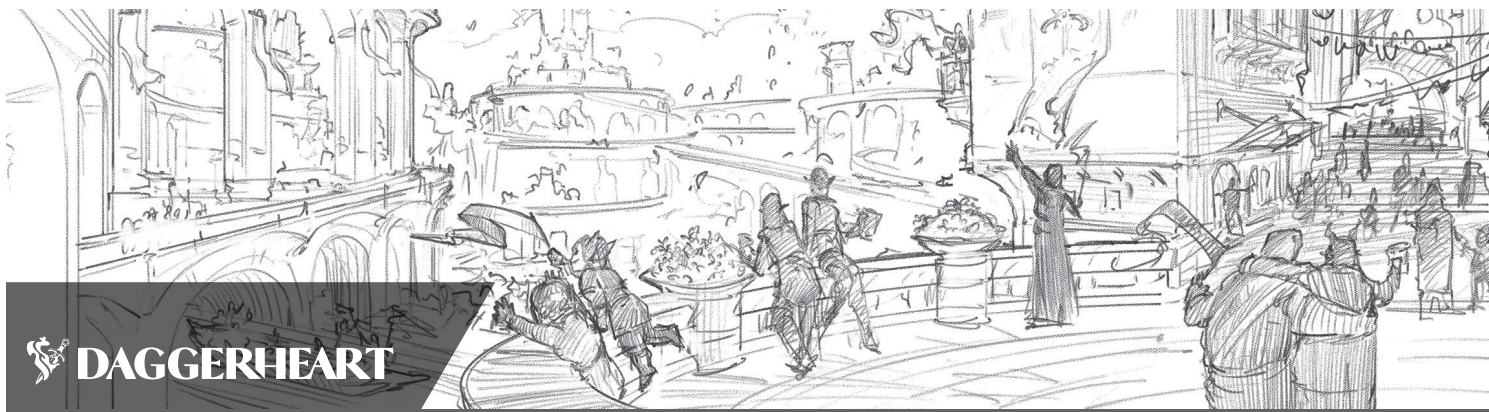




THE WISH THIEF

A tier 1 Daggerheart adventure for 3–5 players, in which the party attends a baby princess's birthday festival and must recover a wondrous gift

Designed by Rob Hebert

Complexity Rating: ●●○○○

PITCH

Amid the golden glow of a lavish royal birthday festival, unravel a high-society mystery, race through crowded city streets, and confront a deadly foe in a fast-paced adventure of intrigue, magic, and escalating danger.

OVERVIEW

Today, the city of Bankburgh hosts a once-in-a-generation celebration: the first birthday party festival for Princess Gerdathraeg, heir to the throne! As partygoers fill the streets with frivolity, dignitaries from across the land gather in the royal palace's great hall to present their extravagant gifts in a grand ceremony.

But when a wish-granting tiara powered by the heart of a fallen star is stolen in a moment of magical darkness, joy turns to suspicion. With the castle locked tight and tensions rising, the heroes must uncover the thief hiding among the assembled elites.

The investigation leads to a daring escape, a high-speed chase through the city, and a deadly confrontation with a master thief whose true motive is more mysterious than it first appears.

TONE & FEEL

Festive, Lighthearted, Opulent, Spectacular

TOUCHSTONES

The Goblin Emperor, Knives Out, The Princess Bride, Reign

PLAY STYLE

- Social intrigue and deduction
- High-stakes pursuit
- Shifting, evolving combat

ADVENTURE STRUCTURE

This adventure unfolds across six parts:

1. **A City in Celebration.** The PCs arrive in Bankburgh with the festival in full swing and must hurry to the city center to reach the palace before the princess's gifting ceremony begins.
2. **The Gifting Ceremony.** One by one, the assembled dignitaries present their gifts to the princess. When her royal parents present their gift, the room is plunged into darkness—and the gift is stolen!
3. **Lockdown.** The hall is sealed, and the royal advisor recruits the party to investigate and identify the thief.
4. **Rundown.** The thief escapes, pursued by the party through the streets of Bankburgh as the chaos of the festival transforms the city into a gauntlet.
5. **Showdown.** Cornered at the docks, the thief and her cohorts play keep-away with the tiara as they face off against the party.
6. **Return & Reward.** The party returns the tiara to the king and queen, who offer them royal boons in gratitude.

CHARACTERS & LOCATIONS

The following NPCs and key locations play important roles in this adventure.

CROWN PRINCESS “GERDI” GERDATHRAEG

*Highborne Goblin (she/her)
The Birthday Girl*

A small child seated at the center of overwhelming grandeur, Gerdi watches the world with bright, curious eyes. She laughs freely and reaches for anything that glitters. Though she doesn't speak in full sentences yet, her expressions and gestures communicate clearly. At moments, Gerdi seems unusually still—especially when magic is nearby—as though she senses something others cannot.

Which of the PCs does she take a shine to?

KING TERLOC

*Seaborne Goblin (he/him)
Gerdi's Dad*

Broad-shouldered and imposing (for a goblin), King Terloc carries himself with the weight of history. His armor is ceremonial, etched with runes and stories of past victories. His voice is stern and authoritative, but never cruel. He speaks like one accustomed to being obeyed, but who values competence over flattery.

King Terloc wasn't born to the crown of Bankburgh; how did he acquire it?

QUEEN LIRICA

*Ridgeborne Goblin (she/her)
Gerdi's Mom*

Graceful and radiant, Queen Lirica seems almost otherworldly. Her presence softens the severity of the throne, but her gaze is as icy and unyielding as her homeland. She speaks warmly and gently, often noticing what others overlook.

Queen Lirica publicly champions the common folk; which of her policies has drawn the most ire from the nobles?

PARSON REDSTRING

*Orderborne Firbolg (he/him)
Royal Advisor to the King and Queen of Bankburgh*

A tall, austere figure draped in layered robes of deep purple and gold, Redstring slides silently through the court like a shadow cast by the throne itself. His eyes are sharp, his posture is immaculate, and his presence quietly commands attention without demanding it.

How does Parson Redstring know—or know of—the party?

STABITHA DARKFEATHER

*Slyborne Faerie (she/her)
Illusionist, Assassin, and Thief*

Stabitha glammers her appearance to mimic others and initially appears in the guise of a noble to steal the tiara. She's a calculating operative driven by purpose over passion. Once discovered, she becomes quick and efficient, driven only toward escape. When cornered, she fights. When defeated, she reveals her true form: a tall faerie with hornet-like features.

What tell does Stabitha always have, regardless of how she's glamourised herself?

BANKBURGH, CROSSROADS OF THE WORLD

Bankburgh thrives where opportunity and ambition meet.

Built at the crossroads of major trade routes and known for its ingenious tiered canals and vaulted stone bridges, the city has grown rich from the steady migration and accumulation of goods, coin, and ideas.

River barges glide beneath streets alive with the clamor of commerce, while elevated walkways crisscross whole districts stacked atop one another. Everywhere, something is being bought, sold, or celebrated.

But Bankburgh's true strength is its openness. Artisans, nobles, performers, and opportunists from across the world pass through its gates, each leaving something behind: an ancient tradition, a new discovery, or a valuable secret. The result is a city that feels larger than life, vibrant and unpredictable, where fortunes can be made overnight... or vanish just as quickly.

At the city's heart, the royal castle gleams above the bustle, a testament to the prosperity Bankburgh enjoys.

A CITY IN CELEBRATION

ACT ONE

At the start of the adventure, the PCs arrive in Bankburgh to deliver a gift to Princess Gerdi—but they've been delayed on their journey and find themselves running late, with half a city's worth of a crowded festival between them and their destination.

ARRIVAL IN BANKBURGH

Start the scene by reading the following aloud:

Bankburgh rises before you in a blaze of color and sound.

