



DAGGERHEART

QUICKSTART ADVENTURE

INTRODUCTION

Welcome to Daggerheart! In this quickstart adventure, you'll find the tools you need to play your first session of the game. *This document does not contain every rule, so we highly recommend having the core rulebook accessible.*

Before you begin, you'll need 3-6 players. 2-5 of those players will be PCs, or player characters. They will create a character who will inhabit the world. One player will be the game master, or GM, who is in charge of representing the world at large, asking questions, adjudicating dice rolls, and leading the narrative. In normal play, PCs would make their own characters and the GM would build their own story. For the quickstart adventure, both portions are already prepared. We highly recommend the GM read through each page on their own before players arrive. For more information about the game, or to purchase the core rulebook, visit us at www.daggerheart.com.

■ MATERIALS

Along with a printed version of this Quickstart Adventure packet, you'll need:

- A pencil for each player, and a pair of scissors.
- A set of polyhedral dice: 4-sided (d4), 6-sided (d6), 8-sided (d8), 10-sided (d10), 12-sided (d12) and twenty-sided (d20). Ideally, one set per player.
- A set of two d12s of different colors. Ideally, one set per player.
- A handful of character tokens, at least 7 for each player. These can be anything small you have lying around that won't be confused for dice (buttons, pennies, chits, etc.).
- 12 Fear tokens for the GM. These can be anything small you have lying around that won't be confused for dice.

■ GETTING STARTED

Start by having the GM read *The Sablewood Messengers* section on the right side of this page aloud.

THE SABLEWOOD MESSENGERS

"Marlowe Fairwind, the right-hand sorcerer of King Emeris, has gathered her most trusted allies to carry an important package to Hush, a small village within the ancient forest of Sablewood. The crate is large, heavy and sealed with magic, addressed to the Whitefire Arcanist. You've been given a map and a carriage, and the promise of reward upon your arrival."

■ CHOOSING CHARACTERS

There are five pre-generated characters to choose from in this Quickstart Adventure. The GM should read the options to the players and have them take the four page character packet of the one they would like to play:

Marlowe Fairwind, the Loreborne Elf Sorcerer

She is the personal mage to King Emeris, and is responsible for bringing this group together. She appears calm, until she isn't. *Marlowe must be played during this adventure.*

Barnacle, the Underborne Ribbet Rogue

There is no danger he will not get into, and no situation he cannot get out of. He fears water and will not swim.

Garrick Reed, the Highborne Human Warrior

A defector from a distant military force, he approaches most conflict with a "kill 'em with kindness" attitude.

Khari Nix, the Ridgeborne Giant Guardian

Loyal to the end, with a dry sense of humor, she will suffer no fools. Khari was practically born with an axe in her hand.

Varian Soto, the Wildborne Katari Ranger

They take a "shoot first, ask questions later" approach. Any problem that can't be solved with a bow, isn't a problem yet.

Then give the game master their GM packet to continue.

MARLOWE FAIRWIND

LOREBORNE ELF SORCERER

Character Overview

Marlowe Fairwind is the personal mage to King Emeris, and is responsible for bringing this group together. She appears calm, until she isn't.

BREAKDOWN

Community: Marlowe is part of the Loreborne community, meaning she grew up in a place that values knowledge and learning.

Ancestry: She is an elf, giving her long pointed ears and acutely attuned senses.

Class & Subclass: As a Primal Origin Sorcerer, she can shape and change the magic she casts in unique ways.

Experience: Marlowe has the experiences “Royal Mage” and “Not On My Watch.” She will be able to utilize these in play when they apply.

Weapon: She wields a dualstaff that can hit targets in Far range and when successful, deals 1d6+3 magic damage.

Question: Why do you think King Emeris trusts you more than anyone else to deliver this package?

Answer

The Basics

Duality Dice: Two d12 dice of different colors. Choose one to represent Hope and one to represent Fear.

Action Rolls: Most rolls you make will be action rolls. They use the Duality Dice. Roll them together, add any modifiers that apply, and tell the GM the total, as well as what die rolled higher.

“I rolled a 10 on the Fear die, a 5 on the Hope die, and I have a 2 in Instinct, so that’s a 17 with Fear!”

Hope & Fear: When you roll with Hope, mark a Hope on your character sheet. You’ll be able to spend any Hope you have to aid future rolls for you and your allies. When you roll with Fear, the GM gains a Fear. They can spend Fear to instigate or escalate challenges in the scene.

Attack Rolls: When you make an attack on a target, it works just like an action roll, but you’ll use the character trait the weapon or spell calls for as your modifier. On a success, you’ll usually make a damage roll.

Damage Rolls: Roll your damage dice and add their values together. Then tell the GM the value and type of damage you’re doing.

“I rolled a 5 plus 3, that’s 8 points of magic damage.”

These mechanics and more will be covered during the coming adventure!



Character Sheet & Cards

On the next page, you’ll find the character sheet for Marlowe. To finish off the build, mark 2 Hope and a handful of gold. The third page will provide you with a guide for your character sheet. The fourth page is your starting loadout of cards, as well as some guidance on how to use them.

Character Standee

Cut out the standee below for Marlowe and fold the paper in half so that she can stand on her own on the table. Keep this next to you for now, you’ll need it once you get into battle.

CONNECTIONS

Create connections with your party before beginning play. Assign at least one of these relationships to a character.

Character

Character

Character

- I trust you with my life.
- I once considered you close.
- I owe you a favor.



Attribute	Value	Sub-Attributes
AGILITY	0	Sprint, Leap, Maneuver
STRENGTH	-1	Lift, Smash, Grapple
FINESSE	+1	Control, Hide, Tinker
INSTINCT	+2	Perceive, Sense, Navigate
PRESENCE	+1	Charm, Perform, Deceive
KNOWLEDGE	0	Recall, Analyze, Comprehend

This section denotes your **class**. Each class is made up of two **domains**. Yours are **Arcana & Midnight**. You'll choose the majority of your **abilities and spells** from these domains.

Evasion represents your ability to avoid an attack. Yours is 10. The GM rolls against this number when determining if an adversary hits you. If you do get hit, you can choose to mark an **Armor Slot** (the small empty shields to the right of the large "Armor" shield) to reduce the severity of the incoming damage by one threshold. You have a number of available slots equal to your **Armor Score** (the number in the large "Armor" shield). Yours is 3.

The two smaller boxes are your **damage thresholds**. These come from your armor, and you always add your level to their value. When you take damage, compare it to the numbers here. If the incoming damage is **Minor**, you **mark a Hit Point**. If it is **Major**, you **mark 2 Hit Points**. If it is **Severe**, you **mark 3 Hit Points**. If you ever need to mark Stress and can't, **mark a Hit Point**. If you ever mark your last Hit Point, you must make a **death move**.

This is where you record your **Hope**. You spend Hope to use an **Experience** (details below), **Help an Ally**, use a **Hope Feature**, or initiate a **Tag Team Roll**. When you Help an Ally, you explain how you're aiding them and **roll a d6 advantage die** they add to their action roll total. **You start with 2 Hope marked.**

Your class's unique Hope Feature is in this section as well.

Experience represents the particular specializations your character has. These are narrative tags that you create to reflect what your character is skilled in. When they apply to the scene, you can **spend Hope** before the action roll to add their value as a modifier. You will earn more of these throughout a campaign, but you start with "Royal Mage" and "Not On My Watch."

This is where you keep track of your **gold** during a campaign. If you should mark your tenth **handful**, you instead mark a **bag** and erase all your handfuls. If you should mark your tenth bag, you instead mark a **chest**. **You start with one handful marked.**

Every class starts with a unique **Class Feature** that set them apart from other classes. Make sure to read through them before you begin playing.

This section gives you a place to record your **name**, **pronouns**, **heritage** (the combination of your community and ancestry), and **subclass**. There is also a space to record your **level**.

This area contains your **six character traits**. These are what you will use as your primary modifiers on action rolls. They have descriptions beneath each to remind you how to use them.

This is the section for your **active weapons**. Along with a **name**, weapons have an associated **trait** that you will roll when using them for an attack. They also have a **range** (*Melee, Very Close, Close, Far, or Very Far*). The GM will tell you what range a target is in. **Damage dice** are what kind of dice you're rolling when you make a successful attack, and the type is either **physical** or **magic**. **Proficiency** tells you how many damage dice you roll. The **Feature** on a weapon gives you any special ability or requirement it has.

Weapons are either one-handed or two-handed. You'll see the appropriate amount of hands are already filled for the weapon you've taken.

Marlowe carries a Dualstaff that deals 1d6+3 magic damage to any adversaries you succeed against.

This is the section for your **armor**. Along with a **name**, armor has **base thresholds** that contribute to your damage thresholds, and a **base score** that contributes to your Armor Score. The armor's **feature** describes its special abilities or the requirements to use it.

Inventory is where you will store all of your **items** and **consumables**. Your potion is a consumable, so if you use it, make sure to cross it out here.

This is where you would store any **weapons** you want to carry, but not have active. While in your inventory, Features from these weapons are not useable or applicable.



SLIDE THIS SIDE OUT TO THE LEFT
OF YOUR CHARACTER SHEET.

SLIDE THIS SIDE OUT TO THE RIGHT
OF YOUR CHARACTER SHEET.



MARLOWE FAIRWIND

LEVEL 1 LOADOUT

COMMUNITY



LOREBORNE

Being part of a loreborne community means you're from a society that favors strong academic or political prowess.

Well-Read: You have advantage on rolls that involve the history, culture, or politics of a prominent person or place.

Juan Gutierrez DH Core 074/270 | Daggerheart © Darrington Press 2025

ANCESTRY



ELF

Elves are typically tall humanoids with pointed ears and acutely attuned senses.

Quick Reactions: Mark a Stress to gain advantage on a reaction roll.

Celestial Trance: During a rest, you can drop into a trance to choose an additional downtime move.

Mat Wilma DH Core 059/270 | Daggerheart © Darrington Press 2025

SUBCLASS



SORCERER

PRIMAL ORIGIN
Foundation

SPELLCAST TRAIT: INSTINCT

Manipulate Magic: Your primal origin allows you to modify the essence of magic itself. After you cast a spell or make an attack using a weapon that deals magic damage, you can mark a Stress to do one of the following:

- Extend the spell or attack's reach by one range
- Gain a +2 bonus to the action roll's result
- Double a damage die of your choice
- Hit an additional target within range

Laura Galli DH Core 040/270 | Daggerheart © Darrington Press 2025

Spellcast Trait is on this card. It's the trait you'll use when making a Spellcast Roll.

