

A 5E ADVENTURE

A NOBLE CALL



WHEN NOBLES ARE PAYING EXTRAVAGANT AMOUNTS OF GOLD,
YOU WOULD DO ANYTHING... RIGHT?



A NOBLE CALL
A COLLABORATION BY



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BET BETWEEN BLUE BLOODS

My Deawest Bellabeth,

I was bowed out of my gowd this mowning at the chawiot wace hewe in Olbia, and I was puffing on a pipe in an attempt to stifle the listlessness that I know has affected you as well lately. As I stwolved out of the hippodwome and the most tedious fellow was blabbing in my eaw about some financial mattew, I happened to glance ovej to the gladiatows who entewed the awena, on the opposite side of the stweet, fow the aftewnoon show.

At that moment, I was stwuck with such inspiwation as I have nevew expewienced, followed by an unpawalleled excitement fow the next bout I shall have with you once we awe weunited.

Thewefowe, I am evew so impatient to meet in pewson to infowm you about the latest mauwvelous idea that has emewged in my mind. Apologies fow such teasing, but I assuwe it will be wowth it.

*Youws in luck and lottewy,
Mowtibald*



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INTRODUCTION

Kelfecil's Tales is all about strong and deep narratives. We create stories and adventures inspired by art. We believe that well-designed narratives in TTRPGs can be extremely important if we want to create memorable and meaningful stories. For that reason, we put a lot of effort into designing our adventures, so that you and your players can later leave the table with something that will you find difficult to forget.

QUICK ADVENTURE INFO

Some quick information about the adventure:

- **Recommended Average Party Level (APL):** 9
- **General Theme:** Ambush, Party vs Party
- **Setting:** Any, Starlight Chronicles
- **Time - Sessions to Finish:** x1 session (~3 hours)

ADVENTURE SUMMARY

Alchemical Secrets is a 5th Edition adventure for 3-7 characters of 3rd-level and is optimized for a party of four characters with an average party level (APL) of 3. This adventure sees the party investigating the mysterious disappearance of an alchemist, only to discover she is alive and well and about to cause a cataclysm.

SETTING INFO

We also Kickstarted our very own Supplement & Campaign tome, *Starlight Arcana*. You can [find more about the Kickstarter on the website](#).

MAPS USED

You can find the maps used in this adventure without the GM notes at the following links:

- [Map 1: Flooded Village](#)
- [Map 2: Scholar's Convocation Hall](#)

For more variants and gridless versions of the maps go to Ori the Cartographer's [Patreon Page](#).





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BACKGROUND

Two bored aristocratic friends who fancy contests and games are at their wits' end trying to find more exciting pastimes. They decide to set up a dangerous bet: pitting two adventuring parties against each other, naming the better judge of "questing prowess" the winner. The location is set as well: a village owned by the lord, which he taxed into oblivion and is now used by the lady as a playpen for her emulation of quaint farm life in the style of Marie Antoinette.

By offering a large sum of money, they're not only convinced to be able to attract capable warriors, but mercenaries who are willing to go to any extent to fulfill the task. In doing so, they end up recruiting the characters on one side, and the Defiant Striders, an analogous company, on the other.

As this adventuring party acts as a counterpart of the characters, you're welcome to develop and adapt some of the quirks and aspects of their personalities below to mirror the players, in order to hint at the deception and the resulting misunderstanding between the groups.

NPC BACKSTORIES

BARONETESS BELLABETH TRYSTENTENDRE DE LOVELAVANDE

Bellabeth is a human Noble from the city of Olbia. Although she's part of the lower stratum of aristocratic society, she behaves as if beacon of all socialites she's ever encountered. Bellabeth has no business acumen, but she's at least nominally an entrepreneur, and manages to thrive on the (potentially much greater) monetary entries of her mishandled clubhouse theater, the Swandive, which she utilizes as her social salon and de facto residence.

In time, she found that Mortibald's company and preferred activities amplified the reach and effect of her popularity endeavors. Due to a long-lasting bet, Bellabeth tells everyone she and Mortibald are siblings, even though it's patently untrue.

Bellabeth speaks with an inflection that would be considered Francophonic in origin; additionally, she bursts into operatic singing every few sentences, as to appear artistically minded or simply eccentric; that doesn't mean she's particularly on pitch.

- **Unique Phrase:** Ze bet iz on, and ♪ may ze houze never wiiin! ♪
- **Desire:** I want to be on everyone's lips at all times.
- **Fear:** I can't stand being ignored when I'm in a room.
- **Misbelief:** More is always better in any social interaction.

VAVASOR MORTIBALD COUCANARD BEGNONWORTH III

Mortibald is a human Noble from the city of Olbia. He could easily be described as first in the last tier of feudal lords in the continent. It's been a few years since his earnings as a landowner have become comparatively meager, but that didn't stop him from enjoying a life of luxury and frivolities.

Above all, this is reflected in getting kicks from engaging in all sorts of wagers with Bellabeth, in which he found a kindred gambling spirit. Due to a long-lasting bet, Mortibald tells everyone he and Bellabeth are cousins, even though it can be easily disproved by a cursory search in the nobility annals.

Mortibald speaks with marked rhotacism, combined with an affected condescension derived from some form of inferiority complex.

- **Unique Phrase:** I'm a quawwtew half-elf myself, on my fathew's side.
- **Desire:** I thirst for the admiration of others.
- **Fear:** I shudder at the thought of losing the social allure granted by my status.
- **Misbelief:** The only way to keep the people around me captivated is to double down on everything I say.

BROCK BUNDLEBERRY

Brock is a human bard, and leader of the Defiant Striders. His spellcasting instrument is a mandolin named Lutecretia, and he wears a *brooch of shielding*.

Brock is a laid back fellow, with a snarky attitude toward danger and seriousness but a deep sensibility toward the beauty he can find everywhere in life. Like the rest of his company, he values teamwork, but likes to walk through a battle with the flare of a duelist.

Brock has a moderate fame as a con artist, which is part of the reason he started adventuring, and has put his companions in danger due to this a few times, although never deliberately.

- **Unique Phrase:** *Hasta la vista, sista!*
- **Desire:** I want to keep my life full of passion and risk at all times, and perhaps make a pretty penny in the process.
- **Fear:** I fear being too old for adventuring and too jaded to see the beauty around me.
- **Misbelief:** Taking the edge off in every dangerous situation is the best way to go through life.

