

# Nightingale

By Spidfire

## The story of the nightingale.

There used to be a bird with a song so sweet.

That injured men would get back to their feet.

This bird was here to mend any ail.  
He was called the nightingale.

The adventures find themselves in the night-inn pup drinking to their last victory when they overhear a poem recited by one of the barmaids called Gale.

This poem part of the story of the nightingale who cured wounded soldiers in the battle that was held on this very ground.

Even with this powerful artifact the battle was still lost so the head wizard

went into the caves to hide the scroll so it wouldn't fall into the enemy's hands. Since that moment no-one has been able to enter the cave entrance.

The players need to solve three quests to be able to get to the scroll, A quest of "Good" intent, a quest of perseverance and a quest of musicality.

The cave can be filled to your own liking with monsters and traps.

## Quest 1: Song (The mouth)

Once arriving at the cave entrance you will find the entrance at the cross section of two high cliffs. In the wall a text is engraved "Sing thy song thou soothing being".  
Solutions: Get Gale to sing a song, Summon some kind of singing bird, make your players perform a song, create some kind of tune that the player need to replicate or

finish.

The door will fall down creating a clear passage for the players.

The first quest is solved if they solved the door with musicality.

A key will appear on the ground in front of the players.

## Quest 2: Good intent (The head).

Based on to the the Trolley problem which is a popular ethical dilemma.

The adventurers are presented with a miniature village in a magical sphere.

There is one switch on the

front of the sphere.

If they hold down the button the dam will move and redirect any potential lava flow onto a small group of farming people but saving the rest.

If they don't the city will be engulfed.

Once they start looking the vulcano is slowly starting to erupt. Evil plot twist, The button can only be held by the party members and when they release the lava will still engulf the city when they release

the button (eventually).

The win state will depend on the alignment of your party and the only way to get behind the correct reasoning is asking the party why they chose a certain choice. If the party is evil not pressing and releasing could be a correct solution. But if your party is good saving the greater good is better.

## Quest 3: Strength / Perseverance (above the paws).

In the middle of the room there is candle on a

candle holder, this is immovable and the candle is not able to be lit. If you hold the candle the candle will ignite and start burning at a fast rate but while it is burning your party will be attacked by ghosts or specters coming from the walls. You will need to hold the candle or holder until it is totally burned. Then the ghosts will disappear and you will get the key. If the adventurers release the candle before the end quest will reset.

## The door (The heart)

In the heart of the bird is a big golden door if all the three keys are put in their slots the door will fold away and a soothing song will come forth out of the room. In the middle of the room is a pedestal containing a rolled up scroll on top of a velvet cushion. This scroll will have some healing property.

THE END

