

Searching for the right Shape

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Introduction

A TTRPG adventure compatible with Dungeons and Dragons 5e adventure for a party of level 7 characters.

The crowned princess Satanya has disappeared from the capital and the royals don't want it to be known. So they hire reputable, well known adventurers to search for their daughter instead of raising suspicions in their court or in the courts of their enemies.

But this won't be a walk in the park as Satanya has a gift that will make it nearly impossible to find her. Satanya is a shape changer and can change her appearance nearly at will, however her parents are confident that she is not untraceable as she has never spent much time outside of the castle. So the mission is simple, find the person that stands out among the crowd when they don't want to be found. Prove they are the princess and then return her to the capital safely.

The catch, no one must know she is out as her life may be in danger.

The Search Begins

King Bach

The party had been sitting down for a meal when they were approached by someone who obviously rarely attended these places. "Excuse me for the interruption but I am hoping you are the right people I am seeking out." he mumbled looking worried before asking them to confirm if they were indeed the people who had completed a quest that they had in the past.

After the confirmation, assuming it is given, the man looks incredibly relieved. "Praise Tyr. If you can, will you come with me? I have been sent to find you and only you will do. My employer needs people with your reputation and discreteness." he mumbled. "We can reward you very handsomely indeed. I will return for you on the morrow if you are willing to help. Please think on it as my employer's generosity knows now bounds."

King Bach looked up at the adventurers in front of him as he rested his chin on his clasped hands. These were not famous heroes to this land but they had some renown. They were unlikely to be spotted immediately but their name and deeds had spread to the ears of his advisors so they must be good at their profession. Nodding he was satisfied that they

were not the best, nor the worst and that they should both blend in and stick out of the crowd if needed.

"I see my advisers have found nothing but the best as I requested of them." the king nodded to the man who had approached the party a few days ago. "I hope I can trust you with this information," he paused to look to his wife - the queen, and the party one by one, "Our daughter has disappeared from the capital and we suspect she is in Corneth, or so that's where the trail ended. Before you worry we don't believe she is in danger but more so, she is rebelling against us since we named her our successor. She thought it would be her older brother but he." the King paused.

"He is not our first choice." the queen stepped in patting her husband's hand.

"Precisely. We don't wish to control her but as she is our successor, heir to the throne, and if the county's enemies found out she was not protected, guarded or even being watched she and this country could be in danger. So that's where we hope you can help. If we send out soldiers to sweep the streets, celebrations and taverns then it would draw suspicion. But a party of adventurers, well you'd fit right in. We can pay you handsomely for your efforts but you must be discreet, we don't want her to be put into danger but we want her to feel like she can still enjoy her life." The king continued for some time before falling silent, his face visibly showing his distress.

"The other complication my husband has not spoken of is a family secret, something that very few people know about and it's known to just those in this room." the queen, Isabella, continued. "Our Daughter Satanya is a shapeshifter. She was born with the ability to change her shape at will. With just a thought she can look like anyone else in this room. This makes it more difficult to locate her but not impossible. We know she is in Corneth by the way she is spending her coins. She is too liberal in spending her gold and there are rumours of several rich people paying three times the requested amount at several shops, taverns, inns and the like. We believe all these nobles to be her, so..." she paused to take a breath. "Follow the rumours and find our daughter before someone else does, convince her to come back and make sure no harm comes to her."

NPC's:

- King Bach

- Queen Isabella

Searching Corneth



Corneth is in the peak of celebrations and so they went off what they knew. Rumours of a merchant or noble spending absurd amounts of gold and being starkly unaware of what it was like to be a commoner in Corneth.

The first place on their list were several shops where clothing was bought.

The party left the store after following another clue of the rich noblemen and noblewomen who had come through the town of Corneth where the town holds a celebration along the edge of the river bank, the Corneth Bank Celebration. The merchant had told them that they had sold a few pairs of travelling clothes, a blue cloak and a pouch to a nobleman who paid several times the amount. It matched several other reports of the overspending from travelling nobles in the town.

