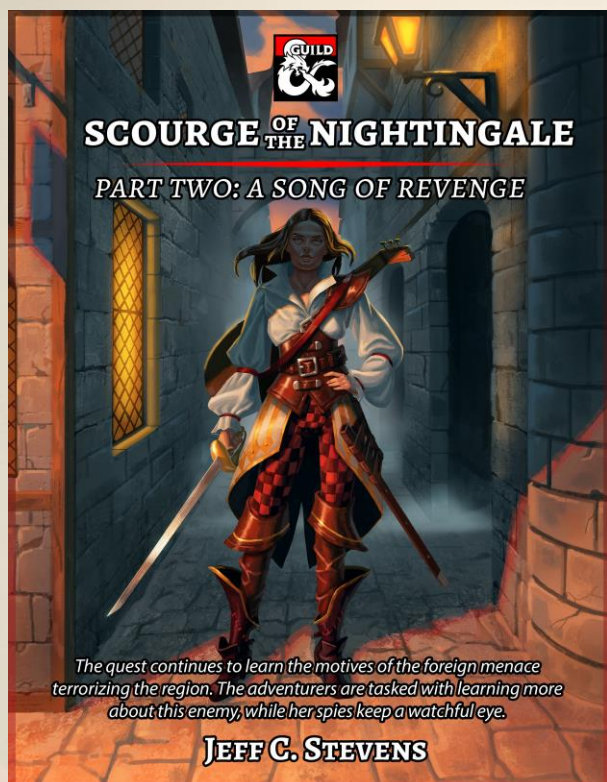
THE NIGHTINGALE

Though only a glimpse of Nightingale occurs in this adventure, her complete stat block is included in the event you need it, or you don't wish to wait for the continuing adventures.

THE SAGA CONTINUES WITH THE BELOW ADVENTURES

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ADVENTURE PRIMER

*But touch my tears, with your lips
Touch my world, with your fingertips.
And we can have forever
And we can love forever
Forever is our today*

Performed by Queen
Songwriters: Brian May / Michael Kamen

ADVENTURE LOCATION

The adventure takes place in and around a small village near Hillsfar called Dampfshire, where a couple are about to be married.

ADVENTURE BACKGROUND

The events leading up to this adventure occurred 10 years ago, when a group of young villagers went to the cliffs of the Moonsea for a late-night gathering. The attendees included several young men and women from neighboring villages, all of different careers and backgrounds.

Lorelai Song, a rather beautiful young bard with long blonde hair, fell victim to an unjustified prank. Several Ladies of the Night had become irritated at Lorelai, as their customers often talked of her while in their company. It was true that the woman was a rare beauty, but they didn't care to hear about her while working.

A few of the ladies took this meeting as an opportunity to embarrass Lorelai. They waited until she was in the middle of a song, then they walked over to her, faked a fall, and spilled their full mugs of liquor all over the bard. The guests laughed as the alcohol splashed into Lorelai's eyes, disrupting her balance as she fell into the campfire, which ignited her alcohol-covered body. The flames traveled quickly across her clothes, face, and hair, causing and the poor bard run off in agony and accidentally fall off the cliff, right into the Moonsea

The attendees of the party covered up the mishap as best they could. When asked about the missing bard, they simply stated that she never made it to the party and that they hadn't seen her in the days following.

Lorelai's body was found the next morning by a group of exotic pirates, who plucked her from the shore and took her away on their ship. She endured a life as a slave for several years until she was rescued in a foreign land by another pirate of mysterious background. This pirate prince, known as Harrier, was a master of many exotic skills. He saw promise in Lorelai as a minion and taught her the monastic ways, while encouraging her to continue her bardic studies. Years of practice, training, and combat, along with a horrible stint as a slave has changed the bard.

Now known as Nightingale, the monastically trained bard has been given permission by Harrier to tend to past matters. She has now returned to the Hillsfar region, looking to exact revenge on those who caused her to endure so much.

This adventure begins with Nightingale abducting and ransoming the soon-to-be husband of Gildus Strong. Though he was once a friend, Gildus was there the night of the accident and Lorelai views everyone who was at the gathering as an enemy. Her mission accomplishes two things: procurement of the gold she needs to hire additional forces and creating havoc in Gildus Strong's life.

NPC Summary

The following NPCs and locations feature prominently in this adventure.

Dampfshire. A small, quaint village roughly half a day's walk east of Hillsfar. It is known for its dried elk and peach preserves. The village contains a tavern (which doubles as a general store and has a 50% chance of containing any equipment found in chapter 5 of the *Player's Handbook*), a small inn, and a giant goat merchant.

Gildus Strong (GIL-dus Strong). Gildus Strong is the first NPC players will meet in the adventure. His fiancé and soon-to-be husband – Devon Artis – was kidnapped in the night. Gildus is a strong, military man with a broad body and red hair. He's been known to enjoy games of chess, red wine, and cheese.

Devon Artis (dev-ON ART-us). The kidnapped groom. Devon was captured during the night and is now being held at a goblin fort several miles away. He has long, black hair and green eyes. He's been known to enjoy dancing, singing, strong ales and unique meads, as well as games of chess.

ADVENTURE OVERVIEW

The adventure is broken down into five parts:

Part 1. The adventurers are on their way to Dampshire to attend the wedding, when they encounter one of the grooms battling a goblin riding a worg.

The groom – Gildus Strong – leads the party into the village. Here, they learn more about the kidnapping and ransom demands, and also have the opportunity to purchase a mount – a giant goat.

Part 2. The adventurers set out for Bridge Tree – where they are to exchange the ransom for Devon Artis, though they are unaware that the goblin liaisons have come up with a new plan. The party will most likely battle the goblins and then must follow the tracks to the goblin fort, where Devon is being held.

Part 3. The adventurers meet a mad NPC, who gives them a glimpse of the goblin fort. The party also encounters a group of entertainers who have been hired to perform at the fort that evening. This meeting provides the party with an interesting way of entering the fort and dealing with the large number of goblin forces within.

Part 4. There are many ways to complete the final section of the adventure, though the easiest is for the party to pose as actors/entertainers and perform a play. A DM should encourage this avenue, as it is the most rewarding option for all, and the least detrimental for the characters.

Part 5. This section concludes the adventure. Options for both a successful and unsuccessful rescue of Devon Artis are included.

ADVENTURE HOOKS

Story Hook. You have received an invitation to the wedding of Gildus Strong and Devon Artis. Both men are well known in their fields – Gildus as a military commander and Devon as an entertainer, and receiving an invitation from them is quite a mark of prestige. Your reputation must be spreading. The note states, “Please, no gifts. Your witnessing our union is all that we ask.”

Faction (All Factions). You have been asked to represent your faction at the wedding of Gildus Strong and Devon Artis. Both men are well known in their fields — Gildus as a military commander and Devon as an entertainer, and the faction wants to be represented at the wedding. No gifts are necessary, the couple only wish to have you there to witness their union.

CREATURE STAT BLOCKS

Most of the creatures in this adventure reference the 5th Edition *Monster Manual* or *Volo's Guide to Monsters*. Custom stat blocks are included at the end of the adventure.



PART 1. WEDDING BELLS AND BATTLE

Estimated Duration: 30 minutes

The adventure begins with the heroes entering a small village on the outskirts of Hillsfar, known as **Dampfshire**, where they have been invited to attend the wedding of **Devon Artis** (a well-known entertainer and actor) and **Gildus Strong** (a well-established soldier and commander).

Alas, the wedding was interrupted by a group of goblins, who kidnapped one of the grooms – Devon Artis – in the middle of the night before the wedding.

1. BATTLE AT THE ENTRANCE

As the party nears the village, read or summarize:

The distant sound of ringing bells slips through the forest, along with the closer sound of battle cries. Rounding the bend, you see the source of the sounds: a man dressed in an elegant blue suit and riding a giant goat clangs his longsword against the scimitar of a goblin woman sitting atop a worg. “Yield, I say,” yells the man. “You’ll not be getting away this day!”

THE MAN

The man is Gildus Strong (LG male Damaran human **veteran**), a soldier and commander. It’s his wedding day, but his groom (Devon Artis) was kidnapped the previous night.

The men had spent the night separately, as is customary before a wedding in their culture. The next morning, when Gildus went to check on his beloved, all he found was a ransom note in Devon’s chambers. Distraught and worried, Gildus immediately took the first mount he could find (a giant goat) and ventured out to search for his fiancé. He managed to track down a goblin who was spying on him and has now engaged her in battle. He does not intend to slay her, but to incapacitate her for questioning.

THE BATTLE WORG AND THE GOBLIN

The pair are part of the squad of henchmen hired by an unknown villain who is using the kidnapping as a means of securing funds for her upcoming onslaught against Hillsfar. The goblin’s name is Grag. She is

uncooperative, understands only Goblin, and is a mute.

SETTING UP THE ENCOUNTER

Statistics for the battle worg and goblin knight can be found in Appendix C.

APL 1: worg and goblin

APL 2: battle worg and goblin

APL 3: battle worg and goblin knight with 45 hit points

APL 4: battle worg and goblin knight

APL 5: battle worg and goblin knight with 65 hit points

APL 6: battle worg and goblin knight with 75 hit points

APL 7: battle worg and goblin knight with 80 hit points

APL 8 - 10: battle worg and goblin knight with 85 hit points

KILLED GOBLIN

If Grag is killed, Gildus is very upset and begins yelling at the party:

- “Do you know what you’ve done?”
- “She could have had valuable information!”
- “If Devon dies because of this, I’ll have each of you put away for life!”

Casting *Speak with Dead* reveals information found under “Captured Goblin.”

CAPTURED GOBLIN

Gildus is grateful if the party helps capture the goblin:

- “Thank you! Now, let’s see what information we can cut from this creature.”

A successful **DC 12 Charisma (Intimidation)** check results in Grag sharing one of the below pieces of information. Since she is mute, she tries to pantomime or draw as best she can. Magic may also assist with communicating with Grag.

- She is part of a group goblinoids hired to kidnap the “fancy man.”
- She doesn’t know the name of the woman who hired them, but she has seen her.
- The woman who hired her has a mask covering one side of her face.
- If the ransom isn’t paid, the prisoner is to be taken to a fort.
- The fort is several miles from a place called “Bridge Tree.”

Casting *detect thoughts* reveals the following:

- Grag is scared, both about being captured and about what will happen to her if the other goblins find out.
- She'd rather be let go to fend for herself, forgoing returning to her fellow goblins.
- The lady in the mask may hurt her.

The Nightingale

As of this adventure, only a few NPCs have information about Nightingale, and even that information is suspect. As a DM, you may find information about Nightingale in the Adventure Background section. Although it is unlikely the PCs physically encounter Nightingale during the course of this adventure, her stat block is included in the Appendix.

Even the name "Nightingale" is foreign to this region. Characters should not have any information on her yet. However, her story unfolds as the adventure continues.

TREASURE

In addition to her armor and weapons, Grag carries 15 sp in a small leather pouch.

DEVELOPMENTS

Once the issue with the goblin has been resolved, Gildus escorts the party to the village.

2. DAMPFSHIRE

DAMPFSHIRE GENERAL FEATURES

Dampfshire has the following general features.

Terrain. The village is built in a clearing surrounded by a forest. Chairs, lined with white tulle and adorned with colorful flowers, are set in the in the center of the village.

Weather. The weather is calm and peaceful.

Light. The clear sky provides ample light in the village.

Smells and Sounds. The villagers and wedding guests are busy milling about, expressing their concerns for Devon Artis, and wondering how Gildus Strong is dealing with the circumstances.

As the party enters the village, read or summarize:

Wooden chairs and pews, lined with white tulle and embellished with colorful flowers, sit in front of a small flower garden located in the center of the village. Several fancifully-dressed people sit in the pews, chatting nervously amongst themselves, while others meander about.

THE GUESTS

The guests are all beside themselves with worry over what has happened. They came to bear witness to a wedding between two well-established individuals, but they are now experiencing the tolls a kidnapping takes on loved ones.

