



SCOURGE OF THE NIGHTINGALE

PART THREE: A SONG OF WAR

Nightingale's forces continue to grow. Her preparations are nearly complete as she makes the final payment to her last ally. War is certain, unless the courageous adventurers can intervene.

JVC PARRY & JEFF C. STEVENS

SCOURGE OF THE NIGHTINGALE

PART THREE: A SONG OF WAR

Version 1

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NIGHTINGALE CONTINUES TO BUILD HER ARMY, AND SHE ONLY HAS ONE MORE ALLY TO SECURE. ONCE SHE DOES, SHE PLANS TO INVADE HILLSFAR, DESTROYING THE HOPES AND DREAMS OF ALL WHO LIVE THERE.

THE FIRST LORD OF HILLSFAR TASKS THE ADVENTURERS WITH THWARTING NIGHTINGALE'S MEETING WITH THE CLAN OF BROKEN BONES – A LARGE GOBLINOID HOST WHOSE FORCES WOULD SECURE HER VICTORY. THE ADVENTURERS ARE CERTAINLY GOING TO NEED BACK-UP, BUT THEIR ONLY OPTIONS ARE A CREW OF UNSEASONED RED PLUME GUARDS AND A MURDEROUS HORDE OF ORCS WHO HAVE AN ANCIENT GRIPE WITH THE CLAN OF BROKEN BONES.

INTRODUCTION

Welcome to *A Song of War*, the final adventure in the Nightingale Trilogy.

The adventure begins in Hillsfar, where the party is given their first mission by the First Lord. It then moves about the Moonsea region, eventually ending in the forest below Elventree.

This adventure is designed for **three to seven of 5th – 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:

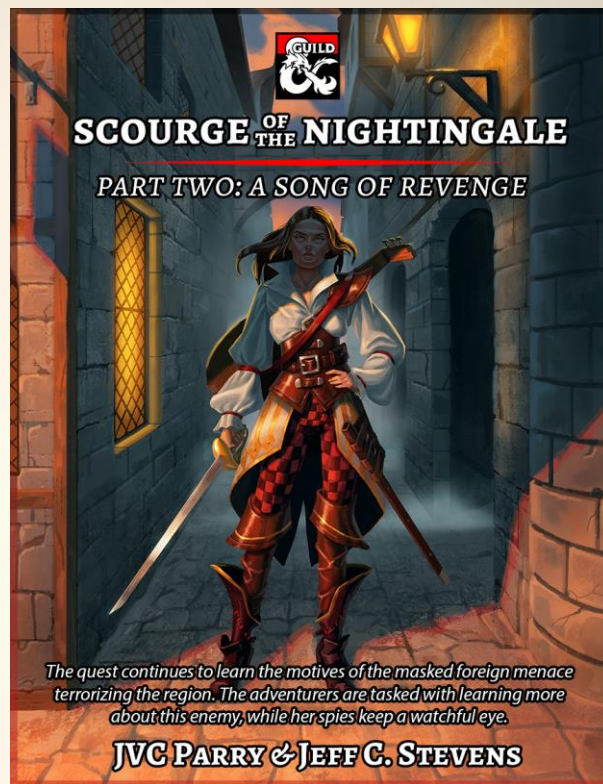
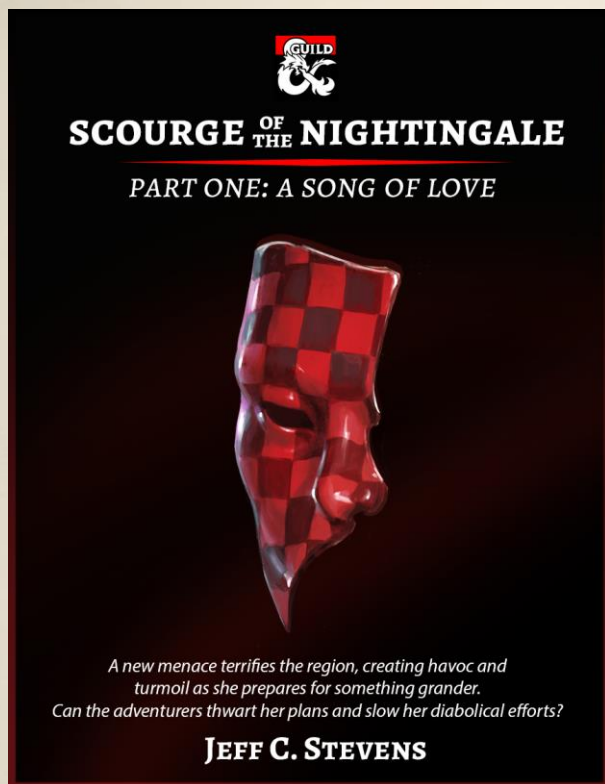
- Read through the adventure, taking notes of anything you'd like to highlight or remind yourself of while running the adventure, such as a way you'd like to portray an NPC or a tactic you'd like to use in a combat. Familiarize yourself with the adventure's appendices and handouts.
- Ask the players 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.

COMPLETE THE SAGA WITH THE BELOW ADVENTURES



ADVENTURE PRIMER

*Know thy self, know thy enemy.
A thousand battles, a thousand victories.*

Sun Tzu

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

This Saga began in *A Song of Love*, where a groom was kidnapped the night before his wedding and held for ransom, which was to be used to hire more allies for a mysterious masked figure. The adventure introduced a new villain to the Moonsea region, but only as a mysterious woman wearing a partial mask.

The Saga continued in *A Song of Revenge*, which provided more information about this new villain; mainly, the reason why she was terrorizing the villages and hamlets of the Moonsea and revealing both her true name and alter ego. Lorelai Song, also known as Nightingale, a once beautiful woman now scarred physically and emotionally by a prank that went wrong, seeks revenge on those involved, their families, and the region in general.

A Song of War looks to conclude this portion of the Saga, as Nightingale meets with a hobgoblin warlord known as Grath of the Axe, attempting to secure him as an ally. She plans to use her own forces and the warlord's goblin army to invade Hillsfar – razing it to the ground as further punishment for the pain she's had to endure.

ADVENTURE OVERVIEW

This adventure is mostly linear but includes the potential for a lot of roleplay, as the adventurers interact with a group of Red Plume recruits who have been assigned to help them thwart Nightingale.

The adventure is broken down into eight parts:

Part 1. The adventurers are summoned by the First Lord of Hillsfar, who assigns them the task of meeting with a group of Red Plume recruits who are transporting an important prisoner to Hillsfar.

Part 2. While en route to meet the recruits, the adventurers stumble upon a lone prisoner wagon containing a bound and gagged woman. No guards are in sight; the initiates have been lured to a hill-top and are fighting for their lives.

Part 3. Listed here for the DM's information. This part is roleplay intensive, and contains DM-facing

information about the recruits and tips on how to roleplay them.

Part 4. Over the crest of a hill, the party hears the sounds of battle. The recruits are in trouble as they battle Nightingale's henchmen, who have been sent to rescue Loon.

Part 5. The adventurers return to Hillsfar with the recruits and (perhaps) the prisoner. After the prisoner is questioned, the First Lord sends the adventurers on a mission to thwart Nightingale's meeting to secure additional troops. He sends the Red Plume recruits to aid the adventurers and tells them he's hired a contingent of 30 orcs to help in the battle.

Part 6. The adventures travel to meet the hired orcs. On the way, they learn a bit more about the NPCs traveling with them.

Part 7. The adventurers camp for the night, giving them the opportunity to interact with the orcs and NPCs before their battle.

Part 8. The war band of adventurers, recruits, and orcs arrive at the hobgoblin camp, where they must decide how best to complete their mission.

DM TIPS AND TRICKS

If your session starts late, you may summarize Part 1, telling the party they have received instructions from the First Lord of Hillsfar to locate a group of Red Plume recruits who are transporting a prisoner that they believe is associated with Nightingale.

It is suggested that you read this adventure in its entirety before play. There is a good deal of roleplay in this adventure and reading Part 3, "The Red Plume Recruits" before the game will help you create a better experience for the players.

Estimated times are stated for each section. Try to stick to these times as best as possible. It's difficult to gauge how long the final battle will take, as there are several options the characters may choose from. Some options may take longer to play out.

This adventure suggests using the "Handling Mobs" variant rule explained in chapter 8 of the *Dungeon Master's Guide*. A simplified version these rules, customized for this adventure, are presented in **Appendix D**.

CREATURE STAT BLOCKS

Most of the creatures in this adventure reference the 5th-Edition *Monster Manual* or *Volo's Guide to Monsters*. If a creature's name appears in **bold**, that's a visual cue pointing you to one of those sources. Custom stat blocks are included in **Appendix A**.

ADVENTURE HOOKS

The First Lord of Hillsfar, Vuhm Yestral, has dispatched many of his Red Plume guards throughout the Moonsea region to search for Nightingale, leaving his city low on troops. He therefore seeks adventures to act as 'hired' city guards until Nightingale can be taken out. However, when the adventurers meet him, he has a different mission to send them on.

Story Hook. You've received a summons to meet with the First Lord of Hillsfar. His letter states that the city's Red Plume guard numbers are low, with only a few seasoned veterans and recruits left to guard the city. He's worried that Nightingale, the villain who's been terrorizing nearby villages and hamlets, may see this as an opportunity to attack the city. He offers you a payment of 250 gp, along with room, board, and of course mead, if you agree to work for him for one week.

LOCATION AND NPC SUMMARY

The following NPCs and locations feature prominently in this adventure.

Vuhm Yestral, First Lord of Hillsfar. The adventurers meet Vuhm in his office in Hillsfar. He wants the adventurers to track down a group of recruits who were transporting a prisoner.

Loon (IOOn). One of Nightingale's lieutenants. She has strawberry blonde hair, green eyes, pronounced cheekbones, and a natural charisma that exudes confidence. She is also fanatically loyal to Nightingale and will happily take on the adventurers if released. She verbally toys with them and antagonizes them during battle.