However despite all these reports of mysterious nobles buying clothes, food, drink or other goods each person always gives a different description of what the noble looks like. However they all speak as though they come from far-far out of town, overpay by several times the standard price and all wear the colour blue in some form. But they were closing in and the flash of blue in a tavern drew them forward. Before them a young woman drank heavily from a pint of mead, danced enthusiastically and, more importantly, was acting

as all the merchants, innkeepers and other witnesses had reported so far.

Approaching the woman wasn't the hard part, trying to confirm who she was. But after the realisation that she had been found sank in, her face dropped. "I suppose my parents sent you to retrieve me. Well you can tell them that they won't find me again. I don't want it, none of it. I want to dance, I want to be free to do what I want. Not what they or some idiot wants me to." she continued to dance, basically ignoring them. That was until she noticed that there were two extremely rough looking mercenaries staring at her. "Friends of yours?" she asked nervously looking back at the party, but she could tell from their faces that they were not and from the way that they stared at her, they also knew exactly who she was.

NPC's:

- Satanya
- Jericho Tavena
- Enrich Tavena

Encounter: Satanya

Creature: Satanya and encounter with the Tavena Brothers

Map - N/A

The Tavena brothers will make a move here to try and separate Satanya from the party. They will try to pass off as being drunks who are trying to flirt with Satanya, however a successful insight or perception check (DC 14) will see through their deception and performance. They will retreat quickly at the first sense of real danger.

Escape!

Fleeing with Satanya



Now knowing that Satanya has been targeted she will flee the tavern down a side door, pausing briefly to watch if the party is following. Once she thinks that she isn't being watched Satanya shifts from her playful young noble ladies form into that of a stouter, more gruff dwarven woman. Limping quickly through the street in front of the party they could feel dozens of eyes upon them as they hurried through the streets. A bard sang in the middle of the street near several boxes and crates of produce as the party burst into the street following the dwarven Satanya. However soon cries of alarm rang out as several armed men rushed to Satanya and the party.

NPC's

- Satanya
- Jericho Tavena
- Enrich Tavena

Encounter: Attacking Satanya

Creature: Jericho Tavena, Enrich Tavena, 6 thugs

Map - 419ThCoBaSt

One thug will always be trying to kidnap Satanya while the others help Jericho and Enrich confront the PCs. This isn't an overly difficult fight (not for a level 7 party) but these are still strong adversaries.

After the party, hopefully, prevents the Tavena brothers from kidnapping Satanya, she will willingly return to her parents.

Lore & NPCs

Satanya



Satanya was born with the ability to shift her form nearly instantly into any that she has seen. However this power has landed her in more hot water than being something that she uses for her own safety as she uses it, primarily, escape her royal duties. Her fear of being trapped in the chains of royal responsibility escalated when she was named as the heir to the crown.

Lore: Some Faces of Satanya





Jericho and Enrich Tavena



The Tavena brothers are elite mercenaries who have gained a name for themselves as being able to deal with just about anything and anyone. Specialising in capturing their targets and restraining them for their employers they only get truly violent when paid to do so.

Lore:

Jericho watched the noble as she danced, overpaid and over tipped on everything and how she overreacted when anything mundane to a commoner would occur. She was definitely the mark and even now he could see similarities to the crowned princess Satanya which is what had led their employer to request this job. They had been

trailing her for a few days now and had been waiting for the right moment.

However as he and his brother, Enrich, stood to approach the girl the door opened. In walked several adventurers who looked like they had seen the mean end of a dragon a few times and lived to tell the tale. They walked with confidence and purpose as they walked in their direction. Signalling to their accomplice, Bob, to keep an eye on them and prepare for trouble they waited, hands on blades. However a worse fate was in store for them.

The adventurers walked towards the princess in disguise and immediately it was clear that they were also here for her. Rivals for the same job was his immediate thought until he saw that they carried themselves differently. He signed and signalled to Enrich who stood a few feet away drinking with a few other drunks at the tavern. They had better move fast before the adventurers had time to realise what was happening. It was this moment that the princess looked at them, turned and spoke to the adventures before looking back. Her gaze pierced even as she slunk backwards towards the adventurers.