MIRANDILLA

Mirandilla is a halfling ranger, member of the Defiant Striders. She wears a pair of *bracers of archery*.

Mirandilla is curious, strong-willed and courageous to a fault. She gets a delightful thrill from leaping into danger, but she also gets caught in a spiral of regret whenever she comes to reckon with the unforeseen consequences of her own decisions. Like the rest of her company, she values teamwork, although she sometimes feels like she's carrying more than her fair share of weight in the group.

Mirandilla was part of another adventuring party, the Longleaps, before joining the Defiant Striders, but she prefers not to talk about it.

- **Unique Phrase:** *Well, don't you just look target-shaped?*
- **Desire:** I want to keep traveling to never get tired of my surroundings.
- **Fear:** I'm afraid I might one day make a decision I can't come back from.
- **Misbelief:** Despite appearances, I have no real strings tying me to anyone; I could leave as soon as I wanted to.

LORELAI FOUNTAINFIN

Lorelai is a half-elf rogue, member of the Defiant Striders, and Lysander's younger sister. She wears a pair of *boots of elvenkind*.

Lorelai has a high self-esteem; as a result, she likes to follow her instinct and is easily annoyed by anyone who, intentionally or not, impedes her from anything. Like the rest of her company, she values teamwork, although she likes to think her contribution is somehow "more necessary" than others.

Lorelai got into the adventuring business alongside Lysander to escape a difficult family situation, and the two of them constituted the first nucleus of the Defiant Striders.

- **Unique Phrase:** *It's unfortunate for you to run into me, of all people, on your path.*
- **Desire:** I wish for the power to deal with anyone who wants to impose their will on me.
- **Fear:** I'm afraid to be caught by surprise at a time when I'm at my most vulnerable.
- **Misbelief:** There's nothing stopping me from adventuring forever.

LYSANDER FOUNTAINFIN

Lysander is a half-elf sorcerer, member of the Defiant Striders, and Lorelai's older brother. He uses his own baby blue hair as a spellcasting focus, and he wears a ring of evasion.

Lysander is the pragmatic, strategic planner of the adventuring party, who verges toward being an overthinker. Like the rest of his company, he values teamwork, although he sometimes finds himself at odds with Brock and Lorelai when he acts as the voice of reason and takes the reins of the collective decision-making.

Lysander got into the adventuring business alongside Lorelai to escape a difficult family situation, and that's when his stunted magical prowess was jump-started.

- **Unique Phrase:** *Powers of careful preparation and educated guesswork, come to my aid!*
- **Desire:** I put all my effort into ensuring the survival of my companions, most of all my sister.
- **Fear:** I have a recurring thought of suddenly losing my arcane faculties one day.
- **Misbelief:** Being prepared for any scenario is the goal to aim to when developing one's magic abilities.

ADVENTURE HOOKS

These are a few ways that the characters may take the assignment:

- **Expensive Entertainment.** The weary characters may end up at the Swandive, which serves as a high-end tavern, and their presence is noticed by Bellabeth, who decides to recruit them for her task: *"As it happens, I find myself in need of adventurers; from my vantàje point, you seem to fit ze description. Perhaps you might appreciate ze recompense, if not ze challenge, no?"*
- **Upmarket Undertaking.** A quest on a pinboard or newspaper, which directs to the Swandive, catches the characters' attention due to the high payment and oddly elegant appearance: *"A benefactor of means, who prefers to remain anonymous on this paper, wishes to offer some brave heroes the chance to rid our community of a dangerous criminal menace, and is willing to handsomely sponsor them in this task."*
- **Blackguard's Business.** The characters might have had a tavern brawl with a band of ruffians, who intended to take on Bellabeth's offer, lead by a chatty half-orc: *"This chore here we was gonna take up could have been we's last job. We was headed at this saloon of her ladyship Whatsername - the Birdbath or something; that's the joint, not the ma-de-moi-selle. I should have thunk better than to get me put in a leg cast by the lot of you!"*

PROLOGUE

When the characters first reach the Swandive, before speaking with Bellabeth, read the following:

THE INTERIOR OF THE SWANDIVE SCREAMS "EXTRAVAGANT HODGEPODGE"; THE ROCOCO BALCONIES IN THE BACK OF THE ROOM FACE A HORSESHOE STAGE WITH A BACKDROP COLLAGED OUT OF FULL BODY PORTRAITS OF DANCERS. INBETWEEN, MINUTE ROUND TABLES STAND AMONG AN ECLECTIC COLLECTION OF OPULENT ARMCHAIRS. THE MUSIC FROM THE BRASS ORCHESTRA, WHICH FEATURES A COUPLE VIOLAS AND A BLASÉ HARPSICHORD, IS UPTIGHT AS IT IS SYNCOPATED. THE TECHNICOLOR COCKTAILS ARE JUST EXPENSIVE ENOUGH TO BE OVERPRICED AND THE BRAWNY WAITSTAFF THAT DELIVERS THEM DRESSES IN FEATHERY TAILCOATS THAT COULD PASS AS FLAMINGO COSTUMES.

Depending on the chosen hook, the characters are then pointed or invited to Bellabeth's balcony, where she briefs them about the mission, offering 1,500 gold pieces as a reward:

THE LADY SITTING IN THE BALCONY APPEARS MELLOW, IN MORE SENSES THAN ONE; AT THE SAME TIME, SHE SEEMS TO PUT EFFORT INTO INCONSEQUENTIAL GESTURES AND OTHER DETAILS OF HER DEMEANOR TOWARD YOU.

"ZIS MISSION IS INCREDIBLY IMPORTANT, AND EQUALLY ZE MONEY REWARD WILL SHOW IT, YES? ZESE VILLAINS YOU MUST FELL, YOU SEE, ZEY ARE A SCOURGE OF ZE LAND, ZEY'RE MERCILESS MURDERERS; ZEY STEAL, ZEY LIE, ZEY SAY ANYSING TO MAKE YOU TRUST ZEM, AND ZEN ZEY KNIFE YOU, ZEY GO FOR ZE SROAT AT ZE FIRST OCCASION. A PHILANSROPIST SUCH AS I AM, I WANT TO HELP, HOW YOU SAY, ZE LITTLE MAN HOW I CAN! BUT AS WELL, PERSONALLY, I'M A VICTIM OF ZEIR CRIMES, BY WAY OF MY FAMILY TO SAY ZE LEAST; MY GREAT-UNCÔL, YOU SEE, AND GREAT-AUNT, AND MY SECOND AND SIRD COUSINS," SHE TAKES A SIP FROM HER MARTINI GLASS, THEN GULPS "AND HIS WIFE, ALL ASSASSINATED BY ZIS BAND, TERRIBLE AFFAIR! SO, I HAVE ON CERTAIN ACCOUNT ZESE BRIGANDS ARE HIDING AT ZIS VILLÀJE, TOMORROW NIGHT, YES? ZIS LITTEL TOWN (VERY PICTURESQUE) IS ABANDONED, YOU SEE, SO ZEY SINK TO HIDE IN ZERE, TO RUN FROM ZE LAW. ZERE'S NO BETTER CHANSE, ZE WAY I SEE IT. BUT WHEN YOU'RE ZERE, YOU DO NOT TRUST ZEM, YES?"