DOMAIN



1

SPELL

UNLEASH CHAOS

At the beginning of a session, place a number of tokens equal to your Spellcast trait on this card.

Make a **Spellcast Roll** against a target within Far range and spend any number of tokens to channel raw energy from within yourself to unleash against them. On a success, roll a number of d10s equal to the tokens you spent and deal that much magic damage to the target. Mark a Stress to replenish this card with tokens (up to your Spellcast trait).

At the end of each session, clear all unspent tokens.

Ernanda Souza DH Core 083/270 | Daggerheart © Darrington Press 2025

DOMAIN



1

SPELL

RAIN OF BLADES

Spend a Hope to make a **Spellcast Roll** and conjure throwing blades that strike out at all targets within Very Close range. Targets you succeed against take d8+2 magic damage using your Proficiency.

If a target you hit is **Vulnerable**, they take an extra 1d8 damage.

Linda Lithén DH Core 188/270 | Daggerheart © Darrington Press 2025

Level & Domain

Recall Cost

When cards are in your Vault, this is how much Stress they cost to swap into your loadout. You don't need to worry about this at Level 1!

Type of Domain Card

Spellcast Roll uses your Spellcast Trait, which can be found on your subclass card. Yours is Instinct.

Vulnerable is a condition in the game.

If a creature is Vulnerable, a roll against them has advantage. This means you roll a d6 and add its value as a bonus to your action roll.

All passive bonuses have already been applied to your character sheet.

When you see a move like this that gives you a die value "using your Proficiency" you use an amount of dice equal to your **Proficiency** (yours is 1).

BARNACLE

UNDERBORNE RIBBET ROGUE

Character Overview

There is no danger he will not get into, and no situation he cannot get out of. He fears water and will not swim.

BREAKDOWN

Community: Barnacle is part of the Underborne community, meaning he is from one of the cavern societies burrowed deep underground.

Ancestry: He is a ribbet, giving him protruding eyes and webbed digits.

Class & Subclass: As a Nightwalker Rogue, he can move from shadow to shadow.

Experience: Barnacle has the experiences “They Don’t See Me Coming!” and “Strike a Deal.” He will be able to utilize these in play when they apply.

Weapon: He wields a dagger that can hit a target in Melee range and when successful, deals 1d8+1 physical damage.

Question: What strange or interesting rumor have you heard about the Sablewood?

Answer

The Basics

Duality Dice: Two d12 dice of different colors. Choose one to represent Hope and one to represent Fear.

Action Rolls: Most rolls you make will be action rolls. They use the Duality Dice. Roll them together, add any modifiers that apply, and tell the GM the total, as well as what die rolled higher.

“I rolled a 10 on the Fear die, a 5 on the Hope die, and I have a 2 in Finesse, so that’s a 17 with Fear!”

Hope & Fear: When you roll with Hope, mark a Hope on your character sheet. You’ll be able to spend any Hope you have to aid future rolls for you and your allies. When you roll with Fear, the GM gains a Fear. They can spend Fear to instigate or escalate challenges in the scene.

Attack Rolls: When you make an attack on a target, it works just like an action roll, but you’ll use the character trait the weapon or spell calls for as your modifier. On a success, you’ll usually make a damage roll.

Damage Rolls: Roll your damage dice and add their values together. Then tell the GM the value and type of damage you’re doing.

“I rolled a 7 plus 1, that’s 8 points of physical damage.”

These mechanics and more will be covered during the coming adventure!



Character Sheet & Cards

On the next page, you’ll find the character sheet for Barnacle. To finish off the build, mark two Hope and a handful of gold. The third page will provide you with a guide for your character sheet. The fourth page is your starting loadout of cards, as well as some guidance on how to use them.

Character Standee

Cut out the standee below for Barnacle and fold the paper in half so that he can stand on his own on the table. Keep this next to you for now, you’ll need it once you get into battle.

CONNECTIONS

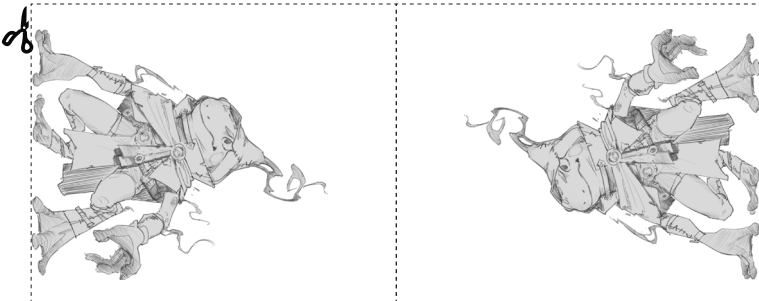
Create connections with your party before beginning play. Assign at least one of these relationships to a character.

Character

Character

Character

- I’d follow you anywhere.
- We get in too much trouble.
- I’m intimidated by you.



Daggerheart © Darrington Press 2025

This section denotes your **class**. Each class is made up of two **domains**. Yours are **Midnight & Grace**. You'll choose the majority of your **abilities and spells** from these domains.

Evasion represents your ability to avoid an attack. Yours is 13. The GM rolls against this number when determining if an adversary hits you. If you do get hit, you can choose to mark an **Armor Slot** (the small empty shields to the right of the large "Armor" shield) to reduce the severity of the incoming damage by one threshold. You have a number of available slots equal to your **Armor Score** (the number in the large "Armor" shield). Yours is 3.

The two smaller boxes are your **damage thresholds**. These come from your armor, and you always add your level to their value. When you take damage, compare it to the numbers here. If the incoming damage is **Minor**, you **mark a Hit Point**. If it is **Major**, you **mark 2 Hit Points**. If it is **Severe**, you **mark 3 Hit Points**. If you ever need to mark Stress and can't, **mark a Hit Point**. If you ever mark your last Hit Point, you must make a **death move**.

This is where you record your **Hope**. You spend Hope to use an **Experience** (details below), **Help an Ally**, use a **Hope Feature**, or initiate a **Tag Team Roll**. When you Help an Ally, you explain how you're aiding them and **roll a d6 advantage die** they add to their action roll total. **You start with 2 Hope marked.**

Your class's unique Hope Feature is in this section as well.

Experience represents the particular specializations your character has. These are narrative tags that you create to reflect what your character is skilled in. When they apply to the scene, you can **spend Hope** before the action roll to add their value as a modifier. You will earn more of these throughout a campaign, but you start with "They Don't See Me Coming!" and "Strike a Deal."

This is where you keep track of your **gold** during a campaign. If you should mark your tenth **handful**, you instead mark a **bag** and erase all your handfuls. If you should mark your tenth bag, you instead mark a **chest**. **You start with one handful marked.**

Every class starts with a unique **Class Feature** that sets them apart from other classes. Make sure to read through them before you begin playing.

This section gives you a place to record your **name**, **pronouns**, **heritage** (the combination of your community and ancestry), and **subclass**. There is also a space to record your **level**.

This area contains your **six character traits**. These are what you will use as your primary modifiers on action rolls. They have descriptions beneath each to remind you how to use them.

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Weapons are either one-handed or two-handed. You'll see the appropriate amount of hands are already filled for the weapon you've taken.

Barnacle carries a Dagger that deals 1d8+1 physical damage to any adversaries you succeed against.

This is the section for your **armor**. Along with a **name**, armor has **base thresholds** that contribute to your damage thresholds, and a **base score** that contributes to your Armor Score. The armor's **feature** describes its special abilities or the requirements to use it.

Inventory is where you will store all of your **items** and **consumables**. Your potion is a consumable, so if you use it, make sure to cross it out here.

This is where you would store any **weapons** you want to carry, but not have active. While in your inventory, Features from these weapons are not useable or applicable.



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BARNACLE

LEVEL 1 LOADOUT

COMMUNITY



COMMUNITY

UNDERBORNE

Being part of an underborne community means you're from a subterranean society.

Low-Light Living: When you're in an area with low light or heavy shadow, you have advantage on rolls to hide, investigate, or perceive details within that area.

Irina Nordsol DH Core 079/270 | Daggerheart © Darrington Press 2025

ANCESTRY



ANCESTRY

RIBBET

Ribbets resemble anthropomorphic frogs with protruding eyes and webbed hands and feet.

Amphibious: You can breathe and move naturally underwater.

Long Tongue: You can use your long tongue to grab onto things within Close range. **Mark a Stress** to use your tongue as a Finesse Close weapon that deals **d12** physical damage using your Proficiency.

Leesha Hannigan DH Core 072/270 | Daggerheart © Darrington Press 2025

SUBCLASS



ROGUE

NIGHTWALKER

Foundation

SPELLCAST TRAIT: FINESSE

Shadow Stepper: You can move from shadow to shadow. When you move into an area of darkness or a shadow cast by another creature or object, you can **mark a Stress** to disappear from where you are and reappear inside another shadow within Far range. When you reappear, you are *Cloaked*.

Juan Salvador Almenon DH Core 025/270 | Daggerheart © Darrington Press 2025

When you see a move like this that gives you a die value "using your Proficiency" you use an amount of dice equal to your Proficiency (yours is 1).

Spellcast Trait is on this card. It's the trait you'll use when making a Spellcast Roll.

DOMAIN



1

PICK AND PULL

You have advantage on action rolls to pick nonmagical locks, disarm nonmagical traps, or steal items from a target (either through stealth or by force).

Benjamin Ee DH Core 187/270 | Daggerheart © Darrington Press 2025

DOMAIN



1

INSPIRATIONAL WORDS

Your speech is imbued with power. After a long rest, place a number of tokens on this card equal to your Presence. When you speak with an ally, you can spend a token from this card to give them one benefit from the following options:

- Your ally clears a Stress.
- Your ally clears a Hit Point.
- Your ally gains a Hope.

When you take a long rest, clear all unspent tokens.

Mat Wilma DH Core 168/270 | Daggerheart © Darrington Press 2025

Recall Cost
When cards are in your Vault, this is how much Stress they cost to swap into your loadout. You don't need to worry about this at Level 1!

Type of Domain Card

All passive bonuses have already been applied to your character sheet.

GARRICK REED

HIGHBORNE HUMAN WARRIOR

Character Overview

A defector from a distant military force, he approaches most conflict with a “kill ‘em with kindness” attitude.

BREAKDOWN

Community: Garrick is part of the Highborne community, meaning he was born into a life of elegance, opulence, and prestige.

