



SCOURGE OF THE NIGHTINGALE

PART TWO: A SONG OF REVENGE



The quest continues to learn the motives of the masked foreign menace terrorizing the region. The adventurers are tasked with learning more about this enemy, while her spies keep a watchful eye.

JVC PARRY & JEFF C. STEVENS

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PART TWO: A SONG OF REVENGE

Version 1

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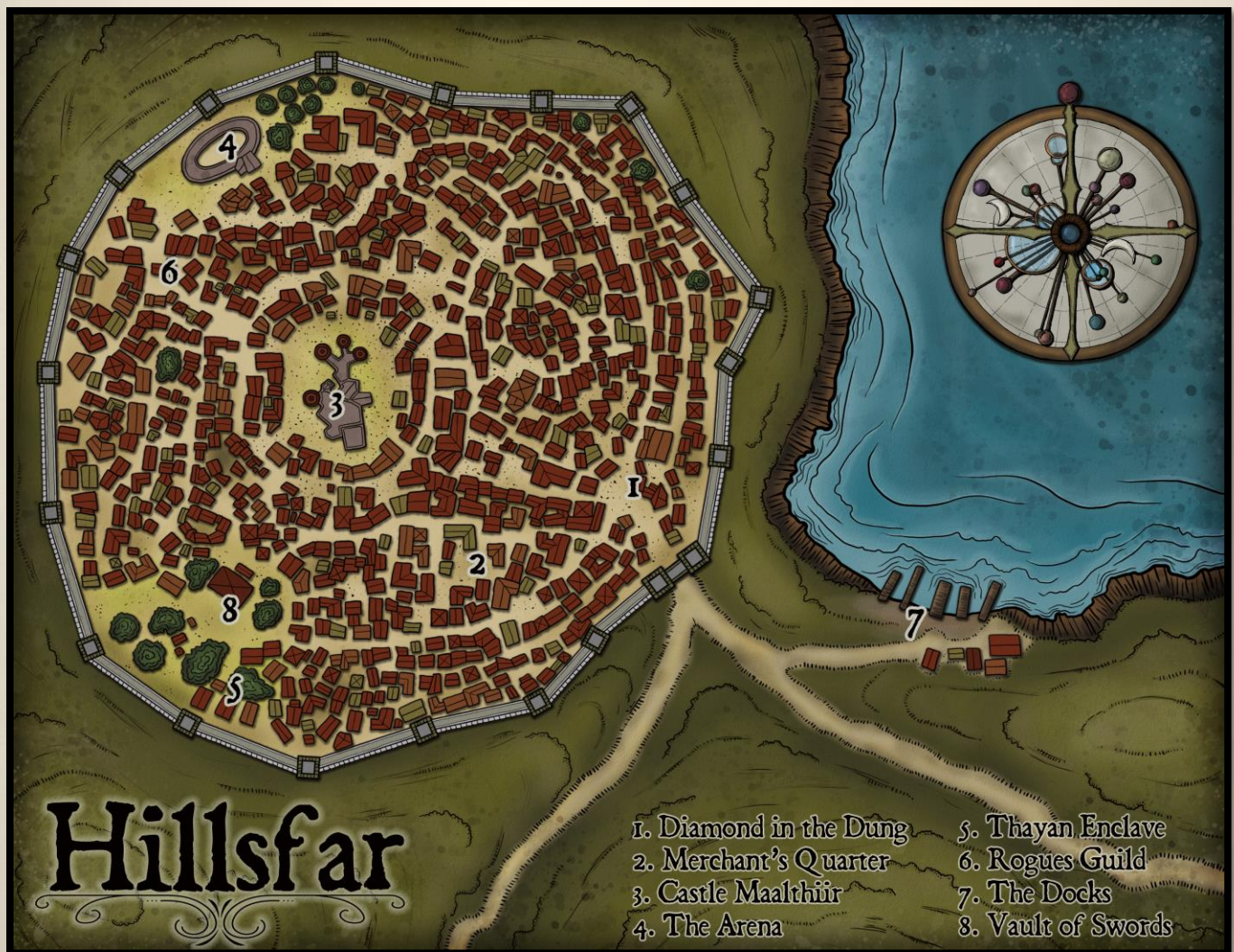


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THE EVENTS THAT TRANSPIRED DURING A SONG OF LOVE IMPLICATE HOBART TAGGART, A TAVERN OWNER IN HILLSFAR, WITH DEALING WITH THE STRANGE, MASKED MENACE WHO KIDNAPPED THE PERFORMER KNOWN AS DEVON ARTIS. THE ADVENTURERS ARE TASKED WITH FINDING HOBART TAGGART AND GATHERING INFORMATION ABOUT THIS UNIQUE MOONSEA VILLAIN. HOWEVER, THE VILLAIN HAS SPIES IN HILLSFAR, SENT THERE TO PROTECT HER IDENTITY.



INTRODUCTION

Welcome to *A Song of Revenge*, the second adventure in the Nightingale Trilogy of adventures.

This adventure is designed for **three to seven 3rd–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.

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.

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. You may rename the city of Hillsfar to a city of your own, also renaming the Red Plume guards as needed.

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.
- 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.

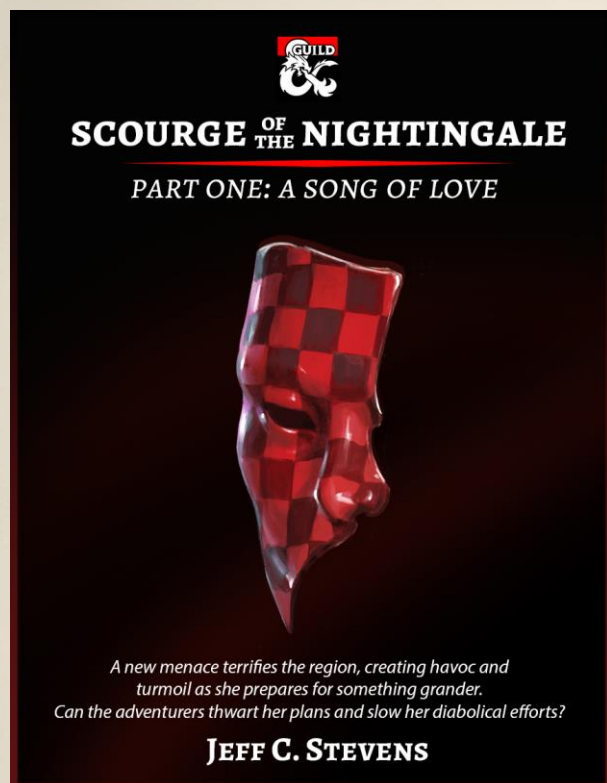
You're Empowered. Make decisions about how the group interacts with the adventure; adjusting or improvising is encouraged, so long as you maintain the adventure's spirit.

THE NIGHTINGALE

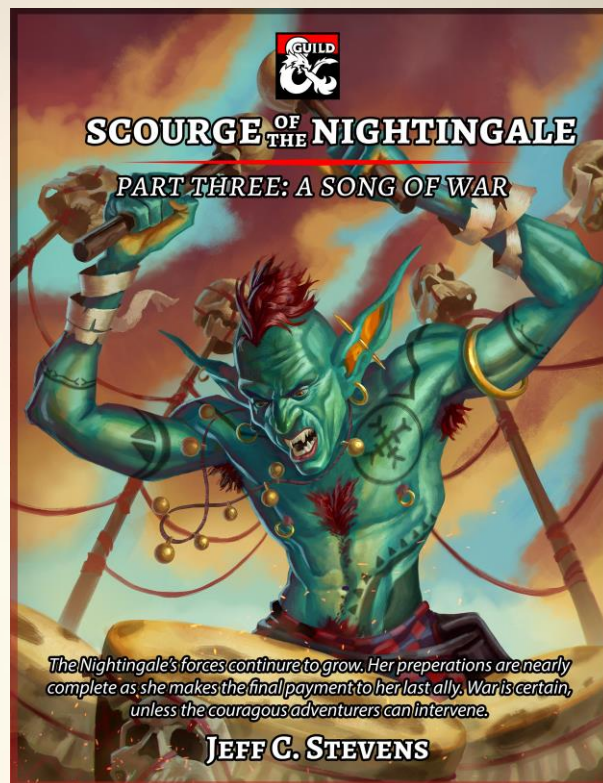
Although Nightingale does not appear in this adventure, her stat block is included in the event you wish to continue the story on your own.

COMPLETE THE SAGA WITH THE BELOW ADVENTURES

ALREADY RELEASED



RELEASING JANUARY 2020



ADVENTURE PRIMER

A need for revenge can burn long and hot. Especially if every glance in a mirror reinforces it.

Suzanne Collins, *Mockingjay*

THE STORY OF THE NIGHTINGALE

The events leading up to these adventures 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 gathering 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 to run off in agony and accidentally fall off the cliff and 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.

ADVENTURE BACKGROUND

Two weeks ago, during a rescue mission to save a kidnapped performer known as Devon Artis, a mysterious woman wearing a red and black checkerboard mask was seen leaving the goblin fort where Devon was found. In addition, a letter recovered from the fort (signed with a single N) implicated a tavern owner in Hillsfar.

Since that time, several villages and hamlets have reported seeing the same woman leading raids in this part of the Moonsea region. She's accompanied by red-faced hobgoblins and humans trained in the monastic ways.

Hillsfar prepares to send Red Plumes to the outlying villages to offer protection, but they require help retrieving information about the tavern owner implicated in the letter. There's no doubt an investigation by the Red Plumes would be met with hostility, so the First Lord of Hillsfar has asked factions and other trusted colleagues to task adventurers with the mission.

LOCATION AND NPC SUMMARY

The following NPCs and locations feature prominently in this adventure.

Hillsfar. A gated city in the Moonsea region where non-humans are not very welcome.

Diamond in the Dung. An upscale tavern located in one of the low-scale areas of the city.

Hobart Taggart. The owner of the Diamond in the Dung tavern. Hobart has ties to the thieves' guild in Hillsfar, and information about the mysterious woman with the red mask.

Ingrid. A thieves' guild member who has been cursed with lycanthropy and now hides in Hillsfar's sewers as a wererat. Ingrid has ties to the mysterious woman with the red mask.

Clatter. A kenku tinkerer who has a secret shop hidden in the sewers.

Kestrel. One of Nightingale's secret agents and lieutenants. Kestrel hides in Hillsfar as she helps protect N's identity. She's also looking for Ingrid.

NEWLYWEDS

If you are continuing from *A Song of Love*, it's possible the adventurers come across Gildus and Devon, who married quickly after Devon was rescued. They are preparing to make their way to Waterdeep for a long honeymoon in the City of Splendors.

Gildus Strong (GIL-dus Strong). 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). Devon was captured and ransomed during *A Song of Love*. 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 first small challenge is entering the main gate of Hillsfar; some of the city guards try to exploit non-human adventurers. After dealing with the guards, the party proceeds to the Diamond in the Dung where they meet Hobart Taggart – the man implicated in the letter found during *A Song of Love*. Hobart asks that they complete a short mission in exchange for more information about the letter and the mysterious N signature.

Part 2. The party must procure a way to remove a lycanthropic curse, which is to be used to cure several members of the thieves' guild Hobart belongs to. One of these members may have additional information about the N signature.