Banners ripple from every tower. Paper lanterns drift overhead trailing colorful garlands. Music spills through the streets in clashing, jubilant waves as performers, merchants, and revelers crowd every avenue. The entire city is alive with celebration—a lavish festival to honor Princess Gerdathraeg on the anniversary of her birth.

At its heart stands the royal castle, its high spires gleaming above the chaos. Somewhere within its walls, the great hall fills with nobles and dignitaries from across the land, all gathered to present their gifts to the young princess.

And you... are late.

Ask the players the following questions: Why are you running so late? Who do you blame for it?

You carry the King and Queen of Bankburgh's birthday gift to their only daughter: a platinum tiara. Its delivery was entrusted to you by the royal advisor, Parson Redstring.

Ask the players the following questions: Why did Parson Redstring choose you to deliver the tiara? How do you keep it safe in transit?

The gifting ceremony is about to begin, and if you're not there in time, your arrival will be remembered for all the wrong reasons.

Between you and the castle lies a sea of celebration: packed streets, surging crowds, dazzling distractions, and obstacles at every turn.

If you want to reach the great hall before the ceremony begins, you'll have to move fast.

This scene uses a modified Group Action Roll with a "popcorn initiative" to swing the spotlight around the table as the PCs hurry through the festival on their way to the palace at the city center.

Choose a player to begin and ask them one of the following world-building questions:

- What unusual resource, industry, or magical power sustains Bankburgh's prosperity?
- How does Bankburgh show off its extraordinary wealth?
- What historical event still defines Bankburgh today?
- What cultural tradition is unique to the people here?
- What danger lurks beneath Bankburgh's prosperity?

After a player answers a question, cross it out and ask them to describe an obstacle the party comes across in their race to the castle. Then have them choose a different player, who tries to overcome that obstacle with a Reaction Roll (12).

That player then answers a different world-building question from the list, describes an obstacle, and chooses another player to make a reaction roll to overcome it.

If a player has trouble coming up with an obstacle on the spot, have them roll their Fear Die, then read the matching entry from the table below.

d12 Festival Mishap

ROLL	EVENT
1	Trampled by the parade
2	Fireworks go BOOM!
3	Seduced by the rhythm
4	Food cart territory dispute
5	Carriage crash
6	Street magic gone awry
7	Glitter storm
8	Challenged to a game of... skill?
9	Beast on the loose
10	Unstable viewing platforms
11	Runaway party barge
12	Youthful pranksters

Call for a variety of different reaction rolls—things can get repetitive fast if every player rolls Instinct or Agility to overcome their obstacle.

For example, you might ask for a Strength Reaction Roll if the PC tries to push through a crowd, Finesse if they try to sneak between parade floats, Presence if they try to bluff their way past a city watch barricade, or Knowledge if they try to recall a shortcut through the side streets of Bankburgh.

Continue this process until every player has answered a world-building question and described an obstacle, with the final player swinging the spotlight back to the starting player. That player makes an action roll with a Difficulty of 13 to overcome the last obstacle, gaining a +1 bonus for each PC who succeeded on their reaction roll and taking a -1 penalty for each PC who failed.

Read aloud the boxed text below that matches the result.

On a success, the party arrives just in time:

The doors of the castle swing open just as you arrive, and for a moment, the noise of the festival falls away behind you.

Inside, the great hall gleams with incredible opulence. Towering columns of marble hold up a vaulted ceiling painted with scenes of triumph and legacy. Crystal chandeliers scatter light across a sea of nobles draped in silks, jewels, and finery from every corner of the world.

At the far end of the hall, King Terloc and Queen Lirica sit upon a raised dais, with Princess Gerdi on a tiny throne between them. She's small, bright-eyed, and utterly unaware of the spectacle surrounding her.

Parson Redstring stands nearby, working with a small team of royal valets to reorder a tower of gifts for presentation to the young princess. He notices you enter and waves you over hurriedly.

"Cutting it a bit close, aren't we?" he whispers.

On a failure, the PCs embarrass themselves as they interrupt the distinguished proceedings:

Hinges screech like nails on a chalkboard as the doors to the great hall swing open. Music falters. Conversation dies. Dozens—no, hundreds—of eyes turn toward you as your entrance echoes across the chamber.

Inside, the ceremony is already underway. Nobles crowd the chamber in glittering finery, their attention now fixed squarely on you.

At the far end, King Terloc and Queen Lirica sit upon a raised dais, Princess Gerdi in their arms, while Parson Redstring pauses mid-invocation, hands lifted above his head.

For a heartbeat, the entire hall holds still. Then the murmuring begins.

You are late—and everyone knows it.

Have each PC mark 2 Stress from the embarrassment, then proceed to "The Gifting Ceremony" on page 5.

Proceed to "The Gifting Ceremony" on page 5.



THE GIFTING CEREMONY

ACT TWO

In this act, the players create the gifts Princess Gerdi receives and define the nobles who present them.

THE GREAT HALL

The gifting ceremony takes place in the great hall of the royal castle. This is a large rectangular space with its main doors at one end and the dais on which the thrones sit at the other. Running along either side are spacious galleries separated from the wide central aisle by marble colonnade that are marked along the surface with iridescent runes.

The colonnade forms a magical barrier that blocks spell effects from crossing over. This barrier doesn't prevent people from casting spells inside the great hall, but it does prevent effects from crossing over from the central aisle to the galleries on either side—or vice versa. Think of this barrier like soundproof glass, which doesn't prevent anyone from talking, it just prevents everyone on the other side of it from hearing them.

This barrier was chosen instead of an antimagic field because it offers the royals protection from would-be magical assassins without negating desired magical effects. This barrier is key to limiting the number of suspects the party has to deal with in the upcoming investigation.

While the barrier's operation is subtle, any PC with a Spellcast trait who inspects the column runes can figure out the basics of how it works.

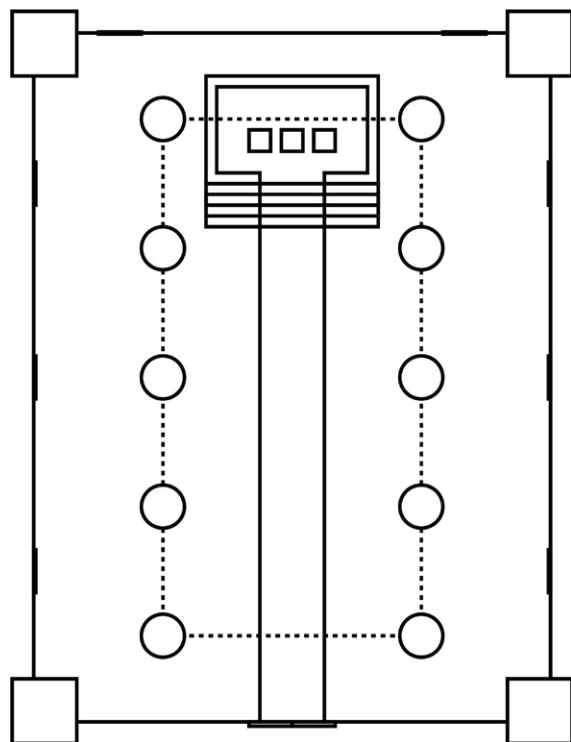


FIG. 1: LAYOUT OF THE GREAT HALL WITH THE ROYAL THRONES AT THE TOP AND THE MAIN DOORS AT THE BOTTOM. THE MAGIC BARRIER IS INDICATED BY THE DASHED LINE CONNECTING THE CIRCULAR COLUMNS.

THE PRESENTATION OF THE GIFTS

If the party arrived before the ceremony began, describe how Parson Redstring calls the guests to order, then recites a simple invocation to begin the ceremony.

If the party arrived late, then Parson Redstring stares daggers at them as he resumes the invocation.

Then read the following aloud:

The great hall settles into a hush as Parson Redstring steps from the dais into the wide center aisle of the great hall. "Honored guests," he intones, his voice carrying effortlessly through the chamber, "we gather to celebrate the first year of Princess Gerdathraeg, jewel of Bankburgh and beloved heir to the throne."