If spoken to, the guests have the following to share:

- "Poor Devon. He must be out of his wits after being kidnapped."
- "Devon is such a wonderful performer. I just can't believe he's been..."(begins weeping).
- "Gildus seems distraught, and rightly so."
- "The two make such a lovely couple..." (begins weeping)

THE RANSOM NOTE

Gildus holds the note and shows it if asked. The note has the following written on it in fantastic calligraphy:

Devon Artis is being held for ransom. In exchange for 2,000 gold pieces, I will spare his life.

Deliver the gold to Bridge Tree. There you will find several of my liaisons. They have specific instructions to release Devon to you if you pay the ransom.

No tricks! The entertainer's life is in your hands.

N

COLLECTING THE RANSOM

Gildus begins collecting the ransom, but falls short by 7 gold pieces. He asks the heroes if they can spare 7 gp to bring the total to 2,000.

CLUES IN DEVON'S COTTAGE

Devon was sleeping in a cottage near the edge of the village the previous night. A group of goblins entered the cottage in the middle of the night. They apprehended Devon who, while putting up a fight, bloodied his nose. A feather was attached to the ransom note, but became loose and fell to the floor during the struggle.

A character searching the cottage where Devon stayed and succeeding on a DC 10 Wisdom (Perception) check finds (cumulative):

D20 RESULT	CLUE
10-11	Humanoid footprints outside the cottage
12-14	The bedsheets are in a state of disarray, indicating a possible struggle.
15-17	A small spot of blood is found near the interior doorway.
18+	A small feather (a successful DC 12 Wisdom (Nature or Animal Handling) check reveals it is a nightingale feather).

A creature succeeding on a DC 13 Wisdom (Survival) check while searching the village and the forest surrounding the village finds the goblin and worg tracks of the raiding party. The tracks continue for several miles into the forest, eventually leading to the landmark known as Bridge Tree.

BRIDGE TREE

Bridge Tree is exactly what its name states – a bridge built from a tree.

A massive, magical oak tree grew along a tall cliff which had no easy means to navigate. The 100-foot-tall tree allowed climbers access to the top of the 60-foot-tall cliff. This became a frequently used route, which led the climbers to create an actual suspended bridge from the tree to the top of the cliff. In addition, several platforms were created in the tree, so that more than one person could be in the tree at one time, making the transportation of wares and goods much easier.

The tree is now home to several goblins who prevent anyone from crossing (see Part 2 for info).

SEARCHING GILDUS'S ROOM

Gildus stayed in a small room at the local inn on the eve of the wedding. If the characters suspect Gildus for some reason and want to search his room, he is appalled at the thought that anyone would even consider him responsible for his fiancé's

disappearance. If the party's tone is aggressive and confrontational, Gildus' temper begins to flare. However, if politely reasoned with, he yields and grants access.

A search of Gildus' room yields nothing of interest except for his wedding suit and a small painting of Gildus and Devon.

GILDUS ACCOMPANIES THE PARTY?

Gildus insists on going with the party but can be persuaded to stay back with a successful DC 17 Charisma (Persuasion) check. His emotions have gotten the better of him and he wants to help save his love.

If Gildus accompanies the party, he fights with passion and doesn't think through situations or plan for battles.

FACTION ASSIGNMENTS

Several faction representatives also attended the wedding. If you want to keep faction incentives as part of this adventure, consider having one or more faction representatives approach the group with an assignment once the adventurers learn of the kidnapping:

Emerald Enclave. "This Bridge Tree sounds like a very precious natural landmark. After retrieving the bard, see to it that the vile goblins are driven out of that area."

Lord's Alliance. "Return to the village with Devon Artis, but also see if you can glean more information about his kidnapper. Is there a higher power at work here?"

Order of the Gauntlet. "Ensure the safety of Devon Artis and see he returns home. Try to learn more information about the kidnappers as well. We want to know if this is a small-time operation, or if it has been planned by a mightier foe."

Zhentarim. "Although there is foul play afoot, this might be the act of a powerful future ally. Learn what you can of these kidnappers and relay that information to me."

MOUNTS

If the party wishes to use a mount during this adventure, Gildus directs them to a local merchant named Galen Turk (LG Damaran human

commoner), a smelly old man who is missing his bottom teeth and has only a wisp of hair dangling from his forehead.

GIANT GOATS FOR SALE

Galen has seven **giant goats** which he can sell, along with a riding saddle, bit and bridle, and saddlebags, for a total of 30 gp each. If the adventurers can't afford the price, he is happy to let them borrow the goats free of charge but explains that there will be a 50 gp charge for each injured, killed, or otherwise unreturned mount. The goats are of average age and trained for riding, but they only respond if their names are used.

- **Pinky** – white female
- **Money Maker** – black and white male
- **Curly Butt** – tan and white male
- **Hopps** – a sand-colored male
- **Barley** – a black and white female that is missing its left horn
- **Squirrel** – a black and grey male
- **Dragon** – a black female with unnaturally thick and long horns

DEVELOPMENTS

After the clues have been gathered and the ransom gold has been procured, the party sets out for Bridge Tree. Proceed to Part 2.

PART 2. JOURNEY TO BRIDGE TREE

Estimated Duration. 30 minutes

The party travels through the forest for five miles until they reach Bridge Tree. While traveling, they may have issues with their newly acquired mounts, or they may encounter one of the goblins from the raid who has found himself caught in a bear trap.

TRAVELING TO BRIDGE TREE

RIDING A GIANT GOAT

Although the giant goats are trained for riding, they can still be quite temperamental.

The journey to Bridge Tree is five miles, which takes approximately 1 hour while riding a giant goat. Each goat rider must make a DC 13 Wisdom (Animal Handling) check. On a success, the rider steers their goat effortlessly. On a failure, have the player roll a d4 and consult the below table:

1 – The goat stops, grabs some leaves from a nearby tree, and munches away. It continues to do so until the rider succeeds on a DC 12 Wisdom (Animal Handling) check.

2 – The goat unexpectedly bolts to the west and runs 90 feet before abruptly stopping. A rider must succeed on a DC 14 Strength (Athletics) check or be thrown from the goat when it stops. On a failure, the rider is thrown 10 feet forward, takes 1d6 bludgeoning damage, and is knocked prone. The goat waits for the rider to return and get back on, then returns to the group.

3 – The goat decides it's time to take a nap. It stops, lays down on its stomach, and then begins to snore. The rider must succeed on a DC 13 Wisdom (Animal Handling) check to get the goat to cooperate again. The check is made with advantage if food is used to entice the goat.

4 – The goat starts bucking. The rider must succeed on a DC 16 Strength (Athletics) check to stay on the goat. On a failure, the rider is tossed 20 feet into the air and lands 10 feet away from the goat, taking 3d6 bludgeoning damage and landing prone. On a success, the rider must succeed on a DC 15 Wisdom (Animal Handling) check to calm the goat. On a failure, the goat continues to buck, which requires the rider to make another Strength (Athletics) check. This pattern continues until either the rider succeeds on the check, or they are thrown from the goat.

If one of the four goat events occurs, that rider is assumed to have learned from their errors and has advantage on future Wisdom (Animal Handling) checks while riding a giant goat for the rest of the adventure.

THE TRAPPED GOBLIN (OPTIONAL)

BrapBrap, one of the scouts in the raiding party, fell behind the original group and then stumbled into a metal bear trap (see below). He is in a lot of pain but is trying his best to stymie his tears and hide. He has seen the approaching adventurers and hides as best he can, covering himself poorly in moss and twigs. His creation looks out of place but may very well fool the unsuspecting party.

BEAR TRAP

Simple trap (level 1-4, dangerous threat)

A bear trap resembles a set of iron jaws that springs shut when stepped on, clamping down on a creature's leg. The trap is spiked in the ground, leaving the victim immobilized.

Trigger. A creature that stops on the bear trap triggers it.

Effect. The trap makes an attack against the triggering creature. The attack has a +8 attack bonus and deals 5 (1d10) piercing damage on a hit. This attack can't gain advantage or disadvantage. A creature hit by the trap has its speed reduced to 0. It can't move until it breaks free of the trap, which requires a successful DC 15 Strength check by the creature or another creature adjacent to the trap.

Countermeasures. A successful DC 10 Wisdom (Perception) check reveals the trap. A successful DC 10 Dexterity check using thieves' tools disables it.

PERCEPTION CHECKS

10-12 – The character sees an odd-looking heap of leaves, twigs, and moss.

13+ – The character sees an odd-looking heap of leaves, twigs, moss, and an eye.

WHAT BRAPBRAP KNOWS

BrapBrap isn't very smart or wise. As a result, when spoken to, he uses broken Common or Goblin and speaks with incorrect vocabulary.

A successful DC 6 Charisma (Persuasion or Intimidation) check is sufficient to get BrapBrap talking, though he may not answer the question directly. On a successful check, roll a d8 to determine BrapBrap's random answer:

1. "Fancy man worth gold."
2. "Goblins want gold."

3. "Take him to tree."
4. "Tree not far."
5. "Lady is pretty."
6. "Fast hobgoblins."
7. "Singing masked lady."
8. "More coming."

BRAPBRAP

- BrapBrap has the statistics of a **goblin** with Wisdom and Intelligence scores of 6 (-2).

TREASURE

BrapBrap carries a scimitar and 7 gp. In addition, if the bear trap wasn't destroyed, a creature may also acquire a bear trap.



PART 3. BATTLE AT BRIDGE TREE

BATTLE AT BRIDGE TREE

Estimated Duration: 45 minutes

The party reaches Bridge Tree, delivers the ransom, and waits for Devon Artis to be released. However, the greedy goblins hired by Nightingale have decided to amend the demands and try to extort more treasure from the adventurers.

BATTLE NOTES:

As soon as the sounds of battle begin, the hobgoblin guarding Devon Artis on the other side of the canyon flees with the prisoner, riding as quickly as possible to the fort.

If you feel the combat is taking too long, you may decide to have each of the goblins surrender when they lose half of their hit points. You may also consider removing goblins from the tree as needed.

It is difficult to gauge how long the final section of this adventure will take. Keep the battle moving as quickly as possible, allowing for at least one hour for the final section.

BRIDGE TREE

BRIDGE TREE GENERAL FEATURES

Bridge Tree has the following general features.

Tree. The tree can be described as giant oak tree covered in thick, lush leaves.

Leaves. Although not on the map, each of the smaller tree limbs is filled with leaves. When viewed from a distance, these leaves hide the structures built within the limbs of the tree and create partial cover and hiding places for the goblins. Once inside and under the tree's canopy (Area B and higher), the area is open, and creatures can see as the map is depicted. Use your judgement on whether a character's position inhibits their line-of-sight.

Magic Resistance. Although the leaves may be knocked away during battle, Bridge Tree itself is immune to magical attacks and elemental damage. It cannot be set ablaze.

Terrain. Various obstacles, explained further in the text, prevent most creatures from moving quickly through the group of trees. All terrain on the tree is difficult terrain for creatures other than the goblins.

Weather. The weather is pleasant with a slight breeze causing the leaves and branches to rustle.

Light. By day, the thick canopy of the trees provides shade. By night, the moon is obscured by the canopy and only traces of moonlight slip through.

Smells and Sounds. Although not noticeable by most, a creature with a favored enemy of goblins might pick up a whiff of their stench.

As the party enters this area, read or summarize:

The dense forest opens to 100 feet of cleared, gently sloping hillside. The clearing is covered with waist-high grass and leads to a cliff which is roughly 80 feet tall. Growing from the base of the cliff, but towering some 100 feet in the air, is a mighty oak tree, its sturdy branches covering a span of 80 feet, roughly 40 feet above the ground.

A bridge begins at the base of the tree and extends up into its branches.

GOBLINS IN THE TREE

Several goblins are hiding in the tree. They have been instructed to retrieve the ransom and release the prisoner. However, this seasoned group of goblins have come up with a new plan – extort as much as they can from the adventurers!

These goblins are well-seasoned and trained. see the “Setting Up the Encounter” sidebar and appendix A for their statistics.

CLIMBING GOBLINS

Having spent a lot of time in these trees, the goblins are familiar with the branches, limbs, and obstacles; therefore, the branches and obstacles are not difficult terrain for the goblins. In addition, they have advantage on all ability checks made to avoid falling.