• **"Insight."** While talking with Bellabeth, the characters can make a **DC 15 Wisdom (Insight) check**; on a success, they infer that, given the amount of information provided by the baronetess, she must have been untruthful about at least part of it.

For example, her personal involvement with a whole family tree of murder victims sounds like a bit of a stretch. Different characters might also observe she avoids disclosing the source of her lead, or that she seems to be particularly preoccupied to recommend turning a deaf ear to any tale the foes might come up with.



ACT I

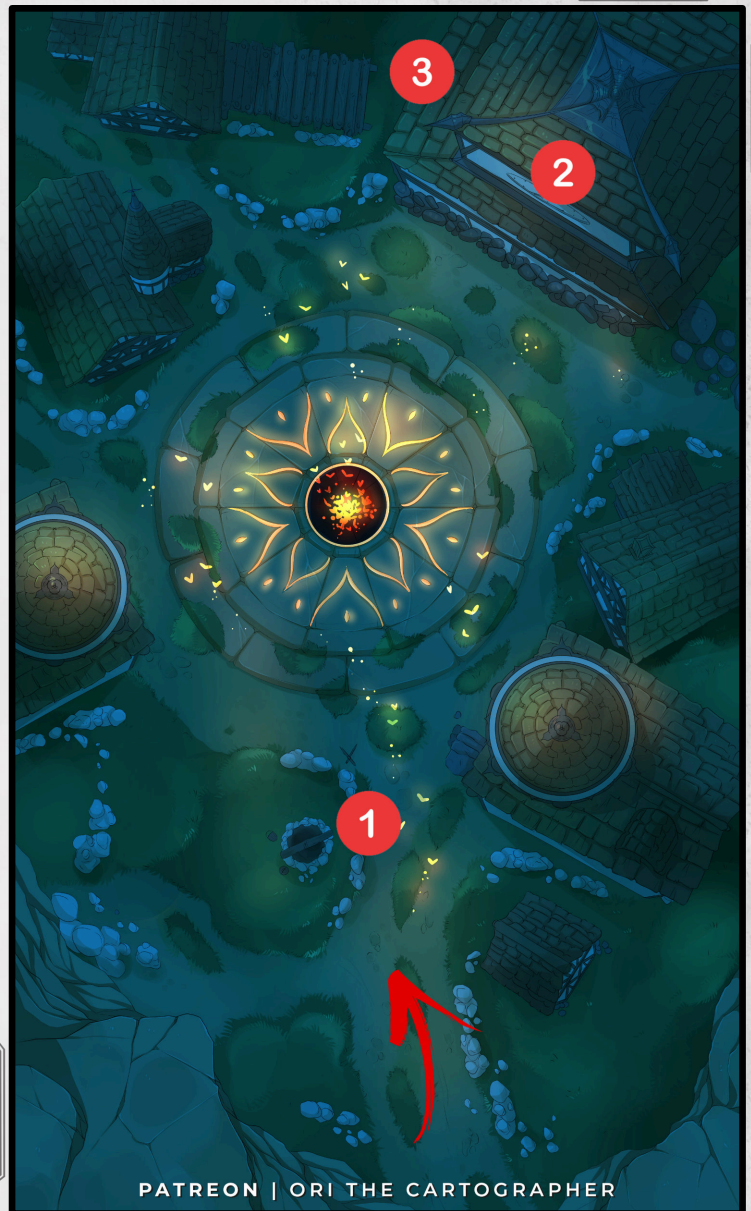
The party receives directions to the abandoned village, which they arrive to after sundown; the characters enter the area from the **arrow on the map**. Once the characters reach the location, read the following:

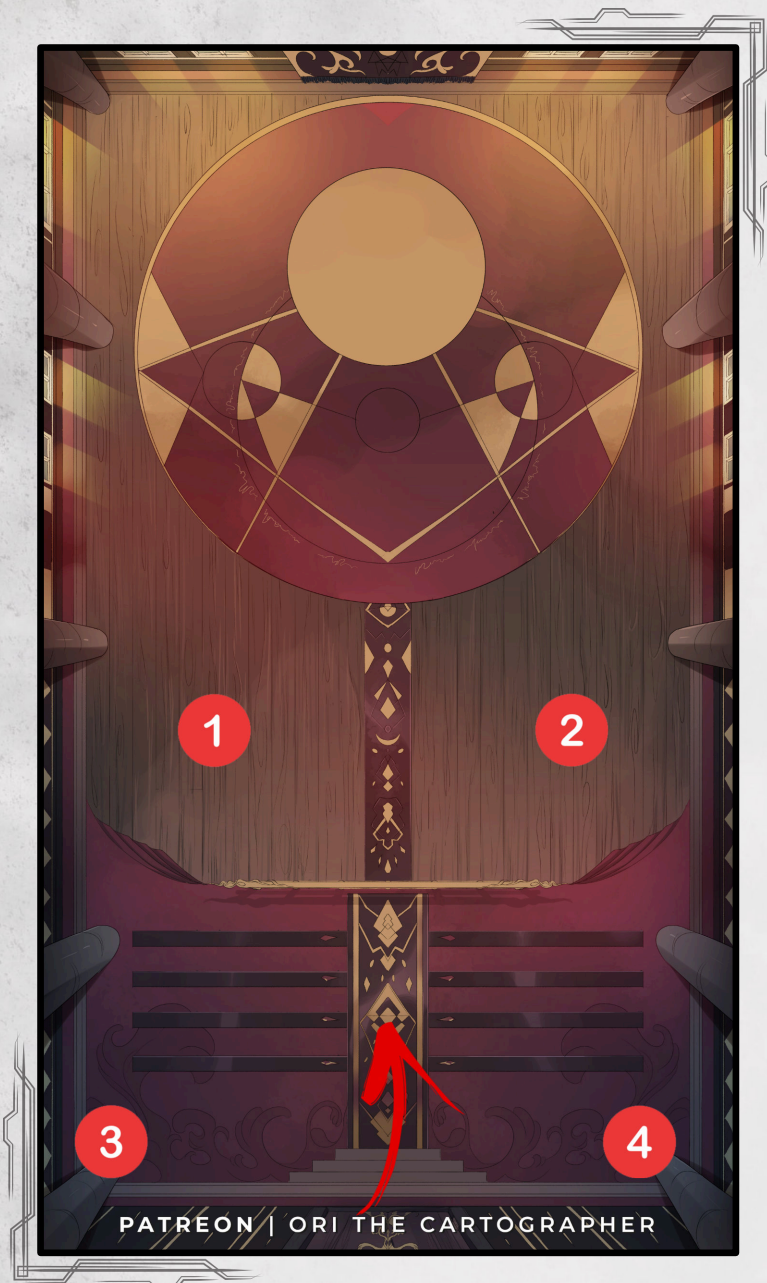
THE HAMLET LOOKS BOTH ABANDONED, AND ITS OPPOSITE AT THE SAME TIME; NATURE HAS CLEARLY BEEN RECLAIMING UNATTENDED PARTS OF THE ROAD, THE SQUARE, EVEN THE ROOFS. A SWARM OF FIRE BEETLES INFESTS THE FIRE PIT AT THE CENTER OF TOWN, ILLUMINATING IT IN SOME MAGICAL WAY, NO DOUBT, AS WELL AS ORGANICALLY. YET, THE BUILDING WALLS HAVE BEEN TENDED TO, AND THE WINDOWS ARE POLISHED. IF IT WAS ABANDONED, IT COULDN'T HAVE BEEN FOR LONG.

● **"Perception."** As one of the characters first passes by the well (at **1. on the map**), they make a **DC 10 Wisdom (Perception) check**; on a success, they notice a thin wire on the ground that was just tripped by their passage; the tripwire runs from the well around the line of buildings on the east side of the village. By following the trap, the characters can notice it reaches the town hall, north of the village. If the character succeeds by 15 or more on their check, they're able to notice a small opening, like a hidden window, at the base of the clockface on top of the town hall, (at **2. on the map**), where a curtain is moving, despite the lack of wind. In the window, Lorelai (under the effect of invisibility and pass without trace) is surveying the newcomers after being tipped off by Mirandilla's trap.

● **"Survival."** While in the village, the characters can make a **DC 17 Wisdom (Survival) check**; on a success, they identify traces of four humanoid travelers running through the south-north axis of the village, all the way to the town hall entrance (at **3. on the map**).

● **"Investigation."** Should the characters enter any of the houses in the village, which are unlocked, they can make a **DC 15 Intelligence (Investigation) check**; on a success, they notice the furnished rooms look less like a place of residence and more like a stage set up for a play: the cupboards are empty, save for some pristine cooking utensils, the beds aren't slept in, and a recent fire was lit in the fireplace for barely a couple hours. The exterior betrays a similar composition: the animal pens have been used but are comparatively clean, the traces are those of a parade rather than farming life. If the characters succeed by 5 or more on their check, they find a burnt scrap of paper in the fireplace: part of a public missive that announces the last of a series of taxes appointed by the fief's lord, whose name is absent.





ACT 2

When accessing the town hall, where the ambush has been set, the characters enter the area from the **arrow on the map**. Once the characters reach the location, read the following:

A TWANGING BOWSTRING BETRAYS THE KNOCKING OF AN ARROW. IN A CORNER OF THE ROOM, ALMOST ALL THE WAY UP TO THE CEILING, A HALFLING ARCHER HANGS FROM SOME ROPE RIGGED AROUND A COLUMN, WITH HER PROJECTILE TRAINED ON YOU; IN THE ADJACENT CORNER, THE AZURE MANE ON THE HEAD OF A SILHOUETTE STARTS GLOWING TO REVEAL A LEVITATING HALF-ELF, HIGH UP IN THE AIR, WHOSE HANDS CATCH ON FIRE WITH BUILDING ENERGY. SURROUNDING YOU FROM THE OPPOSITE SIDE, TWO VITREOUS SHAPES APPROACH YOU; ONE OF THESE TWO STRUMS A FLAMENCO OUT OF HIS MANDOLIN. "I'LL SAVE WHAT'S LEFT OF YOU CHUMS' HONOR WITH A SWIFT AND PAINLESS DEATH! EN GARDE!"

➤ **"Encounter!" Brock, Lorelai, Mirandilla and Lysander** (at 1, 2, 3, and 4, on the map, respectively) don't hesitate to attack the characters; unless the characters have succeeded on the previous **Wisdom (Perception)** or **Wisdom (Survival)** checks to spot the adventurers' presence, or have taken any specific measures to withstand the attack, they are surprised for the first round of combat.

THE DEFIANT STRIDERS

Painstaking Preparation. As per the ambush plan devised by Lysander, the Defiant Striders have timely readied themselves as follows for the arrival of their foes:

- Brock has cast invisibility (at a 3rd level) on Lorelai and himself, and has granted a Bardic Inspiration die to each of his companions;
- Mirandilla has cast pass without trace and goodberry, providing each party member with two berries;
- Lysander has cast mage armor and fly on himself.

Make the Dream Work. During the fight, Brock and (to an extent) Lorelai will be prone to engage in close combat: Brock will keep alternating between spellcasting and weapon attacks, while Lorelai will rely as much as possible on her sneak attack feature, possibly through additional instances of Brock's invisibility spell. Mirandilla and Lysander will try to stay at a distance from the characters: Mirandilla will make the most of her hunter's mark spell, and Lysander will alternate cantrips and higher level spells (particularly through his quickened spell feature), while keeping his wits about him to counter spells that might affect multiple party members. Additionally, Brock and Mirandilla will timely cast cure wounds to try to manage the party's endurance; in a pinch, any of the four adventurers will rush to an unconscious ally to revive them with a goodberry.