Malphonse (MAL-fons). A wise-looking old man with a bald pate and ghost white beard, wearing tailored grey robes made of exotic silk. He claims to be an ally of the Moonsea region and has agreed to help extract information from the prisoner. Malphonse is actually a doppelganger in disguise, using his Shapechanger trait to garner information about Hillsfar and potential allies and foes. He's become allies with First Lord Vuhm, who is unaware of his friend's true identity.

Red Plume Recruits (see **Appendix D**).

Bo'Tark – a seasoned orc warrior and hunter. He's not too excited about this mission, but he believes in his leader Yegg and will do her bidding.

Grath of the Axe – the leader of the hobgoblins who Nightingale intends to hire to assault Hillsfar.

Lorelai Song (Lore – lie Song) – also known as Nightingale. She's a monastically-trained bard seeking revenge on her old homeland, where she was humiliated and left for dead 10 years ago.

PART 1. THE MEETING

Estimated Duration: 30 minutes

The adventurers have been summoned to meet with the First Lord of Hillsfar, Vuhm Yestral, in his office. He has an assignment for them; one on which the very fate of Hillsfar rests. Vuhm's office is a large, circular structure, adorned with exotic merchandise that he acquired from Hillsfar's lucrative trade deals.

MEETING WITH THE FIRST LORD

When you are ready to begin the adventure, read or summarize:

After a brief wait, you are escorted into the First Lord's office. He takes a seat behind his grand desk and then gestures toward several chairs and says, "Please, sit."

He then continues, "I apologize for the delay. Had I known you were waiting, I would have called you in. There is something brewing outside the walls of the city and I need your help."

"Many of the city guard have been deployed outside the walls, and experienced swords are hard to find. I heard tales of your accolades from numerous sources and deemed that you are our city's best hope. I thank you for coming."

"Scouts and merchants speak of a strange figure running about the Moonsea area and we believe she has established a hideout nearby. We also know she is referred to as Nightingale and she wears a partial mask."

"I hadn't intended for this to be your assignment, I know you are more experienced than what is needed for this, but I need you to rendezvous with a group of young Red Plume recruits. These initiates are transporting a prisoner to Hillsfar, where they are to be questioned about the recent activity. It's believed that this prisoner has ties to Nightingale. They are overdue, scheduled to arrive yesterday."

"We can't afford to lose control of this prisoner. Therefore, I want you to rendezvous with the recruits and bring them and the prisoner back safely."

ABOUT THE PRISONER

Vuhm knows very little about the prisoner; only that they were captured and are being transported to the city.

HIS ORIGINAL REQUEST

Vuhm is concerned Nightingale may attack the city while most of his Red Plumes tend to matters outside the gates. He therefore seeks to hire adventurers to help protect the city. While he initially just wanted them to guard the town in the Red Plumes' absence, he reflects on their talents and instead gives them a new task: locating an overdue caravan of Red Plume recruits who were transporting an important prisoner.

A REWARD

Vuhm offers a reward of 250 gp per character if the heroes return the prisoner and Red Plume recruits to Hillsfar. This amount could be negotiated up to 500 gp with a successful DC 15 Charisma (Persuasion) check.

DEVELOPMENTS

After accepting the request, Vuhm directs the adventurers to the road the recruits should be on. This road leads to the east, away from Hillsfar. The journey takes approximately three hours, after which you can proceed with **Part 2: The Loon**.



PART 2. THE LOON

Estimated Duration: 30 minutes

Rumors of Nightingale's plan to attack Hillsfar have made city officials uneasy. Luckily, one of Nightingale's accomplices has been captured, and is being escorted to the city by a group of young Red Plume initiates. However, they were intercepted by Loon's allies and haven't made it back on schedule.

The heroes' first objective is to meet up with the recruits and ensure they and their prisoner return to Hillsfar so the prisoner may be interrogated properly.

MEETING THE LOON

After traveling three hours on a road leading east from Hillsfar, the adventurers happen upon a wagon covered with a metal cage, sitting unguarded in the middle of the road. Read or summarize:

After traveling for roughly three hours along the road leading east from Hillsfar, you come upon a strange sight.

A barred wagon – no doubt a prisoner transport – rests alone on the road. What appears to be a bound and gagged woman with strawberry blonde hair sits on the floor of the wagon, her back to you.

THE WOMAN

The woman is one of Nightingale's field commanders known as **Loon** (see **Appendix A**). She sits alone as the inexperienced Red Plume recruits are engaged in battle with a band of Nightingale's forces, who have come to rescue Loon. The battle is just over the crest of a hill (see **Part 4: The Battle for Loon**).

Loon was captured by chance – caught off guard and subdued by a contingent of more experienced Red Plumes and a hired spellcaster.

LOON'S ACTIONS

If spoken to, Loon turns to the party, revealing her gag and bindings. She makes sounds as if she has something desperate to tell the adventurers, but this is only a ploy to get them to remove her gag.

To gain their trust, Loon talks sweetly to the party for a while, attempting to deceive them, and has the below information to share:

- "We were just going along, transporting the prisoner, when the other guards heard something over that hill."
- "The crazy lady calls herself Loon. Rightly so, by what I can tell."
- "The other guards ran off. Leaving me here to guard her...by myself!"
- "I got jumped. Loon tied me up and then stashed me in here."
- "A bunch of 'monkey-jumping-around' crazy people grabbed Loon, tied me up in here, and then ran off."
- "The others followed them."
- "They're up over that hillside."
- "Please, get me out of here!"

STILL A PRISONER

Loon may fail in her attempt to escape. She is bound, gagged, and can't do much if the adventurers don't remove her gag.

FREED

If freed, Loon tries not to give herself away. She'll hang back if the adventurers engage in the battle that's occurring over the hill. If left alone with an adventurer or two, she starts a fight with them and laughs at their foolishness.

DEAD LOON

If Loon dies, the recruits suggest they take her body to Hillsfar. They are certain the First Lord will have her resurrected.

LOON

Loon has strawberry blonde hair, green eyes, pronounced cheekbones, and a natural charisma that exudes confidence. She is also fanatically loyal to Nightingale and will happily take on the adventurers if released. She verbally toys with them and antagonizes them during battle. Loon uses the Drunken Master fighting style, attacking with jerky and unpredictable movements.

THE RED PLUME RECRUITS



CADENCE

A young woman with shoulder-length black hair and brown eyes. She wants to become a bard, but her family couldn't afford the training. Working for the Red Plumes offers her a way to save up money to eventually join a bard college. She hopes to learn at least a cantrip or spell someday.

- She has an upbeat attitude and comes across as a happy young woman.
- She's very talkative, vibrant, and a tad flirty.
- She's very inquisitive and can strike up a conversation about anything.



BURL

A pompous, muscle-bound young man who looks like he can hold his own in a fight. He was raised on a farm, has seven older brothers and sisters, and just couldn't stand being treated like a baby any longer. He joined the Red Plumes to make a name for himself. He talks big but backs down easily.

- He doesn't talk much, and usually gives others a dismissive glare.
- When he does speak, he comes across as very pompous and arrogant.
- He has little tolerance for authority, and often balks at orders he receives. However, he also backs down easily.



SYLVA

A fit young woman with a thick mane of red hair that she keeps shaved on the sides of her head. She has a strong will and wants to be in the war to protect the region, her family, and her friends. If putting herself in harm's way can save someone's life, she happily sacrifices herself.

- She takes a particular liking to any fighters, rangers, or barbarians in the party. She wants to hone her martial talents and become fiercer.



MARCO

A book-smart young man with unkempt brown hair, brown eyes, and a pair of spectacles that keep sliding down his nose; he is often seen cleaning them or pushing them back up. Marco wanted to have a profession in medicine, but he too could not afford the training. He hopes to learn medicine skills while serving in the Red Plumes.

- He attempts to bind wounds but does it poorly.
- He may walk up to a cleric, paladin, or druid and ask about healing magic.



JANEL

A robust young woman with blonde hair and brown eyes. The Red Plumes were short on armor when Janel signed up, so she wears a set that barely fits her. She feels at home in woodland settings and around nature. She's often seen smelling flowers, moving small beasts off the path, and mimicking birdsong, which she does very well.

- Janel only approaches someone she sees as a fellow nature lover – perhaps a ranger or a druid.
- She might ask a question about nature and druid magic, but she does so quietly and sheepishly.



AMELIA

A dark-skinned young woman who keeps her tan-colored hair in a tight braid that ends at the middle of her back. Amelia's parents are retired Red Plume guards who forced her to join. However, she is a pacifist and doesn't want to cause harm to another.

- She only approaches someone who abhors violence as much as she does, or at least someone who seems the least prone to it. Otherwise, she keeps to herself.
- She shares her predicament and asks for guidance.



BROLLO

A failed mage's assistant. He's a thin young man with blonde hair and freckles. He's very fidgety and often complains that his armor is itchy – he's used to wearing loose-fitting robes.

- He may walk up to an arcane spellcaster of some sort, but he's rather scared of them since his last master wasn't very kind to him.
- He's able to snap his fingers and produce a small spark, so he may ask help in being taught how to produce flames.



FLANIGAN

A dark-haired young man with pasty skin, sunken eyes, and a rather quiet voice who insists on being called "Fingers Flanigan." He's often seen using his rusty set of thieves' tools on a couple of small padlocks he keeps in his pocket. He's been assigned to the guard after being in one-too-many juvenile altercations. His real dream is to become an expert "locksmith."

- He might approach a rogue or sneaky-looking bard quietly, trying to sneak up through the bushes to engage them, which he does out of respect for their profession. He knows what they are, but he doesn't know if everyone else knows...

PART 3. RED PLUME NPCs

This section provides roleplay guidance for when the characters interact with the Red Plume recruits (use **guard** with 18 hit points) in *Part 4: The Battle for Loon* and beyond. Consider thoroughly reviewing the material here before running the adventure.

THERE'S GOING TO BE A WAR

To help make this adventure more memorable, and to highlight the intricacies of camaraderie during war, this section details several NPCs for use during the travel sections of the adventure. A lot of time is spent on the road, and the Red Plume NPCs are untrained recruits. They are scared and curious. Some hide their fear by talking, while others keep to themselves.