GOBLIN LIAISON

The **goblin archer** from Area C (Rox) watches the party from its hidden perch. As they approach, the goblin releases an arrow, striking the ground near one of the adventurers. He then yells from his perch:

- “You bring gold?”
- “Put gold on middle of bridge. Me come down and get it, count it, then give you fancy man.”

Rox comes down, grabs the gold, then returns to his perch, but demands more gold.

- “New deal. Need more gold!”
- A new voice from further in the tree says, “And magic weapons!”
- “Yes! Magic weapons!” comes the voice from the tree.
- “Leave 1,000 more gold and two magic weapons on bridge. I come down, pick up, and then give you prisoner.”

The demands continue to change. The goblins are disobeying their orders and taking advantage of the situation.

REASONING WITH THE GOBLINS

The goblins are confident that they hold the upper hand. They have the advantage of hiding in the tree and they hold a prisoner. They cannot be reasoned with or intimidated. However, if they are attacked and until attacked. Once the battle begins, if they are losing, they can be intimidated into giving up, with advantage given to intimidation checks if they have lost half or more of their comrades. To speed up the adventure and combat, you may wish to have goblins surrender if they see that they are losing the battle.

DEVON ARTIS

At the top of the cliff, a trail leads 300 feet from Bridge Tree, where it meets the edge of a forest and then continues onward. Waiting at the edge of the forest is a hobgoblin on horseback, with Devon Artis bound and riding behind him. If sounds of battle break out, the orc quickly rides to the fort.

GOATS ON THE BRIDGE?

Due to their surefootedness, the giant goats can certainly walk on the bridge. However, once on the bridge, they are unable to turn around and the bridge is considered difficult terrain for them. If a goat takes damage on the bridge, it dashes along the bridge and attempts to push other goats out of the way (refer to the “Overrun” and “Shove Aside” actions described in chapter 9 of the *Dungeon Master’s Guide*). If this occurs, the rider of a spooked goat may attempt a DC 15 Wisdom (Animal Handling) check to calm the goat down.



SETTING UP THE ENCOUNTER

See the section descriptions for the number of goblins in each area of the tree. Statistics for creatures other than a standard goblin or goblin boss can be found in Appendix C.

This encounter has the potential to be deadly, no matter what level character. Be prepared to adjust as needed or allow ability checks for a character to realize they may need to regroup.

APL 1: Change all to **goblins**, each with three hit points. Change the DC of all ability checks to 10.

APL 2: Change all to **goblins**, each with 5 hit points. Change the DC of all ability checks to 10.

APL 3: Change the **goblin enchanter** to a **goblin boss**. All other creatures are **goblins**. Change the DC of all ability checks to 12.

APL 4: Change all **goblin archers** to **goblin spies**. Change **goblin enchanter** to a **goblin boss**.

APL 5: Change **goblin archers** to **goblin spies**; **goblin berserkers** to **goblin boss**.

APL 6: Change all but one **goblin archer** (Area C) to **goblin spies**.

APL 7: As written. All **goblin archers** start with 60 hit points.

APL 8: As written

APL 9: Each **goblin berserker** has 99 hit points.

APL 10: Each **goblin berserker** has 99 hit points, and each **goblin knight** has 80 hit points.

ALERT GOBLINS

The goblins are on alert. They are waiting for the ransom and are keeping watch around the tree.

A -THE BRIDGE

A wooden bridge rises 30 feet, crosses the river, and ends at Area B. Once the bridge is crossed, creatures have a clear view of the layout of the tree.

Though the bridge appears rickety, it is structurally solid. A creature pushed off the bridge falls 30 feet and into the slow-moving river below. The rocky sides can be climbed with a successful DC 12 Strength (Athletics) check.

B – PULLEY SYSTEM

A wooden platform attached to ropes and a pulley system is used to keep unwanted guests from entering the tree. The platform is currently lowered, resting on the ground. A creature standing on the platform can use an action to raise it 35 feet up to Area D.

The platform can hold three Medium-sized creatures. However, a successful DC 12 Strength

(Athletics) check is required to raise the platform if it holds more than two creatures.

C – HIGH HIDE

A **goblin berserker** and one **goblin archer** prepare to attack creatures crossing Area A. A dangling rope allows for a quick exit by sliding to the ground, which the berserker may use to attack creatures in Areas A and B.

A long, angled rope extends from Area C to Area G, allowing the goblins to slide down the rope and into Area G.

This platform is 75 feet off the ground.

D -TREE TRUNK

Using the pulley system from Area B grants access to Area D. The bridge extends around the tree. Two **goblin berserkers** hide along the tree trunk, just past the large limb, and attack any creature that enters Area D.

This area is 35 feet off the ground.

E - GOBLIN PLATFORM

One **goblin archer** and one **goblin berserker** stand on this platform, which is 45 feet off the ground. The goblin berserker protects the wooden limb bridge that leads up to the magic platform (Area F).

A dangling rope allows for a quick exit by sliding to the ground.

F – MAGIC PLATFORM

This platform is 55 feet off the ground. A **goblin spy** and a **goblin berserker** hide here, lying on their stomachs. When a creature enters Area E or Area G, they stand up and attack. The spy uses its bow while the berserker uses the long rope to slide onto Area G, attacking any creatures in Area D and Area G.

A dangling rope allows for a quick exit by sliding to the ground.

A shorter rope is attached to a tall pole in Area H. A creature succeeding on a DC 12 Strength (Athletics) or Dexterity (Acrobatics) check can hop up to the rope, grab it, and use their movement to slide into Area F.

G – BIG PLATFORM

This platform is 50 feet off the ground. One **goblin knight** hides behind some thick leaves here, attacking any creature that enters this platform.

A short rope is attached to a tall pole in Area F. A creature succeeding on a DC 15 Strength (Athletics) or Dexterity (Acrobatics) check can hop up to the rope, grab it, and use their movement to climb up onto Area G.



H – HIDING SPIES

One **goblin spy** hides behind some crates here, giving them half cover as they attack with their crossbow.

I – LAST CHANCE

A **goblin enchanter** and a **goblin knight** stand on the far side of the bridge, attacking any enemies they see in Area D, E, F, and G.

DEVELOPMENTS

Once the party rounds the tree, the bridge that crosses to the top of the cliff is accessible.

BRIDGE TREE OBSTACLES

Many platforms have been built on Bridge Tree, as well as many ways to get onto them.

THE ZIPLINES

The ziplines lead to other areas as follows:

- Slide from F to G (short rope)
- Slide from G to F (long rope)
- Slide from C to G

The zipline is a rope stretched between two points, with one end lower than the other. Using a handle (such as a bow, scabbard, or sheathed dagger) a creature can attempt to slide down the rope while its body dangles in the air. To do so, a creature must succeed on a DC 15 Dexterity check to successfully land on the next platform. On a failure, the creature ends its turn in a random square 5 feet from its destination, determined by rolling a d8. If the space is empty (no branches, no platform) the creature falls and suffers 1d6 bludgeoning damage per 10 feet.

GOBLIN CAMP

Crossing the bridge at the top of Bridge Tree leads the party to the goblins' camp, made of a wooden shack and five canvas tents.

TREASURE

Searching the tents yields:

- A total of 200 gp, 250 sp, and 500 cp from searching the tents.

Searching the wooden shack yields:

- A small, locked wooden chest with 'karful' written on the lid. A successful **DC 12 Dexterity** check using thieves' tools unlocks the chest, which contains a *necklace of fireballs* created by a goblin shaman. It is not as glorious as others of its kind, being made of twine, handcrafted stone rings, and worked-stone beads.
- A note that reads:

Secure the gold, release the prisoner, and return to the base.

N

MILESTONE LEVELING

If using milestone leveling, you can assume the characters have earned enough experience to gain one level.



NECKLACE OF FIREBALLS ADJUSTMENT

If running this adventure with 1st – 3rd level characters, the necklace only has 1d4 - 1 beads remaining (minimum 1).

PART 4. JOURNEY TO THE FORT

Estimated Duration: 45 minutes

Having defeated the goblins at Bridge Tree, the adventurers travel further into the thick forest, following the fresh hoofprints left by the horseback hobgoblin.

The idea behind this section of the adventure is to give the characters a glimpse of the goblin fort and the large number of enemies there. Hopefully, this encourages them to opt for a more creative way to deal with the goblins (see “Along Comes an Opportunity”).

Depending on how quickly you wish to conclude the adventure, use either “Option 1 - A Glimpse of the Fort” or “Option 2 - Bartimer Bandifol,” with the latter taking longer to play out. Be certain to conclude this section with “Along Comes an Opportunity.”

TRACKING THE HORSEBACK HOBGOBLIN

Characters easily notice the fresh hoofprints left by the horseback hobgoblin carrying Devon Artis. These tracks lead into a thick forest. After two hours of travel, the adventures encounter either “Option 1” or “Option 2” below.

OPTION 1 - A GLIMPSE OF THE FORT – 15 MINUTES

The adventurers reach a section of the trail, high along the top of a 300-foot-tall cliff, that allows them a glimpse of the fort. From this vantage point, they are able to see everything on the following list (refer to the goblin fort map for more information):

- The large, wooden goblin fort.
- An ogre tending to the front gate.
- One or two goblins manning each of the towers.
- What appears to be a wooden platform or stage built near the center of the fort.
- 20 goblins roaming the interior of the camp.
- A few red-faced hobgoblins roaming the interior perimeter of the fort.
- A man locked in a wagon made of metal bars.
- Several buildings that look like barracks.

While viewing the fort from this point, they can also get a glimpse of Nightingale.

A VIEW OF THE NIGHTINGALE

If the adventurers remain along the ridge, they see the orc with Devon Artis ride into camp. Read or summarize the following:

A horse carrying a hobgoblin and a tied-up, black-haired man gallops up to the main entrance. The gate doesn't open immediately, as the goblins in the towers yell and point at the hobgoblin.

An ogre lumbers out from a small building, walks up to the gate, and opens it for the rider, who then trots slowly into the center of the fort.

From a small building on the east side of the fort, a woman dressed in red and white, with flowing blonde hair, briskly walks up to the dismounting rider. The woman points at the hobgoblin, then at the man still sitting on the back of the horse, and she yells. Though her voice is distant, you can tell she is unhappy with the hobgoblin.

She continues to point at the hobgoblin. Suddenly, a booming voice erupts from her and the hobgoblin is pushed back. She yells again and the poor sap falls to his knees, covering his ears. The woman then charges the kneeling hobgoblin, jumps into the air, and does a front flip to land two kicks and a punch to his head. The dazed hobgoblin sways a few times, then falls to the ground and doesn't move.

The woman then yanks the man from the horse and instructs two goblins to lead him away. She then leaps onto the horse and rides out of the gate. As she rides, you see she is wearing a red mask on the right side of her face.

NIGHTINGALE RIDES

The below information is simply for a DM's reference and is not known by any of the NPCs in the goblin fort.

Nightingale is disgusted by the way this simple kidnapping and ransom request has turned out. She rides out of the fort, which is only one of her staging points. She returns to her main hideout and proceeds with her plans, only now she is a little short on the gold that she had intended to use to pay the hobgoblin leader known as Grath of the Axe. Nightingale is still building her army, and the hobgoblin forces would make a great addition. (This section alludes to the final adventure in this series – *A Song of War*).

OPTION 2 - BARTIMER BANDIFOL – 30 MINUTES

You may add this encounter if you feel you have ample time.

The adventurers meet a fellow adventurer. Or is he?

BARTIMER BANDIFOL

Bartimer (LN human **commoner**) has short blonde hair, brown eyes, and wears spectacles that he constantly adjusts. He is a scholar and thespian, but he has become slightly mad and insane. He thirsts for knowledge and loves the performing arts and is often found at village fairs, or in taverns reciting poetry.

While looking over the wares of a used goods store, Bartimer found an old set of theatrical plate armor, which is much too thin to offer any protection and pocked with holes of various sizes. Bartimer thought this would be a fine costume to wear while reading his soon-to-be-released poem titled 'The Shiny Man.'

When Bartimer donned his shiny new armor, his mind went even more mad. He has now become delusional – seeing himself as a great fighter and tracker, and believing that his armor is magical, empowering him with protection and the ability to walk silently.