Ancestry: He is a human, giving him rounded ears and a natural endurance.

Class & Subclass: As a Call of the Brave Warrior, he can steel himself before battle to gain a tactical advantage.

Experience: Garrick has the experiences “Affable” and “Hit Them Hard.” He will be able to utilize these in play when they apply.

Weapon: He wields a longsword that can hit targets in Melee range and when successful, deals 1d8+3 physical damage.

Question: What has Marlowe asked of you previously that made this mission difficult to say yes to?

Answer

The Basics

Duality Dice: Two d12 dice of different colors. Choose one to represent Hope and one to represent Fear.

Action Rolls: Most rolls you make will be action rolls. They use the Duality Dice. Roll them together, add any modifiers that apply, and tell the GM the total, as well as what die rolled higher.

“I rolled a 10 on the Fear die, a 5 on the Hope die, and I have a 2 in Agility, so that’s a 17 with Fear!”

Hope & Fear: When you roll with Hope, mark a Hope on your character sheet. You’ll be able to spend any Hope you have to aid future rolls for you and your allies. When you roll with Fear, the GM gains a Fear. They can spend Fear to instigate or escalate challenges in the scene.

Attack Rolls: When you make an attack on a target, it works just like an action roll, but you’ll use the character trait the weapon or spell calls for as your modifier. On a success, you’ll usually make a damage roll.

Damage Rolls: Roll your damage dice and add their values together. Then tell the GM the value and type of damage you’re doing.

“I rolled a 6 plus 3, so that’s 9 points of physical damage.”

These mechanics and more will be covered during the coming adventure!



Character Sheet & Cards

On the next page, you’ll find the character sheet for Garrick Reed. To finish off the build, mark two Hope and a handful of gold. The third page will provide you with a guide for your character sheet. The fourth page is your starting loadout of cards, as well as some guidance on how to use them.

Character Standee

Cut out the standee below for Garrick and fold the paper in half so that he can stand on his own on the table. Keep this next to you for now, you’ll need it once you get into battle.

CONNECTIONS

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I’ll keep your secret.

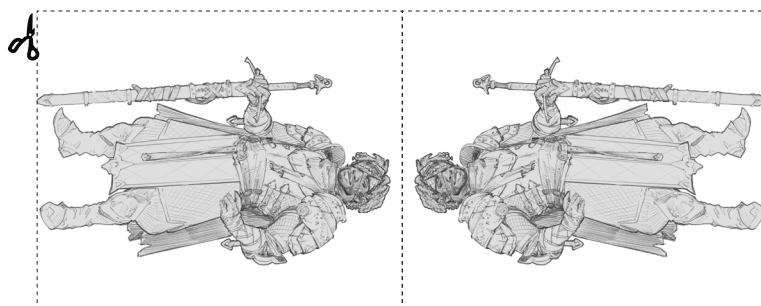
Character

I see you trying your best.

Character

We need to put our feelings aside.

Character



Ability	Score	Skills
AGILITY	+2	Sprint, Leap, Maneuver
STRENGTH	+1	Lift, Smash, Grapple
FINESSE	+1	Control, Hide, Tinker
INSTINCT	0	Perceive, Sense, Navigate
PRESENCE	-1	Charm, Perform, Deceive
KNOWLEDGE	0	Recall, Analyze, Comprehend

This section denotes your **class**. Each class is made up of two **domains**. Yours are **Blade & Bone**. You'll choose the majority of your **abilities and spells** from these domains.

Evasion represents your ability to avoid an attack. Yours is 11. The GM rolls against this number when determining if an adversary hits you. If you do get hit, you can choose to mark an **Armor Slot** (the small empty shields to the right of the large "Armor" shield) to reduce the severity of the incoming damage by one threshold. You have a number of available slots equal to your **Armor Score** (the number in the large "Armor" shield). Yours is 3.

The two smaller boxes are your **damage thresholds**. These come from your armor, and you always add your level to their value. When you take damage, compare it to the numbers here. If the incoming damage is **Minor**, you **mark a Hit Point**. If it is **Major**, you **mark 2 Hit Points**. If it is **Severe**, you **mark 3 Hit Points**. If you ever need to mark Stress and can't, **mark a Hit Point**. If you ever mark your last Hit Point, you must make a **death move**.

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Weapons are either one-handed or two-handed. You'll see the appropriate amount of hands are already filled for the weapon you've taken.

Garrick carries a Longsword that deals 1d8+3 physical damage to any adversaries you succeed against.

This is the section for your **armor**. Along with a **name**, armor has **base thresholds** that contribute to your damage thresholds, and a **base score** that contributes to your Armor Score. The armor's **feature** describes its special abilities or the requirements to use it.

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GARRICK REED

LEVEL 1 LOADOUT

COMMUNITY



COMMUNITY

HIGHBORNE

Being part of a highborne community means you're accustomed to a life of elegance, opulence, and prestige within the upper echelons of society.

Privilege: You have advantage on rolls to consort with nobles, negotiate prices, or leverage your reputation to get what you want.

Julia Metzger

DH Core 073/270 | Daggerheart © Darrington Press 2025

ANCESTRY



ANCESTRY

HUMAN

Humans are most easily recognized by their dexterous hands, rounded ears, and bodies built for endurance.

High Stamina: Gain an additional Stress slot at character creation.

Adaptability: When you fail a roll that utilized one of your Experiences, you can **mark a Stress** to reroll.

Fernanda Suarez

DH Core 068/270 | Daggerheart © Darrington Press 2025

SUBCLASS



WARRIOR

CALL OF THE BRAVE

Foundation

Courage: When you fail a roll with Fear, you gain a Hope.

Battle Ritual: Once per long rest, before you attempt something incredibly dangerous or face off against a foe who clearly outmatches you, describe what ritual you perform or preparations you make. When you do, clear 2 Stress and gain 2 Hope.

Mat Wilma

DH Core 043/270 | Daggerheart © Darrington Press 2025

DOMAIN



ABILITY

NOT GOOD ENOUGH

When you roll your damage dice, you can reroll any 1s or 2s.

Juan Salvador Alimencion

DH Core 104/270 | Daggerheart © Darrington Press 2025

DOMAIN

Level & Domain



ABILITY

I SEE IT COMING

When you're targeted by an attack made from beyond Melee range, you can **mark a Stress** to roll a d4 and gain a bonus to your Evasion equal to the result against the attack.

Mat Wilma

DH Core 125/270 | Daggerheart © Darrington Press 2025

Recall Cost

When cards are in your Vault, this is how much Stress they cost to swap into your loadout. You don't need to worry about this at Level 1!

Type of Domain Card

Feature

This feature let's you gain a d4 bonus to your Evasion against an attack beyond Melee range. Once the attack is completed (whether it succeeds or fails), your Evasion returns to normal.

All passive bonuses have already been applied to your character sheet.

KHARI NIX

IRIDGEBORNE GIANT GUARDIAN

Character Overview

Loyal to the end, with a dry sense of humor, she will suffer no fools. Khari was practically born with an axe in her hand.

BREAKDOWN

Community: Khari is part of the Ridgeborne community, meaning she was raised in a mountainous environment.

Ancestry: She is a giant, meaning she is very tall with broad stature and long reach.

Class & Subclass: As a Stalwart Guardian, she is excellent at tanking physical damage in battle.

Experience: Khari has the experiences “I’ve Got Your Back” and “Not Afraid of Anything.” She will be able to utilize these in play when they apply.

Weapon: She wields a battleaxe that can hit targets in Very Close range and when successful, deals 1d10+3 physical damage.

Question: Your community called the Sablewood something else. What was their name for it, and why?

Answer

The Basics

Duality Dice: Two d12 dice of different colors. Choose one to represent Hope and one to represent Fear.

Action Rolls: Most rolls you make will be action rolls. They use the *Duality Dice*. Roll them together, add any modifiers that apply, and tell the GM the total, as well as what die rolled higher.

“I rolled a 10 on the Fear die, a 5 on the Hope die, and I have a 2 in Strength, so that’s a 17 with Fear!”

Hope & Fear: When you roll with Hope, mark a Hope on your character sheet. You’ll be able to spend any Hope you have to aid future rolls for you and your allies. When you roll with Fear, the GM gains a Fear. They can spend Fear to instigate or escalate challenges in the scene.

Attack Rolls: When you make an attack on a target, it works just like an action roll, but you’ll use the character trait the weapon or spell calls for as your modifier. On a success, you’ll usually make a damage roll.

Damage Rolls: Roll your damage dice and add their values together. Then tell the GM the value and type of damage you’re doing.

“I rolled a 7 plus 3, that’s 10 points of physical damage.”

These mechanics and more will be covered during the coming adventure!



Character Sheet & Cards

On the next page, you’ll find the character sheet for Khari Nix. To finish off the build, mark two Hope and a handful of gold. The third page will provide you with a guide for your character sheet. The fourth page is your starting loadout of cards, as well as some guidance on how to use them.

Character Standee

Cut out the standee below for Khari and fold the paper in half so that she can stand on her own on the table. Keep this next to you for now, you’ll need it once you get into battle.

CONNECTIONS

Create connections with your party before beginning play. Assign at least one of these relationships to a character.

Character

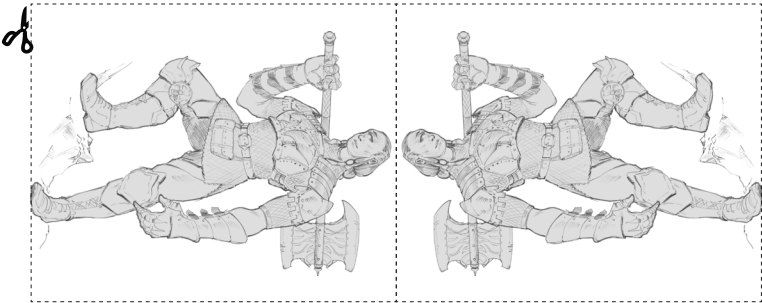
Character

Character

We both want the same thing.

I’m trying to impress you.

You are my childhood friend.



AGILITY	STRENGTH	FINESSE	INSTINCT	PRESENCE	KNOWLEDGE
0	+2	-1	+1	0	+1
Sprint Leap Maneuver	Lift Smash Grapple	Control Hide Tinker	Perceive Sense Navigate	Charm Perform Deceive	Recall Analyze Comprehend

FEATURE

This section denotes your **class**. Each class is made up of two **domains**. Yours are **Valor & Blade**. You'll choose the majority of your **abilities and spells** from these domains.