Part 3. The party enters a section of Hillsfar's sewers where, to uphold their agreement with Hobart, they must confront a group of wererats.

Part 4. After dealing with the wererats, the party returns to the Diamond in the Dung where they are to receive more information, but they are ambushed by one of Nightingale's spies before they can enter.

Part 5. Having dealt with the ambush, the party enters the Diamond in the Dung only to find Hobart Taggart sitting in his chair, dead.

ADVENTURE HOOKS

This adventure starts with a faction representative giving each of the adventurers a copy of a note that was recovered (Player Handout #1) during *A Song of Love*.

At this point of the series, the name Nightingale is not known by the factions or adventurers, but both Nightingale and her real name are learned during this adventure.

The adventure starts with all those who have been summoned to meet at a broken wagon which sits 90 feet from the main Hillsfar gate.

Story Hook – Continuing from A Song of Love:

The party receives a letter or message from a courier sent by the First Lord of Hillsfar.

Read or summarize the below as needed:

Included with this notice is a letter, painstakingly copied by our expert scribe to resemble the original. Take this notice and the letter to Hillsfar and locate one Hobart Taggart – a tavern owner implicated in the letter as having ties to a mysterious Moonsea villain referred to as "N."

Find out what Mr. Taggart knows about the letter, the mysterious N signature, and what additional motives N might have. A reward of 200 gp awaits you if you are successful. You may use this letter to verify your identity at Hillsfar's gates.

Attached replica of the original letter – fantastically written using calligraphy (**Player Handout #1**).

Story Hook – Haven't Completed A Song of Love

The party receives a message from a courier sent by the First Lord of Hillsfar. Summarize the below as needed:

Your service is needed yet again. Included with this notice is a letter, painstakingly copied by our expert scribe to resemble the original. Take these to Hillsfar and locate one Hobart Taggart – the owner of the Diamond in the Dung tavern implicated in the letter as having ties to a mysterious Moonsea villain referred to as "N."

Find out what Mr. Taggart knows about the letter, the mysterious N signature, and what additional motives N may have. A reward of 200 gp each awaits you if you are successful. You may use this letter to verify your identity at Hillsfar's gates.

Attached replica of the original letter – fantastically written using calligraphy (**Player Handout #1**).

PART 1. THE DIAMOND IN THE DUNG

Estimated Duration: 30 minutes

The adventure begins at the gates of Hillsfar, where they must gain access to the city. They then travel to the Diamond in the Dung tavern, where they are to interrogate Hobart Taggart about his association with the ransom and letter sign with a "N."

The characters have the chance to converse with Hobart Taggart, who gives them the opportunity to gather more information about the letter's mysterious "N" signature.

PASSING THE MAIN GATE

As the party nears the city, read or summarize:

As you make your way closer to the walled city, you notice a single gate. The gate is guarded by half a dozen guards in gleaming armor and red-plumed helmets.

The city of Hillsfar was, until recently, a xenophobic fortress well-equipped to deal with any non-humans trying to access the city. Although the Great Law of Humanity has been suspended by the new **First Lord Vuhm Yestral**, many of its formerly-racist traditions are still present within the city.

NON-HUMAN HARASSMENT

As the characters approach the main gate, the six Red Plume **guards** in charge of admittance begin to chatter among themselves. If there are any nonhuman members of the party, especially monstrous races such as lizardfolk or tabaxi, the guards are seen pointing at them and snickering.

"Here, this toll gate won't pay for itself. Entry to Hillsfar is five gold pieces."

If there are nonhuman characters:

"Make that 10 gold pieces for the like of you... Hurry it up!"

The guardsman then holds out his hand, expectantly.

Any character can see through the conniving guard's malicious lies with a successful Wisdom (Insight)

check contested by the guard's Charisma (Deception) check. If the one or more of the characters are from the Hillsfar region or have the Soldier background, they have advantage on the check.

Whether by paying or denying the guard, the characters are permitted entry to the city. Once inside, it shouldn't take the characters long to locate the inn they are looking for.

THE DIAMOND IN THE DUNG

DIAMOND IN THE DUNG GENERAL FEATURES

The Diamond in the Dung has the following general features:

Building. The tavern is nicer than the other buildings in this area of Hillsfar – well-maintained and with obvious upgrades. The building is 45 feet deep, 35 feet wide, and 30 feet tall. A set of stairs located on the rear, exterior wall allow access to the roof.

Layout. The main tavern is 30 feet deep and 35 feet wide, with a wooden bar along the back wall. There are two doors at the back of the bar. The door on the left leads to a restroom, and the door on the right leads to Hobart Taggart's private quarters.

Interior. The tavern has a grand interior with finely-crafted furniture, a performer's stage, and a beautiful wooden bar.

Light. Oil lamps and candles provide ample bright light in the tavern, with only minor shadowed areas in the corners.

Smells and Sounds. The sounds of laughter and lute music are prevalent here. The smell of mead and freshly-baked bread also permeates the tavern.

Once the party gets past the Hillsfar gates and enters the city, read or summarize:

Right on the corner of the main city street is a large inn with a stable attached to the rear. A sign hangs over the entrance proclaiming the place to be the "Diamond in the Dung." As the name might suggest, the tavern seems in better condition than the surrounding buildings and is clearly rather busy.

Inside, the tavern is brimming with patrons and staff. The large building is the main port of call for adventurers and travelers through the Moonsea and the Dalelands. The place seems comfortable and clean, and the staff quiet but friendly.

ASKING FOR HOBART

If they ask for Hobart Taggart, the waitstaff state that he's in a meeting and can't be disturbed right now. They go to inform Hobart that he has visitors

and then notify the adventurers when Hobart is ready to meet them. It should not be very long – allow the adventurers to mingle in the tavern in the meantime.

FOOD & ACCOMMODATIONS

The prices for food and lodging are double the amount listed in chapter 8 of the *Player's Handbook* (Modest or Comfortable lifestyle). Alcohol can be purchased for the regular price.

KESTREL – NIGHTINGALE'S SPY

While in the tavern, the characters are spied upon by one of Nightingale's companions, **Kestrel** (see sidebar).

KESTREL – SPYING ON THE PARTY

After the adventurers take their seat, waiting for Hobart to finish his meeting, Kestrel approaches their table disguised as a member of the waitstaff. She assumes the role of a friendly waitress named Janine, asks them what they'd like, and starts up a friendly conversation, attempting to extract any information she can about them. She acts fascinated by their stories and coaxes for more:

- "Welcome to Diamond in the Dung!"
- "Diamond in the Dung has been ranked as number 1 tavern by the local Dungsweeper's Guild for the last five years! Betcha didn't know that!" *cute giggle*
- "You all look new to town."
- "What brings you to the Diamond in the Dung?"
- "You look like adventurers! Any good stories to tell?"
- "Oh! Are you on a mission now?"

Throughout the conversation, she attempts to learn the party's motives. If they mention the kidnapping, letter, goblin fort, Devon Artis, or anything about the masked woman seen in *A Song of Love*, she takes note but doesn't let on. After a few of her questions are answered, she states she'll be back with their orders soon, but then slips out of the tavern. Later that evening, Kestrel ambushes the party.

Shortly after Kestrel leaves their table, another waitperson greets the party and asks them similar questions. This is an actual employee. If the party mentions that they just spoke with Janine, the waitperson has no idea who they are talking about.

KESTREL

Kestrel (NE female Mulan human **master thief**) is a close companion of Nightingale and an elite warrior who fights on her behalf.

Kestrel has been working with Nightingale to ensure that her identity is kept a secret, and to prevent those she has worked with from leaking information about her. Kestrel has been tasked with watching Hobart Taggart and the other members of the Rogue's Guild in Hillsfar. She has several contacts within the Clan of Broken Bones: a hobgoblin host who Nightingale previously trained with and hopes to hire as mercenaries.

At your discretion, Kestrel can ambush the characters at dramatic moments throughout the adventure but should be given ample opportunity to escape if the tide of battle turns against her.

HOBART TAGGART

The tavern is owned by **Hobart Taggart** (LN male Damaran human **master thief** (CR 5; VGtM, p 216) with 120 hit points and an initiative bonus of +8), a rough-looking chap with tawny skin and close-cut black hair. He has a broad smile, accentuated by a scar near the corner of his bottom lip that slices into his well-groomed beard. Hobart can be found behind the bar during the day, and will arise to meet anyone looking for him during the night.

Hobart is a prominent member of the Rogue's Guild of Hillsfar. Although he doesn't often see active service, his tavern acts as a safehouse for his fellow scoundrels. Hobart uses profits from the tavern to pay off the Red Plumes, enabling him to fence stolen goods and launder money through the establishment.



TAVERN KNOWLEDGE ABOUT HOBART

The following information about Hobart can be found out by conversing with the tavern patrons or waitstaff:

- Hobart has been the owner of the Diamond in the Dung for many years. He also has a few side hustles. (Characters who speak Thieves' Cant quickly understand that this means Hobart is a member of the Rogue's Guild.)
- There's been some conversations in town about a kidnapping in the nearby village of Dampfshire, but nothing major. Goblin attacks are relatively common.
- Since First Lord Torin Nomerthal was replaced by Vuhm Yestral, the city has relaxed its laws on racial mixing. Despite this, there are still tensions between the old Hillsfarrians and their new neighbors. Hobart himself sees no need for the strife and welcomes anyone willing to spend some coin.

GATHERING INFORMATION

Once the characters find Hobart, they may not wish to immediately reveal the information that they have about him; instead, they may question him in a subtler manner.

Any character attempting to surreptitiously gather information from Hobart must succeed on a Charisma (Deception or Performance) check contested by Hobart's Wisdom (Insight) check. If a character fails this check, Hobart loses his normally jovial attitude and asks why the characters are really in his tavern. Any attempt at intimidation is met with the threat of violence, as Hobart grabs a loaded heavy crossbow from beneath the bar and places it on the countertop. Hobart isn't concerned about dead bodies. He has ways of disposing them.

MEETING WITH HOBART TAGGART

If the characters show Hobart Taggart the note they have been given, Hobart is willing to trade them some information for a favor. He asks the characters to come to a back room, where they can discuss this privately.

If the characters agree, Hobart leads them to his office behind the bar and locks the door behind them before talking further.

Hobart reveals that he is a member of the Thieves' Guild in Hillsfar. Most people already know this, so he's not fussy about who he tells in private.

Hobart doesn't know Nightingale's plans. As long as he's getting paid, he doesn't care. However, since suspicions of her seem to have spread to city officials, as evidenced by the adventurers inquiring about her, he's comfortable with helping. He wants to stay on the winning side of whatever is going to happen, so he might as well play nice for both sides.

KESTREL DURING THE MEETING

Kestrel is eavesdropping on the characters' meeting with Hobart, standing outside near a rear tavern window. Characters with a passive Wisdom (Perception) score of 20 or higher notice the shadow of a figure move past the window just as Hobart finishes explaining his deal.

HOBART AND THE LETTER

If asked about the letter which was given to the adventurers at the beginning of this adventure, Hobart relays the below information. Hobart's been asked to act as a liaison for Nightingale. He's been paid well with extravagant rugs, tapestry, jewels, and pottery. Although most of these items have already been sold, one piece still

hangs on the back wall of his office, which he points out.