Bartimer has blundered into the Devon Artis kidnapping. He knows something is amiss with the goblin and hobgoblin activity. He is close to the hideout, but watching it from afar while he plans his next move. This is where the adventurers meet him.

When he is interacted with, a creature succeeding on a DC 12 Wisdom (Perception) or Intelligence (Insight) check realizes the shiny armor Bartimer wears appears to be costume armor. In addition, a creature succeeding on a DC 14 Wisdom (Perception or Insight) check believes Bartimer may be delusional.

THE POEM – THE SHINY MAN

*Though do I see you – you shiny man
Your armor so clean and bright
I say to thee – you shiny man
Have you killed anything tonight?*

*Great danger lurks in the woods, crypts and ruins
But you are not afraid
For you are the shiny man
Who things see and then run away*

After the party follows the tracks leading through the forest, read or summarize:

The fresh tracks are nearly impossible to miss, and it is obvious the horse was running.

As you walk along, a whispering voice comes from somewhere along the tree line.

"Psst. You there! Are you friend or foe?"

THE WHISPERING MAN

A character succeeding on a DC 13 Wisdom (Perception) check realizes the whispering is coming from behind a bush on the right side of the trail. In addition, the voice speaks with a certain weight, much like how a scholar or noble would speak.

FRIENDS

If the heroes answer that they are friends, Bartimer urges them to come behind the bush.

"Come here then, behind the bush. I have something you simply must see!"

"Get low and be quiet!"

If the adventurers do as he says, they find Bartimer in his pock-marked plate armor. He directs them to follow him, crawling on the ground until they reach the top of a small hill.

NOT FRIENDS

If the heroes answer that they are not friendly, Bartimer says the following, while maintaining his position behind the bush.

"You're with those despicable, foul goblins and orcs then. I have no choice but to relieve you of your weapons and take your lives."

The man then stumbles out of the forest, his armor adorned with a few leafy twigs which he stuck in between the various plates in an attempt to camouflage himself.

It is obvious his armor has seen better days – various sword slashes and bolt-sized holes riddle the plates.

YOU HAVE TO SEE THIS!

Bartimer Bandifol leads the characters through the forest as he crawls on his hands and knees. He

constantly urges the adventurers to 'keep low' and to 'stay quiet' as they crawl to the edge of a ridge.

The goblin fort can be seen from the edge. It is roughly half a mile away, but the characters can still make out humanoid shapes from this vantage point, though it's not close enough to let them hear any speech.

The man crawls through the forest while urging you to follow. "Keep low! Stay quiet!" he repeats, as branches scrape along his armor and his crawling rustles leaves.

He leads you to the edge of a ridge. Still laying on his belly, he stretches his arm to point ahead. "There," he whispers. "I've been watching them and planning my attack."

"See there? That's the main gate. They have an ogre to open it. Each of the towers has one or two goblins and there's a patrol inside and outside the fort."

"It looks tricky to enter, that's quite certain. Yet, I've seen a couple of goblins sneak out from the west wall. Even though I don't see a gate, there may be a way in there."

A VIEW OF THE NIGHTINGALE

If the adventurers remain along the ridge, they see the hobgoblin with Devon Artis riding into camp. Read or summarize the following:

A horse carrying an orc and a black-haired man gallops up to the main entrance. The gate doesn't open immediately as the goblins in the towers yell and point at the orc.

An ogre lumbers out from a small building, walks up to the gate, and opens it for the rider, who then trots slowly into the center of the fort.

From a small building on the east side of the fort, a woman dressed in red and white, with flowing blonde hair, briskly walks up to the dismounting rider. The woman points at the orc, then at the man still sitting on the back of the horse as she yells. Though her voice is distant, you can tell she is unhappy with the orc. She continues to point at the rider. Suddenly, a booming voice erupts from her and the orc is pushed back. She yells again and it falls to its knees, covering its ears. The woman then charges the kneeling orc, jumps into the air, and does a front flip to land two kicks and a punch to the orc's head. The dazed orc sways a few times, then falls to the ground and doesn't move.

The woman yanks the man from the horse and instructs two goblins to lead him away. She then leaps onto the horse and rides out of the gate. As she rides, you see she is wearing a red mask on the right side of her face.

NIGHTINGALE RIDES

The below information is simply for a DM's reference and is not known by any of the NPCs in the goblin fort.

Nightingale is disgusted about the way this simple kidnapping and ransom request has turned out. She rides out of the fort, which is only one of her staging points. She returns to her main hideout and proceeds with her plans, only now a little short on gold.

BARTIMER BANDIFOL

Bartimer is anxious to help and volunteers to perform in the play if the party needs extra cast members. See **Along Comes an Opportunity**.

ALONG COMES AN OPPORTUNITY

A few minutes after observing the interaction at the fort, the heroes begin to hear noises coming from behind them on the path. A character succeeding on a DC 13 Wisdom (Perception) check believes the sound is being made from a horse-drawn wagon.

A minute or so later, an old horse pulling a wagon comes into view. The wagon is driven by an old, white-haired dwarf who, although surprised to see the heroes, isn't too concerned. He is a rather peaceful fellow, but he will ramble on about almost anything.

Friggin was once an adventurer himself, but he found he didn't like the lifestyle. He had always appreciated bards and the performing arts so, although not a performer himself (that didn't work out well at all), he established a traveling entertainment company – Friggin's Fantastical Showcase.

Business has been slow lately, and he had to take on a job he wasn't too fond of. Today, he is delivering a special treat to the goblin camp – a group of entertainers to perform this evening, along with several barrels of honey mead.

One of the goblin bosses, assuming the ransom exchange would transpire successfully, thought it would be nice to celebrate after a successful kidnapping mission and ransom collection. He didn't expect that a group of goblins would be greedy, extort the ransom payers, and ruin the plan for everyone.

Friggin doesn't know about the mishap and believes the show is still scheduled for this evening.

THE COVERED WAGON

The wagon contains several costumes, wigs, fake jewelry, and other items necessary for a performing crew.

TREASURE

The wagon contains five disguise kits and costumes needed for the play.

CONTRACT TO PERFORM

Each of the performers holds a copy of the contract. It is labeled Contract to Perform and reads as follows:

Friggin's Fantastical Showcase Performing Contract

I, the undersigned, for the sum of 10 gold pieces, do hereby agree to perform the play 'The Rescue of the Fair Goblin Maiden' for Junper and his companions. I understand that I may be given short notice of the performance date.

Signed...

THE ENTERTAINERS

Each of the entertainers is a Damaran human **commoner** with a Charisma score of 13 (+1).

Gavitus. He plays the great and powerful magician, yet only knows non-damage cantrips.

Melia. She plays the all-knowing psychic who makes random guesses but changes the subject or question when she is wrong. Provides simple answers like 'You ate breakfast this morning', or 'You slept in a bed last night', or 'You look tired.'

Tanbar the Mighty. A beefy-looking fellow, due to the cotton-stuffed, fake leather armor he wears. Tanbar bends metal with his bare hands but uses hollow tubes with thin walls that anyone could bend.

Jespa. She can actually sing and act!

THE ENTERTAINERS AND THE SHOW

The performers know of Devon Artis. He is, after all, an exceptional artist.

If the adventuring party includes five or more characters, consider having the performers refuse to enter the camp. (There are enough characters for the play).

- *"They've kidnapped Devon Artis. It's much too dangerous a task for me. I may injure my money-maker!"*

If the party includes four or fewer characters, one or two of the entertainers may assist the party by performing a part that is not filled by a PC.

- *"The man is a legend. Losing him would be a catastrophe to the Realms. Of course! I'll help you!"*

THE SHOW

The show is to occur in the center of the fort, near the barracks. This could allow for easy access into the camp.

The performers have been hired to perform the play titled *The Rescue of the Fair Goblin Maiden* (see Appendix B).

Entering the camp should be easy, as the guards have been told that Friggin's Fantastical Showcase is due to arrive today. However, the guards at the gate will require an example of the performers' work, only because they are bored and want an early treat. They ask for two of the following, with duplication possible. Roll a d6 and consult the following table:

1. A display of magic
2. A poem
3. A short story of epic heroism
4. A show of strength
5. A psychic performance
6. A very funny joke

The players may come up with whatever they like to appease the goblins when asked to perform from the above list. You may call for appropriate ability checks (DC 12) or simply let the roleplaying occur without dice rolls. Feel free to grant advantage on ability checks or award Inspiration to any player who does an outstanding job. You may also choose to forgo an ability check in that case.

GOBLIN ENTERTAINER

At some point, one of the goblins (Gizdo) states that he is a performer too, a comedian, and that he wants to be the most famous goblin comedian to ever live. He then shares a joke or two with the party:

- *"What did one Triton say to the other?"*
 - *"Um, I dunno..."*
 - *"Bubble, Blurble, Bubble."*
- *"How can you tell someone's a tourist in Chult?"*
 - *"Um, I dunno..."*
 - *"They're the ones with notepads around their necks and hailing Tabaxis!"*
- *"What's the difference between a living Boggle and a dead Boggle?"*
 - *"Um, I dunno..."*

- *"About 18 hit points!"*

- *"What's huge, stinks so bad you want to throw up, and lives in a swamp?"*
 - *"Um, I dunno..."*
 - *"Your mom!"*
- *"You're so ugly a...a Medusa wouldn't even gaze upon you."*

ACCESS GRANTED TO THE FORT

Once granted access to the fort, the adventurers are led to the open area near the barracks, where a small stage has been erected.

THE PERFORMANCE

When the performance begins, roughly half the **goblins** in the camp are watching the show. As the show continues, have all players roll a DC 15 Charisma (Performance) check, with advantage granted to bards or anyone with a performance background (such as Entertainers or Folk Heroes). On a success, more of the remaining **goblins** and **goblin bosses** in the fort, except those in the towers, show up to watch the performance.

A successful check after Scene Two causes the gate ogre to show up – drawn by the amazing performance.

A successful check after the end of Scene Three causes two of the **hobgoblin iron shadows** and two **martial arts adepts** to join the audience.

If all checks are successful, the only enemies in the fort not watching the play are **Grouse**, two **hobgoblin iron shadows**, and two **martial arts adepts**. These enemies are located in the east section of the fort - Areas G & H.

DM TIPS & TRICKS

If the players are doing an outstanding job acting out the play and with their roleplaying, you may forgo the Charisma checks.

ENTERING THE EAST SECTION

The **hobgoblin iron shadows** and **martial arts adepts** do not allow the adventurers access to the east side of the fort. If confronted, they push the adventurers back and close the gate to the east section of the fort and lock the gate. The lock can be

picked with a successful DC 14 Dexterity check using thieves' tools.

SAVING DEVON ARTIS

Regardless of how the adventurers enter the east section of the fort, they are noticed. Two Hobgoblin Iron Shadows and two Hobgoblin Devastators (one being Grouse) exit their barracks (Area H & G) if the adventurers are noticed trying to release Devon Artis.

These hobgoblins do not attend the performance, but they do exit the barracks if they hear sounds of battle, loud explosions, or yelling. They then stand by their respective barracks' and attack if anyone tries to free Devon Artis.

PART 5. THE FORT

Estimated Duration: 60 minutes

There are multiple ways the characters can proceed, with the most obvious being sneak into the fort disguised as actors. If the characters decide on another route, the following information about the fort should be helpful.

INHABITANTS OF THE FORT

Nightingale is no longer here. She has left after learning of the failed ransom collection.

- Twenty-four **goblins** in the fort
- Eight **goblin bosses** in the fort
- Four **hobgoblin iron shadows**
- Four **martial arts adepts**
- One **ogre**
- Grouse – a **hobgoblin devastator** with 70 hit points.

SETTING UP THE ENCOUNTER

See the section descriptions for the number of goblins in each area of the tree.

Statistics for creatures in the fort not in the *Monster Manual* or *Volo's Guide to Monsters* can be found in Appendix C

APL 1: Change all **goblin bosses**, **hobgoblin iron shadows** and **martial arts adepts** to **goblins**, each with three hit points.

Change **Grouse** to a **goblin boss**. The **ogre** remains.

APL 2: As above. All **goblins** have 5 hit points.

APL 3: Change all **goblin bosses** and **martial arts adepts** to **goblins**. Change **Grouse** and all **hobgoblin iron shadows** to **goblin bosses**.