Contentious Conversation. During the fight, the Defiant Striders will exchange remarks to dishearten or unnerve their foes:

BROCK DECREES: "I'LL MAKE SURE THE LAST DANCE OF YOUR MORTAL LIFE HAS AN APPROPRIATE TUNE, YOU COWARDLY CUTPURSE!" AS HE ARPEGGIATES A HASTY PASODOBLE.

MIRANDILLA EXAGGERATES THE CASUALNESS OF HER MOVES. "BROCK, YOU SAID THIS WOULD BE A CHALLENGE, BUT THESE BUNNIES ARE BARELY WORTH THE HUNT!" SHE COMMENTS, AS SHE PRODUCES ANOTHER ROUND FROM HER QUIVER.

LORELAI SPINS THE DAGGERS IN THE AIR, SWITCHING THEM IN HER HANDS. "BY THE TIME I'M DONE CUTTING YOU, KNAVE, THERE WON'T BE A MORSEL LEFT FOR ANY DOG AROUND!"

LYSANDER DOESN'T APPEAR TO BE PAYING MUCH ATTENTION TO WHAT YOU'RE SAYING, AS HE'S MORE FOCUSED ON HIS ARCANIC EXERTION. "NO NEED FOR EXCUSES, DEATHMONGER, WE KNOW THE LIKES OF YOU. LET YOUR BLOWS DO THE TALKING."

● **"Insight."** As they talk with the Defiant Striders, the characters can make a **DC 17 Wisdom (Insight) check**; on a success, they work out that their ambushers are convinced to be on the lawful side of the current battle. The DC for this check is lowered to 12 after the exchange with a particular character continues for at least two rounds of combat.

Prone to Parley. Whether any character succeeded on the above check or not, any member of the Defiant Striders will stop an attack in its tracks if their target makes an effort to appear non threatening, for example by sheathing or dropping weapons, or by voluntarily ending concentration on an offensive spell. Struck with confusion but cautious, the adventurer will inquire about the characters' motive, and dissuade their team from the fight once they have enough information to see through the misconception. As this brings an end to the combat and, if necessary, unconscious adventurers are revived, read the following:

LYSANDER IS PENSIVE AS HE TAKES IN THE DETAILS OF YOUR ACCOUNT: "IT SEEMS BOTH PARTIES WERE BROUGHT HERE FOR A SIMILAR REASON, IF NOT THE EXACT SAME. WE WERE EMPLOYED BY A DISTINGUISHED GENTLEMAN, WHO, LIKE YOUR LADY, WOVE A TALE OF DANGEROUS THIEVES; A STORY PUNCTUATED BY A HEAVY SPEECH IMPEDIMENT. WHY WOULD BOTH PATRONS SEND US ON THE SAME ERRAND? I'M STARTING TO WONDER IF THE CRIMINALS THEY SPOKE OF EVEN EXIST."

EPILOGUE

The conclusion of the adventure is determined by the way the characters interacted with the Defiant Striders.

Successful Skullduggery. If the characters defeat the Defiant Striders without seeing through the ruse, Bellabeth will pay the agreed reward once they return to the Swandive:

THE BARONETESS INTERRUPTS HER CHAT WITH A LORDLY, HOARY FELLOW, TO REACH FOR A HEAVY SILKEN POUCH, WHILE STILL HOLDING THE GLASS WITH THE OTHER HAND. "I TAKE ZE JOB IS DONE ZEN, YES? YOU CANNOT IMAGINE ZE RELIEF I FEEL AT ZE SOUGHT ZE WORLD IS FREE OF ZOSE MALEFACTORS! MY DEAREST DEAREST GRANDPAPA MAY FINALLY REST IN PEACE. WHAT? YES, GREAT-UNCOL, IS WHAT I SAID, NO?"

Entwined Effort. If the characters interrupted the fight and started discussing with the Defiant Striders, they have a few different ways, which are not mutually exclusive, to figure out the nobles' motivation:

- **"History."** Once the names of both Bellabeth and Mortibald have come up in conversation, both Lysander and any character with ties to the city of Olbia can make a **DC 16 Intelligence (History) check**; on a success, they are finally able to associate them to the gambling fame they gained as a couple:

"NOW THAT I THINK ABOUT IT, WASN'T LOVELAVANDE THE NAME OF ONE OF THOSE TWO OLBIA DICE-ROLLING ARISTOCRATS WHO WERE USUALLY HOPPING FROM POOLROOM TO POOLROOM, SLINGING CARDS AND PITTING DRUNKARDS AGAINST ONE ANOTHER FOR THE PRIZE OF A PINT OF ALE?"

- **"Stealth."** Assisted by the Defiant Striders, the characters can infiltrate the Swandive to listen in on the nobles' conversation. By succeeding on a **DC 16 Dexterity (Stealth) check**, the characters are able to spy on Bellabeth's balcony, where she's discussing her bet with Mortibald:

THE BARONETESS IS CLEARLY INEBRIATED AS SHE SPEAKS WITH WIDE GESTURES, SPILLING HER VARIEGATED BEVERAGE: "TRULY, MORTIBALD, IT IS EXTRAORDINAIRE TO ME HOW GULLIBOL, HOW CREDULOUS ALL ZESE ADVENTURIERS CAN BE! ALL ABOUT COIN AND VIOLENCE, ZEY ARE!" HER REFINED CAVALIER IS RELIGHTING A CIGAR HE GRACEFULLY PICKED UP FROM AN ASHTRAY. "THAT IS HOW THESE GLOBETWOTTEWS AWW, MY DEAW, IT IS THE NATUWE OF THEIW PWOFESSION; AND AS IS THE NATUWE OF CONFLICT, ONE OF THESE TWO COMBATANTS WILL EMEWGE VICTOWIOUS, WHETHEW THE MOST INTELLIGENT OW THE MOST FOWCEFUL; EITHEW OF THESE, THE STWIDEWS MOST LIKELY, WILL NEVEWTHELESS BE EXCLUSIVELY CONCERNED WITH THE PAYMENT FOW THEIW "HEWOIC ENDEAVOW" AND WILL BE ON THEIW MEWWY WAY BY TOMOWWOW, COMPLETELY FOWGETFUL OF ANY CASUALTY TO THEIW TWADE." BELLABETH SPEAKS BETWEEN QUICK SIPS: "MAYBE SO, MORTIBALD, BUT I TELL YOU, I'M VERY CONFIDENT IN MY PICK, ZOSE WARRIORS HAD A JE-NE-SAIS-QUOI, A PANACHE! I WOULD NOT HAVE TAKEN ZEIR BID OZERWEE, NO? SOON WE WILL SEE WHICH OF US SELECTED ZE BEST CANDIDATE."