"I recognize this beautiful penmanship, as well as the *N* signature. I've dealt with this mysterious figure in the past to ship fenced goods. My dealings with this person have been quite lucrative. I've received payment in the form of artwork and jewelry, the likes of which I've never seen before. Just look at this tapestry!"

On the tapestry is a picture of a setting sun with several bird silhouettes: a nightingale (right), a kestrel (center), and a loon (left). A DC 10 Intelligence (Nature) check identifies the birds on the tapestry.

Read or summarize:

"My guildmates probably know more about the identity of this figure than me. I might be able to wrangle up more information from the guild, but I need you to do something for me first."

Proceed with **Hobart's Mission** below.



HOBART'S MISSION

Recently, his guildmates found themselves in a spot of bother when they uncovered a previously collapsed redoubt across town from their guild house. At first, the chambers seemed all clear, but several of the excavators were suddenly beset by a swarm of rats. Although they cleared the rats out with ease, it quickly became clear that these vermin

had been harboring a lycanthropic curse, which has rapidly spread through the ranks of the guild. You can convey this information using the following quotes:

- Five members of the thieves' guild were infected with the curse of wererat lycanthropy after uncovering some diseased rat swarms in an old redoubt.
- One of these members – a blonde-haired woman named Ingrid – received a suspicious letter marked with an *N*, same as the letter you have shown me.
- She and the other infected members then volunteered to assist with guild operations in the sewers, which is quite odd; no one likes it down there!
- Those members underwent a hideous transformation and now lurk somewhere in the city sewers.
- I'm not sure how to cure them of their lycanthropy. The wizards of the Thayan Enclave or the priests of Tyr at the Vault of Swords may be able to assist. I've already asked them for too many favors, but you are fresh faces here; they are more likely to acquiesce to requests from you.
- Once you have obtained a cure, track down my guildmates in the sewers, relieve them of their curse, and bring them back here.
- I want all my guildmates cured, but if you need to kill any of them to subdue Ingrid, so be it.

PART 2. REMOVE CURSE

Estimated Duration: 30 minutes

To fulfill their end of the bargain with Hobart, the characters must find a cure for the five infected wererats, locate them, and cure them of their affliction.

Characters who succeed on a DC 15 Intelligence (Nature) check recall that lycanthropes who are not natural born can be cured of their condition with a *remove curse* spell. This knowledge can also be obtained at the Thayan Enclave and Vault of Swords. The characters then have several options:

- Get one of the party members to cast the *remove curse* spell, if they know the spell or have it prepared.
- Buy one of the five *potions of remove curse* (see sidebar) from the Thayan Enclave for 50 gp apiece.
- Enlist the assistance of a cleric of Tyr hireling from the Vault of Swords named Jojoseph (see sidebar). Jojoseph doesn't want to accompany the adventurers, but the ranking members of the order believe it will be good for the novice acolyte to receive some field training.
- Throw mercy out the window and elect to kill the wererats.

POTION OF REMOVE CURSE

Potion, rare

Crafted by the Thayan wizards of Hillsfar, this potion is one of the organization's recent wonders. However, it doesn't seem to have the same durability as other potions.

A creature drinking this potion is cleansed of all curses, as if targeted by the *remove curse* spell.

The potion has a lifespan of 60 days since it is first brewed. After this time, the potion becomes ineffective and tastes like maple syrup.

DEAD JOJOSEPH

If Jojoseph happens to perish during the adventure, the Vault of Swords is understanding. They feared Jojoseph wasn't up for the challenge of being a field cleric and his death proves it.

If the body is returned, the Vault of Swords resurrects Jojoseph and gives him a new occupation.

JOJOSEPH

Jojoseph is a new cleric in the church of Tyr, having only started their training six months ago. They are being trained as a special combat medic, with a focus on healing and restorative spells.

Jojoseph is used to living like a noble and is hesitant to enter the sewers. Though, priests of Tyr are often brave and courageous, Jojoseph was forced into the order by their parents. If taken into the sewers, they constantly complain about the smell, filth, and possibility of disease.

Jojoseph has the statistics of an **acolyte** (CR ¼; MM, p 342) and carries four scrolls of *remove curse*.



PART 3. THE SEWERS

Estimated Duration: 90 minutes

Once characters have decided on their course of action, they head to the sewers in search of the wererats.

HILLSFAR SEWERS GENERAL FEATURES

The sewers have the following general features.

Terrain. Two feet of waste-laden water covers the bottom of the tunnels here, making the ground difficult terrain. A thin, 2-foot-wide ledge runs along each side of the tunnels, allowing for some characters to avoid having to walk in the sewage. A Medium creature must squeeze to fit along this ledge.

Weather. The air here is humid and warm, and the walls are damp with sewage.

Light. There is no light here, save for that which the characters brought with them.

Smells and Sounds. The sewers stink to high heaven. Each creature that starts its turn in the sewers must succeed on a DC 12 Constitution saving throw or become poisoned until they leave or are cured by magic. A creature that succeeds on the saving throw is immune to the stench of the place for the next 24 hours.

SEWER ENTRANCE

When the characters near the sewer entrance, read or summarize:

The overwhelming stench of excrement becomes thick in the air as you head toward the sewer entrance near the docks. The entrance consists of a large stone tunnel which is cut into the cliff face. The tunnel looks dark and dank, and is filled with wastewater.

Characters may want to search the entrance for signs of the wererats. A successful DC 12 Wisdom (Survival) check allows a character to spot rodent-like footprints running along the ledges. These tracks head down the central and left-hand tunnels. If the check succeeds by 5 or more, the character notices that the tunnel on the left is more heavily treaded.

The following locations correspond to the **Sewer Map in Appendix B**.

AREA 1

As you enter this area, you are greeted with an odd view. A kitten, its yellow and white fur damp from the sewer water, clings to a long, thin tree root that has grown through a crack in the ceiling. The water below it swirls as rats swim across the murk, climbing on top of one another to create a mound of vermin as they attempt to reach the kitten.

The poor kitten, having slipped down a sewer drain, had been wandering the sewers searching for a way out when a swarm of rats happened upon it. The kitten leaped from the stone sidewalk and grabbed hold of the dangling root when the rats attacked it.

Three **swarms of rats** (CR ¼; MM, p 339) are piling on top of one another to reach the kitten. At the base of the mound are two **giant rats** (CR 1/8; MM, p 327), their noses peeking out of the water on the other side of the mound, though they are obscured from view due to the rats on their backs.

If rescued, the kitten takes a liking to a random character. She wears a pink, leather collar with the name Turnip punched into it. She's roughly six months old but, being the runt, she won't grow any larger than she is now – a 5-inch-long body with a 3-inch-long curly-cue tail.

AREA 2

As the party nears this enters this section of the sewer, read or summarize:

From ahead, you hear the splashing of water. It begins to fade to a trickle...and then to a drip.

As the party reaches the entrance to the room, read or summarize:

Several short pipes protrude one inch from the ceiling. Their ends are crusted with a black residue. The pipe closest to the west wall drips water from its end.

As the party stands here, one of the other pipes activates (see "Sewage from Above" for which pipe activates), giving the adventurers a view of what they must travel through.

SEWAGE FROM ABOVE

Several pipes from overhead empty sewer water from buildings in Hillsfar into this room. These sewer lines are used very often, creating the

possibility for the adventurers to be drenched in sewage.

When a character passes through this room, roll a d6 to see if any pipes activate:

- 1: no pipes activate
- 2-5: one of the sewer lines empties into the room and creates a 5-foot-radius splash of sewer water. Roll another d6 to determine which sewer line drains. Any creature passing through this area must succeed on a DC 15 Dexterity saving throw to avoid being splashed and covered with sewage.
- 6: all pipes activate at the same time. Any creature passing through this area must succeed on a DC 15 Dexterity saving throw to avoid being splashed and covered with sewage.

Suggestions for what comes out of the pipes are:

1. Wet, sticky paper
2. Pieces of dark fecal matter
3. Chunks of fruits or vegetables
4. Watermelon seeds
5. A couple of dead goldfish
6. Whatever you come up with

AREA 3

As the party enters this area, they come upon a pile of stone, pipe, brick, and wood planks that block access to Area 5. Read or summarize:

Although it looks like this tunnel should continue to the east, a mass of rubble consisting of stone, pipes, brick, and wood planking stands in the way.

The mass is 5 feet thick and extends to the ceiling. A secret passage is hidden within the mass, obscured by a well-placed wooden plank. A creature succeeding on a DC 13 Wisdom (Perception) or Intelligence (Investigation) check notices the secret entrance.

3A – SOMEONE’S WATCHING

As the adventurers stand in Area 3, have them roll a DC 15 Wisdom (Perception) check. On a success, they notice a small, cloaked figure peeking around the corner (3A), watching them. When noticed, or if spoken to, the creature runs away, heading to Area 5.

This is **Clatter the Kenku** tinker (kenku; CR ¼; MM, p 194). She’s been searching the sewer for more odds and ends and has stumbled upon the adventurers. She’s curious but doesn’t want to engage them.

AREA 4

The tunnel leads to the lair of the wererats, though it is filled with debris and obstructed. A cleared, narrow trail allows passage through the debris (see Area 3 for more information).

When the party nears Area 4, read or summarize:

This large, candlelit room is filled with five empty, cushioned chairs placed along the east wall. A black-haired wererat sits in the center chair.

The other **wererats** (CR 2; MM, p 209) hide in the room – out of view and along the wall near the net trap and entrance – with Ingrid along the northwest wall. They attack when the net trap is activated.

THE NET TRAP

“T” on the map marks the location for the net trap’s trip wire.

POISON NET TRAP

Strung across the 12-foot-wide entrance to the wererat lair is a tripwire rigged up to a net in the ceiling, which has been fitted with poisoned barbs. The wererats and their rat allies know of its existence and easily step or scurry underneath it.

Detection and Disabling. A successful DC 15 Wisdom (Perception) check reveals the trip wire and net. A successful DC 15 Dexterity check using thieves’ tools disables the tripwire without causing the net to drop or the bell to ring; failing the check causes the trap to activate.

Trigger. If the trip wire is broken, the net falls on intruders. An iron bell is also rigged to the trip wire. It rings when activated, alerting the wererats within.

Effect. A net covering a 10-foot-by-10-foot area centered on the trip wire falls to the floor as a bell rings. Any creature wholly within this area must succeed on a DC 15 Dexterity saving throw or be restrained. A creature can use its action to make a DC 10 Strength check to try and free itself or another creature in the net. Dealing 5 slashing damage to the net (AC 10, 20 hp) also frees a creature without harming them.

The first time a creature is restrained by the net or fails an attempt to escape using a Strength check, the creature must make a DC 15 Constitution saving throw, taking 24 (7d6) poison damage on a failed save or half as much on a successful one. This effect can only activate eight times before the poison is used up.

XP AWARD

If the characters detect and avoid the net trap, award each character 100 XP.

REASONING WITH THE WERERATS

The wererats are content with their lycanthropic curse and aren't interested in having it removed. However, if negotiations ensue, the other wererats agree to let the adventurers cure and take Ingrid if the others are guaranteed to be left alone.

WERERAT COMBAT

If combat breaks out in this area, the wererats emit a screeching call, summoning all the nearby vermin. On round 2 of combat, **swarms of rats** (CR 1¼; MM, p 339) join the fight, on round 3 of combat, **giant rats** (CR 1½; MM, p 327) join the fight - emerging from cracks in the sewer walls (see the "Scaling the Encounter" sidebar).