Jericho cursed himself silently without moving or even flinching as he took another swig from his tankard. "Should have got the bastard to pay for hazard pay as well." he called to Enrich as they started to move quickly to intercept the princess before she was too heavily protected.

Maps

419ThCoBaSt



Monsters

Jericho Tavena

JERICHO TANEVA

Medium Humanoid (Human), Neutral Evil

Armor Class 18 (chain mail, shield)

Hit Points 112 (15d8 + 45)

Speed 30 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---------|---------|---------|---------|---------|---------|
| 18 (+4) | 15 (+2) | 16 (+3) | 10 (+0) | 12 (+1) | 16 (+3) |

Saving Throws Str +7, Dex +5, Con +6

Skills Athletics +10, Intimidation +6

Senses passive Perception 11

Languages any one language (usually Common)

Challenge 5 (1,800 XP)

Mage Hunter. Jericho has advantage on saving throws against magic.

Executioner. A melee weapon deals one extra die of its damage when Jericho hits with it (included in the attack).

ACTIONS

Multiattack. Jericho makes three melee attacks or two ranged attacks.

Silencer (spear+1). *Melee or Ranged Weapon Attack:* +8 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 12 (2d6 + 5) piercing damage, or 14 (2d8 + 5) piercing damage if used with two hands to make a melee attack.

Shield Bash. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one creature. *Hit:* 9 (2d4 + 4) bludgeoning damage. If the target is a Medium or smaller creature, it must succeed on a DC 15 Strength saving throw or be knocked prone.

REACTIONS

Shhh. When Jericho can see a spell being cast he can contest the spell casting DC by rolling a d20+6. If the roll exceeds the spell attack or the spells saving throw DC then the spell fails and the creature casting the spell is silenced until the end of their turn. Jericho has disadvantage on this roll when attempting to counter a spell above 2ns level.

Enrich Tavena

ENRICH TANEVA

Medium Humanoid (Human), neutral evil

Armor Class 12 (15 with mage armor)

Hit Points 40 (9d8)

Speed 30 ft.

| STR | DEX | CON | INT | WIS | CHA |
|--------|---------|---------|---------|---------|---------|
| 9 (-1) | 14 (+2) | 11 (+0) | 17 (+3) | 12 (+1) | 11 (+0) |

Saving Throws Int +6, Wis +4

Skills Arcana +6, History +6

Senses truesight 15 ft., passive Perception 11

Languages any four languages

Challenge 6 (2,300 XP)

Master of Magic. Enrich can cast any Cantrip as a bonus action in addition to casting a 1st level or higher spell in the same turn.

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

- * Cantrips (at will): *ray of frost, light, mage hand, minor illusion*
- * 1st level (4 slots): *charm person, mage armor, magic missile, shield*
- * 2nd level (3 slots): *misty step, suggestion, hold person*
- * 3rd level (3 slots): *counterspell, wall of sand, lightning bolt*
- * 4th level (3 slots): *greater invisibility, ice storm*
- * 5th level (1 slot): *cone of cold*

ACTIONS

Shiver (Short sword of frost). *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage plus 2 (1d4) cold damage.

Dagger. *Melee or Ranged Weapon Attack:* +5 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 4 (1d4 + 2) piercing damage.

Thug

THUG

Medium Humanoid (any race), any non-good alignment

Armor Class 11 (leather armor)

Hit Points 32 (5d8 + 10)

Speed 30 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---------|---------|---------|---------|---------|---------|
| 15 (+2) | 11 (+0) | 14 (+2) | 10 (+0) | 10 (+0) | 11 (+0) |

Skills Intimidation +2

Senses passive Perception 10

Languages any one language (usually Common)

Challenge 1/2 (100 XP)

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

ACTIONS

Multiattack. The thug makes two melee attacks.

Mace. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one creature.
Hit: 5 (1d6 + 2) bludgeoning damage.

Heavy Crossbow. *Ranged Weapon Attack:* +2 to hit, range 100/400 ft., one target. *Hit:* 5 (1d10) piercing damage.