- **"Intimidation."** Confronting Bellabeth at the Swandive, the characters can make a **DC 13 Charisma (Intimidation) check**; on a success, the noblewoman is frightened into confessing the nature of the mission, while the Defiant Striders engage the same tactic with Mortibald:

"IT WAS NOSING BUT A JEST, A GAME! TELL ZEM, MORTIBALD!" THE FEUDATORY IS SCRAMBLING UARONDAND TRIPPING ON HIS WALKING CANE. "WHY, OF COUWSE, SIMPLY AN AMICABLE BET, A SPOWTSY COMPETITION! WE ONLY WANTED TO... SUPPOWT CONTESTANTS SUCH AS YOU! I WAS SUWE YOU WOULDN'T ULTIMATELY INCUW IN ANY HAWM, AS YOU DEMONSTWATED, SO ALL TUNWED OUT FOR THE BETTEW, DIDN'T IT? NO NEED FOW ANY MOWE WAMPAGE IS THEWE?"

Once both the characters and the Defiant Striders have a clear picture of the nature of the mission, they're easily able to push their demands for retribution toward the nobles: Bellabeth and Mortibald, while acting proud toward the adventurers regarded as lowly, didn't expect this turn of event, and realize they are greatly outnumbered. Unless the characters resolve to deal with them differently, the baronetess and vavator will be inclined to part with a consistent part of their wealth in exchange for their lives.

REWARDS

As above, the reward the characters receive depends on the ultimate course of action:

- If the characters defeat the Defiant Striders, Bellabeth will pay the agreed reward of 1,500 gold pieces once they return to the Swandive.
- If both parties confront the nobles, the characters will additionally receive the following from Bellabeth (the Defiant Striders will be able to extort a similar compensation from Mortibald):
 - 1,500 gold pieces for a total of 3,000 gold pieces;
 - 3d6 gemstones, each worth 50 gold pieces;
 - 3d4 art objects, each worth 250 gold pieces;
 - a *bag of holding*, a *decanter of endless water*, and a *silver raven figurine of wondrous power* (or similar uncommon magic items at your discretion).

APPENDIX: STAT BLOCKS

Here you will find all of the stat blocks for all the NPCs and monsters involved in the adventure.

MORTIBALD

Medium humanoid (any race), any alignment

Armor Class 15 (breastplate)

Hit Points 9 (2d8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	12 (+1)	11 (+0)	12 (+1)	14 (+2)	16 (+3)

Skills Deception +5, Insight +4, Persuasion +5

Senses passive Perception 12

Languages any two languages

Challenge 1/8 (25 XP)

ACTIONS

Rapier. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target.
Hit: 5 (1d8 + 1) piercing damage.

REACTIONS

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

BELLABETH

Medium humanoid (any race), any alignment

Armor Class 15 (breastplate)

Hit Points 9 (2d8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	12 (+1)	11 (+0)	12 (+1)	14 (+2)	16 (+3)

Skills Deception +5, Insight +4, Persuasion +5

Senses passive Perception 12

Languages any two languages

Challenge 1/8 (25 XP)

ACTIONS

Rapier. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target.
Hit: 5 (1d8 + 1) piercing damage.

REACTIONS

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



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BROCK BUNDLEBERRY

Medium humanoid (Human, Bard), chaotic neutral

Armor Class 14 (studded leather)

Hit Points 97 (15d8 + 30)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	15 (+2)	14 (+2)	9 (-1)	13 (+1)	16 (+3)

Saving Throws Dex +4, Cha +5

Skills Deception +7, Performance +7, Persuasion +5

Damage Resistances force

Damage Immunities magic missile

Senses passive Perception 11

Languages Common, Elvish

Challenge 3 (700 XP)

Spellcasting. Brock is a 6th-level spellcaster. His spellcasting ability is Charisma (spell save DC 13, +5 to hit with spell attacks). Brock knows the following bard spells:

Cantrips (at will): *minor illusion*, *prestidigitation*, *vicious mockery*
1st level (4 slots): *bane*, *cure wounds*, *healing word*, *heat metal*
2nd level (3 slots): *detect thoughts*, *invisibility*, *lesser restoration*
3rd level (3 slots): *bestow curse*, *hypnotic pattern*

ACTIONS

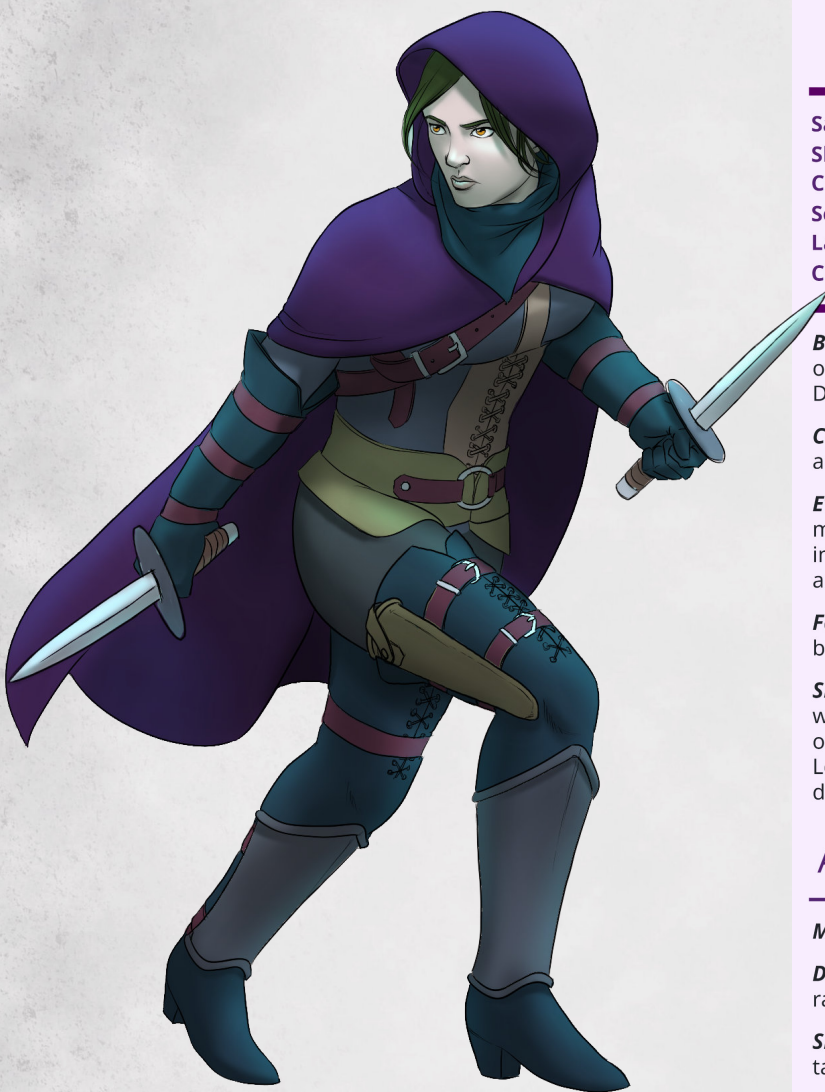
Multiattack. Brock makes two attacks with his rapier.