SCALING THE ENCOUNTER

APL 3-4

- **Wererats (4):** AC 12, 25 hp, Init +2
- **Swarm of Rats (1):** AC 10, 18 hit points, Init +0

APL 5-6

- **Wererats (4):** AC 12, 35 hp, Init +2
- **Swarm of Rats (2):** AC 10, 24 hit points, Init +0

APL 7-8

- **Wererats (5):** AC 12, 54 hp, Init +2
- **Giant Rats (2):** AC 12, 7 hit points, Init +2
- **Swarm of Rats (2):** AC 10, 24 hit points, Init +0

APL 9

- **Wererats (5):** AC 12, 54 hp, Init +2
- **Giant Rats (4):** AC 12, 7 hit points, Init +2
- **Swarm of Rats (2):** AC 10, 24 hit points, Init +0

APL 10

- **Wererats (6):** AC 12, 54 hp, Init +2
- **Giant Rats (4):** AC 12, 7 hit points, Init +2
- **Swarm of Rats (2):** AC 10, 24 hit points, Init +0

INGRID, THE WERERAT ROGUE

Ingrid is easy to pick out in the group; she's the only wererat with blonde hair and fur. If subdued, Ingrid doesn't want to return to the city, not until Nightingale is vanquished from this land. She fears for her life. She shares the following information with the adventurers:

- "I recognized the handwriting immediately," she says as she pulls a letter from her vest and opens it.
- "My note - it reads "Revenge for your dark and dirty deeds," and it's signed with an *N*." (see Player Handout #2)
- "It was like getting a letter from a ghost!"
- "This woman - her name was Lorelai Song, a young bard in a village not far from here."
- "We were young, jealous, and stupid."
- "We were jealous girls who thought pranking the beautiful and innocent Lorelai would make her look foolish."
- "It was during a late-night gathering on a cliff along the Moonsea."
- "Faking a spill, we tossed our drinks on her. We only wanted to mess up her clothes and hair."
- "When she got up, I guess the alcohol got in her eyes, and she couldn't see."
- "She tripped and fell into the fire, which ignited her clothes."
- "She ran blindly. The flames covered her face and clothes. I've never forgotten her screams."
- "Before we could stop her, she ran right off the cliff, falling into the Moonsea."
- "We didn't know what to do, so we covered it up."
- "We thought she was dead."

TREASURE

Searching the bodies of the wererats yields 54 gp, and two small emeralds worth 50 gp each.

AREA 5

While most of the sewers' permanent inhabitants are bestial vermin, there is one who makes her home down here who considers it her picking ground. Clatter the **kenku** is a tinkerer who has a small workshop of her own creation down in the sewers. The characters might encounter Clatter after hearing her at work in the shop, or perhaps they notice her out of the corner of their eye scavenging through the waste for pieces of discarded metal and the like. Either way, if the characters follow her back to her home, read or summarize the following:

You follow the hooded figure/sound through the twisting labyrinth of the sewers until you find a small hole that has been cut into the tunnel wall. It looks like it might be a squeeze, but the hammering noise from within lets you know it's inhabited.

CLATTER'S HOME

If the characters enter Clatter's home:

- They find themselves in a small chamber, split down the middle by a hanging sheet that must have once been a lavish rug, but is now covered in mildew and damp.
- Working at a bench in one half of the chamber is a small humanoid figure wearing a dark, hooded robe, which is covered with sewn-on patches and pockets filled with strange odds and ends.

If the characters enter politely, asking for Clatter's permission first, she welcomes them into her home and proceeds to show them her creations:

- A bottle filled with small marbles. When shook, it makes a loud jingling sound.
- A yellowed human skull adorned with small metal spikes.
- A bamboo tube that contains several small stones. When the tube is tilted, the stones slide down the tube, creating a rain-like sound.
- A wand made from metal tubes, a small skull, a few metal gears, a metal handle, and several metal nails. This wand is *Clatter's Wand of Wonders (Player Handout #3)*. Although it looks like a bunch of junk, there does seem to be something special about the item. A creature succeeding on a DC 13 Intelligence (Arcana) check realizes that the item is magical.

Clatter's speech is garbled and interspersed with the sounds of hammering, clattering, and rattling that she mimics.

CLATTER AND THE WERERATS

If the characters ask Clatter about the wererats, she holds out an expectant claw and says something like:

- Information (cha-ching)
- Bit & pieces to trade?

If the characters have given her 25 gp worth of assorted odds and ends, she tells the adventurers about the secret entrance to the wererat lair, explaining that the wooden plank is the secret entrance.

The wererats trouble her. She doesn't feel safe in the sewers any longer with them down here. If the adventurers can rid the sewers of the wererats, Clatter promises to give them her latest creations – *Clatter's wand of wonders* (see sidebar).



ATTACKING CLATTER

If the characters attempt to attack Clatter or anger her by messing with her tools or barging into her home uninvited, she pulls a wand out from beneath her robe and threatens the characters, warning them not to mess with her by making 'pew, pew, pew' and explosion sounds while she waves the wand at them.

The wand looks like a twisted piece of piping capped by a glass bottle filled with a glowing yellow liquid. Flashing red and orange ribbons float chaotically within.

The wand is useless. Clatter loves the pretty glow and lights it creates, so she carries it with her.

CLATTER'S WAND OF WONDERS

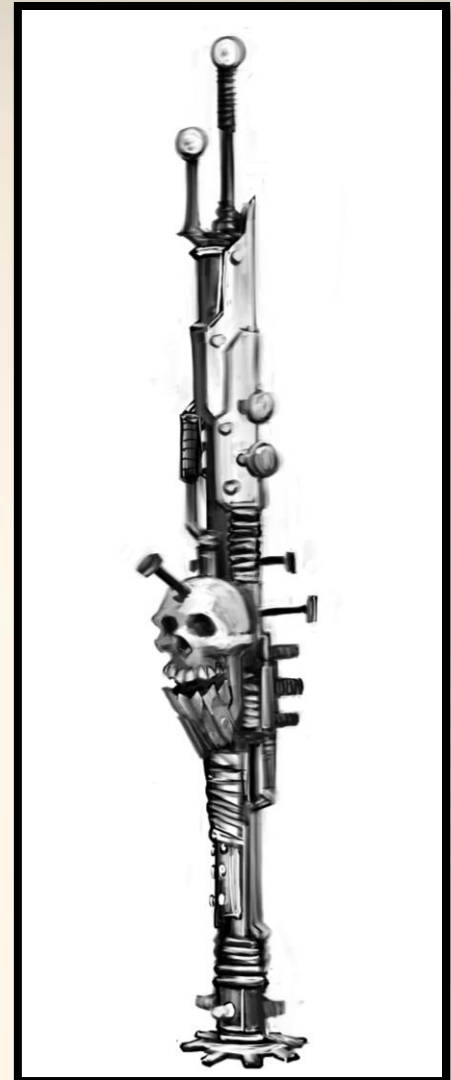
This wand has 7 charges. While holding it, you can use an action to expend 1 of its charges and choose a target within 120 feet of you. The target can be a creature, an object, or a point in space. Roll a d10 and consult the following table to discover what happens.

If the effect causes you to cast a spell from the wand, the spell's save DC is 15. If the spell normally has a range expressed in feet, its range becomes 120 feet if it isn't already. If an effect covers an area, you must center the spell on and include the target. If an effect has multiple possible subjects, the GM randomly determines which ones are affected.

The wand regains 1d6 + 1 expended charges daily at dawn. If you expend the wand's last charge, roll a d20. On a 1, the wand crumbles into dust and is destroyed.

d10 Result:

- 1 – you cast the *pyrotechnics* spell (available in *Xanathar's Guide to Everything*).
- 2 – the end of the wand fizzles and pops with sparks, but nothing else happens.
- 3 – you cast the *magic missile* spell at 3rd level.
- 4 – the wand backfires. Make a DC 15 Constitution saving throw. On a failure, you take 2d6 fire damage and drop the wand. On a successful save, you take half damage and do not drop the wand.
- 5 – you cast the *fireball* spell at 4th level.
- 6 – the wand emits a blinding flash that extends from its end in a 30-foot radius. You and each creature in the area that can see must succeed on a DC 15 Constitution saving throw or be **blinded** for 1 minute.
- 7 – the wand transforms you and your belongings into a **fire elemental** for 2d4 minutes. If you are reduced to 0 hit points in this form, you revert to your normal form and are dying.
- 8 – the wand transforms into a *flame tongue* shortsword which you can wield for 1d4 minutes. Use your spellcasting ability for the attack and damage rolls.
- 9 – the wand casts the *fireball* spell, centered on you.
- 10 – you, your belongings, and the wand become a lava-like ooze for 1d4 hours. Your statistics are that of a **gray ooze** with the following changes:
 - Your speed is 10 ft. and you cannot climb.
 - Your Corrode Metal ability remains but is renamed to Melt Metal.
 - Your attacks deal fire damage instead of acid damage.This effect can be reversed by the *remove curse* or *greater restoration* spells.



AREA 6

Two **crocodiles** (CR ½; MM, p 320) lair in a broken underwater section of the west wall, their snouts obscured by floating debris. They attack anyone in the water.

AREA 7

As the party approaches Area 7, read or summarize:

This tunnel gradually slopes down, and the walls and floor are thick with sludge and slime which clings to your boots and clothing. You emerge into an octagonal chamber filled with putrescent sludge. Every now and then, viscous ripples break the surface as bubbles erupt from the depths.

Hiding beneath the sewage is an **otyugh** (CR 5; MM, p 248) that attempts to ambush the characters and drown them in the filth. The otyugh is half-submerged in the sewage, granting it half cover.

SCALING THE ENCOUNTER

APL 3-4

- **Otyugh:** AC 13, 65 hp, +5 to hit, Init +0

APL 4-5

- **Otyugh:** AC 14, 90 hp, Init +0

APL 7-8

- **Otyugh:** AC 14, 168 hp, Init +0
- **Alert:** +5 to Initiative, can't be surprised

APL 9-10

- **Otyugh:** AC 14, 168 hp, Init +0
- **Alert:** +5 to Initiative, can't be surprised
- **Magic Resistance:** Advantage on saving throws against spells and other magical effects.

TREASURE

A character that spends 30 minutes searching the sewer and succeeds on a DC 15 Intelligence (Investigation) check discovers a bloated, rotting corpse that the otyugh has been saving for dinner. The corpse has a belt pouch containing 95 gp.

AREA 8

When the party enters this room, read or summarize:

The upper half of a human skeleton peeks out from the dark water. Its torso clad in purple leather armor.

The floor of this room of the sewer has given-way, creating a 10-foot-deep pool throughout the octagonal room. Beneath the surface of the black water, in the area closest to the entrance, hides a **gelatinous cube** (CR 2; MM, p 450). It attacks anything that steps into the room from the narrow tunnel.

One of the wererats entered this room, fell into the water, and was attacked by the gelatinous cube. Needless to say, the cube won.

TREASURE

Searching the pool yields 5 gp and a hand crossbow. In addition, the purple leather armor is nice and clean and can be removed from the skeleton.