"To mark this joyous occasion," Redstring continues, "friends, allies, and admirers from across the world have sent gifts—tokens of loyalty, wonder, and promise."

One by one, the gifts are brought forth, all eyes on the procession as the ceremony begins in earnest.

And soon, it will be time to present your delivery.

Cut out and shuffle the gift cards on the following page, then randomly deal one to each player.

Explain that they'll come up with the gifts the nobles present to Gerdi, then have them fill out their cards and hand them back.

While they do so, cut out and shuffle the Noble People Cards (NPCs) on page 7. Once all the players have handed back their cards, reveal them one by one. For each gift, reveal an NPC and answer, as a group, one or more of the following questions:

- Why do you think the giver chose this gift?
- What special message or meaning does it have?
- What reaction does the gift-giver expect?
- What reaction does the gift get from the crowd?
- Why does this gift make Gerdi laugh?
- Why does this gift make Gerdi cry?

EXAMPLE GIFTS

Music box that plays an unknown tune, sealed crystal orb of swirling mist, talisman etched with ancient runes, plush toy that obeys simple commands, glass bottle filled with storm light, storybook with self-writing pages, tiny mechanical bird that flies, ring of polished bone, mask with a changing face, simple silver rattle, seed sealed in amber, magic tapestry



THIS GIFT IS
Subtly Dangerous

What is it?

THIS GIFT IS
Deeply Meaningful

What is it?

THIS GIFT IS
Alive or Reactive

What is it?

THIS GIFT IS
Politically Motivated

What is it?

THIS GIFT IS
Strange or Suspicious

What is it?

THIS GIFT IS
Ridiculously Expensive

What is it?

THIS GIFT IS
Meant to Impress

What is it?

THIS GIFT IS
Insulting or Impolite

What is it?

■ NOBLE PEOPLE CARDS (NPCS)

Cut out the cards below, using the dashed lines as a guide. Each card includes a noble attendee's name, physical description, and connection to the royal family.

BARONESS ILRYELLE Description: Still as a statue and watching everything with a cool, unblinking focus Connection: An informal intelligence gatherer for the crown who knows too much to be fully trusted	COUNT VESPARO Description: An elegant, poised, and flirtatious man who deflects questions with humorous charm Connection: A diplomat with questionable loyalty who negotiates trade deals on behalf of the crown	DUCHESS MORRAINE Description: Glides through the room like a living bouquet of flowers, a cloud of perfume trailing behind her Connection: Queen Lirica's former romantic rival
DUKE RENSAR Description: A red-faced, broad-shouldered orc who smells of spiced wine Connection: King Terloc's battlefield ally, who feels his contributions have been forgotten in peacetime	LADY BRINDLETHWAITE Description: A twitchy goblin noblewoman whose ill-timed laughter cuts through conversations Connection: King Terloc's distant cousin, who's noble by blood but not power	LADY SOLVENG Description: Distracted and disorganized, tends to speak in half-finished sentences Connection: Queen Lirica's childhood friend, who dotes on Gerdi
LADY VANTHELLA Description: A statuesque skykin draped in layered black velvet, her face half-concealed behind a lace veil Connection: Queen Lirica's longtime confidante, quietly sidelined since Gerdi's birth	LORD ARCTURUS Description: Wears finely tailored clothing made from a material unique among the other nobles Connection: A recent addition to the court after arriving from a far-off land	LORD FENRICK Description: A sharp-tongued noble who impatiently snaps at anyone he considers unintelligent Connection: Handles sensitive negotiations with foreign rulers on behalf of the crown
LORD KETTLEWRIGHT Description: Drenched in sweat despite the cool hall and constantly dabbing his brow with a silk handkerchief Connection: A financier of Bankburgh's infrastructure whose fortunes have recently soured	PRINCE HALVEK Description: A young, impeccably dressed, and incredibly bored gnome who dismisses everyone around him Connection: A potential future match for Princess Gerdi—albeit many years down the line	SIR CALDUS CUMMERBUND Description: A clipped and formal clank carved from marble and steel Connection: The captain of the ceremonial guard and head of security for state functions
NAME: Description: Connection:	NAME: Description: Connection:	NAME: Description: Connection:

Note: You can use the blank cards for additional NPCs the players invent or suspect, or include characters they've run into during past adventures.

As you work through the cards, describe the court's reaction to each presentation: polite applause, awkward silence, whispered gossip, visible jealousy, or something else.

Keep track of the givers and their gifts so you can call them back later in the adventure.

Tip: You'll want about five or six nobles for the upcoming investigation so there are enough suspects to make things interesting but not so many that they overwhelm the players. If you're running for only three PCs, you can have each of them fill out two gift cards, for a total of six; for a group of four PCs, the GM can fill out a gift card themselves for a total of five.

When the time comes, Parson Redstring asks the party to hand over the tiara and places it in a small jeweled case for the queen to present to Gerdi. The newly introduced NPCs should all be in the central area of the great hall while the rest of the attendees (servants, soldiers, other nobles, and so forth) watch from the galleries on either side.

When it's time for the final gift, read aloud the boxed text to the right.

WHAT'S ABOUT TO HAPPEN

In the next few moments, Parson Redstring tries to place the tiara onto Gerdi's head—but the Wish Thief, Stabitha Darkfeather, conjures a magical darkness that momentarily blocks out all light and sound, then uses the opportunity to steal the tiara.

She's been glamourised as one of the NPCs throughout the party, and she had intended to simply walk out with the tiara hidden on her person as the great hall erupted in chaos. But the king and queen's quick action in locking down the hall renders that plan unworkable, so Stabitha decides to hide in plain sight and look for an opportunity to sneak away.

As the final gift from the nobles is set aside, a quiet settles over the great hall. Parson Redstring bows his head toward the dais. "Your Majesties."

King Terloc rises to his full height of three feet, his movement commanding silence. Together, the king and queen step forward, and even from across the hall, you can feel the weight of the moment—the kind that will be remembered and retold for years to come. Lirica opens the small jeweled case.

Inside rests the delicate platinum tiara, its fine arches cradling a single gemstone that seems to hold a fragment of the night sky. Light bends within it, shifting and deepening like a star caught at the moment it falls.

A murmur passes through the crowd. Terloc's voice echoes over the din (**GM Tip: You should do a funny voice here**): "This stone was carved from the heart of a falling star."

Lirica continues, her tone soft but unwavering (**GM Tip: You should do a funny voice here, too**): "It will gather power in the years to come. And on the day you take your crown, my daughter... it will grant you a single wish."

All eyes turn to Princess Gerdi as Redstring carefully lifts the tiara. For a brief, perfect moment, the world seems to hold its breath. The tiara descends. Gerdi reaches up, giggling—

And the light blinks out, plunging the hall into impossible darkness. Sound collapses into a suffocating silence. The buzz of the hall vanishes, replaced by a sudden stillness. For a single heartbeat that feels like an eternity, there is nothing.

Then light and sound crash back into the world. A gasp rises from the crowd. Redstring stands frozen, hands poised and empty where the tiara should be.

The velvet case lies open.

The tiara is gone.

Proceed to "Lockdown" on page 9.



LOCKDOWN

ACT THREE

In this act, the great hall is sealed so the thief can be found, and the party undertakes an investigation.

Start the scene by reading the following aloud:

The king and queen leap into action, commanding their sentries to seal the great hall. Commoners clam up, while nobles protest. The guards move swiftly through the chamber, checking servants, entertainers, and attendants with practiced efficiency. One by one, they're cleared—frightened and confused, but innocent.

Parson Redstring watches in silence, then speaks: "This crime required precise timing and positioning." His gaze shifts to the gathered nobles. "There is a magical barrier surrounding this section of the great hall. The source of that magical darkness must be someone at the center of the ceremony."