The recruits use this time to engage and interact with the characters by asking them questions, performing songs, showing their weaknesses, and displaying their strengths. They each have their own reason for being a Red Plume guard and they want to be good at their jobs, but they also have dreams outside of their service.

SELL IT!

As the DM, it's up to you to keep the dynamic between the recruits and characters engaging. Try to ensure that each character is approached by at least one recruit who takes a liking to them. You may use the same recruit for multiple characters if you like.

Perhaps the recruits find a way to pull at the heart strings of a character, or maybe they truly tick a character off. Run with the interaction and build on it. It's amazing how establishing a bond with a single NPC has impacted playtesting of this adventure.

A simplified version of this information can be found in **Appendix D**.

Red Plume Recruits

Please see the DM Handout in **Appendix D** for a summary of the recruits.

Feel free to come up with your own NPC to add to this group. The above should fit with most parties, but there may be an occasion where you need to use a different NPC.

NPC COMBAT

This group of NPCs uses the "Handling Mobs" combat rules found in chapter 8 of the *Dungeon Master's Guide*. A simplified version of these rules is included in **Appendix D**.

NPC TRAINING

Some of the NPCs start the interaction with the adventurers. Whenever one of the below tasks is completed with an NPC, the NPC mob gets one use of Inspiration. In this case, Inspiration isn't stacked, but since it is a mob, one NPC uses their Inspiration for one mob ability check, saving throw, or attack roll, and another NPC uses its Inspiration for the next mob roll, until all earned Inspiration has been used.

Cadence – A character can teach her a song, a poem, or a bardic cantrip such as a *vicious mockery*. The latter requires a successful DC 13 Charisma (Arcana) check made by the teacher.

Burl – A character might need to teach the boy some manners, and that it's not good to be bossy.

Sylva – A character can teach her maneuvers with her spear, a berserker growl, or some other sort of weapon training.

Marco – A character can teach him how to set a bandage, or some (character needs to make a successful DC 10 Wisdom (Medicine) Check) or some other type of medicinal skill.

Janel – A character teach her something about nature or a druid cantrip. The latter requires a successful DC 13 Wisdom (Arcana) check made by the teacher.

Amelia – A character can teach her how to deal non-lethal damage or any other non-lethal combat tactics. Spells such as *friends*, *color spray*, *sleep*, and calm emotions would be ideal.

Brollo – teaching him how to wear his armor properly, adding to his confidence, or teaching him a simple cantrip. The later requires a successful DC 13 Arcana check by the teacher.

Flanigan – any type of Thief skill – especially picking locks. This requires a successful DC 13 Dexterity (Sleight of Hand) check by the teacher.

If the characters come up with a different way to train or teach one of the NPCs, feel free to give the NPC mob Inspiration. You may also consider awarding the character Inspiration too. See **Appendix D** for a training tracker table.

TRAVELING ENCOUNTERS WITH THE NPCs

Cadence:

Sometime while traveling, at camp, or if brought up in conversation, Cadence removes her small lute and begins to sing a song she's written:

*We march to war to save our brothers and sisters,
We march to war to save our families and friends,
Though the battlefield may be bloody and deadly,
Our hearts and love'll live forever in their memories.*

Marco:

Pulls a notebook, quill, and ink pot from his backpack and begins writing a letter, but he's one of those people who actively speak what they write. He's overheard writing/saying:

Mom and Dad,

We are traveling with a group of seasoned adventurers; thank goodness too, since it appears we will be thrown into battle soon.

I hope after this battle my request to join Samantha's unit comes through. I miss my big sister. I'd feel better if we were in the same unit...so I can keep an eye on her.

I'd better get some rest soon. Tomorrow should be a big day. See you soon!

Love,

Marco

Score

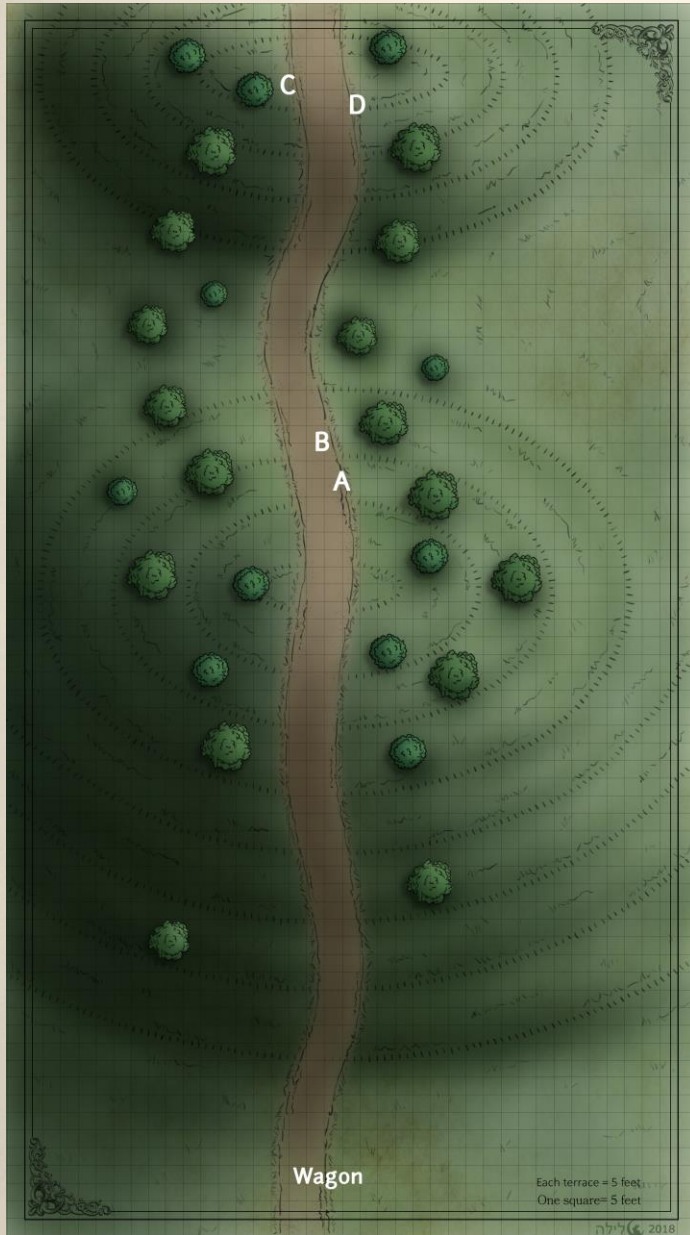
A Song of War

G D
 We march to war to save our bro - thers and our sis - ters, We march to
 D G G D
 war to save our fam' - lies and friends. Though the bat - tle may be blood - y and dead - ly, our hearts and
 D D7 G
 love 'll live for - e - ver in their mem' - ries.

PART 4. THE BATTLE FOR LOON

Estimated Duration: 30 minutes

The adventurers find themselves in the thick of battle, protecting the inexperienced Red Plume guards during a fight with Nightingale's quick and deadly forces. If Loon successfully escaped the prisoner wagon, she may also be engaged in the fight.



COMING UPON THE FIGHT

When you are ready to begin this section of the adventure, read or summarize:

Cresting the hill, you see around ten Red Plume guards engaged with foes wearing loose-fitting garments dyed a deep red. Several other Red Plumes lie on the ground – bloody and motionless.

The guards seem to be outmatched, their enemies darting in and out of the fray, never standing in one place as they move about their enemy.

More of the enemy stand behind the main group, firing arrows while others sling spells with musical instruments.

A contingent of 10 Red Plume **guards**, wielding spears and carrying hand crossbows (see sidebar for attack), battle a group of human **martial arts adepts, bards, and archers** (see the “Setting Up the Encounter” sidebar for specific numbers). The bards and archers stand on the opposite hillside and attack with spells and arrows.

A. THE RED PLUME GUARDS

These Red Plume **guards** are newer recruits (see **Part 3: Red Plume NPCs**) who have been assigned the task of transporting Loon to Hillsfar so that she may be interrogated. They've been overwhelmed by the enemy and are losing. They appear tired, bloody, and ready to give up.

Several other recruits lie motionless on the battlefield...dead.

HAND CROSSBOW

Ranged Weapon Attack: +3 to hit, range 30/120 ft., one target. **Hit:** 4 (1d6 + 1) piercing damage.

B. MARTIAL ARTS ADEPTS

A group of **martial arts adepts** fight the Red Plume recruits – flipping and leaping around them, performing spinning kicks, and hitting with combination punches.

Once the adventurers engage in the battle, the martial arts adepts disengage from the recruits and attack the characters. The recruits then fall back, retreating to the top of the hill and use their hand crossbows to make ranged attacks, saving their spears for melee combat.

C. BARDS

Bards sling spells and shoot arrows from this area.

D. ARCHERS

Archers shoot arrows from this area.

SETTING UP THE ENCOUNTER

APL 5

- **Martial Arts Adept (5):** AC 16, 40 hp, Init +3
- **Bard (1):** AC 15, 36 hit points, Init +2
- **Archer (1):** AC 16, 68 hit points, Init +4

APL 6-7

- **Martial Arts Adept (5):** AC 16, 45 hp, Init +3
- **Bard (1):** AC 15, 40 hit points, Init +2
- **Archer (1):** AC 16, 75 hit points, Init +4

APL 8

- **Martial Arts Adept (8):** AC 16, 75 hp, Init +3
- **Bard (2):** AC 15, 36 hit points, Init +2
- **Archer (1):** AC 16, 68 hit points, Init +4

APL 9

- **Martial Arts Adept (10):** AC 16, 60 hp, Init +3
- **Bard (2):** AC 15, 36 hit points, Init +2
- **Archer (2):** AC 16, 68 hit points, Init +4

APL 10

- **Martial Arts Adept (10):** AC 16, 60 hp, Init +3
- **Bard (3):** AC 15, 36 hit points, Init +2
- **Archer (3):** AC 16, 68 hit points, Init +4

MOB COMBAT WITH THE MARTIAL ARTS

ADEPTS

To speed up this fight, use the “Handling Mobs” combat rules on the martial arts adepts’ and initiates’ turns, (explained in chapter 8 of the *Dungeon Master’s Guide*.) A simplified version of these rules is presented in **Appendix D** (including specific mob guidelines for the creatures here).