Evasion represents your ability to avoid an attack. Yours is 8. The GM rolls against this number when determining if an adversary hits you. If you do get hit, you can choose to mark an **Armor Slot** (the small empty shields to the right of the large "Armor" shield) to reduce the severity of the incoming damage by one threshold. You have a number of available slots equal to your **Armor Score** (the number in the large "Armor" shield). Yours is 4.

The two smaller boxes are your **damage thresholds**. These come from your armor, and you always add your level to their value. When you take damage, compare it to the numbers here. If the incoming damage is **Minor**, you **mark a Hit Point**. If it is **Major**, you **mark 2 Hit Points**. If it is **Severe**, you **mark 3 Hit Points**. If you ever need to mark Stress and can't, **mark a Hit Point**. If you ever mark your last Hit Point, you must make a **death move**.

This is where you record your **Hope**. You spend Hope to use an **Experience** (details below), **Help an Ally**, use a **Hope Feature**, or initiate a **Tag Team Roll**. When you Help an Ally, you explain how you're aiding them and **roll a d6 advantage die** they add to their action roll total. **You start with 2 Hope marked.**

Your class's unique Hope Feature is in this section as well.

Experience represents the particular specializations your character has. These are narrative tags that you create to reflect what your character is skilled in. When they apply to the scene, you can **spend Hope** before the action roll to add their value as a modifier. You will earn more of these throughout a campaign, but you start with "I've Got Your Back" and "Not Afraid of Anything."

This is where you keep track of your **gold** during a campaign. If you should mark your tenth **handful**, you instead mark a **bag** and erase all your handfuls. If you should mark your tenth bag, you instead mark a **chest**. **You start with one handful marked.**

Every class starts with a unique **Class Feature** that sets them apart from other classes. Make sure to read through them before you begin playing.

This section gives you a place to record your **name, pronouns, heritage** (the combination of your community and ancestry), and **subclass**. There is also a space to record your **level**.

This area contains your **six character traits**. These are what you will use as your primary modifiers on action rolls. They have descriptions beneath each to remind you how to use them.

This is the section for your **active weapons**. Along with a **name**, weapons have an associated **trait** that you will roll when using them for an attack. They also have a **range** (*Melee, Very Close, Close, Far, or Very Far*). The GM will tell you what range a target is in. **Damage dice** are what kind of dice you're rolling when you make a successful attack, and the type is either **physical** or **magic**. **Proficiency** tells you how many damage dice you roll. The **Feature** on a weapon gives you any special ability or requirement it has.

Weapons are either one-handed or two-handed. You'll see the appropriate amount of hands are already filled for the weapon you've taken.

Khari carries a Battleaxe that deals 1d10+3 physical damage to any adversaries you succeed against.

This is the section for your **armor**. Along with a **name**, armor has **base thresholds** that contribute to your damage thresholds, and a **base score** that contributes to your Armor Score. The armor's **feature** describes its special abilities or the requirements to use it.

Inventory is where you will store all of your **items and consumables**. Your potion is a consumable, so if you use it, make sure to cross it out here.

This is where you would store any **weapons** you want to carry, but not have active. While in your inventory, Features from these weapons are not useable or applicable.



SLIDE THIS SIDE OUT TO THE LEFT
OF YOUR CHARACTER SHEET.

SLIDE THIS SIDE OUT TO THE RIGHT
OF YOUR CHARACTER SHEET.



KHARI NIX

LEVEL 1 LOADOUT

COMMUNITY



RIDGEBORNE

Being part of a ridgeborne community means you've called the rocky peaks and sharp cliffs of the mountainside home.

Steady: You have advantage on rolls to traverse dangerous cliffs and ledges, navigate harsh environments, and use your survival knowledge.

Daarken DH Core 076/270 | Daggerheart © Darrington Press 2025

ANCESTRY



GIANT

Giants are towering humanoids with broad shoulders, long arms, and one to three eyes.

Endurance: Gain an additional Hit Point slot at character creation.

Reach: Treat any weapon, ability, spell, or other feature that has a Melee range as though it has a Very Close range instead.

Juan Salvador Almencion DH Core 065/270 | Daggerheart © Darrington Press 2025

SUBCLASS



STALWART

Foundation

Unwavering: Gain a permanent +1 bonus to your damage thresholds.

Iron Will: When you take physical damage, you can mark an additional Armor Slot to reduce the severity.

Reiko Murakami DH Core 013/270 | Daggerheart © Darrington Press 2025

DOMAIN



WHIRLWIND

When you make a successful attack against a target within Very Close range, you can **spend a Hope** to use the attack against all other targets within Very Close range. All additional adversaries you succeed against with this ability take half damage.

Mike Pape DH Core 105/270 | Daggerheart © Darrington Press 2025

DOMAIN

Level & Domain



I AM YOUR SHIELD

When an ally within Very Close range would take damage, you can **mark a Stress** to stand in the way and make yourself the target of the attack instead. When you take damage from this attack, you can mark any number of Armor Slots.

Juan Salvador Almencion DH Core 252/270 | Daggerheart © Darrington Press 2025

Recall Cost

When cards are in your Vault, this is how much Stress they cost to swap into your loadout. You don't need to worry about this at Level 1!

Type of Domain Card

All passive bonuses have already been applied to your character sheet.

This domain card lets you potentially hit multiple targets with an attack! For example, when you make an attack using your battleaxe, you can spend a Hope to also have a chance to hit any other adversaries in Very Close range as well.

VARIAN SOTO

WILDBORNE KATARI RANGER

Character Overview

They take a “shoot first, ask questions later” approach. Any problem that can’t be solved with a bow, isn’t a problem yet.

BREAKDOWN

Community: Varian is part of the Wildborne community, meaning they were raised by a clan hidden deep within the forest.

Ancestry: They are a katari, giving them soft fur, triangular ears, and a tail.

Class & Subclass: As a Wayfinder Ranger, they can often identify the shortest, most direct path to a place they’ve visted before.

Experience: Varian has the experiences “Deadly Aim” and “Nature’s Friend.” They will be able to utilize these in play when they apply.

Weapon: They wield a shortbow that can hit targets in Far range and when successful, deals 1d6+3 physical damage.

Question: What hybrid animal have you been hunting for years that you’re hoping to see while in the Sablewood?

Answer

The Basics

Duality Dice: Two d12 dice of different colors. Choose one to represent Hope and one to represent Fear.

Action Rolls: Most rolls you make will be action rolls. They use the *Duality Dice*. Roll them together, add any modifiers that apply, and tell the GM the total, as well as what die rolled higher.

“I rolled a 10 on the Fear die, a 5 on the Hope die, and I have a 2 in Agility, so that’s a 17 with Fear!”

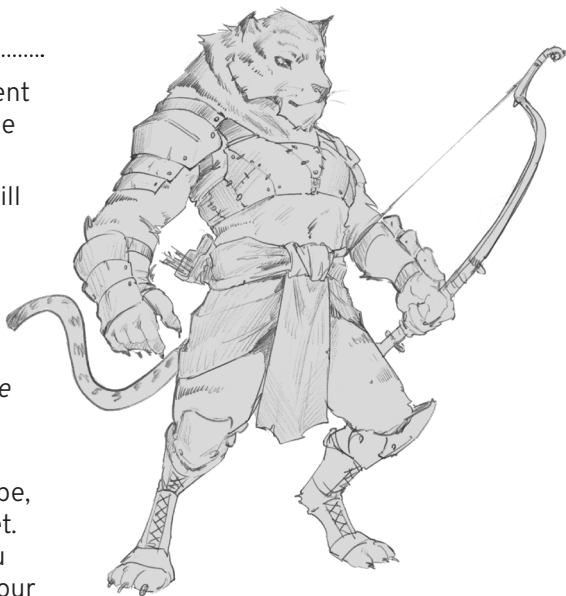
Hope & Fear: When you roll with Hope, mark a Hope on your character sheet. You’ll be able to spend any Hope you have to aid future rolls for you and your allies. When you roll with Fear, the GM gains a Fear. They can spend Fear to instigate or escalate challenges in the scene.

Attack Rolls: When you make an attack on a target, it works just like an action roll, but you’ll use the character trait the weapon or spell calls for as your modifier. On a success, you’ll usually make a damage roll.

Damage Rolls: Roll your damage dice and add their values together. Then tell the GM the value and type of damage you’re doing.

“I rolled a 5 plus 3, that’s 8 points of physical damage.”

These mechanics and more will be covered during the coming adventure!



Character Sheet & Cards

On the next page, you’ll find the character sheet for Varian Soto. To finish off the build, mark two Hope and a handful of gold. The third page will provide you with a guide for your character sheet. The fourth page is your starting loadout of cards, as well as some guidance on how to use them.

Character Standee

Cut out the standee below for Varian and fold the paper in half so that they can stand on their own on the table. Keep this next to you for now, you’ll need it once you get into battle.

CONNECTIONS

Create connections with your party before beginning play. Assign at least one of these relationships to a character.

I want to be more like you.

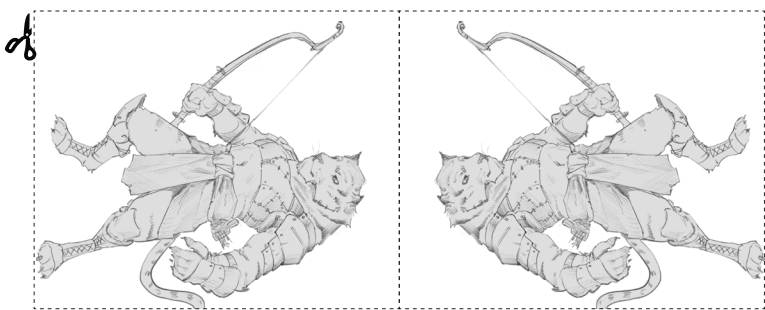
Character

I'm worried you're better than me.

Character

We tell each other everything.

Character



NAME Varian Soto PRONOUNS They/Them

HERITAGE Wildborne Katari SUBCLASS Wayfinder

1
LEVEL

13
EVASION
Start at 12

3
ARMOR

AGILITY +2
Sprint
Leap
Maneuver

STRENGTH 0
Lift
Smash
Grapple

FINESSE +1
Control
Hide
Tinker

INSTINCT +1
Perceive
Sense
Navigate

PRESENCE -1
Charm
Perform
Deceive

KNOWLEDGE 0
Recall
Analyze
Comprehend

DAMAGE & HEALTH

Add your current level to your damage thresholds.