A hush falls over the room. No one says it aloud, but the meaning is clear: The thief is still here. And they are one of the honored guests.

Parson Redstring approaches your party and whispers to you conspiratorially. "One of these nobles has taken the tiara. You brought the tiara here in the first place, so you are the only ones above suspicion. I need you to find the culprit—without triggering a political crisis."

You subtly scan the nobles closest to the dais. Each one seems suspicious in their own way.

Ask the players: Who do you want to interrogate first?

Tip: Be forthright with the players: "The thief is clearly one of the nobles whom you saw present a gift to Gerdi." Do the following from this point on:

- Give clues that point to nobles only.
- Use other NPCs to cast or confirm suspicions, not to confuse the players.
- If players fixate on servants, resolve quickly and redirect.

THE INVESTIGATION

Activate an Investigation Countdown with a starting value equal to 1 + the number of players (for example, if there are four players, the countdown should start at 5). Tick it down after each failed action roll. When the countdown triggers, the Wish Thief makes their move (see "Reveal & Escape" on page 11).

THE USUAL SUSPECTS

Use the nobles introduced during the gifting ceremony as your primary suspects. Any one of them can become the culprit if the fiction supports it, so let the players gravitate toward whomever they find interesting or suspicious.

THE QUANTUM CULPRIT

Don't preselect the thief. Instead, let the culprit be the first suspect the players commit to on the basis of real evidence. Try to do the following during the investigation:

- Seed suspicion broadly
- Reinforce player theories
- Quietly align clues to support their conclusion

Don't introduce misleading clues or red herrings; the players will provide plenty of their own.

If the party strongly suspects someone other than the nobles, such as Parson Redstring himself, use the blank NPC cards to add them to the lineup!

THE GAMEPLAY LOOP

Run the investigation as a series of looped steps:

1. **Determine the Player's Approach.** Ask the players what they want to do. For instance, they might question a noble, scan the room, collect and examine physical evidence, or use magic.
2. **Establish the Stakes.** Ask follow-up questions to clarify what the PC is trying to learn and what's at risk if they fail.
3. **Resolve the Attempt.** Have the player make an action roll if necessary. Action rolls in this scene have a default Difficulty of 14.
4. **Deliver Information.** On a success, give the player a clear answer or a solid lead—for example, a trustworthy source contradicts a noble's testimony, magical traces have been left near Gerdi, or a suspect refuses to cooperate with the investigation. On a failure, give the player partial or ambiguous information, then tick down the Investigation Countdown.
5. **Repeat.** Return to Step 1.

As the interrogation continues, escalate the tension by having the nobles grow impatient and eventually demand to be released. Suspects might start accusing one another, potentially rising to violence. Redstring or the royal family's faith in the party might falter. Use Redstring to refocus stalled players, ask pointed questions, or reinforce the urgency of the situation. For example, Redstring might say:

- "I think you're on the right track..."
- "What do these inconsistencies suggest?"
- "Quickly, my friends! Time is not our ally!"
- "Is there something we've overlooked?"

Don't solve the mystery for the players, just use Redstring to subtly shift their attention.

■ SECRETS & MOTIVATIONS

Each of the NPCs introduced during the gifting ceremony has a personal motivation for attending, a hidden secret they don't want revealed, and a piece of physical evidence or behavior that points toward their guilt. Use the entries from the table below during the PCs' investigation to point fingers, crank the tension, and sow suspicion. Feel free to adjust these entries on the fly or come up with your own. Reinforce the players' suspicions rather than misleading or misdirecting them.

NAME	MOTIVATION	SECRET	CLUE
BARONESS ILRYELLE	Prove to Parson Redstring her value as an operative	Actually working for a rival city	Residue on fingers of dust mined in the rival city and used as a magical component
COUNT VESPARO	Learn which other nobles might be converted into valuable allies	Knows about a new trade route opening up nearby	Thread matching his clothes found on dais
DUCHESS MORRAINE	Marry into wealth and power	Hates Gerdi for no good reason	Perfume smelled by Redstring during blackout
DUKE RENSHAR	Reignite the king's love of conquest	Having an affair with another NPC	Gives off body heat like he's exerting supreme effort
LADY BRINDLETHWAITE	Convince the rest of court to take her seriously	Recently discovered she's not actually related to the king at all	Keeps trying to slip away unnoticed
LADY SOLVENG	Just celebrate Gerdi's birthday	Her memory has been fading	Can't remember where she was just before or during the blackout
LADY VANTHELLA	Work her way back into the queen's inner circle	Maintains her youthful appearance with a magic ring	A faint magical shimmer clings to her
LORD ARCTURUS	Forge relationships with the more established nobles here	Has a legitimate claim to the throne of Bankburgh	Has a poisoned blade concealed in his sleeve
LORD FENRICK	Privately discuss pressing matters of state with the king and queen	Regularly skims tax money from the city treasury	A nearly imperceptible tear on his glove, as if it snagged on something pointy
LORD KETTLEWRIGHT	Secure royal protection from bankruptcy	Owes a fortune to the local crime syndicate	Uncharacteristically wearing no jewelry
PRINCE HALVEK	Forced to attend by his parents	Swapped the present he was supposed to give for something else	Standing in different places before and after blackout
SIR CALDUS CUMMERBUND	Maintain order, safety, and propriety	Partied too hard the night before and failed to follow protocol	Isn't wearing his badge

REVEAL & ESCAPE

If the party decisively accuses a suspect on the basis of reliable evidence before the Investigation Countdown triggers, Stabitha admits to the ruse before conjuring a magical distraction and escaping through a window overhead.

Read the following aloud:

The noble freezes, then smiles. "Clever." Their form flickers and smears, like paint running in the rain. "But not clever enough."

A magical burst of light and sound fills the hall, overwhelming your senses.

Have each PC make an Instinct Reaction Roll (14), marking a Stress on a failure.

By the time the daze passes, the thief is gone. High above you, a stained glass window has been shattered outward to the city beyond.

What do you do?

When the PCs investigate the broken window, they glimpse Stabitha sprinting through the palace garden. *Shift the tone from social pacing to physical action and proceed to "Rundown" on page 12.*

If the party is unable to identify the thief before the Investigation Countdown triggers, read the following aloud instead:

As you discuss your various leads, a bystander screams. All eyes turn to them and land on the source of her terror: one of the suspects you've been investigating is melting. Their form flickers and smears, like paint running in the rain, as they lose control of their glamour. The thief's eyes dart around the room, looking for an exit now that they've been identified.