LOON & FRIENDS

If Loon escapes but the martial arts adepts, archers, and bards fall in combat, she attempts to escape into the forest. If she does escape, she isn’t seen again in this adventure.

AFTER THE BATTLE

LOON IS A PRISONER

If Loon is still a prisoner, the guards insist on returning to Hillsfar. Their original mission was to guard her during the transport, ensuring her safe delivery to Hillsfar for further questioning.

LOON ESCAPES

If Loon escapes, she returns to the Hobgoblin camp to recuperate. Nightingale then sends her on another mission, one outside of the Moonsea region.

DEAD LOON

If Loon dies, the recruits suggest they take her body to Hillsfar. They are certain the First Lord will have her resurrected.

TREASURE

Searching the battlefield yields 2 emeralds, 2 rubies, and 2 diamonds, each worth 50 gp.

PART 5. RETURNING TO HILLSFAR

Estimated Duration: 30 minutes

The adventurers complete the task of returning the Red Plume recruits and (perhaps) Loon to Hillsfar.

THE RETURN TRIP

The following events may occur during the return trip.

DIFFICULT PRISONER

Loon tries to escape by any means possible. She makes gestures, groans, acts ill, and whatever else she can think of as she tries to escape.

The Red Plume recruits may not be wise to Loon's antics and motives. They may say:

- "Stop! The prisoner isn't looking too good."
- "I think her gag is too tight."
- "I'm going to go in and check on her."
- "Are you sure she's okay? I don't know..."

BONDING WITH THE RECRUITS

The recruits use this time to ask a few questions of the adventurers. Refer to Part 3: Red Plume NPCs or come up with your own interactions and questions for the recruits.

HILLSFAR GATES

The gate guards allow entrance to the city, state they have been instructed to take the prisoner for questioning, and then transport Loon away.

The guards also mention that the adventurers and the new recruits are to report to the First Lord Vuhm in his office as soon as possible.

THE FIRST LORD'S OFFICE

After roughly an hour of waiting, Vuhm and a wise-looking old man with a bald pate and ghost-white beard, wearing tailored grey robes made of exotic silk, enter the office. The man, known as Malphonse, is an ally of the Moonsea region and has agreed to help extract information from the prisoner. Malphonse has a way of coercing people to talk.

MALPHONSE

Unbeknownst to the Fist Lord, Malphonse is a **doppelganger** in disguise, using its Shapechanger trait to garner information about Hillsfar and potential allies and foes.

INTERROGATED BY MALPHONSE

Malphonse uses his Read Thoughts action on Loon and persuades her via conversation to change her thoughts. It has learned the following during the interrogation, which it relays with a creepy, scratchy old voice:

- "The one they call Nightingale was once a resident of this region."
- "She had a lovely life here, until the day they ruined it."
- "They were jealous of her – of her beauty and her charm."
- "They thought it would be funny, but it nearly killed her."
- "She seeks revenge for the scarring they caused – both physical and emotional."
- "She's deadly – a formidable opponent."
- "A master of martial arts with a voice of a songbird."
- "She'll not stop until she has conquered this region."
- "Her pain runs deep – those she thought loved her turned out to be liars."
- "She's already destroyed love, had her revenge, and now she'll have her war."
- "Her encampment grows by the day."
- "She plans to attack the city in seven days, but there's time now to defeat her before her forces have fully amassed."

DM'S NOTE:

You may wish to allow the characters to interrogate Loon. If you do, she only relinquishes bits of information on successful DC 18 Charisma (Intimidation or Persuasion) checks.

Malphonse can continue the questioning if the adventurers fail to retrieve information from Loon.

ASSIGNMENT

Vuhm insists that the party attack Nightingale before she is at full strength. He gives them each a *potion of greater healing* and promises a reward of 500 gp each if they defeat Nightingale.

The First Lord assigns the adventurers their mission:

“Take the Red Plume recruits and travel west of here, where Nightingale’s camp has been located. Enter the forest just below Elventree and follow the valley until you reach a gorge with a flowing river. The river, a deep red, muddy color from the clay walls of the gorge, flows into the war camp of the Clan of Broken Bones. Scouts suggest the river might be used to access the camp.”

He adds the below:

- “Meet up with a contingent of 30 orcs when you reach the forest below Elventree.”
 - These orcs have been hired to assist the party. Reports from scouts claim the Clan of the Broken Bones camp is large. Having heard this, the First Lord sent negotiators to the orcs of the Swordcrag.
 - The orcs of Swordcrag were concerned at the growing power of Grath of the Axe and his goblinoids. Their leader, Yegg Blackteeth, sees sense in routing the war host and has agreed to the terms set forth by the First Lord. 1,000 gold pieces have been paid, but the Orcs are to be given the goblinoid war camp once Nightingale is defeated.
- “Once you reach the Clan of Broken Bones...”
 - “Destroy the villainous Nightingale.”
 - “Reduce the number of her forces, so she is forced to leave the area.”
 - “Prevent Nightingale from paying Grath of the Axe, the hobgoblin warlord, for their mercenary army.”

RECRUITS

To assist the party, Vuhm insists that the adventurers take the rescued recruits with them. They may not be seasoned soldiers, but the First Lord wants them to gain some battlefield experience.

HEALTHY BATTLE

If needed, Vuhm calls for his healers to tend to the party and the recruits. He wants them healthy for the battle. Since the information states Nightingale’s forces won’t be fully amassed for a few days, the party can spend the night in Hillsfar and proceed with the assignment the next day.

DEVELOPMENTS

Having received their assignment, the party and recruits exit Hillsfar and trek to meet the orcs.

LOON ESCAPED DURING THE BATTLE

If Loon escaped earlier in the adventure, Vuhm and Malphonse have gathered the above information from another source: a martial arts adept who was captured by the Red Plume guards.

If this occurs, adjust Vuhm’s and Malphonse’s speech to reflect this change.

PART 6. OFF TO MEET THE ORCS

Estimated Duration: 30 minutes

The adventurers travel to the forest below Elventree, where they meet with the orcs hired by Hillsfar.

ABOUT THE ORCS OF SWORDCRAG

Deep in the foothills of the Desertsouth Mountains is the orcish stronghold of Swordcrag. In ages past, the place was a dwarven mining village for the lost dale of Tarkhaldale, but it fell early in the dale's history to the forces of evil. Swordcrag is marked by a stark, grey spire that rises from the surface in which the **orc war chief**, Yegg Blackteeth, has made her home. The rest of the orc tribe lives in the mines deep beneath the earth, worshipping Yegg as if she were a god. The reason for their pious worship is that Yegg Blackteeth seems to be immortal. She has outlived many previous orc war chiefs, including the infamous Durang Head-taker, and has now claimed the clan for herself. Yegg is a shaman of great power, and itches for the chance to displace other races from her lands.

Yegg was more than happy to help Hillsfar defeat Grath of the Axe as soon as they proposed the idea to her. As she sees it, if the goblins are gone, the orcs can expand their territory, giving them greater leverage over the Dalelands. As payment for her services, and the army of orcs she can provide, Yegg demands that, once Grath of the Axe and Nightingale have been defeated or driven from this land, she is to be given the home of the Clan of Broken Bones.

ORC GUARDS

When the adventurers near the forest south of Elventree, they see several canvas tents set up along the tree line. Orcs are seen milling about the camp and two are hiding 60 feet off the ground in trees as they guard the camp.

As the party gets closer, the orcs in the trees each throw a javelin which hit the ground at the feet of the lead adventurer. The party is then instructed to identify themselves.

If the adventurers attempt to retaliate, the orc guards, knowing they have been hired to meet with a

group of humans and not wanting to disappoint their leader Yegg, tell the party to wait. They then ask if they are the humans who they are supposed to meet with. The orcs stand down and their commander, Bo'Tark emerges from the camp.

MEETING THE ORCS

The contingent of 30 **orcs** is led by Bo'Tark – a seasoned warrior and hunter. He's not too excited about this mission, but he believes in his leader Yegg and does what she asks. He'll take orders from the party, but he'll certainly express his opinion if he doesn't think a plan will work. When the party reaches the goblinoid camp, Bo'Tark is more inclined to use a frontal assault, as opposed to sneaking in, but he will yield if he must.

When the party meets Bo'Tark, he states:

- "Time to set up camp."
- "We leave in morning."
- "Scouts say hobgoblin camp eight hours from here."
- "Travel in morning...then WAR!"

THE ORCS AND THE RECRUITES

The orcs aren't too impressed with the young and frail-looking Red Plume recruits. They may joke about the recruits, saying things like:

- "You bring babies to fight a war?"
- "You've brought easy targets for the blades and arrows."
- "You there! Go dump my chamber pot!"

They are only teasing the recruits and yield if they are told to do so. They have their orders to obey the adventurers, and they don't want to upset Yegg.

TRAVELING WITH THE ORCS

Unless told otherwise, the orcs travel behind the party and the recruits. They listen to orders given by the party but are often heard grunting in disgust.

PART 7. ORC-STYLE CAMPING

Estimated Duration: 30 minutes

Having arrived at the orc camp and met with the orcs, the adventurers and recruits camp for the night.

PREPARING CAMP

As the recruits set up camp, it's rather obvious that a few are having difficulty.

Cadence, Burl, Sylva, and Amelia have each set up their tents quickly and correctly.

Marco, Janel, Brollo, and Flanigan are having difficulties.

Marco, Janel, and Brollo happily accept assistance, and the party sees the pompous Burl offering to help Janel set up her tent.

Flanigan is having so much trouble that he's decided to leave his as a disheveled mess on the ground, climbing in and using it more like a sleeping bag. He does not accept assistance unless offered by a rogue-like character.

DINNER TIME

As dinner nears, the recruits are seen dipping into their rations and looking none-too-happy about it. They fumble with the Red Plume rations they have been given, and they look dissatisfied.