PART 4. KESTREL'S AMBUSH

Estimated Duration: 60 minutes

The characters head to fulfill their end of the deal with Hobart but are ambushed on the way by Nightingale's spies.

KESTREL'S PREPARATIONS

Kestrel plans her ambush at night, when most of the city is asleep. However, she attacks during the day if she must.

To avoid the Red Plume guards interfering with her ambush, Kestrel paid several thieves to create a diversion near the Arena (Area 8). A small patrol of two guards remained behind and enter the combat after 10 rounds.

Any merchants and townsfolk in the area run from Kestrel's ambush once combat begins.

Kestrel and her troops are intelligent. Though they have devoted the lives to Nightingale's plans, they may flee the area if they suffer heavy casualties. If they do, they return to Nightingale.

THE AMBUSH

As the characters return to the Diamond in the Dung, they are ambushed by Kestrel and her associates, all loyal to Nightingale. Please reference **DM Handout #1** for the score to the music.

Read or summarize the following:

As you near the Diamond in the Dung, the sounds of a precisely played lute echo off the city's buildings. From the alley along the side of the tavern comes the following lyrics.

*Revenge shall be had said the lady to the prince,
Revenge shall be had on the liars and the cheats,
Revenge shall be had for their dark and dirty deeds,
Revenge shall be had for taking my life...from...me*

If the adventurers spoke with Ingrid before the ambush, and if she read them the note she received from Nightingale, a creature succeeding on a DC 12 Wisdom (Insight) or Intelligence (Investigation)

check realizes that the lyrics sung by the lute player match the words in the letter.

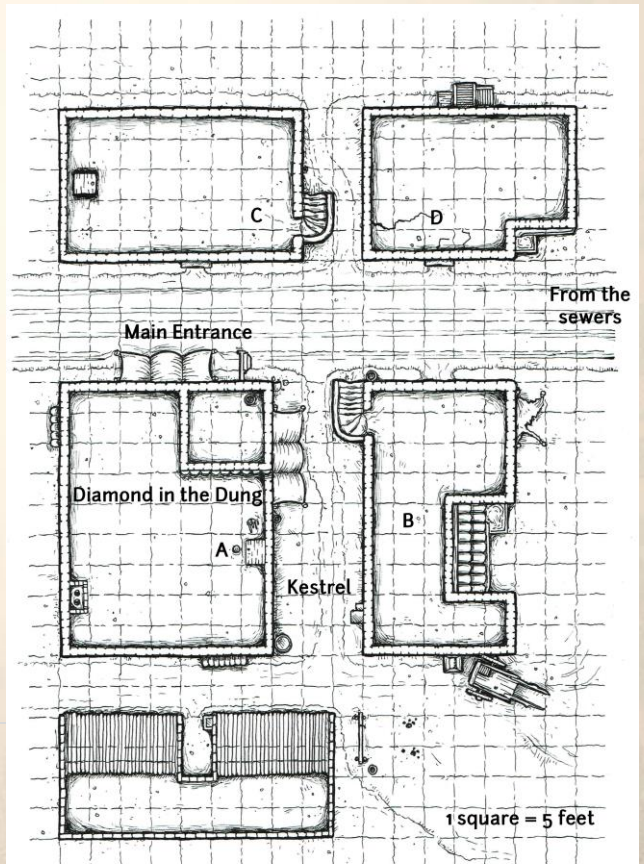
- **Kestrel** is stationed at the far end of the alley, playing her lute and luring the adventurers toward her.
- Along the alley, stationed atop the buildings, are several **hobgoblin Iron Shadows** (CR 3; VGtM, p 162) and other forces. They lay in wait, ready to attack when the adventurers have entered the alley.
- On the other side of the main road, **archers** (CR 3; VGtM, p 210) have made their way to the top of the buildings and prepare to pick off the adventurers while they battle Kestrel and the other enemies.
- Characters who are not incapacitated and have a passive Wisdom (Perception) of 18 or higher notice figures scurrying along the rooftops toward Kestrel in the alleyway (see "Setting Up the Encounter" sidebar for exact numbers).

KESTREL AND INGRID

If Ingrid is with the party, Kestrel taunts her:

- "So, little miss has come outta hidin' has she? Miss Nightingale'll be happy to know we found ya!"

Kestrel and her associates want to capture Ingrid alive for Nightingale; as such, their attacks against her are non-lethal.



DEATH FROM ABOVE

When the characters arrive in the alley, some of the enemies leap down from the rooftops and engage in melee attacks, while others attack with ranged weapons or spells. The DM may choose which of the enemies engage in melee attacks and which remain on the rooftop.

Several hooded figures leap down from the rooftops behind you. They whip down their hoods with a flick of the neck, revealing their bright-red skin, pointed ears, and sharp, yellow teeth.

With this, the group attacks and Kestrel fights with frenzy. The group uses lethal force against the characters.

DEVELOPMENTS

The fight with Kestrel can end one of two ways: the characters are killed by the assassins, or they manage to fend off or kill Kestrel and her cronies. If Kestrel falls, the remainder of the henchmen attempt to flee.

HEROES FAIL

Should the adventurers fail to defeat Kestrel, she makes her way to Nightingale who then tells Kestrel to return to her homeland and prepare for another transfer of valuables. This may allow Kestrel to appear in your ongoing campaign again.

HEROES PREVAIL

If the characters defeat the henchmen and subdue Kestrel for questioning, Kestrel grows concerned for her life and reveals that Nightingale planned to use the ransom money to hire a goblinoid host; the Clan of Broken Bones. She plans to use them to attack settlements around the Moonsea and, eventually, to attack Hillsfar.

If the characters kill Kestrel, it will be difficult to uncover this information. However, Kestrel carries a note, written in the same calligraphic hand as the ransom note, which reads:

Kestrel,

The deal with the Clan of Broken Bones is nearly complete.

If these interfering picaroons learn too much, take care of it. There's too much at stake. Use whatever means necessary.

N

If nothing else, this connects Kestrel to Nightingale and mentions the Clan of Broken Bones.

The characters might also notice the following, depending on the adventure hook used in this adventure:

- Kestrel's attire matches that of the masked woman they may have seen in *A Song of Love*.

Kestrel was accompanied by hobgoblins, a strange choice of ally given the racist attitude of many in Hillsfar. Sharing this information with the faction representatives causes them to send out search parties, looking for hobgoblins in the area which may be associated with Nightingale. The search successfully locates the war camp of the Clan of Broken Bones, which leads to the next adventure: *A Song of War*.

TREASURE

Kestrel carries two *+2 arrows*, one set of *+1 studded leather armor*, 24 darts, 250 gp, three medium-sized rubies worth 50 gp each, one set of thieves' tools, and one disguise kit.

In addition, Kestrel has a small leather pouch containing two *sending stones*, one of which is engraved with a bird symbol. This stone can be used to contact Nightingale. If it is used, Nightingale knows Kestrel is dead; she's the only person who uses this stone. Her reply to any message is:

"Meddlers! You'll soon witness my wrath. Expect revenge for Kestrel's death. War is coming!"

After she sends her message, Nightingale tosses her stone. Exactly where she tosses her stone is up to you. You may wish to place it somewhere the adventurers can find it.

KESTREL'S SENDING STONE

The below sending stones are included in the pouch:

Tiger's Eye Quartz – used to contact the thieves near the Arena.

Engraved Bird – unique in that it and its pair can be used 3 times per day.

SETTING UP THE ENCOUNTER

APL 3

- **Kestrel:** AC 17, 60 HP, Init +3
- **Area A: Bard:** AC 15, 30 HP, Init +2
- **Area B: Hobgoblin Iron Shadow (1):** AC 15, 22 HP, Init +3
- **Area C: Scout** AC 13, 16 HP, Init +2

APL 4

- **Kestrel:** AC 17, 70 HP, Init +3
- **Area A: Bard:** AC 15, 44 HP, Init +2
- **Area B: Hobgoblin Iron Shadow (2):** AC 15, 32 HP, Init +3
- **Area C: Scout** AC 13, 16 HP, Init +2

APL 5-6

- **Kestrel:** AC 17, 84 hp, Init +4
- **Area A: Bard:** AC 15, 44 HP, Init +2
- **Area A: Martial Arts Adept (2)** AC 16, 60 HP, Init +3
Remove additional effects from Unarmed Strike
Add Pack Tactics
- **Area B: Hobgoblin Iron Shadow (3):** AC 15, 32 HP, Init +3
- **Area C: Archer** AC 16, 75 HP, Init +4
- **Area D: Scout** AC 13, 16 HP, Init +2

APL 7-8

- **Kestrel:** AC 17, 115 hp, Init +4
- **Area A: Bard:** AC 15, 44 HP, Init +2
- **Area A: Martial Arts Adept (2)** AC 16, 60 HP, Init +3
Remove additional effects from Unarmed Strike
Add Pack Tactics
- **Area B: Hobgoblin Iron Shadow (5):** AC 15, 32 HP, Init +3
Remove Spellcasting
Add Pack Tactics
- **Area C: Archer (2)** AC 16, 75 HP, Init +4
- **Area D: Scout** AC 13, 27 HP, Init +2

APL 9-10

- **Kestrel:** AC 17, 130 hp, Init +4
- **Area A: Bard:** AC 15, 44 HP, Init +2
- **Area A: Martial Arts Adept (3)** AC 16, 60 HP, Init +3
Remove additional effects from Unarmed Strike
Add Pack Tactics
- **Area B: Hobgoblin Iron Shadow (5):** AC 15, 50 HP, Init +3
Remove Spellcasting
Add Pack Tactics
- **Area C: Archer (2)** AC 16, 75 HP, Init +4
- **Area D: Archer (2)** AC 16, 75 HP, Init +4

Pack Tactics. The creature has advantage on an attack roll against a creature if at least one of its allies is within 5 feet of the creature and the ally isn't incapacitated.

PART 5. RETURNING TO HOBART

Estimated Duration: 30 minutes

The heroes return to the Diamond in the Dung, completing their mission for Hobart Taggart.

THE DEATH OF HOBART TAGGART

Hobart Taggart is dead, killed by one of Kestrel's hobgoblins during the ambush. After witnessing him talking with the adventurers, she relayed the information to Nightingale, who ordered the ambush and Hobart's death.

If the adventurers enter the Diamond in the Dung and ask for Hobart, or if they walk to his office door and knock, the waitstaff state that he's not come out for some time, which is unusual unless he's in a private meeting. However, no one came to see him today.

HOBART'S OFFICE DOOR

The office door is locked. Continued knocking on the door makes the waitstaff uneasy. They can provide a key to his office if asked. The lock can be picked with a successful DC 14 Dexterity check using thieves' tools.

HOBART'S OFFICE

When the office is entered, read or summarize:

Hobart Taggart's body sits sprawled in his chair. A dagger piercing a piece of parchment rests in his chest.

The parchment contains a single word – *Betrayer*.

In addition, the tapestry is missing. The gift was taken away after Nightingale learned of Hobart's double-cross.

LOST INFORMATION

Ever prepared, Hobart left an envelope with Jasmine, his tavern manager. After Hobart is found dead, Jasmine produces the envelope. It contains several letters from Nightingale:

Hobart Taggart,

It is a pleasure to do business with you. I thank you for the information regarding the whereabouts of Devon Artis and Gildus Strong. After the ransom has been gathered, I'll send it to you to clean, in case there are any marked or magical coins which could be traced to me.