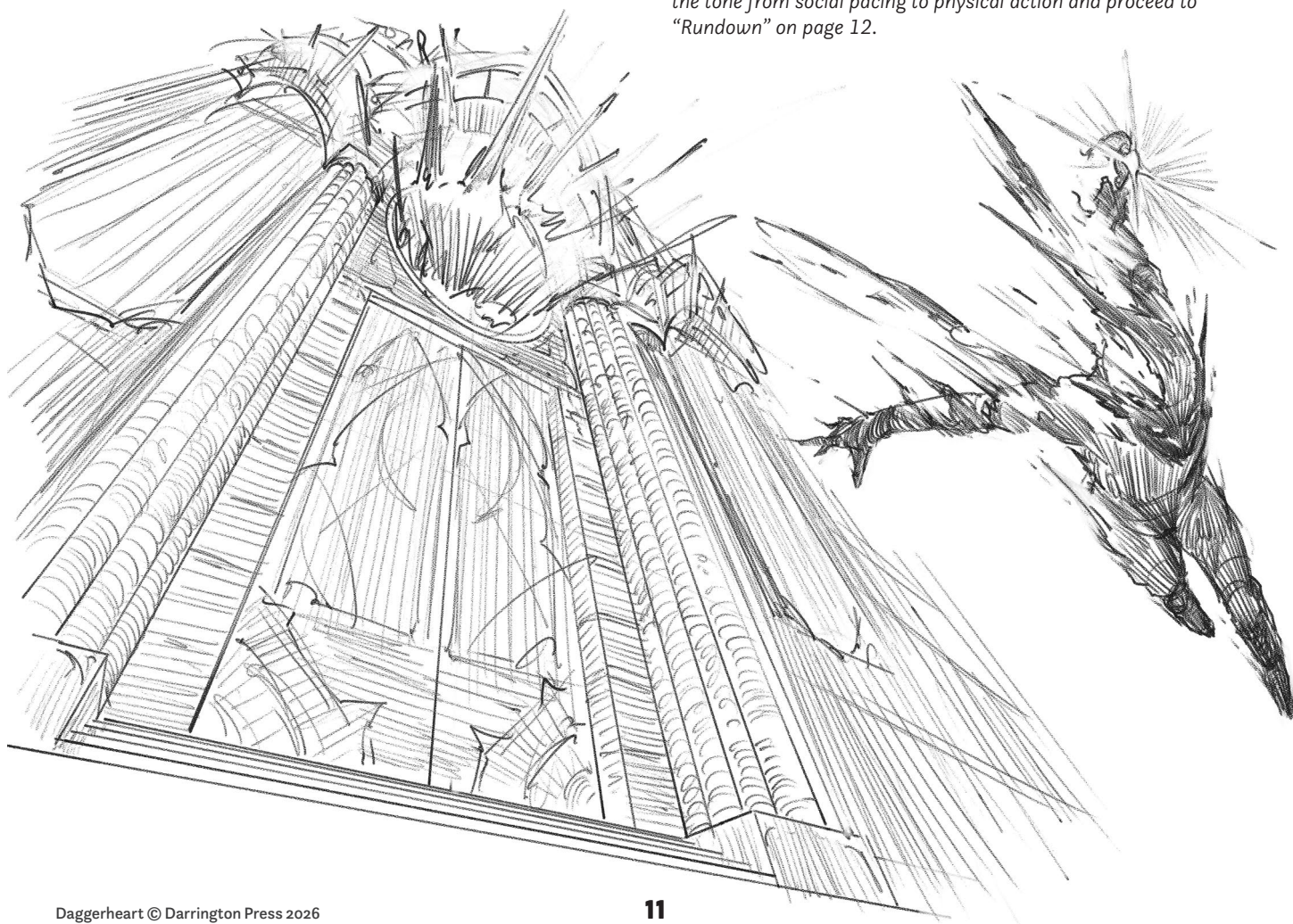
But before you can act, a magical burst of light and sound fills the hall, overwhelming your senses.

Have each PC make an Instinct Reaction Roll (14), marking a Stress on a failure.

By the time the daze passes, the thief is gone. High above you, a stained glass window has been shattered outward to the city beyond.

What do you do?

When the PCs investigate the broken window, they glimpse Stabitha scaling the outer wall of the palace garden. *Shift the tone from social pacing to physical action and proceed to "Rundown" on page 12.*



RUNDOWN

ACT FOUR

In this act, the party pursues Stabitha through the city as the sun sets over the festival. As she races to escape the party, Stabitha maintains her glamour (albeit imperfectly) so as not to reveal her true form. Her illusory aura might smear and trail behind her, and she might move uncannily through the festival as if flying on unseen wings and skittering up walls like an insect.

Use the following environment to run the chase.

BANKBURGH CHASE

Tier 1 Event

Pursuing the Wish Thief through Bankburgh during Gerdi's birthday festival

Impulses: Disorient and distract, put distance between pursuer and prey, turn the party around

Difficulty: 12

Potential Adversaries: City Watch (Archer Guard, Bladed Guard), Petty Crooks (Jagged Knife Bandit, Jagged Knife Lackey), Revelers (Courtesan, Courtier, Masked Thief, Merchant Baron, Petty Noble)

FEATURES

The Game Is Afoot – Passive. At the start of the scene, activate two dynamic countdowns: a Progress Countdown (8) and a Consequence Countdown (5). If the PCs identified the thief before the previous scene's Investigation Countdown triggered, tick down the Progress Countdown by 2. See "Ending the Chase" for what happens when the countdowns trigger.

Does the thief rely more on stealth, speed, or acrobatics to escape? What part of town does she seem to be headed for?

Crowd Surge – Action. Spend a Fear to have the tide of festivalgoers split a PC off from the party.

Where are the revelers heading? How does the lost PC try to regain their bearings and reconnect with the party?

Hide in Plain Sight – Action. Spend a Fear to have the thief disguise herself as a random bystander and fade into the sea of faces. The closest PC must succeed on an Instinct Reaction Roll to spot her or the Consequence Countdown ticks down by 1.

Who does the thief disguise herself as? In her haste, how does she give herself away?

Dynamic Countdown Refresher

ROLL RESULT	PROGRESS	CONSEQUENCE
Failure with Fear	No advancement	Tick down 3
Failure with Hope	No advancement	Tick down 2
Success with Fear	Tick down 1	Tick down 1
Success with Hope	Tick down 2	No advancement
Critical Success	Tick down 3	No advancement

As the party pursues the thief, describe how the festival has transformed since before the gifting ceremony.

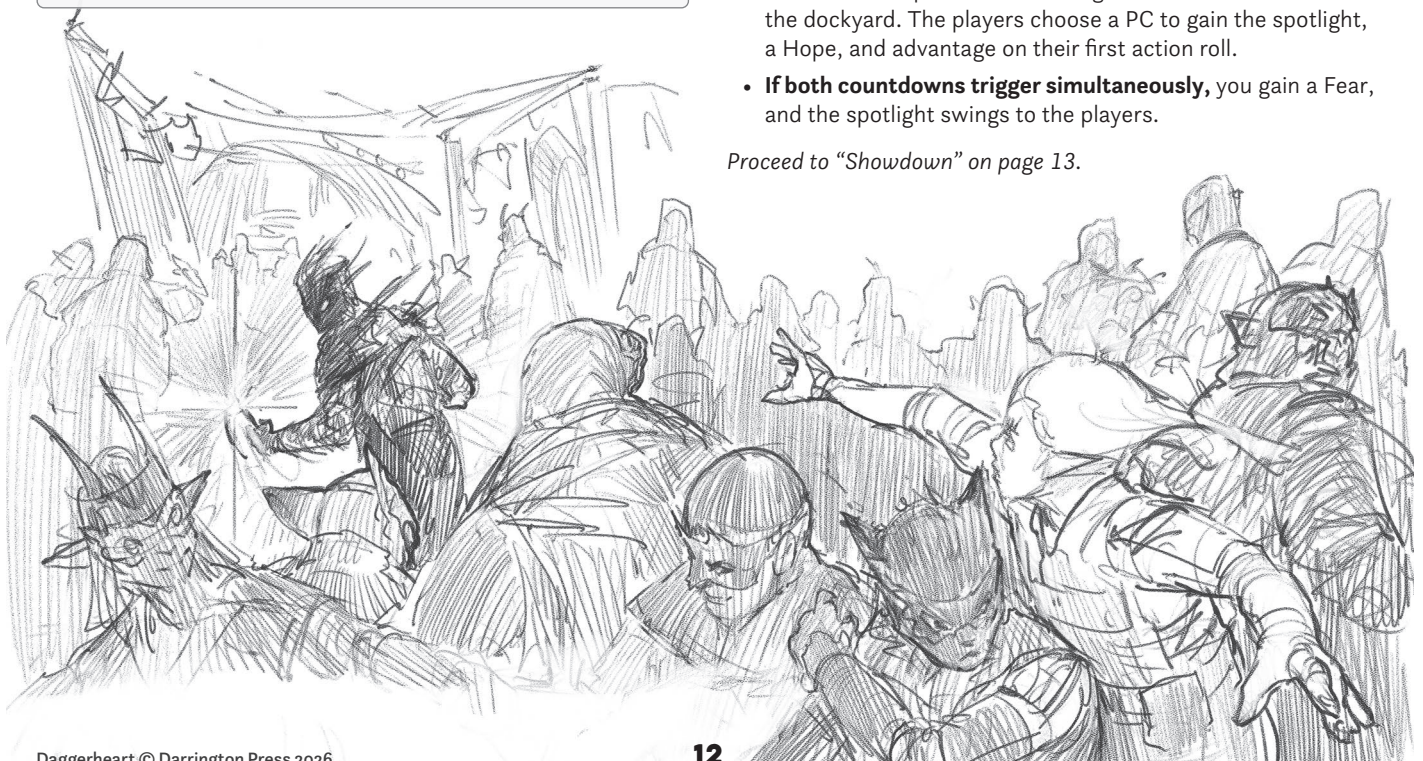
As the sun goes down, how does the celebration change? How does the crowd's mood shift? What sorts of events—festive or otherwise—wait for nightfall?