From deep in the orc camp comes the smell of something horrid. The orcs are boiling fist-sized rotten eggs, which is a treat in their clan. When shelled, the normal white egg with a yellow yolk appears green with thick, black striations. The smell is horrendous.

EATER OF THE EGG (OPTIONAL ENCOUNTER)

An **orc** named **Kam'bar** delivers a few of these tasty treats to the party and recruits. Kam'bar states:

- "Smell bad...taste good! Make you a warrior!"

Any number of the recruits and characters may try one of the eggs; though to do so, they must succeed on a DC 15 Constitution saving throw. A creature failing its saving throw is poisoned for one minute as it retches and gags from the taste of the rotten egg.

This creature is also laughed at by the orcs. On a successful check, the orcs grunt in amazement and Kam'bar slaps them on the back and says:

- "You are a mighty warrior!"

EVENING INTERACTIONS

Except for setting up camp and eating dinner, the evening and night are uneventful. This could be a good time to have a few of the recruits interact with the characters.

- Cadence is sitting by the fire while she sings her song.
- Marco can be seen writing his letter.
- Amelia asks about the brutal orcs they are traveling with.
- Brollo sets fire to his tent while practicing his *produce flame* cantrip.
- Burl, who went to bed early, can be heard snoring loudly in his tent.
- Flanigan is chased by an **orc** for trying to steal a dagger, which he says he wasn't doing – he merely wanted to sharpen it for the orc.
- Sylva, her form lit by the flickering campfire, is just outside of camp, practicing a few moves with her spear.
- Janel is petting a small skunk she found by her tent. The skunk seems at peace as she strokes the fur on the back of its neck.

DM'S TIPS AND TRICKS

It's difficult to gauge how long the final battle will take. If you happen to skip the optional encounter but find you have extra time, you may add that encounter to the end of the adventure, having it occur when the party camps during their return trip.

THE CLAN OF BROKEN BONES



PART 8. BATTLE OF BROKEN BONES

Estimated Duration: 60 minutes

The party spends most of the day traveling and arrives at the hobgoblin camp mid-afternoon. When they arrive, Nightingale is already meeting with Grath of the Axe, securing him and his hobgoblins as allies.

As a tribute to Nightingale, the goblins are performing marching drills outside the camp, near one of the main gates. One goblin stands near the entrance, banging a rhythm on two large drums.

SETTING UP THE ENCOUNTER

Please refer to Appendix B for scaling suggestions.

DM'S TIPS AND TRICKS

Due to the variety of options for entering the camp, it's difficult to gauge how long the final battle will take. Leave yourself at least an hour of game time for this part of the adventure.

Successful scouting (e.g., a wildshaped druid) can help to discern that Nightingale is in the command center (Area H). The most direct way to Nightingale is by using the river to infiltrate the camp and entering Area H via the trap door.

If Grath of the Axe is killed, at the start of each of mobs' turns, roll a DC 15 Wisdom saving throw for each of the remaining mobs. On a failure, having seen or learned of their leader's death, that mob disperses and flees the camp. On a success, that mob finds the strength to carry on with the battle.

If Nightingale is killed, Grath of the Axe attempts to make a deal. His only reason for being in this battle is the wealth promised to him by Nightingale. If she falls, he no longer has a reason to fight. He attempts to negotiate with the adventurers, promising that he and his army will not attack Hillsfar and will leave the region within the month. He asks for nothing else.

Should Grath of the Axe and Nightingale be attacked while they are in the command center, reinforcements from the camp arrive every round as one **hobgoblin** and one **bugbear** enter from each of the side entrances. The reinforcements cease once the two leaders are killed.

NIGHTINGALE'S MEETING

Nightingale arrived at the camp only an hour before the adventurers, from the opposite direction.

Nightingale is accompanied by some of her elite guards. These warriors all wear similar, loose-fitting clothing, though Nightingale is the only one to wear a mask. She and her henchmen are meeting with Grath of the Axe in Area H when this section of the adventure begins.

RED PLUME RECRUITS AND THE ORCS

The DM controls the Red Plume recruits and the orcs, though you may listen to suggestions from the adventuring party. You may decide to let a player roll for the recruits' mob attack rolls, saving throws, and ability checks if you wish. Don't forget to apply Inspiration to the rolls if it has been earned earlier in the adventure.

The recruits express their desire to stay by the adventurers during the battle, they aren't too keen on being left with a bunch of orcs. However, they will do as they are commanded.

The orcs just want to fight, so they are up for just about anything.

CAMP ON ALERT

If the orcs, recruits, or adventurers are spotted or engage in combat, whoever sees them lets out a war cry which alerts the camp. The mobs assemble and then make their way to the battle, the intruders, or the origin of the war cry.

APPROACHING THE CAMP

When the characters near the camp, read or paraphrase the following:

After traveling for most of the day, following well-made foot and wagon paths through the valley along a small, slow-flowing river, you begin to hear chanting from around a bend.

The bend in the valley is 200 feet from the entrance of the camp. The party can peek around the bend to get a view of the camp. If they do, they see:

- Three groups of goblins (3 mobs of 10 goblins each) performing marching drills in the grassy section on one side of the camp (see Area A). They march in circles, perform sloppy about-faces, and trip over their own feet. They continue marching for one hour, then enter the camp via the gate.
- One of these goblins bangs a drum, creating a rhythm for the goblins to march to.

- Wooden pikes, mounted with humanoid skulls, are buried in the ground before the gates.
- The river seems to run through the camp.
- Gates and guard towers are on either side of the river.

ENTERING THE CAMP

Listed below are a few ways the party may enter the camp. Be open to other suggestions if the group comes up with alternative strategies.

Marching goblins: A character succeeding on a DC 13 Wisdom (Perception) check notices the marching goblins are focused on their marching, and the guards in the guard towers are watching the marching maneuvers.

Using the river: A character succeeding on a DC 11 Wisdom (Perception) check notices the river is a dark red color, most likely from the red clay in the valley. It could be used to enter the camp; though the orcs scoff at the idea of getting in the water, they'll do it if they are ordered.

Scaling the valley: The walls of the valley are 180 feet tall. Scaling them would take some time but may allow for an easy entry into the camp if the party can go unnoticed.

Attacking head-on: This is the option the orcs like best. They'll even mention this tactic to the party.

ENTERING VIA THE RIVER

If the party chooses to enter the camp by via the river, each character and NPC group must succeed on a DC 12 Dexterity (Stealth) check to float past the guards unnoticed. Advantage is granted to this roll if they do so while the goblins are marching, if they use some type of camouflage, or if they do so at night.

The river is slow moving and shallow, with the middle only 10 feet deep. It is also a deep red color from the clay in the valley.

PAST THE GATES

Once past the gates and towers, they pass Area M, which holds two **mammoths**, and Area K2, which are a few hobgoblin barracks. Each of the barracks holds three **hobgoblins**. If a battle commences,

these hobgoblins rush out of their buildings and form a mob of nine **hobgoblins**.



COMMAND CENTER TRAPDOOR

If the party stays in the river and continues to Area H, which is the command center of the camp and where Nightingale and Grath of the Axe are meeting, they see a trap door open on the underside of the building, emptying something into the river.

The trap door is used to empty the various bedpans and waste buckets used in the command center. It opens easily, but is coated with a nasty, smelly sludge. Climbing into the command center should be simple but still requires a successful DC 10 Strength (Athletics) check. Failure results in the creature slipping and causing a splash, which puts the camp on alert unless the adventurers can come up with a cunning way of covering up the splash.

ENTERING VIA THE CLIFFS

If the party chooses to enter the camp via the cliffs, each character and NPC group must succeed on two DC 13 Strength (Athletics) checks – one to climb the cliff, and one to descend the cliff. Advantage is granted to this roll if they do so while using climbing gear.

In addition, each character and NPC group must succeed on a DC 15 Dexterity (Stealth) check when

they descend the cliff. Failing a check puts the camp on alert unless the adventurers can come up with a clever way of covering up the failure.

ENTERING VIA ATTACKING HEAD ON

If the party chooses to attack the camp head on, the camp is on alert and the denizens of the camp muster, joining the battle in waves.

USING THE GATES

The gates are closed but not locked. The hobgoblins don't think there is anyone foolish enough to try to enter the camp. The gates can be pushed open with a successful DC 12 Strength (Athletics) check.

If the camp is on alert and a battle occurs outside the walls, the gates are left open so the troops within can easily join the fight.

A COMBINATION OF THE ABOVE

It's possible the adventurers choose to use a combination of the above. Perhaps ordering the orcs to attack the goblins while they and the recruits infiltrate the camp via the river. If this occurs, the camp is too preoccupied with battling the orcs to notice the adventurers and recruits using the river.

ENCOUNTER SETUP

Refer to the appendix B for scaling suggestions.

A. MARCHING GOBLINS

Three groups of **goblins** (ten goblins in each) perform marching drills in the grassy section on one side of the camp. They march in circles, perform sloppy about-faces, and trip over their own feet. They continue marching for one hour, then enter the camp via the gate.

B. TOWERS

Each of the towers contains a **goblin** guard with a shortbow. These goblins aren't paying very good attention; especially if the other goblins are still practicing their marching maneuvers.

C1 & C2. GOBLIN HOVELS

Each of the goblin hovels contains three **goblins**. However, if the goblins are still marching, the hovels are empty.

If the camp is entered after the goblins complete their marching, the goblins have returned to their hovels and muster into two mobs of nine goblins each. Otherwise, they are outside the camp and possibly engaged in battle.

D. MESS HALL

This building is used by the war host to eat and make merry. Although meals are distributed to each variety of goblinoid separately, the mess hall serves as communal space whenever food is not being served. Hobgoblins and bugbears tend to share the long, wooden tables that stretch the length of the hall, whereas the goblins are relegated to the floor. At the far end of the hall is a huge stone hearth, with five bubbling cauldrons resting on the embers, and a dozen or so rabbits on a spit being turned by some of the goblins.

E. PRISON

Built into the valley walls is a makeshift prison – little more than a dug-out hovel fixed with wooden bars. The prison is unguarded as there are currently no prisoners.