MINOR DAMAGE 7 MAJOR DAMAGE 14 SEVERE DAMAGE

Mark 1 HP Mark 2 HP Mark 3 HP

HP

STRESS

HOPE

Spend a Hope to use an experience or help an ally.

Hold Them Off: Spend 3 Hope when you succeed on an attack with a weapon to use that same roll against two additional adversaries within range of the attack.

EXPERIENCE

Deadly Aim +2

Nature's Friend +2

GOLD

HANDFULS BAGS CHEST

CLASS FEATURE

RANGER'S FOCUS

Spend a Hope and make an attack against a target. On a success, deal your attack's normal damage and temporarily make the attack's target your *Focus*. Until this feature ends or you make a different creature your *Focus*, you gain the following benefits against your *Focus*:

- You know precisely what direction they are in.
- When you deal damage to them, they must mark a Stress.
- When you fail an attack against them, you can end your Ranger's Focus feature to reroll your Duality Dice.

ACTIVE WEAPONS

PROFICIENCY

PRIMARY

Shortbow Agility Far 1d6+3 phy

NAME TRAIT & RANGE DAMAGE DICE & TYPE

FEATURE

SECONDARY

NAME TRAIT & RANGE DAMAGE DICE & TYPE

FEATURE

ACTIVE ARMOR

Leather Armor 6/13 3

NAME BASE THRESHOLDS BASE SCORE

FEATURE

INVENTORY

Minor Stamina Potion (clear 1d4 stress)

INVENTORY WEAPON

☐ PRIMARY ☐ SECONDARY

NAME TRAIT & RANGE DAMAGE DICE & TYPE

FEATURE

INVENTORY WEAPON

☐ PRIMARY ☐ SECONDARY

NAME TRAIT & RANGE DAMAGE DICE & TYPE

FEATURE

This section denotes your **class**. Each class is made up of two **domains**. Yours are **Bone & Sage**. You'll choose the majority of your **abilities and spells** from these domains.

Evasion represents your ability to avoid an attack. Yours is 13. The GM rolls against this number when determining if an adversary hits you. If you do get hit, you can choose to mark an **Armor Slot** (the small empty shields to the right of the large "Armor" shield) to reduce the severity of the incoming damage by one threshold. You have a number of available slots equal to your **Armor Score** (the number in the large "Armor" shield). Yours is 3.

The two smaller boxes are your **damage thresholds**. These come from your armor, and you always add your level to their value. When you take damage, compare it to the numbers here. If the incoming damage is **Minor**, you **mark a Hit Point**. If it is **Major**, you **mark 2 Hit Points**. If it is **Severe**, you **mark 3 Hit Points**. If you ever need to mark Stress and can't, **mark a Hit Point**. If you ever mark your last Hit Point, you must make a **death move**.

This is where you record your **Hope**. You spend Hope to use an **Experience** (details below), **Help an Ally**, use a **Hope Feature**, or initiate a **Tag Team Roll**. When you Help an Ally, you explain how you're aiding them and **roll a d6 advantage die** they add to their action roll total. **You start with 2 Hope marked**.

Your class's unique Hope Feature is in this section as well.

Experience represents the particular specializations your character has. These are narrative tags that you create to reflect what your character is skilled in. When they apply to the scene, you can **spend Hope** before the action roll to add their value as a modifier. You will earn more of these throughout a campaign, but you start with "Deadly Aim" and "Nature's Friend."

This is where you keep track of your **gold** during a campaign. If you should mark your tenth **handful**, you instead mark a **bag** and erase all your handfuls. If you should mark your tenth bag, you instead mark a **chest**. **You start with one handful marked**.

Every class starts with a unique **Class Feature** that sets them apart from other classes. Make sure to read through them before you begin playing.

This section gives you a place to record your **name**, **pronouns**, **heritage** (the combination of your community and ancestry), and **subclass**. There is also a space to record your **level**.

This area contains your **six character traits**. These are what you will use as your primary modifiers on action rolls. They have descriptions beneath each to remind you how to use them.

This is the section for your **active weapons**. Along with a **name**, weapons have an associated **trait** that you will roll when using them for an attack. They also have a **range** (*Melee, Very Close, Close, Far, or Very Far*). The GM will tell you what range a target is in. **Damage dice** are what kind of dice you're rolling when you make a successful attack, and the type is either **physical** or **magic**. **Proficiency** tells you how many damage dice you roll. The **Feature** on a weapon gives you any special ability or requirement it has.

Weapons are either one-handed or two-handed. You'll see the appropriate amount of hands are already filled for the weapon you've taken.

Varian carries a Shortbow that deals 1d6+3 physical damage to any enemies it hits.

This is the section for your **armor**. Along with a **name**, armor has **base thresholds** that contribute to your damage thresholds, and a **base score** that contributes to your Armor Score. The armor's **feature** describes its special abilities or the requirements to use it. The armor's **feature** describes its special abilities or the requirements to use it.

Inventory is where you will store all of your **items** and **consumables**. Your potion is a consumable, so if you use it, make sure to cross it out here.

This is where you would store any **weapons** you want to carry, but not have active. While in your inventory, Features from these weapons are not useable or applicable.



SLIDE THIS SIDE OUT TO THE LEFT
OF YOUR CHARACTER SHEET.

SLIDE THIS SIDE OUT TO THE RIGHT
OF YOUR CHARACTER SHEET.



VARIAN SOTO

LEVEL 1 LOADOUT

COMMUNITY



COMMUNITY

WILDBORNE

Being part of a wildborne community means you lived deep within the forest.

Lightfoot: Your movement is naturally silent. You have advantage on rolls to move without being heard.

Andreas Rocha

DH Core 081/270 | Daggerheart © Darrington Press 2025

ANCESTRY



ANCESTRY

KATARI

Katari are feline humanoids with retractable claws, vertically slit pupils, and high, triangular ears.

Feline Instincts: When you make an Agility Roll, you can spend 2 Hope to reroll your Hope Die.

Retracting Claws: Make an Agility Roll to scratch a target within Melee range. On a success, they become temporarily Vulnerable.

Hendry Iwanaga

DH Core 070/270 | Daggerheart © Darrington Press 2025

SUBCLASS



RANGER

WAYFINDER

Foundation

SPELLCAST TRAIT: AGILITY

Ruthless Predator: When you make a damage roll, you can mark a Stress to gain a +1 bonus to your Proficiency. Additionally, when you deal Severe damage to an adversary, they must mark a Stress.

Path Forward: When you're traveling to a place you've previously visited or you carry an object that has been at the location before, you can identify the shortest, most direct path to your destination.

Simon Pipe

DH Core 022/270 | Daggerheart © Darrington Press 2025

Vulnerable is a condition in the game. If a creature is Vulnerable, a roll against them has advantage. This means you roll a d6 and add its value as a bonus to your action roll.

Level & Domain

DOMAIN



ABILITY

UNTOUCHABLE

Gain a bonus to your Evasion equal to half your Agility.

Henry Peters

DH Core 126/270 | Daggerheart © Darrington Press 2025

DOMAIN



SPELL

VICIOUS ENTANGLE

Make a Spellcast Roll against a target within Far range. On a success, roots and vines reach out from the ground, dealing 1d8+1 physical damage and temporarily Restraining the target.

Additionally on a success, you can spend a Hope to temporarily Restrain another adversary within Very Close range of your target.

Leesha Hannigan

DH Core 210/270 | Daggerheart © Darrington Press 2025

Recall Cost

When cards are in your Vault, this is how much Stress they cost to swap into your loadout. You don't need to worry about this at Level 1!

Type of Domain Card

Spellcast Roll uses your Spellcast Trait, which can be found on your subclass card. Yours is Instinct.

Restrained is a condition that means the target can't move. Because it's temporary, the GM can only end it on their move.

All passive bonuses have already been applied to your character sheet.



THE GAME MASTER

ADVENTURE GUIDE

INTRODUCTION

Welcome to the Game Master's section of the Quickstart Adventure Guide! If you're here, you're probably about to run the Sablewood Messengers quickstart adventure for your players. Whether you've run numerous TTRPGs in the past or this is your first time taking on the GM role, we'll lead you through everything you need to know to have a successful first session of Daggerheart. It is recommended you read through this entire guide before beginning. You'll also want to cut out all the Sablewood Messengers standees at the back of this guide and gather 12 tokens you can utilize to represent Fear during the game.

CHARACTER PACKET

After they receive their character packet, ensure your players read through the first page. It will give them the background information on their character.

At the end of the Breakdown section, there will be a question for them to answer. Go around the table sharing the responses to each question. Then, ask the players to assign their Connections to other characters in the party. They may choose one, two, or all three. Encourage them to talk about why they've given these connections to each other, and build their relationships together. Take notes on anything that might be useful from their conversation to work into the adventure.

Then ask them to cut out their character standee, fold it, and place it next to them. They'll need it during combat.

FIELDING QUESTIONS

Your players may have questions about how aspects of their character sheet, cards, or the game works. If they ask something you don't know yet, that's okay! Remind them that this adventure is designed to teach everyone as you play together.

THE SABLEWOOD

As your players look over the first page of their character packet, take a moment to read through the Sablewood summary below to familiarize yourself with the setting of this adventure.

The Sablewood is a downloadable location designed for level one characters, so when you finish this adventure, you can easily continue the story by exploring additional areas of the forest. For more about the Sablewood, visit www.daggerheart.com/downloads

SUMMARY

The Sablewood is a seemingly-endless forest of dark trees that reach hundreds of feet towards the sky—some say they have been here since the time before the **Forgotten Gods**. It's famous for its unique hybrid animals, like the lemur-toads and tiger-elk, as well as its well-worn trade routes populated by traveling merchants.

The hybrid animals in this place range from completely docile to extremely vicious. A cat-squirrel might come feed gently from your hand, while an eeligator would launch itself out of the nearby river to snap you up as an easy meal.

Within the Sablewood there is a small, friendly village known as **Hush**, the PCs' destination during this adventure. There are no inns within Hush. Any travelers passing through are treated as honored guests and invited to stay in the home of a member of the community.

Many of the people of Hush (and the Sablewood at large) still worship the Forgotten Gods, despite having no names by which to call them. The **Whitefire Arcanist** is the leader of Hush's primary religious order and maintains the magic of the wards that protect the village.

TEACHING THE GAME

GUIDING PLAYERS

MECHANICAL OVERVIEW

This section will cover the very basic mechanical elements of Daggerheart. Read the boxed sections aloud. As you do, ask the players to follow along.