ENDING THE CHASE

End the chase when one or both of the countdowns trigger:

- **If the Consequence Countdown triggers first**, the thief arrives at the dockyard and sets a trap for the party; gain 2 Fear and immediately shift the spotlight to one of the adversaries as they reveal themselves.
- **If the Progress Countdown triggers first**, the party cuts the thief off at the pass and is waiting for her when she arrives at the dockyard. The players choose a PC to gain the spotlight, a Hope, and advantage on their first action roll.
- **If both countdowns trigger simultaneously**, you gain a Fear, and the spotlight swings to the players.

Proceed to "Showdown" on page 13.



SHOWDOWN

ACT FIVE

In this act, Stabitha rendezvouses with her crew of arcanists and assassins in Bankburgh's main dockyard and battles with the PCs for control of the tiara.

BATTLE GUIDE

Start this encounter with Stabitha Darkfeather: Wish Thief and a number of Darkfeather Arcanists and Assassins based on the table below:

# OF PLAYERS	ARCANISTS	ASSASSINS
3	2	1
4	2	2
5	3	3

Because this is likely the session's only combat encounter, the enemies work in tandem and hit hard. Stabitha uses her Dazzle action to weaken the PCs from a distance. If a PC closes the distance, she can use her Quick Hands action to lift potions from their inventory.

The Darkfeather Arcanists use their Void Step feature to stay out of the PCs' range, which is especially useful for keeping the tiara out of the PCs' hands.

The Assassins use their Smoke Bomb action to Daze PCs who cluster together, then move into Melee range and strike while Hidden to make PCs Vulnerable.

Now that the stars are out, the gemstone in the tiara slowly charges with stellar energy and surrounds its bearer in an aura of subtle, glowing star magic that grants good luck (see the Crown-Bearer feature in the stat block to the right).

The tiara begins the scene in Stabitha's hands. Keep things mobile during this encounter by moving the tiara between Stabitha and her allies.

When Stabitha is defeated, she drops her glamour completely and reveals her true form, becoming even more formidable.

The docks are mostly deserted while the birthday festival is in full swing, but you can introduce partied-out passersby or even have a parade spill into the encounter to inject some chaos as needed.

KEEP-AWAY

Tier 1 Event

Keeping the tiara out of the party's hands while they battle the Wish Thief

Impulses: Misdirect attention, move the tiara around, spread the party thin

Difficulty: 12

Adversaries: Stabitha Darkfeather (Wish Thief, Vespide), Accomplices (Darkfeather Assassin, Darkfeather Arcanist)

FEATURES

Crown-Bearer – Passive. At the start of the scene, the tiara begins to glow with starlight. The person holding Gerdi's tiara is *Favored* by fortune. While *Favored*, they have advantage on action rolls and can't become *Hidden*. A combatant can take the tiara with a successful action roll against the bearer. The bearer drops the tiara if they take Severe or greater damage.

How does the starlight alter the appearance of the tiara? How does the tiara alter the appearance of its bearer?

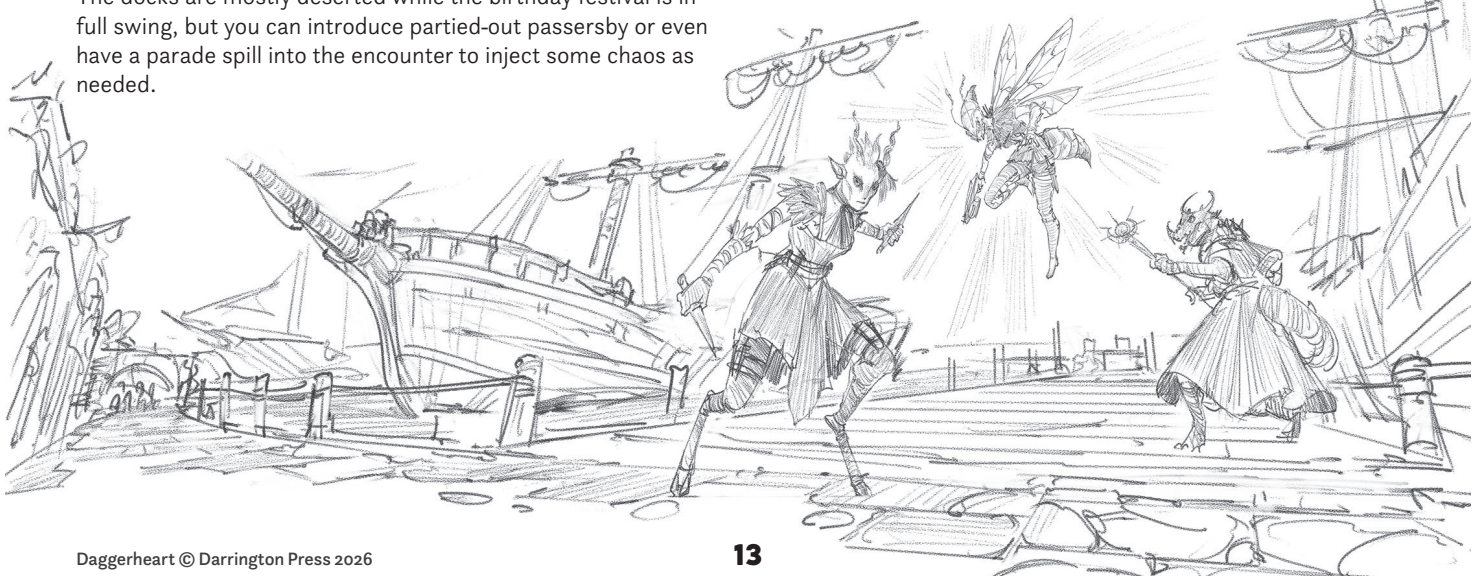
Pass the Tiara – Action. An adversary throws the tiara to an ally within Far range. Each PC the tiara passes within Very Close range of can make a Finesse Reaction Roll against the thrower to intercept it.

How do the adversaries communicate with one another without tipping off the PCs to their intentions? How do the adversaries use their skill in stealth and acrobatics to trade the tiara between themselves?

When Stabitha is defeated, the PCs can interrogate her (or her accomplices) to learn that she was initially hired by an unseen adversary who has been acquiring multiple powerful artifacts from throughout the region for some unknown—but undoubtedly evil—purpose.

Let the players play out the interrogation without calling for an action roll. If asked, Stabitha reveals that the noble she impersonated is alive—if perhaps a little uncomfortable—in whatever broom closet or cubbyhole she shoved them into.

Once the PCs get what they need from Stabitha, proceed to "Return & Reward" on page 15.



ADVERSARY STAT BLOCKS

Use the following adversary stat blocks in the final combat encounter.