F. BUGBEAR DENS

Each den contains one **bugbear**. If the camp is on alert, the bugbears in F1 & F2 muster and create a mob of nine bugbears each.

G1 & G2. HOBGOBLIN BARRACKS

Each barrack holds three **hobgoblins**. If the camp is on alert, the hobgoblins in G1 & G2 muster and create a mob of nine hobgoblins each.

H. COMMAND CENTER

There are several levels to the command center. **Nightingale** (see **Appendix A**) and Grath of the Axe (**hobgoblin warlord**) are on the first floor, and the other levels are unoccupied.

USING THE MAIN ENTRANCES

Assuming the camp isn't on alert, if the command center is entered via the main entrances, Grath of the Axe and Nightingale, along with a few of Nightingale's henchmen, are found in the middle of the room, standing around an oval table and discussing the terms of their alliance.

USING THE TRAPDOOR

If the command center is entered via the trapdoor under the building that is only accessible from the river, the adventurers find themselves in a 10-foot-square room along the left of the building. A door from this room opens to the room where Grath of the Axe, Nightingale, and a few of her henchmen stand around an oval table discussing the terms of their alliance.

CAMP ON ALERT

If the camp is on alert, Grath of the Axe, Nightingale, and her henchmen exit the command center after five rounds of combat and join the battle.

I. WORG PEN

This pen is used to house the camp's **worgs**. Refer to the scaling suggestions to determine the number of worgs in the camp.

CAMP ON ALERT

Two **bugbears** from F2 rush to release the worgs and then join the bugbear mob from K1.

J. LIBRARY

The goblinoid host's library is a tall, lumber building, maintained and protected by **hobgoblin devastators**. The library also serves as a school for these arcane spellcasters. Inside, the library holds several shoulder-height bookshelves, packed with scroll tubes containing maps and diagrams of siege weaponry. The books are mostly tactical warfare manuals or memoirs of great hobgoblin warlords. At the northern end of the library is a table and chairs. Upon the table are *two potions of healing* and several manuscripts on arcane magic, specifically the fine detail of evocation magic.

Treasure. Two *potions of healing* are found on a table in the room.

K1, K2 & K3. HOBGOBLIN BARRACKS

Each area is comprised of three barracks which hold three **hobgoblins**. If the camp is on alert, the hobgoblins in areas K1, K2, and K3 muster and create three mobs of nine hobgoblins.

L. SUPPLY WAGONS

The supply wagons hold fruit, cured meats, and vegetables; enough to feed sixty humanoids a very fine meal.

M. ELEPHANT PEN

This large pen is used to store the **mammoths** that the war host has tamed and outfitted for war. Refer to the scaling suggestions for the number of mammoths in the camp.

SWIMMING PAST THE MAMMOTH

If the party is using the river, there's a chance the elephant notices them floating down the river. Roll a DC 14 Wisdom (Perception) check for the mammoth. On a success, the mammoth notices the creatures as they float down the river and it walks over to the riverbank to get a closer look. It's only curious, but attacks to defend itself.

DEAD RIDER

Each mammoth has a goblin rider. If that rider is killed, the mammoth goes berserk, randomly charging anything in its path. Roll a d8 at the beginning of the mammoth's turn to decide which direction it charges.

CAMP ON ALERT

Two goblins from C1 rush to mount the mammoths and charge into battle if the camp is on alert.

TREASURE

Searching the buildings in the camp yields 1,000 gp, a large diamond worth 300 gp, a *ring of spell storing*, and a *potion of heroism*.

CONCLUSION

After the battle, the adventurers and any surviving Red Plume recruits return to Hillsfar, while the orcs rummage through the goblinoid camp and take their spoils of war.

MISSION SUCCESSFUL

If Nightingale was successfully ousted from the region, either by her escape or by her death, the First Lord Vuhm congratulates and pays the adventurers.

SUGGESTED REWARDS

EXPERIENCE

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

Combat Awards

Name of Foe	XP Per Foe
Archer	700
Bard	450
Bugbear	200
Goblin	50
Goblin Boss	200
Hobgoblin	100
Hobgoblin Devastator	1,100
Hobgoblin Iron Shadow	450
Hobgoblin Warlord	2,300
Loon	2,300
Mammoth	2,300
Martial Arts Adept	700
Nightingale	8,400
Worg	100

Non-Combat Awards

Task or Accomplishment	XP Per Character
Delivering Loon to Hillsfar	250

TREASURE

The characters receive the following treasure, divided up amongst the party. Treasure is divided as evenly as possible. Gold piece values listed for sellable gear are calculated at their selling price, not their purchase price.

Treasure Awards

Item Name	GP Value
Emerald (2)	50
Ruby (2)	50
Diamond (2)	50
Loon Mission	250-500
Gold in Camp	1,000
Diamond in Camp	300

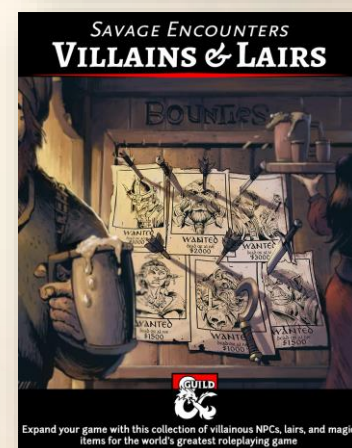
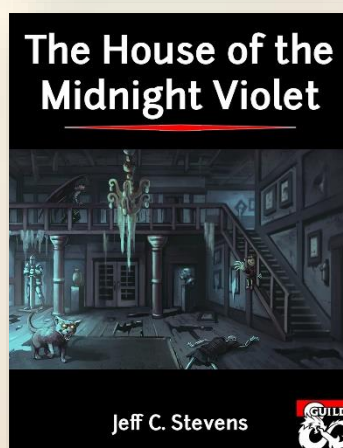
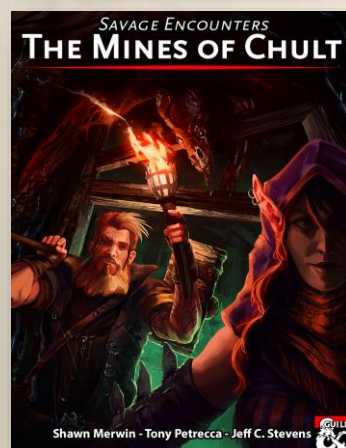
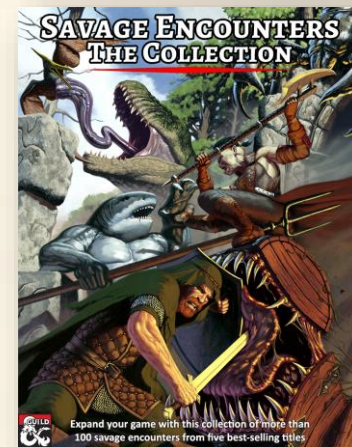
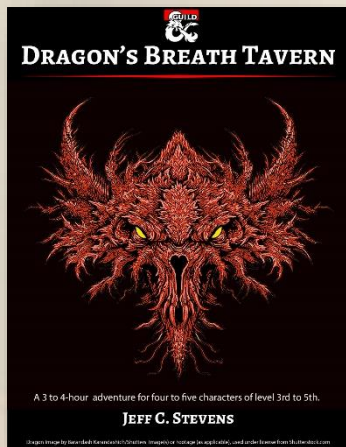
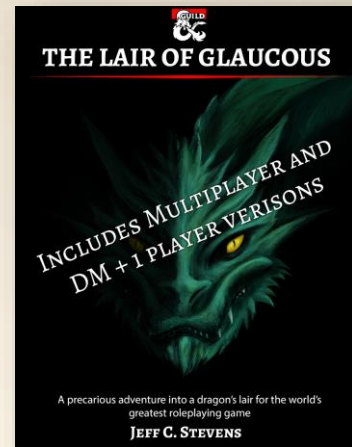
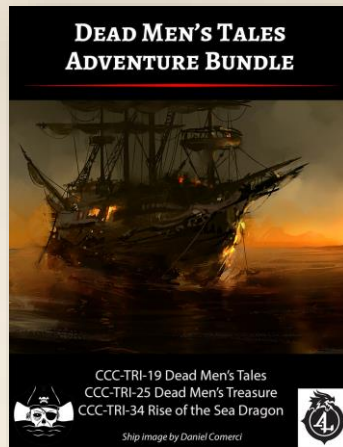
AWARDS

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

Eater of the Egg. Any character that tasted one of the eggs at the Orc camp and failed its saving throw finds is unable to rid the taste of the vile, disgusting flavor of the black and green egg. This story award does not provide any mechanical benefit or hindrance, but food no longer seems to satisfy you. This story award may be removed with a *heal*, *greater restoration*, or *wish* spell.

Teacher of Secrets. Any character that successfully trained one of the Red Plume recruits earns Inspiration. If you already have Inspiration, you do not gain this story award.

LOOKING FOR MORE THRILLING ADVENTURE?



APPENDIX A. DRAMATIS

PERSONAE

The following NPCs are featured prominently in this adventure:

Vuhm Yestral, First Lord of Hillsfar. The adventurers meet the First Lord in his office in Hillsfar. When they meet him, his main concern is having the adventurers track down a group of recruits who were transporting a prisoner.

Loon (LOON). One of Nightingale's lieutenants. She has strawberry blonde hair, green eyes, pronounced cheekbones, and a natural charisma that exudes confidence. She is also zealously devoted to Nightingale, and will happily take on the adventurers if released. She verbally toys with them and antagonizes them during battle.

Malphonse (MAL-fons). A wise-looking old man with a bald pate and ghost white beard, wearing tailored grey robes made of exotic silk. He claims to be an ally of the Moonsea region and has agreed to help extract information from the prisoner. Malphonse is actually a **doppelganger** in disguise, using his Shapechanger trait to garner information about Hillsfar and potential allies and foes. He's become allies with First Lord Vuhm, who is unaware of his friend's true identity.

Red Plume Recruits (see appendix D).

Bo'Tark – a seasoned orc warrior and hunter. He's not too excited about this mission, but he believes in his leader Yegg and will do her bidding.