We're going to quickly cover the basics of what you need to know to start playing. First off, Daggerheart is a collaborative, narrative-focused roleplaying game. That means we'll all be working together to tell a story using the mechanics of the game as our foundation. You will each make choices for your characters during the adventure, and I will describe the rest of the world reacting around them. Sometimes I might ask you a question—what your character knows about a place or has heard about a person. I'll do my best to integrate your answers into the story we're telling, so that we're building this world together!

Okay, let's turn to your Character Sheet. You'll find an additional page underneath that we'll call the "Sidecar." Slide it out to the left until you reach the dotted line.

Character Sheets

You have a character sheet and an explainer sheet on pages 25 and 26 to use as well. Use them to walk your players through their own character sheet, starting on the left side of the sidecar. Moving around the table, have each player read a section aloud. Then, slide the sidecar out to the right side and do this again. Once you're finished, come back here.

Sidecar

Character Sheet

Rolling Dice

Before reading the next section, ask players to grab their dice and roll them with you.

ACTION ROLLS

Now that we've looked at our character sheets, let's talk about how we roll the dice in Daggerheart. I'll give you the basics and we'll learn more as we go! First, grab your 2d12 dice, called your Duality Dice. Decide which represents Hope and which represents Fear.

When you have your character do something in the story that is dangerous or could result in consequences, I'll probably ask you to make an action roll. You'll roll both of those d12 dice, and add the applicable character trait to the result. I'll usually tell you which one it is, but sometimes I might ask you. If you want to, you may use some of the tokens you have to represent the modifier for a roll.

Let's say you are making an Agility roll and you have a +2 in that trait—you'll take 2 tokens into your hand and roll them along with your dice. Then, you'll count everything up and tell me the result, along with which die rolled higher. For example, if you rolled a 6 on the Hope die and a 10 on the Fear die, that would be 16, plus the 2 tokens you rolled, bringing it to a total of 18. Because the Fear die rolled higher, you would tell me that you got an "18 with Fear."

If you roll with Hope, you mark a Hope on your sheet. If you roll with Fear, I gain a Fear and can make a GM move. This means I get to impact the flow of the narrative, usually to add some kind of complication to the scene. I start the game with a number of Fear equal to the number of players.

Take that number of Fear tokens to illustrate this.

Sometimes, you might have an Experience that applies to a roll. Maybe you have "Expert Climber" and are attempting to scale a wall, or "Eagle Eye" and you're trying to spot tracks in the dirt. You can spend a Hope before the roll to describe how that Experience helps you and add its value to your roll.

Lastly, let's talk about Spellcast rolls. Those are action rolls using your Spellcast trait, which will be on your Subclass's Foundation card if you are a spellcaster. For example, Marlowe's Spellcast Trait is Instinct.

HOW DICE ROLLS AFFECT THE STORY

Alright, we've talked about how we roll dice, let's talk about what they do in the story! Usually, I'll set a difficulty for the roll based on the situation, like 6 or 14 or 25, and your goal is to meet or beat that number. If an ability or spell has a number on it, like Spellcast Roll (13), that's the difficulty of the roll. If you succeed, you get what you wanted! If you don't, you fail and something new happens in the story because of it. Hope and Fear also play a part in this:

*If you get a **success with Hope**, that means you accomplish your goal and all is well. You can continue to pass the scene around the table to the other players as you'd like.*

*A **success with Fear** means you do it, but there is a consequence or a complication, so I gain a Fear and can make what we call a "GM move." This just means I'll change the story in some way. You might have to mark a Stress, adversaries might attack, the environment might change, or you might only get part of what you wanted. The move I make will always aim to push the story we're telling forward in an exciting way.*

*If you roll a **failure with Hope**, you don't get what you wanted, but things don't go as badly as they could. I'll make a move that matches the narrative, and then I'll turn things back to the rest of the table.*

*If you roll a **failure with Fear**, the situation goes very badly. I'll gain a Fear and make a move that raises the stakes to highlight the consequences.*

*Saving the best for last, if you ever roll two of the same number, no matter what that number is, that is a **critical success** in Daggerheart. You get what you wanted and a little extra. You get to mark a Hope and you can also clear a Stress, if you have one. If it is an attack roll, you add the maximum your damage dice could roll as a modifier to your damage roll. For example, if you deal 1d8+4 damage, you'd add an additional 8 to the roll.*

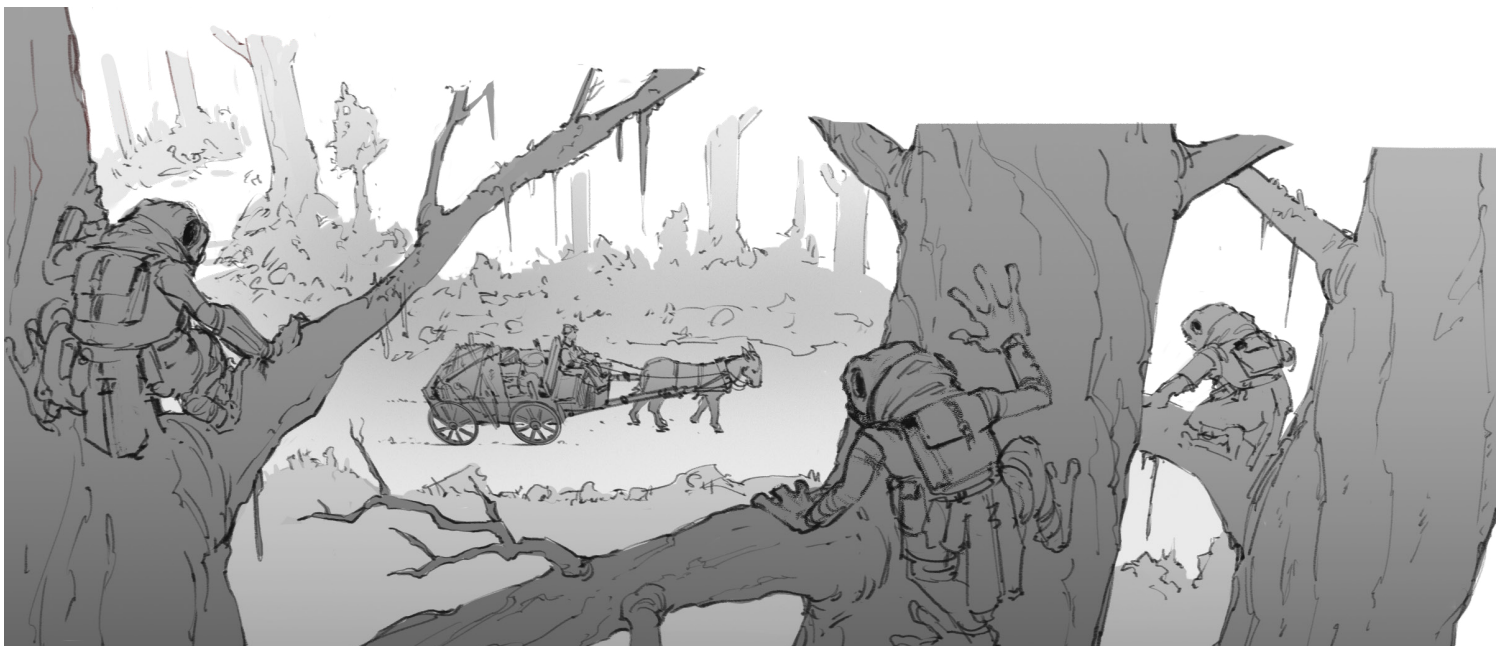
COMBAT

Next, put some character and terrain standees on the table to simulate a battle map, and continue reading aloud.

Finally, we're going to talk about combat. Sometimes when a fight breaks out, I'll put a map of some kind on the table to show where everybody is. When you want to attack a target, you'll ask me if it is in range of your weapon. If it is, you can make an action roll with that weapon, using the trait it calls for. This is called an attack roll. If you succeed against the target, you'll then make a damage roll. Look at the damage dice section of your weapon and roll the specified dice, then tell me the total and whether the damage is physical or magic.

If any of your action rolls during combat are with Fear or are a failure, I will often use my GM move to put the spotlight on an adversary who is attacking you or doing something else important in the scene as the consequence. Additionally, I have the opportunity to spend Fear after that happens to shift the spotlight to an additional adversary or make another GM move. In most cases, I can't have the same enemy take the spotlight more than once in a GM turn, so after I'm out of adversaries to spotlight or I've spent as much Fear as I want to, I'll pass play back to you all to figure out what happens next.

Combat functions just the same as the rest of the game, meaning there is no turn order you must go in. You all get to do what you'd like in the order you want to do it, and I get to make GM moves in response. Because of this, you shouldn't feel locked into only making an attack on the enemy once the fight breaks out. Remember to think about the scene and situation as a whole narrative moment, and consider what you could do to make the best story.



Recall
Analyze
Comprehend

This section denotes your **class**. Each class is made up of two **domains**. Yours are **Arcana & Midnight**. You'll choose the majority of your **abilities and spells** from these domains.

Evasion represents your ability to avoid an attack. Yours is 10. The GM rolls against this number when determining if an adversary hits you. If you do get hit, you can choose to mark an **Armor Slot** (the small empty shields to the right of the large "Armor" shield) to reduce the severity of the incoming damage by one threshold. You have a number of available slots equal to your **Armor Score** (the number in the large "Armor" shield). Yours is 3.

The two smaller boxes are your **damage thresholds**. These come from your armor, and you always add your level to their value. When you take damage, compare it to the numbers here. If the incoming damage is **Minor**, you **mark a Hit Point**. If it is **Major**, you **mark 2 Hit Points**. If it is **Severe**, you **mark 3 Hit Points**. If you ever need to mark Stress and can't, **mark a Hit Point**. If you ever mark your last Hit Point, you must make a **death move**.

This is where you record your **Hope**. You spend Hope to use an **Experience** (details below), **Help an Ally**, use a **Hope Feature**, or initiate a **Tag Team Roll**. When you Help an Ally, you explain how you're aiding them and **roll a d6 advantage die** they add to their action roll total. **You start with 2 Hope marked.**

Your class's unique Hope Feature is in this section as well.

Experience represents the particular specializations your character has. These are narrative tags that you create to reflect what your character is skilled in. When they apply to the scene, you can **spend Hope** before the action roll to add their value as a modifier. You will earn more of these throughout a campaign, but you start with "Royal Mage" and "Not On My Watch."