DARKFEATHER ARCANIST

Tier 1 Ranged

A battle-hardened mage who weaves light and shadow into magical destruction

Motives & Tactics: Bind and blind, develop magical power

Difficulty: 13 | **Thresholds:** 5/10 | **HP:** 3 | **Stress:** 3

ATK: +1 | **Eclipse Staff:** Far | 1d10+6 mag

Experience: Magic +3

FEATURES

Void Step – Passive. Before or after making a standard attack, you can mark a Stress to teleport to a location within Far range.

Bolt Volley – Action. Spend a Fear to unleash a hail of magical light beams. All targets in the scene must make a Presence Reaction Roll. Targets who fail take 1d12+2 magic damage. Targets who succeed take half damage.

Shadow Ward – Reaction. When the Arcanist takes damage from an attack within Close range, deal 1d6+2 magic damage to the attacker and place a token on this stat block. This reaction can't be used again until the Arcanist uses an action to remove the token from this stat block.

DARKFEATHER ASSASSIN

Tier 1 Skulk

A cunning scoundrel skilled in both poisons and ambushing

Motives & Tactics: Hinder, misdirect, strike from shadow

Difficulty: 13 | **Thresholds:** 4/9 | **HP:** 3 | **Stress:** 3

ATK: +3 | **Throwing Daggers:** Close | 1d8+3 phy

Experience: Magic +3

FEATURES

Darkfeather Venom – Passive. A target who marks HP from the Assassin's attack is Vulnerable until they clear a HP.

Out of Nowhere – Passive. The Assassin has advantage on attacks while they are Hidden.

Smoke Bomb – Action. The Assassin throws a smoke bomb up to Far range, temporarily filling a Close area with smoke and Dazing all targets within it. A Dazed target has disadvantage on rolls until they spend a Hope to clear the condition. The Assassin is Hidden while inside the smoke.

STABITHA DARKFEATHER: WISH THIEF

Tier 1 Standard

An illusion-wielding master thief impersonating a noble

Motives & Tactics: Escape, evade, confuse, hide, misdirect

Difficulty: 14 | **Thresholds:** 8/16 | **HP:** 5 | **Stress:** 4

ATK: +3 | **Stiletto Knife:** Melee | 1d8+5 phy

Experience: Trickster +4

FEATURES

Quick Hands – Action. Make an attack against a target within Melee range. On a success, deal 1d8+2 physical damage, and Stabitha steals one item or consumable from the target's inventory.

Dazzle – Action. Mark a Stress to conjure a burst of light and sound anywhere on the battlefield. All targets within Very Close range of that point must succeed on an Instinct Reaction Roll (13) or mark 1d4 Stress.

The Big Reveal (Phase Change) – Reaction. When Stabitha marks her last HP, replace her with her Vespide form and immediately spotlight her.

STABITHA DARKFEATHER: VESPID

Tier 1 Solo

A tall faerie with hornet-like features and insectile wings

Motives & Tactics: Envenomate, trap

Difficulty: 15 | **Thresholds:** 8/16 | **HP:** 9 | **Stress:** 3

ATK: +5 | **Repeating Crossbow:** Far | 1d20+5 mag

Experience: Trickster +4, Flying +5

FEATURES

Relentless (2) – Passive. Stabitha can be spotlighted up to two times per GM turn. Spend Fear as usual to spotlight her.

Momentum – Passive. When Stabitha makes a successful attack against a PC, you gain a Fear.

Poison-Tipped – Passive. When Stabitha deals damage to a PC, the target also marks a Stress.

Quick Burst – Action. Mark a Stress to make an attack roll against all targets in front of Stabitha within Far range. Targets you succeed against take 1d8+7 physical damage.

Stinging Riposte – Reaction. When Stabitha takes damage from an attack within Melee range, you can spend a Fear to force the attacker to make an Agility Reaction Roll. On a failure, they take 1d10+2 physical damage as Stabitha stabs them with a hidden blade.

RETURN & REWARD

ACT SIX

When the PCs return with the tiara (and possibly Stabitha) to the great hall of the Bankburgh royal palace, King Terloc, Queen Lirica, and Parson Redstring greet their arrival.

When they enter the palace, read the following aloud:

As you enter the great hall, the gathered nobles part before you, their whispers trailing in your wake. At the far end, King Terloc and Queen Lirica rise as you approach. For a moment, no one speaks. Then you present the tiara, and the entire assemblage breathes a collective sigh of relief.

Terloc steps forward, taking the tiara in both hands. His grip tightens, just slightly, before he exhales (**GM Tip: don't forget to do the voices!**): "You have done this kingdom a great service."

Beside him, Lirica's gaze softens as she looks to you—measured, but undeniably grateful. "You have returned more than a gift," she says quietly. "You have preserved our future." She kneels, gently placing the tiara upon Princess Gerdi's head.

The gemstone catches the light—and for just a moment, the colors within shift ever so slightly. Gerdi giggles, reaching up with both hands, delighted. The tension in the hall dissolves into relieved laughter and applause.

Lirica inclines her head. "You will always be welcome in Bankburgh."

The court regards you now with respect—and perhaps expectation?

Terloc turns back to you. "Name your reward," he says. "Gold, land, title... or a favor yet to be called."

Let the PCs discuss amongst themselves what boon they'd like from the king and queen. They might ask for one of the following:

- Property in Bankburgh (which could serve as a base of operations for future endeavors)
- A role within the court to further engage with the politics of the city
- Loot (perhaps in the form of one of the gifts presented to Gerdi earlier)
- Gold, and lots of it!

The king and queen are truly thankful to the party, and grant them their boon before raising a toast to them. Try to end the scene on a high point, such as a laugh line or callback. If all else fails, describe Gerdi doing something cute, like honking a PC's nose or gurgling out her first full sentence.

BEYOND THE ADVENTURE

This adventure can be played as part of an ongoing campaign.

If you wish, you can use Parson Redstring as a ready quest-giver, or the party can embark on an arc to investigate the unseen villain who hired Stabitha to steal the crown in the first place.

For more adventures and additional materials, visit daggerheart.com/downloads.