Grath of the Axe – the leader of the hobgoblins Nightingale intends to hire to assault Hillsfar.

Lorelai Song (Lore – lie Song) – also known as Nightingale. She's a monastically-trained bard seeking revenge on her old homeland, where she was humiliated and left for dead 10 years ago.

LOON

Loon has strawberry blonde hair, green eyes, pronounced cheekbones, and a natural charisma that exudes confidence. She is also fanatically loyal to Nightingale and will happily take on the adventurers if released. She verbally toys with them and antagonizes them during battle. Loon uses the Drunken Master fighting style, attacking with jerky and unpredictable movements.

LOON

Medium humanoid (human), chaotic neutral

Armor Class 17

Hit Points 84 (13d8 + 26)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	18 (+4)	15 (+2)	15 (+2)	17 (+3)	18 (+4)

Saving Throws Str +4, Dex +7, Int +5, Wis +6 Cha +7

Skills Deception, +7 Insight +6, Perception +6, Performance +7, Persuasion +7

Senses Passive Perception 16

Languages Common, Goblin, Orc

Challenge 6 (2,300 XP)

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

Drunkard's Luck (2/day). When Loon makes an ability check, an attack roll, or a saving throw and has disadvantage on the roll, she can cancel the disadvantage for that roll.

Evasion. If Loon 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.

Innate Spellcasting. Loon's innate spellcasting ability is Charisma (spell save DC 15, +7 to hit with spell attacks). She can innately cast the following spells, requiring no components:

At will: *friends*, *vicious mockery*

3/day each: *charm person*, *dissonant whispers*, *jump*, *shield*

1/day each: *confusion*, *suggestion*

Leap to Her Feet. When Loon is prone, she can stand up by spending 5 feet of movement, rather than half her speed.

Unarmored Defense. While Loon is wearing no armor and wielding no shield, her AC includes her Wisdom modifier.

ACTIONS

Multiattack. Loon makes three unarmed strikes.

Unarmed Strike. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) bludgeoning damage.

REACTIONS

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

Redirect Attack. When a creature misses Loon with a melee attack, she can choose one creature within 5 feet of her. She swaps places with the chosen creature, who becomes the target instead.

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 11

Languages Common, Elvish, Goblin, 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:* +9 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 17 Dexterity saving throw or be knocked prone.
- The target must succeed on a DC 17 Constitution saving throw or be stunned until the end of Nightingale'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)

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. FINAL BATTLE

FINAL BATTLE – FRONTAL ASSAULT

The below assumes the battle occurs at the main gate. The goblins start the battle outside the gates and the other inhabitants of the camp rush out in waves at the end of every third combat round. These forces swim the 10-foot-deep river to reach the battle, or attack with ranged weapons.

Each wave exits a different gate. Staging areas are marked as green circles for each wave. Omit extra staging areas based on scaling suggestions.

When the battle begins, the goblin mobs (three rows of three goblins) outside the wall back up 20 feet, moving closer to the camp. They then draw their weapons and prepare to fight.

FINAL BATTLE – MIXED ASSAULT

If the final battle includes a frontal assault and a group infiltrating the camp, the infiltrators encounter the waves as the enemy gathers itself in staging areas.

Staging areas are marked as green circles for each wave. Omit extra staging areas based on scaling suggestions.

APL 5 (12,250 XP)

- **Goblins (3 mobs of 9 each):** AC 15, 7 hp, Init +2
- **Goblin (1 in each tower):** AC 15, 7 hp, Init +2

Wave 1 - North Gate

- **Hobgoblin Mob (1 mob of 8 each):** AC 18, 11 hp, Init +1
- **Nightingale (1):** AC 19, 70 hp, Init +3
- **Hobgoblin Iron Shadow (2):** AC 15, 20 hp, Init +3

Wave 2 - South Gate

- **Hobgoblin Warlord (1):** AC 20, 70 hp, Init +2
- **Hobgoblin Mob (1 mob of 8):** AC 18, 10 hp, Init +1

APL 6 (13,500 XP)

- **Goblins (3 mods of 9 each):** AC 15, 7 hp, Init +2
- **Goblin (1 in each tower):** AC 15, 7 hp, Init +2

Wave 1 - North Gate

- **Hobgoblin Mob (1 mobs of 8 each):** AC 18, 11 hp, Init +1
- **Nightingale (1):** AC 19, 92 hp, Init +3
- **Hobgoblin Iron Shadow (2):** AC 15, 32 hp, Init +3

Wave 2 - South Gate

- **Bugbears (4):** AC 16, 27 hp, Init +2
- **Worgs (2):** AC 13, 26 hp, Init +1

Wave 3 - South Gate

- **Hobgoblin Warlord (1):** AC 20, 70 hp, Init +2

APL 8 (14,800 XP)

- **Goblins (3 mods of 9 each):** AC 15, 7 hp, Init +2
- **Goblin (1 in each tower):** AC 15, 7 hp, Init +2

Wave 1 - North Gate

- **Nightingale (1):** AC 19, 127 hp, Init +3
- **Hobgoblin Iron Shadow (2):** AC 15, 32 hp, Init +3

Wave 2 - North Gate

- **Mammoth (1):** AC 13, 126 hp, Init -1
- **Goblin (rider):** AC 15, 7 hp, Init +2

Wave 3 - South Gate

- **Bugbears (4):** AC 16, 27 hp, Init +2
- **Hobgoblin Warlord (1):** AC 20, 97 hp, Init +2

Wave 4 - South Gate

- **Hobgoblin Mob (1 mob of 8 each):** AC 18, 11 hp, Init +1
- **Worgs (2):** AC 13, 26 hp, Init +1

APL 9 (16,800 XP)

- **Goblins (3 mods of 9 each):** AC 15, 7 hp, Init +2
- **Goblin (1 in each tower):** AC 15, 7 hp, Init +2

Wave 1 - North Gate

- **Hobgoblin Mob (2 mobs of 8 each):** AC 18, 11 hp, Init +1
- **Mammoth (1):** AC 13, 105 hp, Init -1
- **Goblin (rider):** AC 15, 7 hp, Init +2
- **Hobgoblin Devastator (1):** AC 13, 45 hp, Init +1

Wave 2 - South Gate

- **Hobgoblin Iron Shadow (4):** AC 15, 32 hp, Init +3
- **Nightingale (1):** AC 19, 147 hp, Init +3

Wave 3 - South Gate

- **Worgs (2):** AC 13, 26 hp, Init +1
- **Hobgoblin Warlord (1):** AC 20, 112 hp, Init +2

APL 10 (19,050 XP)

- **Goblins (3 mods of 9 each):** AC 15, 7 hp, Init +2
- **Goblin (1 in each tower):** AC 15, 7 hp, Init +2

Wave 1 - North Gate

- **Mammoth (2):** AC 13, 105 hp, Init -1
- **Goblin (2 - riders):** AC 15, 7 hp, Init +2

Wave 2 - North Gate

- **Hobgoblin Devastator (1):** AC 13, 70 hp, Init +1
- **Nightingale (1):** AC 19, 187 hp, Init +3
- **Hobgoblin Iron Shadow (2):** AC 15, 32 hp, Init +3

Wave 3 - South Gate

- **Hobgoblin Mob (2 mobs of 8 each):** AC 13, 26 hp, Init +1
- **Hobgoblin Warlord (1):** AC 20, 143 hp, Init +2

Wave 4 - North Gate

- **Bugbears (4):** AC 16, 27 hp, Init +2
- **Worgs (2):** AC 13, 26 hp, Init +1

Score

A Song of War

Score for "A Song of War" in G major, 4/4 time.

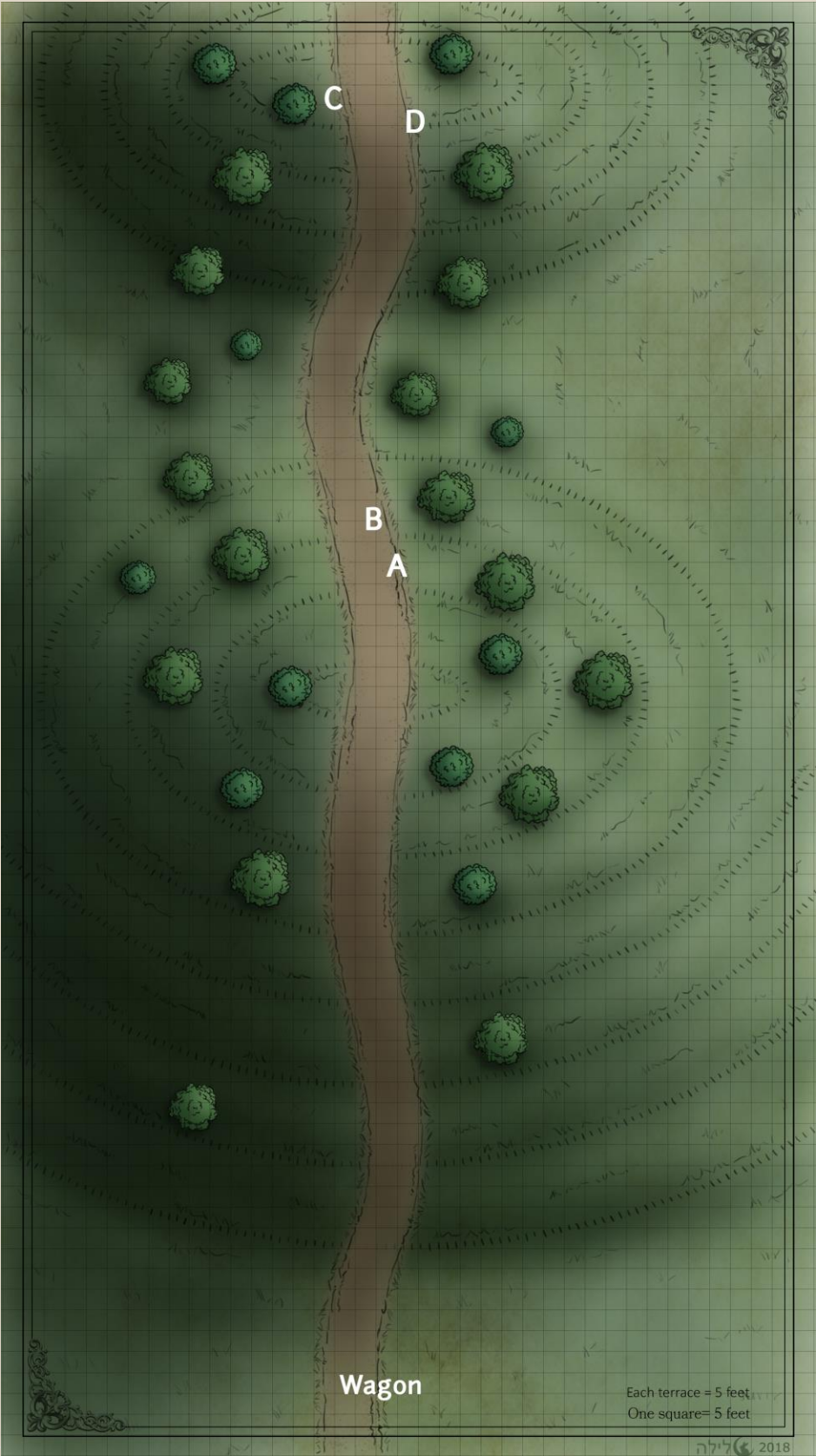
Staff 1: We march to war to save our bro - thers and our sis - ters, We march to