For your efforts, you may keep 200 gp.

N

Mr. Taggart,

Please accept this tapestry as a token of my appreciation for your involvement in my affairs. I understand your dealings with me may create unwanted attention. I hope these appease any misgivings you may have.

N

Mr. Taggart,

As a thank you for your help, please be aware that an attack on Hillsfar is imminent. I suggest you take to hiding once you hear the sounds of battle near the city's walls.

N

TREASURE

Hobart's Desk holds a hidden switch that opens a small hatch in the floor below his desk. The switch and the hatch can be found by searching the desk and succeeding on a DC 14 Wisdom (Perception) check.

Flipping the switch opens the floor hatch, which contains 400 gp, four *potions of healing*, a *+1 dagger*, and a large diamond worth 500 gp. The hatch can also be opened with a successful DC 14 Strength (Athletics) check.

In the event of Hobart's death, a local thieves' guild stakes claim to the Diamond in the Dung. They produce a signed document showing transfer of title in the event of Hobart Taggart's death.

RETURNING WITH INGRID

If Ingrid returns to the Tavern with the adventurers, she's beside herself with fear when she learns of Hobart's death. She claims if they were able to get to Hobart, they'll certainly be able to get to her. She feels the safest place for her is the sewers, which she requests to return to.

THE RED PLUMES AND THE FIRST LORD

While the characters are still in the tavern, five Red Plume **guards** (CR 1/8; MM, p 347) approach them. They've seen evidence of the ambush and are aware that a diversion was created near the Arena.

The Red Plumes ask the adventurers for any information they've gathered. If the adventurers deny this request, the Red Plumes suggest that they speak with the First Lord of Hillsfar. This foreign threat has the First Lord worried and he's taken to hiring mercenaries to help find and destroy her.

If asked about a Tiger's Eye quartz stone, the Red Plumes deny finding such a stone at the diversion. However, one of the Red Plumes named Jako approaches the adventurers later. Jako found and pocketed the stone and requests 50 gp if they wish to buy it. Jako is unaware that the stone is a magical *sending stone*.

AFTER THE ADVENTURE

The information is then shared with the First Lord of Hillsfar, who then sends scouts out into the region to look for the Clan of Broken Bones' war camp. The camp is successfully found, but the Red Plumes are spread thin. This leads to the third adventure – ***A Song of War***.

ADDED EVENT

If you'd like, you may add the **Uncovering the Clan** encounter.

OPTIONAL ENCOUNTER: UNCOVERING THE CLAN

The First Lord and the Red Plumes believe this masked villain is recruiting mercenaries from outside the city to bolster her ranks. They request the adventures make their way to the Arena and speak with Black Blade, a hobgoblin **gladiator**. She's more likely to speak with adventurers than she is Red Plumes guards.

Read or paraphrase the following:

You make your way across the city to the Arena. This area of the city has a strange, more oppressive atmosphere than the center. Gangs of shady-looking humans hang around on street corners, gambling at small tables, or simply leering at passersby.

Eventually you find the Arena, a huge, oval-shaped building made of solid granite blocks, with tall banners waving from the upper structure. Although it is currently empty, there is still a sizable crowd milling around. Some appear to be selling tickets, others peddle wooden swords and shields or flags bearing the names of favored gladiators.

After searching around for a few minutes, you find a building to the side of the Arena which acts as the living quarters for the gladiators. Peering through the windows, you see a handful of battle-scarred misfits and prisoners, including a female hobgoblin with a bright blue nose who is covered in tattoos. She is clearly the person you're looking for.

Black Blade is a rough individual. She has spent almost two decades fighting in the Arena, most of which occurred before the Great Law of Humanity was revoked. She was sold into slavery by her kin, and has no respect for them. Because of this, she is willing to inform the characters about the Clan of Broken Bones in the Desertsouth Mountains, but not before they help her out.

GLADIATOR'S PACT

Black Blade is scheduled for a gladiatorial bout d in two days. Despite the city itself becoming more

racially inclusive, the prejudice has not yet abated in the Arena. Because of this, the other gladiators refuse to fight with Black Blade. Without allies in the Arena, she will be forced to concede, which will leave her without pay for at least a month, and will likely incur the wrath of her 'owner'. Although slavery is now frowned upon in Hillsfar, certain loopholes are effective for the purchasing, trading, and 'owning' of gladiators. In return for her information about the goblinoid host, Black Blade asks the adventurers to join her in this fight. She needs four able-bodied companions at her side. She explains that the use of magic or magic items is forbidden, and that all gladiators must battle only with what is provided to them.

If the characters agree to her terms, they have two days to prepare themselves for the fight. While they cannot cast spells or use magic items within the arena, any lasting effects from before the start of the fight will not be dispelled.

HILLSFAR ARENA GENERAL FEATURES

The Arena has the following general features.

Architecture. The Arena is made up of three main areas: the pit, the stands, and the tunnels beneath. The stands are open to the public during games, and take the form of circular, tiered seating. The pit is a circular, sandy arena, 100 feet in diameter with 20-foot-high walls to prevent escape. The tunnels are a labyrinth of subterranean passages that cannot be accessed by anyone except the Red Plumes.

Guards. When the games are in session, the Arena is patrolled by nearly a hundred Red Plume **guards**. Because of the size of the arena, only around a dozen guards can be seen at any one time.

Light. The Arena is unlit, but the games take place during the morning and evening, providing plenty of natural bright light.

Raucous Audience. When games are in session, the Arena is always filled to capacity. The roaring, chanting, jeering crowd is so loud that it makes it almost impossible even to hold a conversation without shouting. Characters have disadvantage on Wisdom (Perception) checks that rely on hearing. Sometimes, a particularly rowdy crowd might throw stones or sandals at the participants (+3 to hit, 1d4 + 1 bludgeoning damage).

THE MELEE

Before the fight, characters are stripped of all but their underclothes, and are given the choice of the following gladiatorial 'equipment packs':

- **Dimachaerus** – two shortswords, leather armor (11 + Dex AC).
- **Hoplomachus** – a spear, shortsword and small hoplon shield (+1 AC), a manica and helmet (+2 AC).
- **Murmillo** – a shortsword and large scutum shield (+2 AC), a manica and helmet (+2 AC).
- **Retiarius** – a net, trident, dagger, and leather armor (11 + Dex AC).
- **Thraex** – a scimitar and small parmula shield (+1 AC), a manica and helmet (+2 AC).
- **Velites** – three javelins and a shield (+2 AC), leather armor (11 + Dex AC).

The characters' items are safely stored in a vault beneath the Arena, where they can be retrieved after the battle. If a character dies, the items are returned to their closest associates (in this case, the rest of the party).

When the characters enter the Arena, read or paraphrase the following:

You take your first steps out into the Arena with Black Blade at your side. She is brimming with confidence, despite the jeering and booing of the crowd in her direction. Across the pit you see your five adversaries; a grizzled, ginger dwarf wielding a scimitar and dagger, a hulking goliath woman in hide armor with a many-notched greataxe, a male half-orc with a vicious spear and a shield decorated with a bloodshot eye, a dark elf with a shortsword and shield, who has a thick, white scar across her face and, lumbering at the far end of the pit, a four-armed, piscine humanoid with beady, jet black eyes that track your every move.

The five gladiators that the characters must fight are: each have some variant traits described in the "Gladiator Traits" sidebar).

Bronzebelly (N male shield dwarf **bandit captain** (CR 2; MM, p 344) with 75 hit points and the Dwarven Resilience trait)

Bearkiller (LN female goliath **berserker** (CR 2; MM, p 344) with the Stone's Endurance trait)

Tusk the Gutpiercer (CE male half-orc **gladiator** with the Relentless Endurance and Savage Attacks traits) (CR 5; MM, p 346)

Urmelena 'Shadow' Teken'tlar (NE female **drow elite warrior** without the Sunlight Sensitivity trait) (CR 5; MM, p 128)

The Shark (LE male **sahuagin baron**) (CR 5; MM, p 264)

The characters are accompanied by Black Blade (LN female hobgoblin **gladiator** with Martial Advantage) (CR 5; MM, p 346).

GLADIATOR TRAITS

The gladiators of the arena have a number of racial traits that make them even deadlier combatants, these traits are listed below.

Dwarven Resilience. You have advantage on saving throws against poison, and you have resistance to poison damage.

Martial Advantage. Once per turn, the hobgoblin can deal an extra 7 (2d6) damage to a creature it hits with a weapon attack if that creature is within 5 feet of an ally of the hobgoblin that isn't incapacitated.

Relentless Endurance. When you are reduced to 0 hit points but not killed outright, you can drop to 1 hit point instead. You can't use this feature again until you finish a long rest.

Savage Attacks. When you score a critical hit with a melee weapon attack, you can roll one of the weapon's damage dice one additional time and add it to the extra damage of the critical hit.

Stone's Endurance. You can focus yourself to occasionally shrug off injury. When you take damage, you can use your reaction to roll a d12. Add your Constitution modifier to the number rolled, and reduce the damage by that total. After you use this trait, you can't use it again until you finish a short or long rest.

The opposing gladiators work as a team as often as possible. The Shark and Shadow couple together, the drow darting in and out against an otherwise

distracted foe. Bearkiller and Tusk pair up as well, trying to flank an opponent whilst Bronzebelly hurls his daggers at them.

After three rounds of combat, a large trapdoor in the center of the Arena is opened to release a **chuul** (CR 4; MM, p 40). This beast attacks either the closest creature, or the last creature that attacked it. Read or paraphrase the following:

The clanking of chains fills the Arena, momentarily distracting you from the attacks of your gladiatorial foes. A large trapdoor swings open in the center of the pit and disgorges a skittering aberration; a nightmare of chitinous plates, crushing claws, and rasping tentacles. Immediately, the frenzied beast launches into the fray.

As Black Blade only requires up to four characters to assist her in the arena, which might leave some characters, particularly spellcasters who might feel useless, left out. However, not all is lost for the watching party members. They can impact the fight in numerous ways. Characters in the crowd might attempt any of the following:

- **Cast Spells.** Casting spells from the crowd without drawing attention requires a DC 15 Dexterity (Stealth) check or Dexterity (Sleight of Hand) check, depending on the components required by the spell.
- **Throw Useful Items.** Characters succeeding on a a character, requiring a successful DC 15 Dexterity (Sleight of Hand) check can quietly throw useful items into the Arena.
- **Taunt a Foe.** A successful DC 15 Charisma (Intimidation) check against a rival gladiator grants them disadvantage on their next attack roll.
- **Other Class Features.** Features like Bardic Inspiration can be freely used, at the discretion of the DM.

If characters fail these checks, they might end up being chased or reprimanded by several of the dozens of Red Plume **guards** who police the Arena.

Remember too that the characters not only need to win the fight to gain the information from Black Blade, but they must also keep her alive. If the party seem to be dominating in the Arena, have the rival

gladiators or the chuul chase down and attack Black Blade, forcing the characters into to use defensive tactics.

VICTORY!