APL 4: Change all **goblin bosses** and **martial arts adepts** to **goblins**.

APL 5: Change all **martial arts adepts** to **goblins**.

APL 6: All **goblin bosses**, **hobgoblin iron shadows**, and **martial arts adepts** start with 15 fewer hit points.

APL 7: All **goblin bosses**, **hobgoblin iron shadows**, and **martial arts adepts** start with 10 fewer hit points.

APL 8: As written

APL 9: All **goblin bosses**, **hobgoblin iron shadows**, and **martial arts adepts** start with 10 additional hit points.

APL 10: Each **goblin bosses**, **hobgoblin iron shadows**, and **martial arts adepts** start with 15 additional hit points.

PERCEPTION CHECKS

Unless otherwise noted below, all creatures roll normal Wisdom (Perception) checks.

THE GOBLINS

The **goblins** aren't particularly clever and find themselves bored. They are often not paying attention and have disadvantage on Wisdom (Perception) checks as a result.



THE HOBGOBLIN IRON SHADOWS

The **hobgoblin iron shadows** in the fort are well-trained and have keen senses. As a result, they have advantage on Wisdom (Perception) checks.

ENTERING THE FORT

There are multiple ways the fort can be entered.

- By posing as the Performing Troop (see “Part 3: Along Comes an Opportunity”)
- By using the Main Gate
- By using the Secret Entrance
- By breaking the Fence
- By climbing the Fence
- By agreeing to pay the ransom

USING THE MAIN GATE

Entering via the Main Gate requires either strength, cunning, or deception.

USING THE SECRET ENTRANCE

Entering via the Secret Entrance is relatively easy, as long as the party is stealthy. The two goblins in the

watch tower are not paying attention, busy telling each other jokes:

- *"What did one Triton say to the other?"*
 - *"Um, I dunno..."*
 - *"Bubble, Blurble, Bubble"*
- *"Is that a Nilbog in your pants? Or are you just happy to see me?"*
- *"How can you tell someone's a tourist in Chult?"*
 - *"Um, I dunno..."*
 - *"They're the ones with notepads around their necks and hailing Tabaxis!"*
- *"What's the difference between a living Boggle and a dead Boggle?"*
 - *"Um, I dunno..."*
 - *"About 18 hit points!"*

The entrance is a 3-foot-wide gap in the fence just below the guard tower. Approaching the fence requires a Dexterity (Stealth) check contested by the goblin's Wisdom (Perception) check. The goblins make the check with disadvantage.

A Medium-sized or smaller creature can squeeze through the gap in the fence.

BREAKING THE FENCE

Dealing 20 damage to the fence creates a 4-foot-wide by 4-foot-tall gap in the fence, though accomplishing this quietly may be difficult.

CLIMBING THE FENCE

The fence is 15 feet tall and made of tree trunks. A creature without a climbing speed or climbing gear must succeed on a DC 13 Strength (Athletics) check to climb it.

The top of the fence is pointed and does not allow a creature to hang on it. Quietly dropping to the ground requires a DC 12 Strength (Athletics) check followed by a successful DC 15 Dexterity (Stealth) check. A creature that fails the Strength check slips and falls while trying to climb down the fence, taking 1d6 bludgeoning damage, landing prone, and alerting the goblins in the towers.

Failing the Dexterity (Stealth) check results in the creature making noise while it climbs down the

fence. If this occurs, any goblins within 30 feet of the creature become curious if they pass DC 13 Wisdom (Perception) checks made with Disadvantage.

AGREEING TO PAY THE RANSOM

Nightingale's intention was to release Devon Artis if the ransom was paid. Unfortunately, her hired help botched the transaction and she has no other choice but to attempt a new ransom deal for the prisoner.

If the adventurers approach the fort with the intent of paying the ransom, the goblins in the towers or at the main gate oblige, but ask for twice the original amount.

If the party asks to speak with whoever is in charge, the goblins summon Grouse (see sidebar). Grouse agrees to the original ransom demand, accepting the 2,000 gp payment and releasing Devon Artis to the party.

THE FORT DURING THE DAY

During the day, the inhabitants of the fort move about, performing chores, maintaining the fort, and patrolling the internal and external perimeter.

- Two **goblins** patrol the exterior of the fence, using a walking speed of 20 feet per round.
- Two **goblins** patrol the west interior of the fence, using a walking speed of 20 feet per round.
- Two **martial arts adepts** patrol the east interior of the fort.
- Towers are manned by two **goblins** each.

ALERTING THE FORT DURING THE DAY

If combat occurs, roll initiative for all creatures in the fort. Any creature that cannot see the combat may attempt a DC 12 Wisdom (Perception) check on their turn. On a success, they hear the sounds of combat and can join the fight. On a failure, they think someone dropped something or someone is doing construction.

THE FORT DURING THE NIGHT

Three hours after sunset, activity in the fort settles down, as most of the inhabitants have gone to bed. Each tower is then manned by one **goblin**.

- No exterior patrol.
- Two **goblins** patrol the interior of the fence, using a walking speed of 20 feet per round.

- Two **hobgoblin iron shadows** patrol the east interior of the fort. If attacked, they use their Shadow Jaunt to move around the party and avoid fighting the tank-like heroes until they have whittled down spellcasters.
- Towers are manned by one **goblin** each.

ALERTING THE FORT AT NIGHT

If combat occurs, there is a chance those sleeping are awakened by the noise. Each barracks is assigned a starting DC Perception check. If that check equals the passive Perception of the inhabitants, or if the inhabitants pass a successful Wisdom (Perception) check, they awaken and join the fight.

Each DC reduces by one for every round of battle occurring inside or outside the fence. Do not count Stealthy attacks or magical attacks that are silent.

SECTIONS OF THE FORT

The following locations are keyed to the map 2.0:

A. THE WATCH TOWERS

The watch towers are covered and have small walls which provides half cover (+2 bonus to AC and Dexterity saving throws) to any creature inside. The towers stand 20 feet high and are accessible via a ladder located on the side of the tower that faces the interior of the fort.

- 2 **goblins** in each tower by day
- 1 **goblin** in each tower by night

B. THE MAIN GATE

The main gate is comprised of thick tree trunks lashed together with rope and leather binding. The one large door swings inward and is barred by a thick piece of lumber.

The **goblins** in the main gate towers are responsible for permitting creatures in and out of the fort.

An **ogre** is assigned the sole duty of opening the gate. If the gate isn't being opened, the ogre is sleeping in the small building just behind the gate.

C. THE OGRE'S SHACK

This is where Dimple, the **ogre**, can be found when he isn't tending to the main gate.

TREASURE

Searching the shack yields three dozen large bones, mostly cattle hind legs, with bits of spoiled meat attached.

D. BARRACKS #1

The barracks contains four **goblins** and four **goblin bosses**.

E. BARRACKS #2

The barracks contains four **goblins** and four **goblin bosses**.

F. BARRACKS #3

The barracks contains seven **goblins**.

G. BARRACKS #4

The barracks contains two **martial arts adepts**.

H. BARRACKS #5

The barracks contains the **hobgoblin devastator** known as Grouse, as well as two **hobgoblin iron shadows**.

TREASURE

Searching Barracks H yields 200 gp, 200 sp, a large diamond worth 300 gp, and a note written in Common with beautiful calligraphy. The note reads as follows:

Grouse – after receiving the ransom, take it to Hillsfar and meet with Hobart Taggart – the owner of the Diamond in the Dung Inn. He'll know what to do with the gold.

Then return to me. We have much to plan.

N

I. PRISONER WAGON

Devon Artis is being held in an open-air, metal-bar wagon. A chain and padlock on the west side of the wagon secures the door. The lock may be picked with a successful DC 15 Dexterity check using thieves' tools. If targeted with an attack, the lock has an AC of 12 and 20 hit points.

J. PERFORMANCE STAGE

A makeshift stage has been erected in anticipation of the traveling performers.

K. THE STABLES

The stables are currently empty but do have fresh hay and horse manure.

L. SECRET ENTRANCE

A secret entrance to the camp.

TREASURE

Searching the various buildings of the fort yields 50 gp, 80 sp, and 90 cp. See Area H for the treasure found in that location.



PART 5. CONCLUSION

Estimated Duration: 15 minutes

The adventurers have either succeeded or failed, and return to Dampfshire.

DEVON ARTIS

If spoken to, Devon can impart the following information:

- *The hobgoblins called her Boss Lady.*
- *The woman is a wicked thing – a mix of beauty and chaos. However, she exudes charisma, and is extremely quick and light on her feet.*
- *It seems she was only interested in collecting a ransom.*
- *She said she knew Gildus, but I've never heard him talk about her before.*
- *Though I was a captive, I wasn't treated poorly.*

Devon doesn't know anything else about Nightingale or her plans.

FACTION REPRESENTATIVES

The faction representatives are still in Dampfshire, awaiting the return of the adventuring party and a synopsis of their mission. They then thank the adventurers for a job well done and state that they will relay this information to the factions and the First Lord of Hillsfar.

The mysterious woman comes as a surprise.



MISSION SUCCESSFUL

If the party is successful in rescuing Devon Artis, read or summarize:

The village is nearly empty, yet the embellished chairs still stand in the center. A lone figure, who you recognize as Gildus Strong, still wearing the elegant blue suit you met him in, sits in one of the chairs, head in his hands.

The man hears you approaching, revealing bloodshot and puffy eyes as he looks at you. It takes a moment before he sees Devon, but when he does, a large smile forms on his face. Gildus stands, walks up to Devon with outstretched arms, and takes him in his grasp.

The two embrace for nearly a minute before Gildus looks at you. "Thank you," he whispers through eyes now welling with tears of joy. "Thank you!"

Then, Gildus steps back from Devon and begins softly singing:

*I sing a song...of love...for you...
A wish of joy...and peace...for you...
My heart is yours until the end...*

And the song trails off as the two embrace.

GILDUS AND NIGHTINGALE

Gildus has no idea who this woman might be. He has never heard of her or seen anyone matching her description. In truth, the two were friends years ago, but she didn't use the name Nightingale at the time. More information is learned about this villain in *A Song of Revenge* and *A Song of War*.

MISSION UNSUCCESSFUL

If the party is unsuccessful in rescuing Devon Artis, read or summarize:

The village is nearly empty, yet the embellished chairs still stand in the center. A lone figure, who you recognize as Gildus Strong, still wearing the elegant blue suit you met him in, sits in one of the chairs, head in his hands.

The man hears you approaching, revealing bloodshot and puffy eyes as he looks at you. It takes a moment before he realizes Devon isn't with you.

"What happened?" comes his cracking voice.

Allow the party to explain the events and then read or summarize the following:

Gildus moves to one of the chairs in the center of the village. He sits, places his head in his hands, and begins to quietly sing.

*I sing a song...of love...for you...
A wish of joy...and peace...for you...
My heart is yours until the end...*

The words trail off as Gildus weeps into his hands.

FACTION REPRESENTATIVES

The faction representatives are still in Dampshire, awaiting the return of the adventuring party and a synopsis of their mission. They state that they will relay this information to the factions and the First Lord of Hillsfar.

The mysterious woman comes as a surprise.

IN ALL CASES

In all cases, the faction representatives or village folk tell the adventurers to be prepared to be contacted by the First Lord of Hillsfar. Their assistance may be needed in the future.

MILESTONE LEVELING

At your discretion, after concluding the adventure, you may assume the characters have earned enough experience to have leveled twice: once after Bridge Tree and once for returning to the village. This applies more to low-level characters as a *Song of Revenge* is written for 3rd to 10th level characters.

REWARDS

EXPERIENCE

Total up all combat experience earned for defeated foes, and divide by the number of characters present in combat. For non-combat experience, the rewards are listed per character.

Combat Awards

Name of Foe	XP Per Foe
Goblin	50
Goblin Boss	200
Worg	100
Archer	700
Berserker	450
Enchanter	1,800
Knight	700
Spy	200
Ogre	450
Martial Arts Adept	700
Hobgoblin Iron Shadow	450
Hobgoblin Devastator	1,100

Non-Combat Awards

Task or Accomplishment	XP Per Character
Performing the Play	200

TREASURE TOTALS

Item Name	GP Value
Two scimitars	24
Bear trap	3
Gold	457
Silver	565
Copper	590
Diamond	300

NECKLACE OF FIREBALLS

Wondrous item, rare

Created by a goblin shaman, this necklace is not as glorious as others of its kind, having been made of twine, handcrafted stone rings, and worked-stone beads.