Staff 2: war to save our fam'-lies and friends. Though the bat-tle may be blood-y and dead - ly, our hearts and

Staff 3: love 'll live for - e - ver in their mem' - ries.

Chords indicated: G, D, D7, G.

Appendix C. Maps



Clan Map



Clan Map with Staging Areas



APPENDIX D. DM HANDOUTS

DM HANDOUT - HANDLING MOBS

This appendix summarizes the “Handling Mobs” combat rules in chapter 8 of the *Dungeon Master’s Guide*, and customizes them for this adventure. They are intended to speed up combat. However, you don’t have to use these rules; if you feel your party is already moving quickly through combat, discard or adjust the rules as you wish. You can even start with mob combat and adjust to individual targets as the enemy dwindles.

To calculate the Target d20, take the target’s AC and subtract the to hit bonus of the mob.

Minimum d20 roll needed to hit (AC – to hit bonus)	Attackers needed for one to hit	Attackers needed for two to hit	Attackers needed for three to hit	Attackers needed for four to hit	Attackers needed for five to hit
1-5	1	2	3	4	5
6-12	2	4	6	8	10
13-14	3	6	9	12	15
15-16	4	8	12	16	20
17-18	5	10	15	20	25
19	10	20	34	40	50
20	20	40	60	80	100

Red Plume Guard Mob (AC 16, 18 HP each) - to hit +3, each hit deals 4 piercing damage.

Martial Arts Adept Mob (AC 16, 60 HP each) – to hit +5, each hit represents three successful unarmed strikes, dealing 21 bludgeoning damage. The DM chooses one additional effect of each hit (instead of three), as presented in their stat block.

Orc Mob (AC 13, 15 HP each) – to hit +5, each hit deals 9 slashing damage.

Goblin Mob (AC 15, 7 HP each) – to hit +4, each hit deals 5 slashing damage or 5 piercing damage if using shortbows.

Hobgoblin Mob (AC 18, HP each) – to hit +3, each hit deals 12 slashing damage (including the hobgoblins’ Martial Advantage trait).

Hobgoblin Iron Shadow Mob (AC 15, 32 HP each) – to hit +5, each hit represents four successful unarmed strikes or dart attacks (range 20/60 ft.), dealing a total of 20 bludgeoning damage.

Bugbear Mob (AC 16, 27 HP each) – to hit +4, each hit deals 11 piercing damage.

- Target’s AC – to hit bonus of mob = minimum d20 roll needed.
- Example: Target AC of 20 – orc’s +5 to hit = 15. With this example, on a d20 result of 15 or higher, a group of 10 orcs attacking a target with an AC of 20 would hit twice.

Minimum d20 roll needed to hit	Attackers needed for one to hit	Attackers needed for two to hit	Attackers needed for three to hit	Attackers needed for four to hit	Attackers needed for five to hit
15-16	4	8	12	16	20

- Attacks made against the mob reduce the number of units in the mob. Apply all damage to the first unit in the mob, applying additional damage to the next unit in line.
- Example: A mob consisting of 10 orcs has a total HP value of 150 (15 HP per orc). For every 15 damage the mob takes, it loses 1 orc.

If the mob of orcs in the example above loses more than three orcs, it will make less successful hits against the target. For example, if the mob of 10 orcs takes 45 damage from a *fireball* spell, their number would be reduced to 7 orcs. The mob now only has enough attackers for one possible successful attack to hit the target, rather than two.

RED PLUME RECRUITS MOB TRACKER

When the recruits are in battle, use the table below to track their damage. The mob consists of 10 recruits. If you are not using 10 of the listed NPCs, you may fill the other spaces with "Red Shirt," placing the Red Shirts where you like in the table.

When the mob is hit with an attack, apply all damage to the first NPC listed. Once that NPC's hit points have been reduced to 0, it falls on the battlefield, and the mob number decreases.

In addition, should the adventurers complete any of the training tasks with the NPCs, write in a "Y" under the Inspiration column for that NPC. An NPC can earn Inspiration only once. Red Shirts cannot earn Inspiration.

Example Table:

NPC	NPC Name	Inspiration	HP
1	Amelia		18
2	Cadence	Y	18
3	Burl		18
4	Fingers		18
5	Janel	Y	18
6	Red Shirt		18
7	Marco		18
8	Sylva		18
9	Brollo	Y	18
10	Red Shirt		18

NPC	NPC Name	Inspiration	HP
1			18
2			18
3			18
4			18
5			18
6			18
7			18
8			18
9			18
10			18

RED PLUME RECRUITS

Cadence. A young woman with shoulder-length black hair and brown eyes. She wants to become a bard, but her family couldn't afford the training. Working for the Red Plumes offers her a way to save up money to eventually join a bard college. She hopes to learn at least a cantrip or spell someday.

- She has an upbeat attitude and comes across as a happy young woman.
- She's very talkative, vibrant, and a tad flirty.
- She's very inquisitive and can strike up a conversation about anything.

Training: teaching her a song, a poem, or a bardic cantrip such as Vicious Mockery. The latter requires the PC teaching Cadence to succeed on a DC 15 check, using their spellcasting ability to determine the nature of the check (i.e. Wisdom).

Burl. A pompous, muscle-bound young man who looks like he can hold his own in a fight. He was raised on a farm, has seven older brothers and sisters, and just couldn't stand being treated like a baby any longer. He joined the Red Plumes to make a name for himself. He talks big but backs down easily.

- He doesn't talk much, and usually gives others a dismissive glare.
- When he does speak, he comes across as very pompous and arrogant.
- He has little tolerance for authority, and often balks at orders he receives. However, he also backs down easily.

Training: teaching the boy some manners and that it's not good to be bossy.

Sylva. A fit young woman with a thick mane of red hair that she keeps shaved on the sides of her head. She has a strong will and wants to be in the war to protect the region, her family, and her friends. If putting herself in harm's way can save someone's life, she happily sacrifices herself.

- She takes a particular liking to any fighters, rangers, or barbarians in the party. She wants to hone her martial talents and become fiercer.

Training: teaching her maneuvers with her spear, a berserker growl, or some other sort of weapon training.

Marco. A book-smart young man with unkempt brown hair, brown eyes, and a pair of spectacles that keep sliding down his nose; he is often seen cleaning them or pushing them back up. Marco wanted to have a profession in medicine, but he too could not afford the training. He hopes to learn medicine skills while serving in the Red Plumes.

- He attempts to bind wounds but does it poorly.
- He may walk up to a cleric, paladin, or druid and ask about healing magic.

Training: teaching him how to set a bandage (PC needs to roll a successful DC 10 Wisdom (Medicine Check)) or some other type of medicine skill.

Janel. A robust young woman with blonde hair and brown eyes. The Red Plumes were short on armor when Janel signed up, so she wears a set that barely fits her. She feels at home in woodland settings and around nature. She's often seen smelling flowers, moving small beasts off the path, and mimicking birdsong, which she does very well.

- Janel only approaches someone she sees as a fellow nature lover – perhaps a ranger or a druid.
- She might ask a question about nature and druid magic, but she does so quietly and sheepishly.

Training: teaching her something about nature or a Druid cantrip.

Amelia. A dark-skinned young woman who keeps her tan-colored hair in a tight braid that ends at the middle of her back. Amelia's parents are retired Red Plume guards who forced her to join. However, she is a pacifist and doesn't want to cause harm to another.

- She only approaches someone who abhors violence as much as she does, or at least someone who seems the least prone to it. Otherwise, she keeps to herself.
- She shares her predicament and asks for guidance.

Training: teaching her how to deal non-lethal damage or any other non-lethal tactics.

Brollo. A failed mage's assistant. He's a thin young man with blonde hair and freckles. He's very fidgety and often complains that his armor is itchy – he's used to wearing loose-fitting robes.

- He may walk up to an arcane spellcaster of some sort, but he's rather scared of them since his last master wasn't very kind to him.
- He's able to snap his fingers and produce a small spark, so he may ask help in being taught how to produce flames.

Training: teaching him a simple cantrip, how to wear his armor properly, or adding to his confidence.

Flanigan. A dark-haired young man with pasty skin, sunken eyes, and a rather quiet voice who insists on being called "Fingers Flanigan." He's often seen using his rusty set of thieves' tools on a couple of small padlocks he keeps in his pocket. He's been assigned to the guard after being in one-too-many juvenile altercations. His real dream is to become an expert "locksmith."

- He might approach a rogue or sneaky-looking bard quietly, trying to sneak up through the bushes to engage them, which he does out of respect for their profession. He knows what they are, but he doesn't know if everyone else knows...

Training: teaching him any type of Thief skill – especially picking locks.