This is where you keep track of your **gold** during a campaign. If you should mark your tenth **handful**, you instead mark a **bag** and erase all your handfuls. If you should mark your tenth bag, you instead mark a **chest**. **You start with one handful marked.**

Every class starts with a unique **Class Feature** that set them apart from other classes. Make sure to read through them before you begin playing.

This section gives you a place to record your **name**, **pronouns**, **heritage** (the combination of your community and ancestry), and **subclass**. There is also a space to record your **level**.

This area contains your **six character traits**. These are what you will use as your primary modifiers on action rolls. They have descriptions beneath each to remind you how to use them.

This is the section for your **active weapons**. Along with a **name**, weapons have an associated **trait** that you will roll when using them for an attack. They also have a **range** (*Melee, Very Close, Close, Far, or Very Far*). The GM will tell you what range a target is in. **Damage dice** are what kind of dice you're rolling when you make a successful attack, and the type is either **physical** or **magic**. **Proficiency** tells you how many damage dice you roll. The **Feature** on a weapon gives you any special ability or requirement it has.

Weapons are either one-handed or two-handed. You'll see the appropriate amount of hands are already filled for the weapon you've taken.

Marlowe carries a Dualstaff that deals 1d6+3 magic damage to any adversaries you succeed against.

This is the section for your **armor**. Along with a **name**, armor has **base thresholds** that contribute to your damage thresholds, and a **base score** that contributes to your Armor Score. The armor's **feature** describes its special abilities or the requirements to use it.

Inventory is where you will store all of your **items** and **consumables**. Your potion is a consumable, so if you use it, make sure to cross it out here.

This is where you would store any **weapons** you want to carry, but not have active. While in your inventory, Features from these weapons are not useable or applicable.



SLIDE THIS SIDE OUT TO THE LEFT
OF YOUR CHARACTER SHEET.

SLIDE THIS SIDE OUT TO THE RIGHT
OF YOUR CHARACTER SHEET.



TEACHING THE GAME CONT'D

GM'S GUIDE

Review the mechanics and narrative on this page and the one following it. The quickstart adventure will lead you through what you need to know, but it will help to have a primer before you jump in.

MECHANICAL OVERVIEW

You always set a **difficulty** before an action roll. Sometimes the difficulty will be noted by an adversary, other times you'll have to make it up. Use the information below as guidance:

10 - Easy | 15 - Medium | 20 - Hard

Remember that when PCs roll with **Hope**, they gain a Hope, and when PCs roll with **Fear**, you gain a Fear.

You can always give **advantage** or **disadvantage** to a PC on a roll, if it makes sense in the situation. If a player has advantage, have them roll a d6 and add the value to their roll. If they have disadvantage, they instead subtract that value. When you have advantage as a GM, you roll an additional d20 and take the higher result. When you have disadvantage, roll an additional d20 and take the lower one.

You can always make a GM move when the players roll a failure or with Fear, the narrative provides a golden opportunity, or the table looks to you for what happens next. Additionally, you can always spend a Fear to make a GM move when you normally wouldn't.

When you make a GM move, you should create a complication, signal that a new threat is on its way, reveal a new danger, spotlight an adversary, have the PC mark a Stress, or anything else that seems narratively relevant in the scene.

During combat, you'll often use your GM move to spotlight an adversary. This means it is their turn to act, usually to move and/or attack a target in range of their weapon, or do something else important in the scene. Remember that you can always spend a Fear after spotlighting an adversary to shift the spotlight to another adversary, or make an additional GM move of your choice. You can typically only spotlight each adversary once per GM turn.

When an **adversary attacks a PC**, you'll make an attack roll. Roll a d20 and add the adversary's attack modifier, then ask if the total meets or beats the Evasion value on the PC's character sheet. If it does, you'll roll the damage dice and tell the PC what the value and type is. *"That's a 5 and a 3, so that's 8 points of physical damage."*

While in battle, keep an eye on quieter players or those who are more hesitant to jump in on their own, and if needed, shift the spotlight their direction by asking them what they are doing in the scene.

Ranges in the game are abstracted to common language and at your discretion, but if you're playing with maps and minis, the list below is a good place to start:

- **Melee** is when two creatures are next to one another.
- **Very Close** is 5-10 feet, or anywhere on the map within the length of the short side of a playing card (about 3 inches).
- **Close** is 10-30 feet, or anywhere on the map within the length of a standard pencil (about 6 inches).
- **Far** is 30-100 feet, or anywhere within a letter-sized piece of paper's longest length (about 12 inches).
- **Very Far** is anywhere beyond that, while still in the scene.

Movement during a player's turn is only restricted if there is danger present in the scene. During combat, PCs can move anywhere within close range when they are making an action roll. If they want to move as their only action, or get somewhere beyond close range while danger is present, they should make an Agility roll to see if they get there safely.

Adversaries can move within close range and act (make an attack, etc.), or spend their spotlight moving anywhere else.

Below is a **stat block** for an adversary in this adventure.

Thistlefolk Thief

Tier 1 Leader

Serrated Blade: Melee - 2d4+3 (phy) Thresholds: 7/14
ATK: +3 HP: ○ ○ ○ ○
Difficulty: 14 Stress: ○ ○

FEATURES

Back Off - Action: Spend a Fear to make an attack roll against all targets within melee range. Any they succeed against are blasted backwards, dealing 2d6+3 magic damage and pushing them into far range.

On the left side are their standard weapon attack, attack modifier, and the difficulty to hit the thief. On the right are their damage thresholds, hit points, and stress. On the bottom are their features, special moves they can make. Actions are moves the adversary can make that while in the spotlight, and Reactions tell you when to use them but often happen when an adversary is not already in the spotlight. Some features also require spending Fear.

Fear Guide

- **Spend a Fear** to interrupt the scene with a GM move.
- **Spend a Fear** to make an additional move during a GM turn.
- **Spend a Fear** to use an adversary's or environment's Fear move.

NARRATIVE OVERVIEW

Act One:

THE MERCHANT CART



On their way to Hush, the PCs run across an overturned merchant cart blocking their path. A strixwolf is feeding on the driver, who is dead.

Act Two:

THICKET THIEVES



The PCs are ambushed by Thistlefolk who try to steal the carriage holding the delivery.

Act Three:

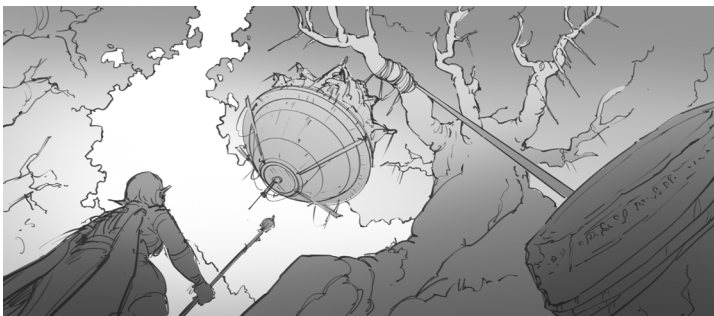
SEEKING AN ARCANIST



When the PCs arrive in Hush safely, they must track down the Whitefire Arcanist by talking to the townspeople.

Act Four:

THE TREEHOUSE



Upon opening the crate, the package is revealed to be the keystone from the city gate's main archway. King Emeris sent the stone to the Arcanist to repair the ward placed upon it that protects the city. The Arcanist asks for the PCs' help holding off danger while she completes the ritual needed to repair its magic.

Act Five:

THE WARD RENEWAL



The PCs take the stone to the ritual site and, while the Arcanist works her magic, fight off the magical creatures that begin to invade.

ABOUT THE THISTLEFOLK

The Thistlefolk take up residence in the place where nobody else dares—within the thickest, thorniest bramble of the Sablewood. Because the only Thistlefolk who emerge from the seclusion of their hidden villages are often thieves coming out to steal goods from unwitting travelers or sleeping merchants, they have received a reputation for being a syndicate of criminals. In actuality, most of the Thistlefolk are quite docile and vulnerable, choosing to live within the safety of the bramble for their own protection from the large predator species who stalk the woods looking for an easy meal.

THE MERCHANT CART

ACT ONE

The Beginning

Read the following aloud to your players:

This evening, your party finally made it to the Sablewood, a sprawling forest of colossal trees some say are even older than the Forgotten Gods. It's a place renowned for two things—its sunken pathways that provide the trade routes for many traveling merchants, and its unique hybrid animals. Even now, from within your carriage, you can hear strange sounds: the low calls of the lark-moths, the croak of the lemur-toads, the scittering of a family of fox-bats in the underbrush. One of you is driving the carriage. Who is it?

When a player volunteers their character as the carriage driver, you can ask them a question like:

You've noticed something unique about the look of trees here in the Sablewood. What is it?

Describe the trees the party passes, specifically including details from their answer. This is utilizing one of the GM Principles in Daggerheart, "Ask Questions and Incorporate the Answers." Then, read the following aloud:

As your steeds pull the carriage around a tight corner, one wheel coming off the ground for just a moment, you see an overturned merchant's cart laying sideways in the path before you, blocking your way. A scattering of fruits and vegetables litter the trail. From around the side of the carriage steps a strixwolf; a large creature with the body of a wolf, the face of an owl, and large wings adorning its back. It finishes chewing its meal, the hand of the dead merchant, as it stares at you, curious, trying to judge whether you're friend or foe. Then you see, following clumsily behind, two small pups watching their mother cautiously.

From within, the rest of you feel your carriage come to a stop. What would you like to do?

Allow the PCs to roleplay for a little bit if they'd like. When somebody approaches the merchant cart, that will trigger the first action roll.



The First Action Roll

Read the following aloud:

The strixwolf is wary of your movement. Let's make our first roll to see how she reacts! This will be using your Presence trait, so grab your Duality Dice and roll them, then add your Presence. You can also spend a Hope before the roll to add an Experience, if it applies. Then tell me the total and which die rolled higher!

SUCCESS

If they rolled a 10 or higher, it is a success! Describe the strixwolf calmly trying to keep her pups out of danger.

If the roll was with Hope, tell the player to gain a Hope.

If the roll was with Fear, gain a Fear. This is also your chance to introduce a consequence to the scene. It should not undermine the success, but rather forward the narrative in an exciting way. You might say:

The mother hoot-hows, as if calling to another strixwolf among the trees. You know you might not be alone for long.