If the characters and Black Blade win, they are rewarded with 500gp, to be split among the participants (including Black Blade). After the fight, the hobgoblin tells them amount the Clan of Broken Bones. This particular goblinoid host is notoriously avaricious, willing work for anyone who can pay their price. Black Blade was born in this host, but her blue nose marked her out as a hobgoblin of potential, one that could threaten their lucrative way of life. Black Blade can provide the characters with the following information:

- “The closest goblinoid host are the Clan of Broken Bones in the Desertsmouth Mountains.”
- Black Blade can draw up a rough map of which peaks to look out for when searching for the host, but tells the characters that the host does not disguise their presence, and should be easy to find.
- “The Warlord of the Host is called Grath of the Axe, though many call him Golden Grath. He is known to be a cutthroat mercenary, maintaining his potentially fractious host with a steady supply of coin. He is also known for riding a wyvern into battle.”
- “The goblinoid host that Grath lords over is made up of three hobgoblin banners, half a dozen bugbear gangs, and a sprawling tribe or two of highly disposable goblins.”
- “Taking on the host without an army would be impossible, but an organized, effective strike force might be able to take out the various leaders within the host, thus crippling the entire operation.”

Black Blade has no knowledge of Nightingale, but if the villain is looking for allies, Black Blade would be a formidable one.

RETURNING TO THE RED PLUMES

After this information is relayed to the Red Plumes and the First Lord, the adventurers are rewarded with 50 gp each. In addition, they are asked to stay near, as their services may be needed soon.

REWARDS

EXPERIENCE

COMBAT AWARDS

Name of Foe	XP Per Foe
Wererat	450
Swarm of Rats	50
Giant Rat	25
Gelatinous Cube	450
Otyugh	1,800
Archer	700
Bard	450
Martial Arts Adept	700
Kestrel	1,800
Hobgoblin Iron Shadow	450
Scout	100

NON-COMBAT AWARDS

Task or Accomplishment	XP Per Character
Each wererat cured	100
Each wererat returned to Hobert	500

TREASURE

Treasure Awards

Item Name/Encounter	GP Value
Hobart's Reward	250
Wererats:	
Gold	54
Two small emeralds	50 each
Gelatinous Cube:	
Gold	5
Purple Leather Armor	5
Otyugh:	
Gold	80
Kestrel's Ambush:	
Gold	250
Three medium rubies	50 each
48 darts	1
Studded leather armor	22
Set of thieves' tools	12
Disguise kit	12

STORY AWARDS

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

Turnip the Kitten. The kitten named Turnip has found you to be quite agreeable, and she finds places to hide within your armor, clothing, or backpack. She's fond of resting at the spot between the neck and backpack, burrows into rolled bedrolls, sleeps in the unworn hood of a cloak or anywhere else she can find. She's the runt of the litter and is very timid. Though she is unable to provide you any assistance, she makes for an excellent companion.

If needed, Turnip has the statistics of a **cat**, which are found in the *Monster Manual*.

Appendix A. Dramatis Personae

The following NPCs are featured prominently in this adventure:

Hobart Taggart (HO-bart TAG-ert). Owner of the Diamond in the Dung tavern. A rough-looking chap with tawny skin and close-cut black hair. He has a broad smile which is accentuated by a scar near the corner of his bottom lip that slices into his well-groomed beard.

Hobart is high up in the thieves' guild of Hillsfar, and although he doesn't often see active service, his tavern acts as a safe house for his fellow scoundrels. Hobart uses profits from the tavern to pay off the Red Plumes, enabling him to fence stolen goods and launder money through his establishment.

Turnip (Turn-ip). A small kitten found in the sewers of Hillsfar.

Ingrid (Ing-rid). A member of the thieves' guild in Hillsfar and an acquaintance of Hobart Taggart. Ingrid has been cursed and is now a wererat, but Hobart hopes the adventurers find her and remove the curse. Ingrid has knowledge about Nightingale.

Clatter (Klat-er). A kenku tinkerer that lives in the sewers of Hillsfar. She may have a magic item for the adventurers if they can clear out the wererats.

Kestrel (KES-trel): One of Nightingale's associates. She's been sent to Hillsfar to help protect Nightingale's identity and plan. Kestrel is an expert lute player and may lure the adventurers into a trap with her song.

KESTREL

Medium humanoid (human), neutral evil

Armor Class 17 (+1 studded leather)

Hit Points 84 (13d8 + 26)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	18 (+4)	14 (+2)	11 (+0)	16 (+3)	18 (+4)

Saving Throws Dex +7, Int +3, Cha +4, Wis +3

Skills Acrobatics +7, Athletics +3, Deception +7, Perception +3, Performance +10, Sleight of Hand +7, Stealth +7

Senses passive Perception 16

Languages Common, Elvish, Goblin, Thieves' Cant

Challenge 5 (1,800 XP)

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

Evasion. If Kestrel is subjected to an effect that allows her to make a Dexterity saving throw to take only half damage, she instead takes no damage if she succeeds on the saving throw, and only half damage if she fails.

Lute Expert. Kestrel is an expert lute player and has a advantage on Charisma (Performance) checks when performing with a lute.

Sneak Attack (1/Turn). Kestrel deals an extra 14 (4d6) damage when she 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 that isn't incapacitated and Kestrel doesn't have disadvantage on the attack roll.

ACTIONS

Multiattack. Kestrel makes three attacks with her rapier.

Rapier. Melee Weapon Attack: +7 to hit, reach 5 ft., one target. **Hit:** 8 (1d8 + 4) piercing damage.

REACTIONS

Uncanny Dodge. Kestrel halves the damage that she takes from an attack the hits her. She must be able to see the attacker.

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.

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.

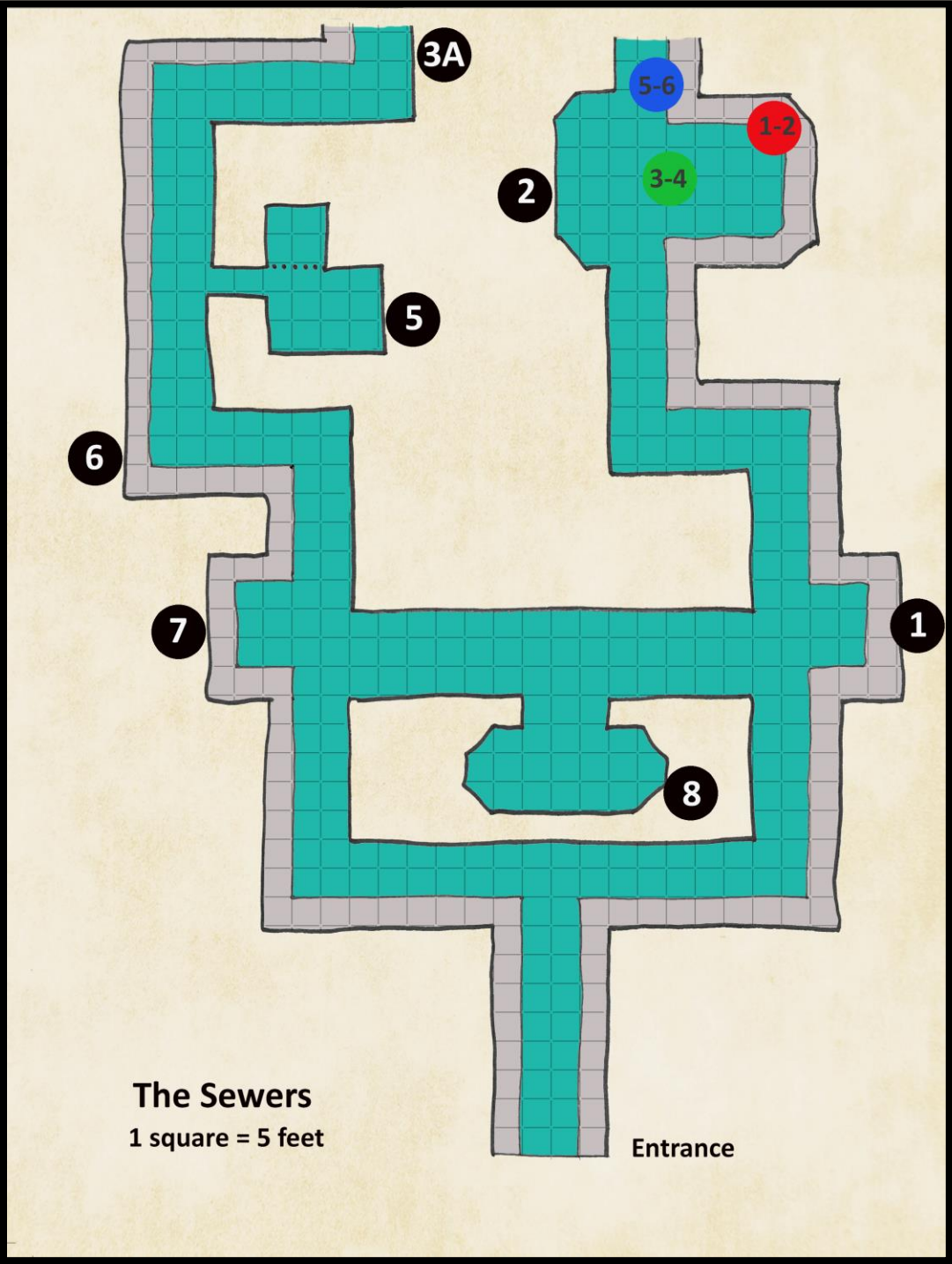
Ring of Shielding

Ring, rare (requires attunement)

A platinum ring fashioned in the shape of an exotic bird's head, with silver and gold overlay used to create the feathers and beak. When activated, the ring's small ruby eyes pulse a bright red for five seconds.