The necklace has 1d6 + 3 beads hanging from it. You may use an action to detach a bead and throw it up to 60 feet away. When it reaches the end of its trajectory, the bead detonates as a 3rd-level fireball spell (save DC 15).

You can hurl multiple beads, or even the whole necklace, as one action. When you do so, increase the level of the fireball by 1 for each bead beyond the first.

POTION OF INVULNERABILITY

Potion, rare

For 1 minute after you drink this potion, you have resistance to all damage. The potion's syrupy liquid looks like liquified iron.

This item can be found in the *Player's Handbook*.

STORY AWARDS

During the course of this adventure, the characters may earn the following story award:

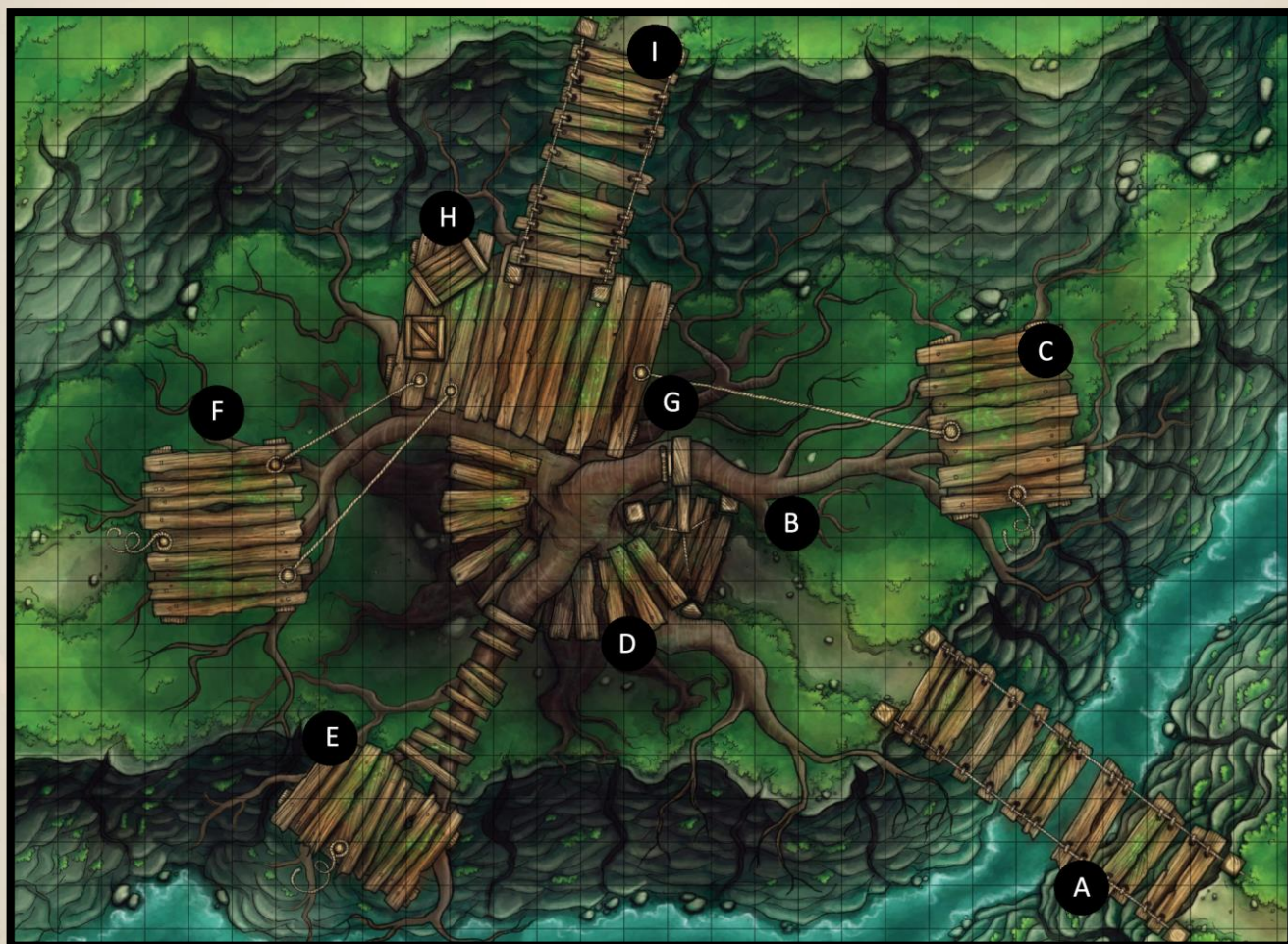
An Entertainers Life. Any character who performed in the play receives this award.

Talk of your outstanding performance has made its way around the Realms. Tavern owners and innkeepers pray you grace their establishment with your presence. When you like, you may relinquish this reward to a tavern owner or innkeeper and receive the very best room, food, drink, and service they have to offer for 24 hours.

APPENDIX A. MAPS

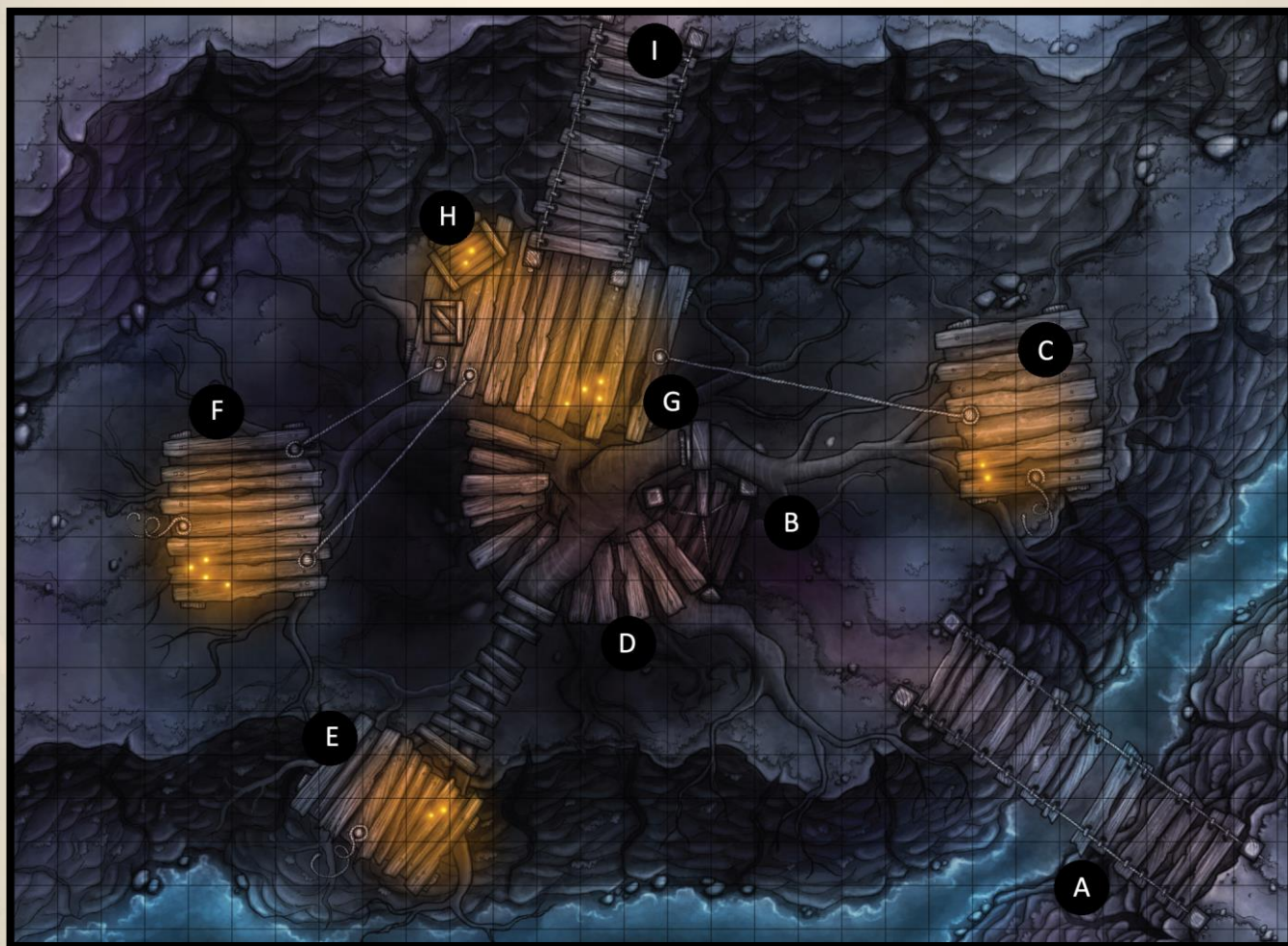
BRIDGE TREE MAP (DAY)

1 Square = 5 Feet



BRIDGE TREE MAP (NIGHT)

1 square = 5 feet



GOBLIN FORT MAP



Appendix B. Handouts

Player Handout 1. Ransom Note

To whoever finds this note,

Devon Artis is being held for ransom. In exchange for 2,000 gold pieces, I will spare his life.

Deliver the gold to Bridge Tree. There you will find several of my liaisons. They have specific instructions to release Devon to you if you pay the ransom.

No tricks! The entertainer's life is in your hands.

N

Player Handout 2. Bridge Tree Letter

Secure the gold, release the prisoner, and return to the base.

N

Player Handout 3. Contract to Perform

Friggin's Fantastical Showcase Performing Contract

*I, the undersigned, for the sum of 10 gold pieces, do hereby agree to perform the play **'The Rescue of the Fair Goblin Maiden'** for Junper and his companions. I understand that I may be given short notice of the performance date.*

Signed...

Player Handout 4. Letter in the Fort

Grouse – after receiving the ransom, take it to Hillsfar and meet with Hobart Taggart – the owner of the Diamond in the Dung Inn. He'll know what to do with the gold.

Then return to me. We have much to plan.

N

PLAYER HANDOUT 5.

THE RESCUE OF THE FAIR GOBLIN MAIDEN

The Rescue of the Fair Goblin Maiden

A play written for six performers.

History of the play: Ambrosia – the fairest goblin maiden in all the Moonsea region - had been kidnapped by Grug – an evil orc lord – and held for ransom. Grug demands 1,000 gold pieces and the head of Ambrosia’s father, Brika. Brika was a leader of a Moonsea goblin tribe and a powerful fighter. Grug and Brika had battled many times, which often ended in stalemates.

Brika had no intention of paying the ransom. Although he knew his daughter’s life was in peril, he also knew Grug would not release her and would most certainly attempt to extort more gold from the clan, and perhaps even use his daughter against him in other ways. So, Brika and a group of several goblin champions infiltrated Grug’s camp one night to save his daughter and kill Grug.

Performers: Since the play is about goblins, all performers should either be goblins or creatures of short stature. If the performers are taller than 4 feet, as both a courtesy and for historical correctness, they should walk on their knees in order to attain the shorter stature.

Ambrosia – Brika’s beautiful goblin daughter. She is dating Snots, but her father doesn’t know it. She has also been kidnapped by Grug.

Brika – A powerful goblin warlord who often grits his teeth when speaking. He has seen many battles, and as such, has the confidence of a seasoned veteran.

Boooga – A goblin wizard whose spellcasting has a huge impact on the success of the mission.

Snots – A goblin fighter whose strength and sacrifice are necessary during the mission.

PimPam – a goblin jester of cunning, stealth, and loyalty.

Grug – An Orc commander with a huge and powerful build. An egotistical maniac who thinks he will eventually conquer the Moonsea region.

Ambrosia – The fairest goblin maiden in the land. Many a goblin were stricken with grief when they learned of her capture and the ransom demand. They know the stories of Grug and fear they will never see her again.

Narrator – A humanoid who, preferably, can speak Goblin. This role narrates the text and sets up the scenes. This role may also be filled by non-player characters as needed.