Rapier. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target.
Hit: 6 (1d8 + 2) piercing damage.

REACTIONS

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





LORELAI FOUNTAINFIN

Medium humanoid (Half-Elf, Rogue), chaotic neutral

Armor Class 15 (studded leather)

Hit Points 82 (15d8 + 15)

Speed 30 ft.

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

Saving Throws Dex +5, Int +2

Skills Acrobatics +7, Perception +6, Sleight of Hand +7, Stealth +7

Condition Immunities charmed

Senses darkvision 60 ft., passive Perception 16

Languages Common, Elvish, Halfling, Thieves' Cant

Challenge 3 (700 XP)

Boots of Elvenkind. Lorelai's steps make no sound, regardless of the surface she is moving across, and she has advantage on Dexterity (Stealth) checks that rely on moving silently.

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

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

Fey Ancestry. Lorelai has advantage on saving throws against being charmed, and magic can't put her to sleep.

Sneak Attack (1/Turn). Lorelai deals an extra 10 (3d6) damage when she hits a target with a weapon attack and has advantage on the attack roll, or when the target is within 5 ft. of an ally of Lorelai that isn't incapacitated and Lorelai doesn't have disadvantage on the attack roll.

ACTIONS

Multiattack. Lorelai makes two attacks with her daggers.

Dagger. *Melee or Ranged Weapon Attack:* +5 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 5 (1d4 + 3) piercing damage.

Shortbow. *Ranged Weapon Attack:* +5 to hit, range 80/320 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage.

REACTIONS

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

MIRANDILLA

Small humanoid (Halfling, Ranger), chaotic good

Armor Class 14 (leather armor)

Hit Points 67 (15d6 + 15)

Speed 25 ft.

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

Saving Throws Str +1, Dex +5

Skills Animal Handling +4, Perception +4, Stealth +5

Senses passive Perception 14

Languages Common, Halfling

Challenge 3 (700 XP)

Brave. Mirandilla has advantage on saving throws against being frightened.

Halfling Nimbleness. Mirandilla can move through the space of any creature that is of a size larger than hers.

Lucky. When Mirandilla rolls a 1 on the d20 for an attack roll, ability check, or saving throw, she can reroll the die and must use the new roll.

Naturally Stealthy. Mirandilla can attempt to hide even when she is obscured only by a creature that is at least one size larger than her.

Spellcasting. Mirandilla is a 6th-level spellcaster. Her spellcasting ability is Wisdom (spell save DC 12, +4 to hit with spell attacks). Mirandilla knows the following ranger spells:

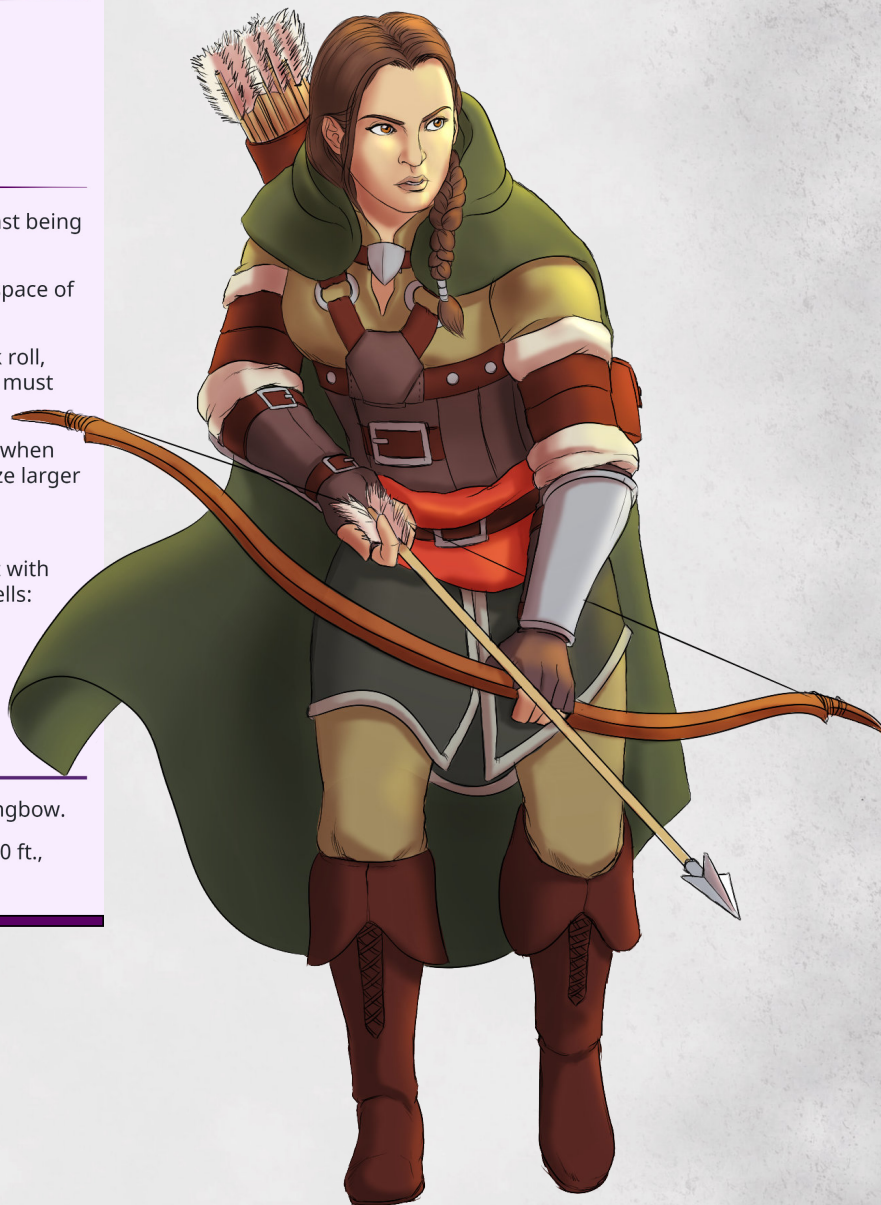
1st level (4 slots): *cure wounds*, *goodberry*, *hunter's mark*