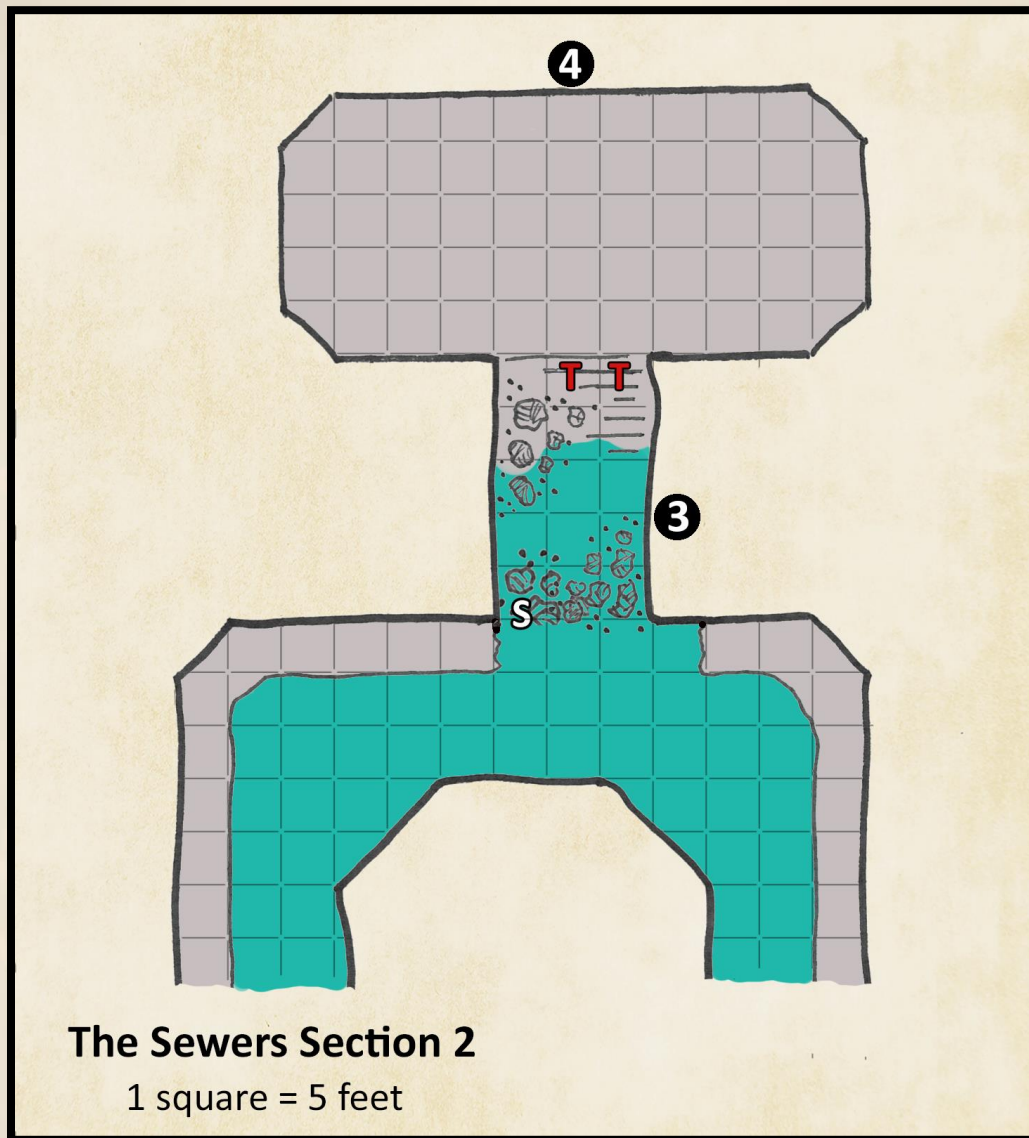
This ring has 4 charges. While attuned to it, as a reaction you can expend 1 charge to cast the *shield* spell. The ring regains 1d4 expended charges daily at dawn.

APPENDIX B. SEWER MAP

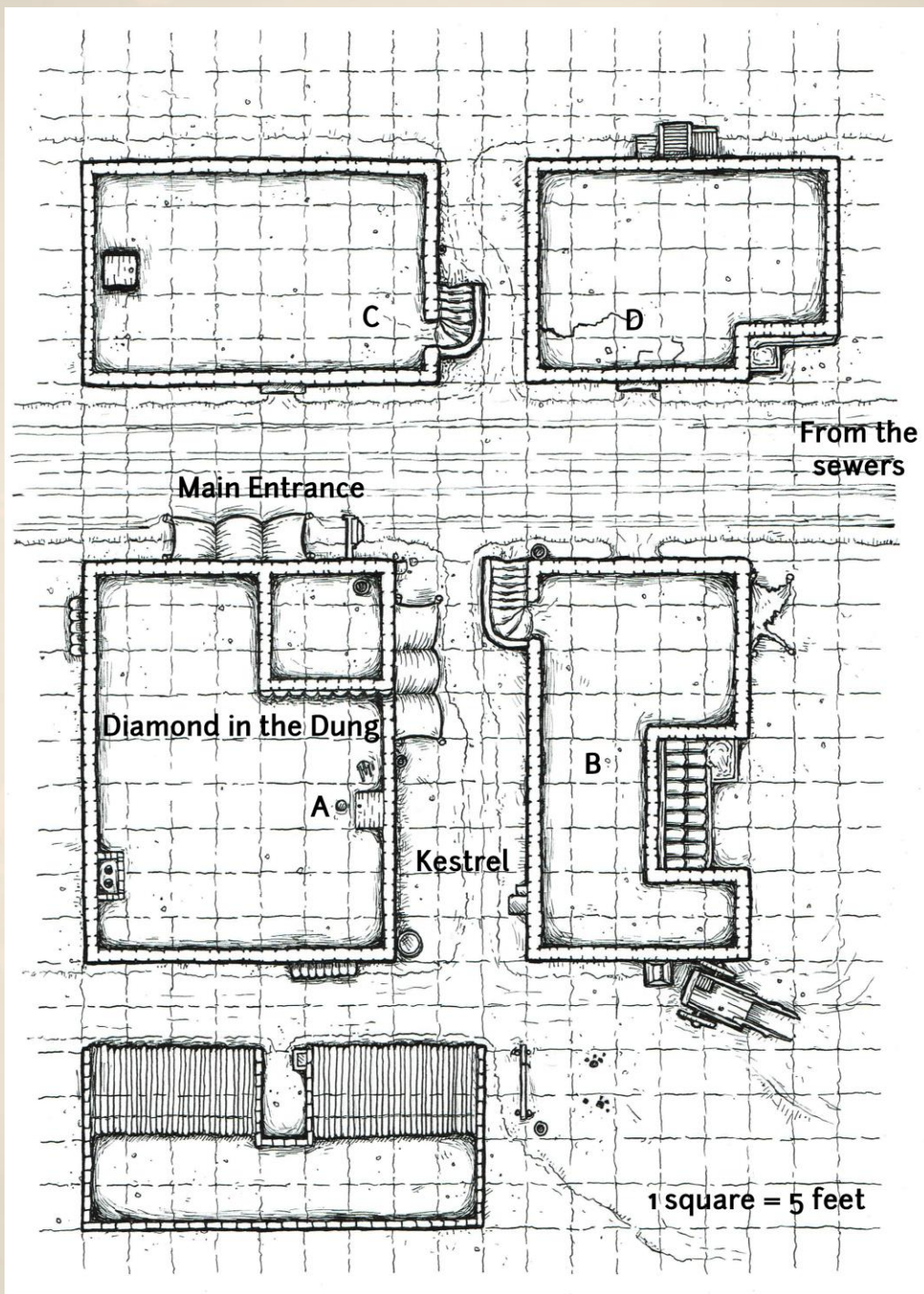


APPENDIX. SEWER MAP

SECTION 2



APPENDIX. AMBUSH MAP



DM HANDOUT #1

Score

A Song of Revenge

Em Am Em G Em Am

"Re - venge shall be had," said the la - dy to the prince. "Re venge shall be had on the

Em B Em Am Em D

4 li - ars and the cheats. Re venge shall be had for the dark and dir - ty deeds. Re -

Em Am C Bm Bm7 Em

7 venge shall be had for tak - ing my life from me

PLAYER HANDOUT #1. NOTICE LETTER

Your service is needed yet again. Included with this notice is a letter, painstakingly copied by our expert scribe to resemble the original. Take these to Hillsfar and locate one Hobart Taggart – a tavern owner implicated in the letter to having ties to a mysterious Moonsea villain calling herself ‘N.’

Find out what Mr. Taggart knows about the letter, the mysterious *N* signature, and what, if any, additional motives *N* may have. A reward of 200 gp awaits you if you are successful.

Attached is a replica of the original letter, fantastically written using calligraphy.

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

Then return to me. We have much to plan.

N

PLAYER HANDOUT #2. INGRID’S LETTER

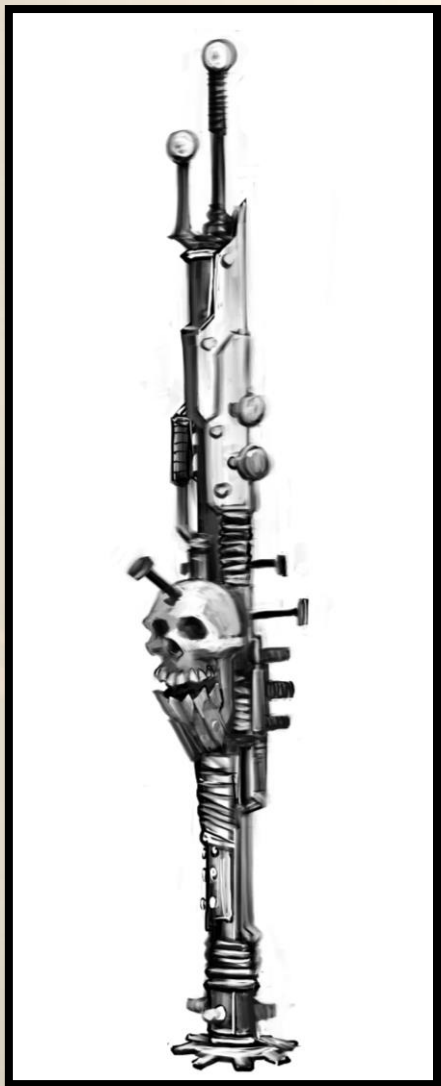
Revenge for your Dark and Dirty Deeds...

N

PLAYER HANDOUT #3.

CLATTER'S WAND OF WONDERS

Created by a kenku tinkerer named Clatter who lives in the sewers of Hillsfar. Clatter scavenges the sewers and trash heaps in the city, searching for odds and ends which she can use to make her creations. Somehow, Clatter found a few magical shards, pieced them together, and created this wand.



CLATTER'S WAND OF WONDERS

Wand, rare (requires attunement by a spellcaster)

This wand has 7 charges. While holding it, you can use an action to expend 1 of its charges and choose a target within 120 feet of you. The target can be a creature, an object, or a point in space. Roll a d10 and consult the following table to discover what happens.

If the effect causes you to cast a spell from the wand, the spell's save DC is 15. If the spell normally has a range expressed in feet, its range becomes 120 feet if it isn't already. If an effect covers an area, you must center the spell on and include the target. If an effect has multiple possible subjects, the GM randomly determines which ones are affected.

The wand regains 1d6 + 1 expended charges daily at dawn. If you expend the wand's last charge, roll a d20. On a 1, the wand crumbles into dust and is destroyed.

d10 Result:

- 1 – you cast the *pyrotechnics* spell (available in *Xanathar's Guide to Everything*).
- 2 – the end of the wand fizzles and pops with sparks, but nothing else happens.
- 3 – you cast the *magic missile* spell at 3rd level.
- 4 – the wand backfires. Make a DC 15 Constitution saving throw. On a failure, you take 2d6 fire damage and drop the wand. On a successful save, you take half damage and do not drop the wand.
- 5 – you cast the *fireball* spell at 4th level.
- 6 – the wand emits a blinding flash that extends from its end in a 30-foot radius. You and each creature in the area that can see must succeed on a DC 15 Constitution saving throw or be **blinded** for 1 minute.
- 7 – the wand transforms you and your belongings into a **fire elemental** for 2d4 minutes. If you are reduced to 0 hit points in this form, you revert to your normal form and are dying.
- 8 – the wand transforms into a *flame tongue* shortsword which you can wield for 1d4 minutes. Use your spellcasting ability for the attack and damage rolls.
- 9 – the wand casts the *fireball* spell, centered on you.
- 10 – you, your belongings, and the wand become a lava-like ooze for 1d4 hours. Your statistics are that of a **gray ooze** with the following changes:
 - Your speed is 10 ft. and you cannot climb.
 - Your Corrode Metal ability remains but is renamed to Melt Metal.
 - Your attacks deal fire damage instead of acid damage.This effect can be reversed by the *remove curse* or *greater restoration* spells.

LOOKING FOR MORE THRILLING ADVENTURE?