Scene 1: The Birthday of Brika

Narrator: “Our story begins in the Moonsea region, perhaps not far from where we sit now. It was a fair night with the cold tendrils of air held at bay, thanks to the large fire the goblin tribe had built. It was an evening of festivity, as Brika – the mighty goblin commander – (Enter Brika – walking about the stage with confidence, chest puffed out.) celebrated his birthday with his tribe.”

Brika: (while walking about the stage and snarling) “It is my birthday today!!”

Snots: (scampers onto the stage, carrying a letter) “Brika! Commander, this was found in your daughter’s hut!” (hands the letter to Brika while looking at the crowd with wide eyes)

Brika: (grabs the letter and reads it aloud) “Ambrosia – the fairest goblin maiden in the land – is now my prisoner. You will pay me the sum of 1,000 gold pieces and bring me Brika’s head (grabs throat when reading this section) or I’ll deliver the head of the fair maiden (cries of “NO!” and whimpers heard off stage) to you in two days.”

Brika: (with a self-defeated tone and looking toward the audience) “What shall we do? I know Grug will not honor his word. Why would he return my fair maiden daughter to me? (turns to Snots) We shall have a meeting and plan a secret mission. Snots – go gather Boooga and PimPam!

Snots: “I will do just that, mighty Brika!”

Brika: (as Snots turns to leave) “Oh, and Snots. What were you doing in my daughter’s hut?”

Snots: (looks toward the audience and smiles) “Oh, I was merely fluffing her pillows before bedtime. I often do that.”

Brika: (nodding his head while smiling) “Ah, you are such a good friend.”

Exit Stage Left – End Scene

Scene 2: The Plan

Narrator: (while Brika, Snots, Boooga, and PimPam sit around the campfire – acting like they are talking and planning) Brika gathered a few of his most trusted and seasoned goblins. The powerful — and perhaps charismatic — fighter Snots, the spell slinging Boooga, and the cunning and hilarious PimPam. The quartet made a plan, then set off to rescue the fair maiden Ambrosia.

End scene

Scene 3: Grug and the Maiden

(Grug stands by a fire in his own camp holds a rope tied around Ambrosia’s neck)

Grug: (confidently) “Ha, ha, ha! Soon I’ll have your father’s head to add to my trophy collection!”

Ambrosia: (whimpering) “NO! Please, no! My father is the greatest goblin in the land. Please release me and let him live!”

Grug: “I’ll never release you! Not even if the ransom demands are met. (turns to Ambrosia and laughs) You will be my prisoner forever!”

Ambrosia: “Nooo!

Grug: “Yesss!”

Ambrosia: “NOOOOOO!!!!

Grug: “YESSSSS!!!! (laughing)

(Enter Brika, Snots, Boooga, and PimPam – stealthily making their way closer to Grug and Ambrosia.)

Ambrosia: “But...I’ve fallen in love with a mighty goblin warrior. His name is Snots (begins to drift off to a calm and tender voice) and he’s strong and handsome. He’s so sweet. He fluffs my pillows every night...”

(Brika jabs Snots in the backside when he hears the above. Snots stifles a cry.)

Grug: (laughing) “I bet he does!”

Ambrosia: (turns away from Grug) "Please don't take that away from me!"

Grug: (while Brika sneaks up behind Grug) "I'll take everything from you!"

Brika: (from behind Grug) "You'll have to kill me first!"

Grug: (startled, drops the rope, draws his longsword, and prepares for battle) "Then let's have at it!"

(An epic sword fight ensues– eventually Grug starts to win, battling Brika to the ground.)

Grug: (with confidence) "Now you see who is your better. This will be your last night."

Brika: "But...it's my birthday..."

Grug: (drawing sword high in the air) "Then let this be your last present!"

Snots, PimPam, and Boooga: (entering the battle, saying in UNISON) "You'll not deliver that gift while we still live!"

Narrator: "The battle continued between the might Grug and the goblins. PimPam is slashed by Grug's sword and falls. Boooga also falls, not by Grug's hand, but because his spell backfires. Ambrosia yells at Grug as he turns to impale her father with his longsword, delivering the final blow. But — just as the blade is about to strike — Snots leaps into the path of the blade, saving Brika. Ambrosia screams as she sees her beloved Snots impaled by the blade."

"PimPam takes this opportunity to cast a spell on Grug – a spell which makes him keel over with laughter. Brika, covered in Snots' blood, rises, takes his blade, and stabs the bellowing orc, dropping him to the ground."

Ambrosia: "Oh father, I'm happy you are well, but poor Snots!"

Brika: "Yes, Snots sacrificed himself to save me."

End of Scene

Scene 4: Finale

All cast members to front of stage for the singing finale.

All hold hands while singing.

A Song of Love is typically sung in unison, though solo versions do exist.

After singing *A Song of Love*, bow.

A Song of Love

G D G Em D

I sing a song of love for you. A wish of joy and peace for

D C G C G

4 you. My heart is yours un - til the end my love for you will ne - ver end, may your

C Am D7 G C D G

7 life be filled with joy! May your life be filled with joy!

DM HANDOUT 1.

THE RESCUE OF THE FAIR GOBLIN MAIDEN - DM VERSION

If all checks are successful, the only enemies in the fort not watching the play are Grouse, two Hobgoblin Iron Shadows, and two Marital Arts Adepts. These enemies are located in the east section of the fort - Areas G & H.

The Rescue of the Fair Goblin Maiden

A play written for six performers.

History of the play: Ambrosia – the fairest goblin maiden in all the Moonsea region - had been kidnapped by Grug – an evil orc lord – and held for ransom. Grug demands 1,000 gold pieces and the head of Ambrosia’s father, Brika. Brika was a leader of a Moonsea goblin tribe and a powerful fighter. Grug and Brika had battled many times, which often ended in stalemates.

Brika had no intention of paying the ransom. Although he knew his daughter’s life was in peril, he also knew Grug would not release her and would most certainly attempt to extort more gold from the clan, and perhaps even use his daughter against him in other ways. So, Brika and a group of several goblin champions infiltrated Grug’s camp one night to save his daughter and kill Grug.

Performers: Since the play is about goblins, all performers should either be goblins or creatures of short stature. If the performers are taller than 4 feet, as both a courtesy and for historical correctness, they should walk on their knees in order to attain the shorter stature.

Ambrosia – Brika’s beautiful goblin daughter. She is dating Snots, but her father doesn’t know it. She has also been kidnapped by Grug.

Brika – A powerful goblin warlord who often grits his teeth when speaking. He has seen many battles, and as such, has the confidence of a seasoned veteran.

Boooga – A goblin wizard whose spellcasting has a huge impact on the success of the mission.

Snots – A goblin fighter whose strength and sacrifice are necessary during the mission.

PimPam – A goblin jester of cunning, stealth, and loyalty.

Grug – An Orc commander with a huge and powerful build. An egotistical maniac who thinks he will eventually conquer the Moonsea region.

Ambrosia – The fairest goblin maiden in the land. Many a goblin were stricken with grief when they learned of her capture and the ransom demand. They know the stories of Grug and fear they will never see her again.

Narrator – A humanoid who, preferably, can speak Goblin. This role narrates the text and sets up the scenes. This role may also be filled by non-player characters as needed.

Scene 1: The Birthday of Brika

DM – *The majority of the goblins have taken seats in front of the stage. They applaud as the party takes the stage.*

Narrator: “Our story begins in the Moonsea region, perhaps not far from where we sit now. It was a fair night with cold tendrils of air held at bay, thanks to the large fire the goblin tribe had built. It was an evening of festivity, as

Brika – the mighty goblin commander – (Enter Brika – walking about the stage with confidence, chest puffed out.) celebrated his birthday with his tribe.”

Brika: (while walking about the stage and snarling) “It is my birthday today and I am happy!”

DM – Crowd replies “HAPPY BIRTHDAY” as is custom when this play is performed.

Snots: (scampers onto the stage, carrying a letter) “Brika! Commander, this was found in your daughter’s hut!” (hands the letter to Brika while looking at the crowd with wide eyes)

Brika: (grabs the letter and reads it aloud) “Ambrosia – the fairest goblin maiden in the land – is now my prisoner. You will pay me the sum of 1,000 gold pieces and bring me Brika’s head, (grabs throat when reading this section) or I’ll deliver the head of the fair maiden (cries of “NO!” and whimpers heard off stage) to you in two days.”

Brika: (with a self-defeated tone and looking toward the audience) “What shall we do? I know Grug will not honor his word. Why would he return my fair maiden daughter to me? (turns to Snots) We shall have a meeting and plan a secret mission. Snots – go gather Boooga and PimPam!

Snots: “I will do just that, mighty Brika!”

Brika: (as Snots turns to leave) “Oh, and Snots. What were you doing in my daughter’s hut?”

Snots: (looks toward the audience and smiles) “Oh, I was merely fluffing her pillows before bedtime. I often do that.”

DM – Crowd laughs and giggles.

Brika: (nodding his head, while smiling) “Ah, you are such a good friend.”

Exit Stage Left – End Scene

Scene 2: The Plan

DM – More goblins have joined the audience, along with the ogre from the front gate.

Narrator: (while Brika, Snots, Boooga and PimPam sit around the campfire – acting like they are talking and planning) Brika gathered a few of his most trusted and seasoned goblins. The powerful — and perhaps charismatic —fighter Snots, the spell slinging Boooga, and the cunning and hilarious PimPam. The quartet made a plan, then set off to rescue the fair maiden Ambrosia.

DM – Oh’s and Ah’s from the crowd.

End scene

Scene 3: Grug and the Maiden

(Grug stands by a fire in his own camp and holds a rope tied around Ambrosia’s neck.)

Grug: (confidently) “Ha, ha, ha! Soon I’ll have your father’s head to add to my trophy collection!”

Ambrosia: (whimpering) “NO! Please, no! My father is the greatest goblin in the land. Please release me and let him live!”

Grug: “I’ll never release you! Not even if the ransom demands are met. (turns to Ambrosia and laughs) You will be my prisoner forever!”

Ambrosia: "Nooo!

Grug: "Yesss!"

Ambrosia: "NOOOOOO!!!!

Grug: "YESSSSS!!!! (laughing)

(Enter Brika, Snots, Boooga, and PimPam – stealthily making their way closer to Grug and Ambrosia.)

Ambrosia: "But...I've fallen in love with a mighty goblin warrior. His name is Snots (begins to drift off to a calm and tender voice) and he's strong and handsome. He's so sweet. He fluffs my pillows every night..."

(Brika jabs Snots in the backside when he hears the above. Snots stifles a cry.)

Grug: (laughing) "I bet he does!"

Ambrosia: (turns away from Grug) "Please don't take that away from me!"

Grug: (while Brika sneaks up behind Grug) "I'll take everything from you!"

Brika: (from behind Grug) "You'll have to kill me first!"

Grug: (startled, drops the rope, draws his longsword, and prepares for battle) "Then let's have at it!"

(An epic sword fight ensues– eventually Grug starts to win, battling Brika to the ground.)

Grug: (with confidence) "Now you see who is your better. This will be your last night."

Brika: "But...it's my birthday..."

Grug: (drawing sword high in the air) "Then let this be your last present!"

Snots, PimPam, and Boooga: (entering the battle, saying in UNISON) "You'll not deliver that gift while we still live!"

Narrator: "The battle continued between the mighty Grug and the goblins. PimPam is slashed by Grug's sword and falls. Boooga also falls, not by Grug's hand, but because his spell backfires. Ambrosia yells at Grug as he turns to impale her father with his longsword, delivering the final blow. But — just as the blade is about to strike — Snots leaps into the path of the blade, saving Brika. Ambrosia screams as she sees her beloved Snots impaled by the blade."

"PimPam takes this opportunity to cast a spell on Grug – a spell which makes him keel over with laughter. Brika, covered in Snots' blood, rises, takes his blade, and stabs the bellowing orc, dropping him to the ground."

Ambrosia: "Oh father, I'm happy you are well, but poor Snots!"

Brika: "Yes, Snots sacrificed himself to save me."