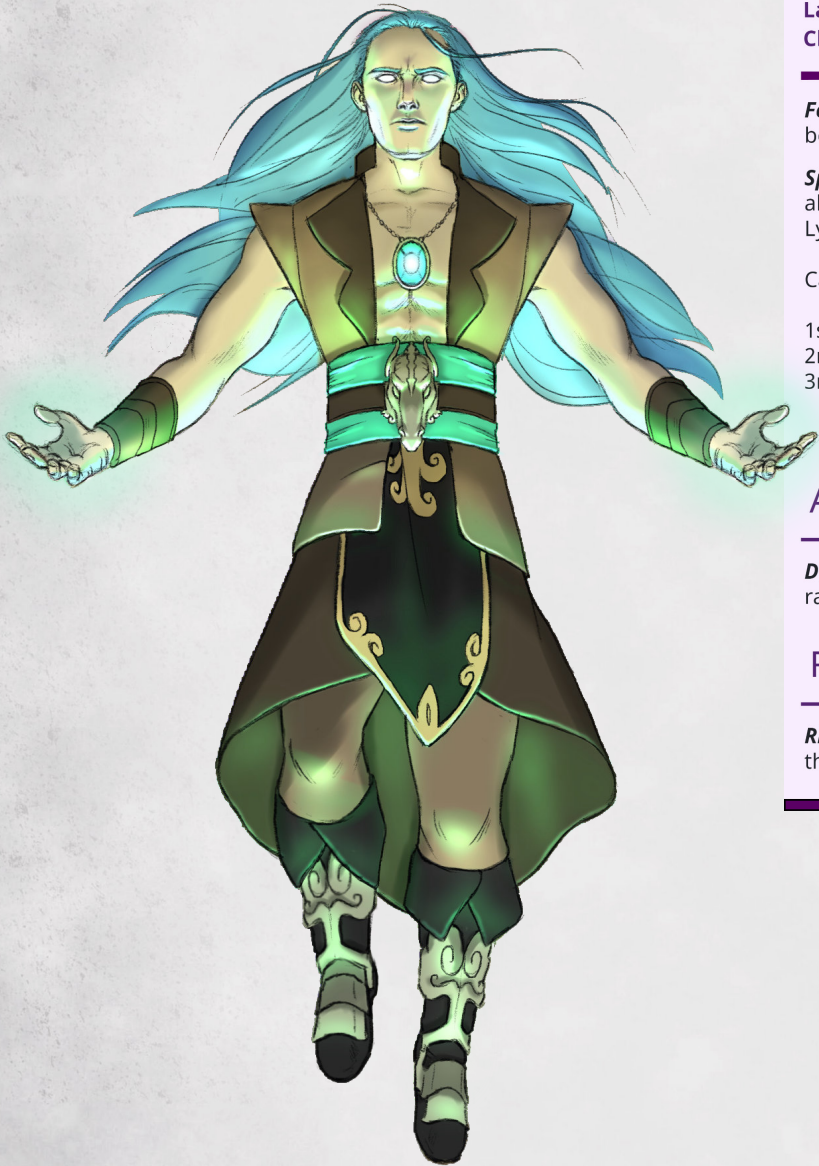
2nd level (2 slots): *pass without trace*

ACTIONS

Multiattack. Mirandilla makes three attacks with her longbow.

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





LYSANDER FOUNTAINFIN

Medium humanoid (Half-Elf, Sorcerer), neutral good

Armor Class 10 (13 with *mage armor*)

Hit Points 84 (13d8 + 26)

Speed 30 ft., fly 60 ft. (from *fly*)

STR	DEX	CON	INT	WIS	CHA
8 (-1)	10 (+0)	14 (+2)	15 (+2)	12 (+1)	17 (+3)

Saving Throws Con +4, Cha +5

Skills Arcana +4, History +4, Insight +3, Investigation +4

Senses darkvision 60 ft., passive Perception 11

Languages Common, Elvish, Halfling

Challenge 3 (700 XP)

Fey Ancestry. Lysander has advantage on saving throws against being charmed, and magic can't put him to sleep.

Spellcasting. Lysander is a 6th-level spellcaster. His spellcasting ability is Charisma (spell save DC 13, +5 to hit with spell attacks). Lysander knows the following sorcerer spells:

Cantrips (at will): *chill touch*, *fire bolt*, *mage hand*, *message*, *ray of frost*

1st level (4 slots): *mage armor**, *shield*

2nd level (3 slots): *blindness/deafness*, *scorching ray*, *shatter*

3rd level (3 slots): *counterspell*, *fly**

*Lysander casts these spells on himself before combat.

ACTIONS

Dagger. *Melee or Ranged Weapon Attack:* +2 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 2 (1d4) piercing damage.

REACTIONS

Ring of Evasion (3/Day). If Lysander fails a Dexterity saving throw, he can choose to succeed instead.

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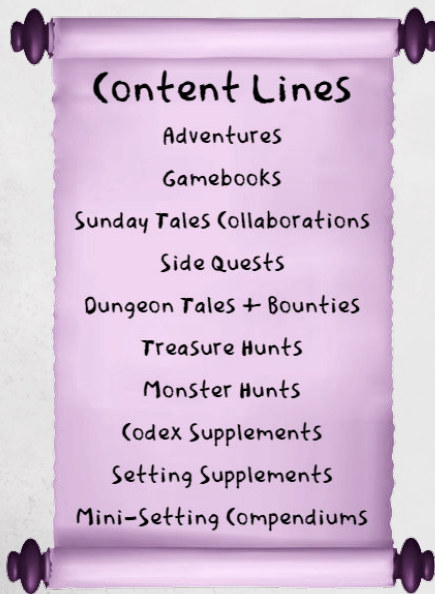
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