CREDITS

Lead Designer: Rob Hebert

Editing: Sadie Lowry

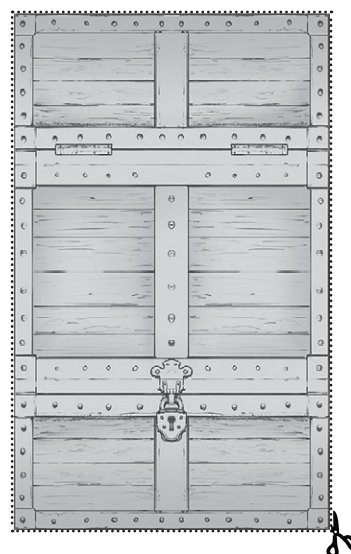
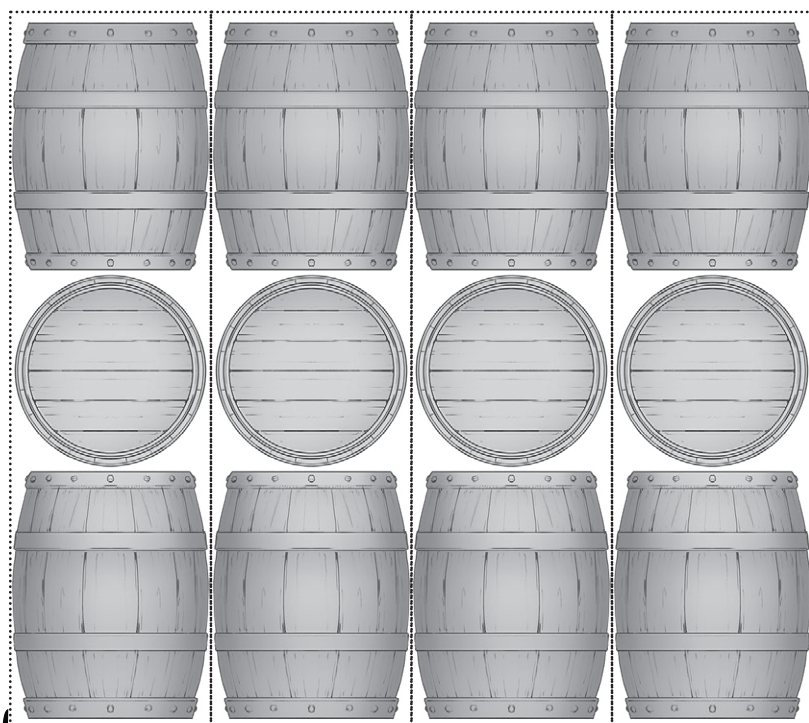
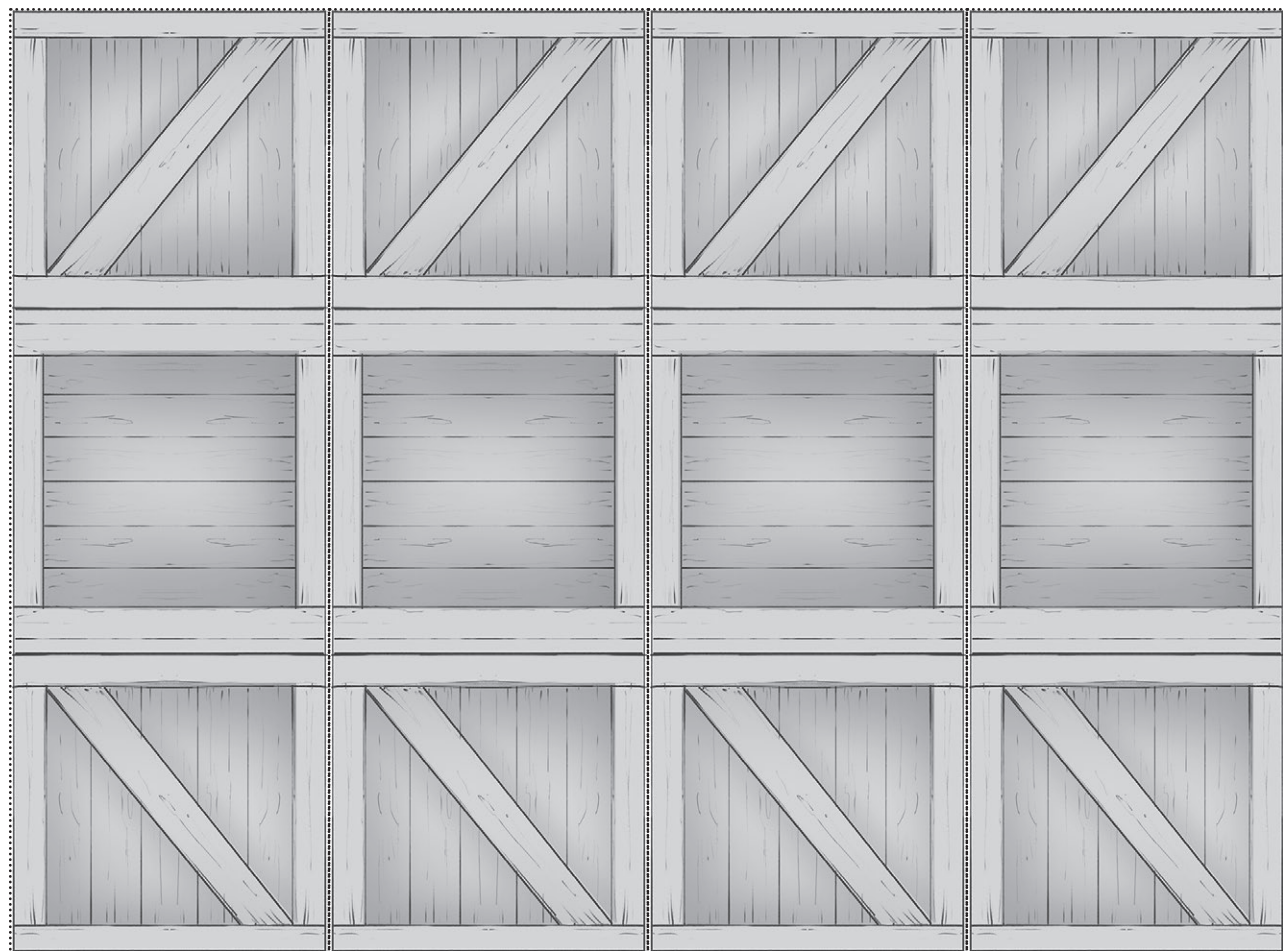
Art & Layout: Shaun Ellis

Layout: Matt Cole

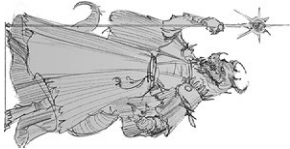
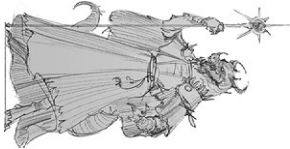
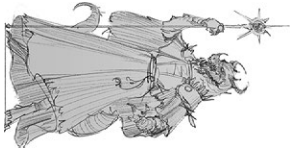
Producer: Elise Rezendes

Playtesting: Madigan Hunt, Rowan Hall, Spenser Starke

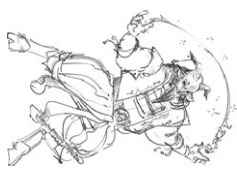
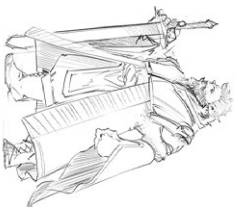
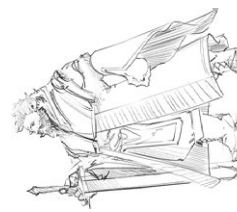
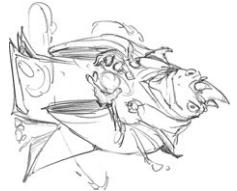
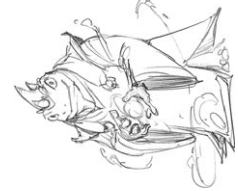
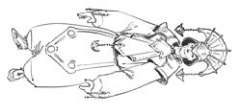
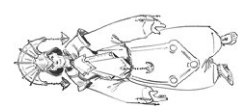
STANDEES & TERRAIN



STANDEES & TERRAIN

 Stabitha: Wish Thief	 Stabitha: Wish Thief	 Stabitha: Vespid	 Stabitha: Vespid
 Darkfeather Assassin	 Darkfeather Assassin	 Darkfeather Arcanist	 Darkfeather Arcanist
 Darkfeather Assassin	 Darkfeather Assassin	 Darkfeather Arcanist	 Darkfeather Arcanist
 Darkfeather Assassin	 Darkfeather Assassin	 Darkfeather Arcanist	 Darkfeather Arcanist

STANDEES & TERRAIN

 Tarnik Ashroot (they/them) Wildborne Clank Warden of Renewal Druid	 Tarnik Ashroot (they/them) Wildborne Clank Warden of Renewal Druid	 Piper Maribeau (he/him) Loreborne Faun Troubadour Bard	 Piper Maribeau (he/him) Loreborne Faun Troubadour Bard
 Dain Redmaul (he/him) Wanderborne Orc Call of the Brave Warrior	 Dain Redmaul (he/him) Wanderborne Orc Call of the Brave Warrior	 Garius Rowe (he/him) Ridgeborne Simiah Wayfinder Ranger	 Garius Rowe (he/him) Ridgeborne Simiah Wayfinder Ranger
 Sylk Falzon (she/her) Slyborne Infernis Nightwalker Rogue	 Sylk Falzon (she/her) Slyborne Infernis Nightwalker Rogue	 Ketch Rainfellow (they/them) Seaborne Ribbet Elemental Origin Sorcerer	 Ketch Rainfellow (they/them) Seaborne Ribbet Elemental Origin Sorcerer
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