End of Scene

DM – *Two red-faced hobgoblin Iron Shadows and two Martial Arts Adepts from the east side of the fort join the audience.*

Scene 4: Finale

(All cast members to front of stage for the singing finale.)

(All hold hands while singing.)

(*A Song of Love* is typically sung in unison, though solo versions do exist.)

Score

A Song of Love

G D G Em D

I sing a song of love for you. A wish of joy and peace for

D C G C G

4 you. My heart is yours un - til the end my love for you will ne - ver end, may your

C Am D7 G C D G

7 life be filled with joy! May your life be filled with joy!

(End Performance – Bow)

DM – *The crowd reacts appropriately.*

APPENDIX C. MONSTERS

NIGHTINGALE (LORELAI SONG)

Medium humanoid (human), chaotic neutral

Armor Class 18 (+3 leather armor)

Hit Points 229 (27d8 + 108)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	20 (+5)	18 (+4)	12 (+1)	12 (+1)	18 (+4)

Saving Throws Str +5, Dex +9, Con +8 Cha +7

Skills Acrobatics +9, Deception +8, Intimidation +8
Persuasion +8

Senses passive Perception 15

Languages Common, Elvish, Goblin, Hobgoblin, Orc

Challenge 12 (8,400 XP)

Cunning Action. On each of her turns, Nightingale can use a bonus action to take the Dash, Disengage, or Hide action.

Enchanting Presence. Any non-undead creature that starts its turn within 60 feet of Nightingale must make a DC 16 Wisdom saving throw. On a failed save, the creature becomes charmed by Nightingale for 1 minute. On a successful save, the creature becomes immune to any Enchanting Presence for 24 hours. Whenever Nightingale deals damage to the charmed creature, the creature can repeat the saving throw, ending the effect on itself on a success.

Indomitable (3/Day). Nightingale can reroll a saving throw she fails. She must use the new roll.

Innate Spellcasting. Nightingale's innate spellcasting ability is Charisma (spell save DC 16). She can innately cast the following spells, requiring no material components:

At will: *charm person*, *Tasha's hideous laughter*, *vicious mockery* (3d4 damage*)

3/day each: *confusion*, *dissonant whispers*, *suggestion*

1/day each: *dispel magic*, *Otto's irresistible dance*

Magic Resistance. Nightingale has advantage on saving throws against spells and other magical effects.

Flight of the Dove (Recharge 4 - 6). As a bonus action, Nightingale can teleport up to 30 feet to an unoccupied

space she can see. To do so, she must be able to whistle.

ACTIONS

Multiattack. Nightingale makes two melee attacks. She can cast one spell in place of one of these attacks.

Rapier. *Melee Weapon Attack:* +9 to hit, reach 5 ft. *Hit:* 9 (1d8 + 5) piercing damage

Longbow. *Ranged Weapon Attack:* +9 to hit, range 150/600 ft., one target. *Hit:* 9 (1d8 + 5) piercing damage

Unarmed Strike. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 9 (1d8 + 5) bludgeoning damage. If the target is a creature, Nightingale can choose one of the following additional effects:

- The target must succeed on a DC 13 Dexterity saving throw or be knocked prone.
- The target must succeed on a DC 13 Constitution saving throw or be stunned until the end of the adept's next turn.

REACTIONS

Parry. Nightingale adds 2 to her AC against one melee attack that would hit her. To do so, she must see the attacker and be wielding a melee weapon.



NIGHTINGALE'S MAGIC ITEMS

Mask of the Nightingale

Wondrous item, rare (requires attunement by a bard)

While wearing this mask, you learn the *vicious mockery* cantrip, if you didn't already know it, and deal an additional 1d4 psychic damage to a target that fails on its saving throw against the spell. In addition, the mask also has the following property:

Mass Vicious Mockery (3/Day). When you cast the *vicious mockery* cantrip, you can choose to also target each creature in a 20-foot cube originating from you.

Ring of Shielding

Ring, rare (requires attunement)

This ring has 4 charges. While attuned to it, as a reaction you can expend 1 charge to cast the *shield* spell. The ring regains 1d4 expended charges daily at dawn.

Lyric

Weapon (rapier), very rare (requires attunement by a bard)

The blade of this rapier whistles as it moves through the air.

You gain a +2 bonus to attack and damage rolls made with this magical weapon, which deals an additional 1d6 thunder damage on a successful hit.

Brass Lute

Wondrous item, uncommon (requires attunement)

A creature that attempts to play the instrument without being attuned to it must succeed on a DC 15 Wisdom saving throw or take 2d4 psychic damage.

You can use an action to play the instrument and cast one of its spells:

Hypnotic pattern

Shatter (5th level version; 5d8 damage)

Thunderwave (3rd level version; 4d8 damage)

Once the instrument has been used to cast one of the above spells, it can't be used to cast that spell again until the next dawn. The spells use your spellcasting ability and spell save DC.

In addition, you can play the instrument while casting a spell that causes any of its targets to be charmed on a failed saving throw. If you do so, the target has disadvantage on the save. This effect applies only if the spell has a somatic or a material component.

BATTLE WORG

Large monstrosity, neutral evil

Armor Class 15 (scale mail barding)

Hit Points 32 (5d10 + 4)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	13 (+1)	13 (+1)	7 (-2)	12 (+1)	8 (-1)

Skills Perception +5

Senses darkvision 60 ft. passive Perception 15

Languages Goblin, Worg

Challenge 1 (200 XP)

Keen Hearing and Smell. The worg has advantage on Wisdom (Perception) checks that rely on hearing or smell.

ACTIONS

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 10 (2d6 + 3) piercing damage. If the target is a creature, it must succeed on a DC 13 Strength saving throw or be knocked prone.

GIANT GOAT

Large beast, unaligned

Armor Class 11 (natural armor)

Hit Points 19 (3d10 + 3)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	11 (+0)	12 (+1)	3 (-4)	12 (+1)	6 (-2)

Senses passive Perception 15

Languages -

Challenge 1/2 (100 XP)

Charge. If the goat moves at least 20 feet straight toward a target and then hits it with a ram attack on the same turn, the target takes an extra 5 (2d4) bludgeoning damage. If the target is a creature, it must succeed on a DC 13 Strength saving throw or be knocked prone.

Sure-Footed. The goat has advantage on Strength and Dexterity saving throws made against effects that would knock it prone.

ACTIONS

Ram. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 8 (2d4 + 3) bludgeoning damage.

GOBLIN ARCHER

Small humanoid (goblin), neutral evil

Armor Class 16 (studded leather)

Hit Points 75 (10d8 + 30)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
9 (-1)	20 (+5)	16 (+3)	11 (+0)	13 (+1)	10 (+0)

Skills Acrobatics +7, Stealth +7, Perception +5

Senses darkvision 60 ft. passive Perception 15

Languages Common, Goblin

Challenge 3 (700 XP)

Archer's Eye (3/Day). As a bonus action, the archer can add 1d10 to its next attack or damage roll with a longbow or shortbow.

Nimble Escape. The archer can take the Disengage or Hide action as a bonus action on each of its turns.

ACTIONS

Multiattack. The archer makes two attacks with its longbow.

Shortsword. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 8 (1d6 + 7) piercing damage.

Longbow. *Ranged Weapon Attack:* +7 to hit, range 150/600 ft., one target. *Hit:* 9 (1d8 + 5) piercing damage.

GOBLIN BERSERKER

Small humanoid (goblin), chaotic neutral

Armor Class 14 (hide armor)

Hit Points 67 (9d8 + 27)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	14 (+2)	17 (+3)	9 (-1)	11 (+0)	9 (-1)

Skills Stealth +6

Senses darkvision 60 ft. passive Perception 10

Languages Common, Goblin

Challenge 2 (450 XP)

Nimble Escape. The berserker can take the Disengage or Hide action as a bonus action on each of its turns.

Reckless. At the start of its turn, the berserker can gain advantage on all melee weapon attack rolls during that turn, but attack rolls against it have advantage until the start of its next turn.

ACTIONS

Greataxe. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 8 (1d12 + 2) slashing damage.

GOBLIN KNIGHT

Small humanoid (goblin), neutral evil

Armor Class 18 (plate armor)

Hit Points 52 (8d8 + 16)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	14 (+2)	14 (+2)	11 (+0)	11 (+0)	15 (+2)

Saving Throws Con +4, Wis +2

Skills Stealth +6

Senses darkvision 60 ft. passive Perception 10

Languages Common, Goblin

Challenge 3 (700 XP)

Brave. The knight has advantage on saving throws against being frightened.

Nimble Escape. The knight can take the Disengage or Hide action as a bonus action on each of its turns.

ACTIONS

Multiattack. The knight makes two melee attacks.

Scimitar. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 4 (1d6 + 1) slashing damage.

Shortbow. *Ranged Weapon Attack:* +4 to hit, range 80/320 ft., one target. *Hit:* 4 (1d6 + 1) piercing damage.

Leadership (Recharges after a Short or Long Rest). For 1 minute, the knight can utter a special command or warning whenever a nonhostile creature that it can see within 30 feet of it makes an attack roll or a saving throw. The creature can add a d4 to its roll provided it can hear and understand the knight. A creature can benefit from only one Leadership die at a time. This effect ends if the knight is incapacitated.

REACTIONS

Parry. The knight adds 2 to its AC against one melee attack that would hit it. To do so, the knight must see the attacker and be wielding a melee weapon.

GOBLIN SPY

Small humanoid (goblin), neutral evil

Armor Class 12

Hit Points 27 (6d8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	17 (+3)	10 (+0)	12 (+1)	14 (+2)	16 (+3)

Skills Deception +5, Insight +4, Investigation +5, Perception +6, Persuasion +5, Sleight of Hand +5, Stealth +5

Senses darkvision 60 ft. passive Perception 16

Languages Common, Goblin

Challenge 1 (200 XP)

Cunning Action. On each of its turns, the spy can use a bonus action to take the Dash, Disengage, or Hide action.

Sneak Attack (1/Turn). The spy deals an extra 7 (2d6) damage when it hits a target with a weapon attack and has advantage on the attack roll, or when the target is within 5 feet of an ally of the spy that isn't incapacitated and the spy doesn't have disadvantage on the attack roll.

ACTIONS

Multiattack. The spy makes two melee attacks.

Shortsword. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage.

Hand Crossbow. *Ranged Weapon Attack:* +5 to hit, range 30/120 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage.

GOBLIN ENCHANTER

Small humanoid (goblin), neutral evil

Armor Class 13 (16 with *mage armor*)

Hit Points 40 (9d8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
7 (-2)	16 (+3)	11 (+0)	17 (+3)	12 (+1)	11 (+0)

Saving Throws Int +6, Wis +4

Skills Arcana +6, History +6, Stealth +6

Senses darkvision 60 ft. passive Perception 11

Languages Common, Goblin, Elvish, Orc

Challenge 5 (1,800 XP)

Nimble Escape. The enchanter can take the Disengage or Hide action as a bonus action on each of its turns.

Spellcasting. The enchanter is a 9th-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 14, +6 to hit with spell attacks). The enchanter has the following wizard spells prepared:

Cantrips (at will): *friends*, *mage hand*, *mending*, *message*

1st level (4 slots): *charm person*,* *mage armor*, *magic missile*

2nd level (3 slots): *hold person*,* *invisibility*, *suggestion**

3rd level (3 slots): *fireball*, *haste*, *tongues*

4th level (3 slots): *dominate beast*,* *stoneskin*

5th level (2 slots): *hold monster**

*Enchantment spell of 1st level or higher

ACTIONS

Quarterstaff. *Melee Weapon Attack:* +1 to hit, reach 5 ft., one target. *Hit:* 1 (1d6 – 2) bludgeoning damage, or 2 (1d8 – 2) bludgeoning damage if used with two hands.

REACTIONS

Instinctive Charm (Recharges after the Enchanter Casts an Enchantment Spell of 1st Level or Higher). The enchanter tries to magically divert an attack made against it, provided that the attacker is within 30 feet of it and visible to it. The enchanter must decide to do so before the attack hits or misses.

The attacker must make a DC 14 Wisdom saving throw. On a failed save, the attacker targets the

creature closest to it, other than the enchanter or itself. If multiple creatures are closest, the attacker chooses which one to target.

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