FAILURE

If they rolled a 9 or below, it is a failure. Describe the strixwolf snarling and snapping, angry that the PC is approaching.

If the roll was with Hope, tell the player to gain a Hope. You still get to make a GM move, but because it's with Hope, it shouldn't be as bad as it could be. You might say:

With one last snarl, she leans down to have her pups clamber onto her back before taking off into the air, landing on a nearby branch. She is watching your every move.

If the roll was with Fear, things go badly. Gain a Fear and describe the strixwolf snarling at the PC, causing them to mark a Stress.

CRITICAL SUCCESS

If both dice roll the same number, it's a critical success! Tell the PC to mark a Hope. They can also clear a Stress, if they have one. Then, describe the strixwolf moving towards the PC, head down, tail wagging. It sits in front of them.

THICKET THIEVES

ACT TWO // PART ONE

The Fallout

Let the events of the previous act play out, allowing the players to roleplay and take other actions. Use the scenarios below for guidance.

SCENARIOS

If they search the merchant cart, you can talk about the cart being stripped of all valuables and showcase the dead driver with a mangled arm, picked over by the strixwolf family for food. If the PCs inspect the body further, they might find that the driver had his neck slit.

If they attack the strixwolf, have them make an attack roll against it at a difficulty of 10. On a success, they deal damage using their weapon. The pups will flee.

If they fail any rolls to interact with the strixwolf, it will pull its pups onto its back and fly into a nearby tree, watching the adventurers from above.

If they try to find signs of something strange, they see the remnants of thorny bramble tangled around the wheel of the carriage and strewn across on the road.

If they want to move the merchant cart out of the way, are taking steps to get their carriage moving again, or are trying to leave the trail, jump to "Ambushed!"

Strixwolf Mother

Tier 1 Standard

Bite - Melee - 1d6+3 phy
Attack Modifier: +1
Difficulty: 10

Major 4 | Severe 8
HP: ○ ○ ○
Stress: ○ ○ ○

The Ambush

When the moment feels right, or one of the above scenarios triggers it, ask a PC who seems like they are paying attention to their surroundings to make an Instinct Roll with a difficulty of 14.

On a success, they notice eyes watching them from the darkness beyond the trail. If it was with Fear, gain a Fear and have the PC mark a Stress. **Use the "See Them Coming" prompts.**

On a failure, they are immediately ambushed. If it was with Fear, gain a Fear and have the PC also mark a Stress. **Use the "Ambushed!" prompts.**

See Them Coming

Read the following aloud:

You hear the sounds of a branch snapping and turn to see four Thistlefolk sneaking through the underbrush, attempting to get the jump on your party. The overturned cart was a distraction, but their plan didn't work. I'm going to set up a map!

Ambushed!

Read the following aloud:

In a whirlwind of cracking branches and unsheathed blades, a group of four Thistlefolk jump out from the brush alongside the road. The overturned cart was an ambush! They stand before you, weapons drawn, blocking the road. They'll go first. I'm going to set up a battle map!

SETTING UP THE BATTLE MAP

Take the forest terrain you've cut out and ask for your players to help you spread it across the table to build a map. You may also encourage them to grab other items from around the room to add terrain to the map. Build out the playspace together.

Then, place the overturned merchant's cart on the table and ask the players to put their miniatures nearby, where they think they would be in the scene, along with their carriage. Finally, take the Thistlefolk Ambusher standees and the Thistlefolk Thief, and put them in Close range of the PCs.

BEGINNING THE ENCOUNTER

On the next page, you'll find the stat blocks for the Ambushers and Thief. You'll use those stat blocks to run the remainder of this encounter. Remember to make the battle your own. Decide what the Thistlefolk look like in detail, describe the scene as if the players were watching a movie or reading a book, and if you're comfortable with it, ask them to participate in building out the scene as well. This can be as easy as asking them to describe their attack or their evasion in detail, but you might also involve them further—ask them what unique clothing item the Ambushers are all wearing, or the interesting fighting style they seem to employ. You might also ask what level of violence the players are comfortable with. Are they looking to kill the enemies? Incapacitate them? Knock them out?

THICKET THIEVES

ACT TWO // PART TWO

The First Encounter

■ AMBUSHED!

If the players were ambushed, the Thistlefolk act first. We can see this reflected in their feature, "Ambush." Read the following aloud:

Having the upper hand, the three Thistlefolk Ambushers rush you! Because of their Ambush feature, they get to make an attack immediately. This only happens when they enter the scene, so it won't be like this every time. But right now, they are slashing at you with daggers, protected by armor made of polished stones.

Move the ambushers into melee with the PC closest to them. Then follow the attack guide below for each Ambusher.

■ SEE THEM COMING

If the players spotted the Ambushers coming, they get to act first. Read the following aloud:

You stand at the ready, having spotted the Thistlefolk before they could ambush you! You all get to act first, who wants to start us off?

■ THE THISTLEFOLK'S GOAL

Use the Ambushers to keep the party's attention while the thief attempts to steal their carriage.

USING REFERENCE STAT BLOCKS

On the Thistlefolk Ambusher, you'll notice the stat block is listed as "Reference" with three other smaller stat blocks below it. This is how Daggerheart represents three adversaries that all have the same stats. Instead of repeating all of the information three times, it is in one centralized area.

AMBUSER ATTACK GUIDE

When you make an attack against a PC, roll a d20 and add its attack modifier (+1), then compare it to the PC's Evasion. If it hits, make a damage roll using 1d8+5. Ask them to compare the total to their damage thresholds, use armor if they'd like, and mark their hit point(s).

THIEF ATTACK GUIDE

When you make an attack against a PC, roll a d20 and add its attack modifier (+3), then compare it to the PC's Evasion. If it hits, make a damage roll using 2d4+3. Ask them to compare the total to their damage thresholds, use armor if they'd like, and mark their hit points. If they're using Back Off, on a success deal the damage and move the PC's standee a direction of your choice in far range of where they previously were.

AMBUSER/THIEF DEFENSE GUIDE

When an adversary is hit with damage, compare the amount to their thresholds, then mark the appropriate hit points. When you mark their last hit point, they are defeated.

Thistlefolk Ambusher (Reference)

Tier 1 Standard

Dagger: Melee - 1d8+5 phy Thresholds: 6/12
ATK: +1 HP: 3
Difficulty: 13 Stress: 2

FEATURES

Ambush - Reaction: When the Ambusher enters the scene without being spotted first, they can immediately move into Melee with a target and make an attack against them. On a success, they strike with their dagger for 2d4+8 physical damage.

Thistlefolk Ambusher #1

HP: ○ ○ ○ Stress: ○ ○

Thistlefolk Ambusher #2

HP: ○ ○ ○ Stress: ○ ○

Thistlefolk Ambusher #3

HP: ○ ○ ○ Stress: ○ ○

Thistlefolk Thief

Tier 1 Leader

Serrated Blade: Melee - 2d4+3 (phy) Thresholds: 7/14
ATK: +3 HP: ○ ○ ○ ○
Difficulty: 14 Stress: ○ ○

FEATURES

Back Off - Action: Spend a Fear to make an attack roll against all targets within Melee range. Any they succeed against are blasted backwards, dealing 2d6+3 magic damage and pushing them into Far range.

■ THE ENCOUNTER'S END

The encounter ends when all adversaries are defeated. Clean up the map, then encourage the PCs to describe a montage of the remaining travel time to Hush.

SEEKING AN ARCANIST

ACT THREE

Arrival in Hush

Read the following aloud:

The path leads you further into the forest until you spot a large stone pillar, carved top to bottom in ancient dwarven symbols. This denotes one corner of the peaceful village of Hush. When you pass beyond the stone marker, you feel a small sensation like the pop of a bubble, then the sounds of friendly chatter become louder.

Though the trees of the Sablewood are unchanged here, there is a distinctive safe and comforting air. A few smiling faces turn to you as your carriage rolls in, waving or casting a warm greeting toward the party. There is lively music drifting your direction from the tavern at the center of town.

You know you need to find the Whitefire Arcanist to deliver the package from the King. What would you like to do?

If the players would like to talk to an NPC, you can choose one of the options below.

Fidget - Wildborne Human - (they/them)

A young child who will not stop wiggling—it's clear how they earned their name. They are often busy scurrying up the trees in town, lighting the lanterns that hang from the branches. They know the fastest ways through the village. If the PCs approach, they are curious what life is like outside of Hush.

Lausa Standworth - Wildborne Dwarf - (she/her)

An older woman with a thick beard carrying a barrel of ale. She is happy to stand and talk to the party (she will keep the barrel on her shoulder the entire time). If the PCs approach, she wants to know the name of every member of the party's weapons and the date they were forged.

Halythion Fives - Loreborne Clank - (he/him)

A soft-spoken clank (a humanoid robot) of indeterminate age. He bears a number of small scratches across his metallic shoulder where an alert but friendly fox-bat rests. He is playing an unknown game that uses cards and acorns. If the PCs approach, he is curious about the Thistlefolk and asks if you encountered any on your way.

During their discussion, choose an additional NPC from the list above. The second will be a friend that has knowledge of where the Whitefire Arcanist lives. They last saw this person at the tavern and send you in its direction.

For example, your PCs might meet Fidget in town. After some conversation and coaxing, Fidget points the party to the tavern to meet Lausa.

The Clover Tavern

Read the following aloud:

The Clover Tavern is a sight to behold, with six curving stories climbing the trunk of an ancient tree. This is the heart of the community, always crowded with music and good-natured conversation. Newcomers to the bar must take off their shoes and hang them over a line that stretches across the bar's ground floor. Inevitably, by the time visitors leave, their shoes will be shined and filled with small trinkets. As you enter, what would you like to do?

Let the players roleplay here for a bit, introduce them to a barkeep or a friendly local who asks them to hang their shoes on the line. Let them explore the different levels of the tavern, and if you feel comfortable, ask some of your players to participate in describing details about it.

How does the second floor of this tavern look so wildly different than the first? What smell permeates the air throughout this place? What unique custom do the locals seem to participate in every time you walk in the room?

OPTIONAL - THE FIRSTMOSS FESTIVAL

If they ask around, the PCs will find out the people of Hush are currently celebrating the Firstmoss Festival—the time when the new crops in the Sunless Farms have the first layer of moss growing upon them, meaning they're beginning to ripen for the season. It's a celebration of the arrival of spring, and of the abundance of fresh fruits and vegetables the town will soon have. There is a good-natured arm wrestling competition, a stone-painting class, and a small marketplace full of homemade trinkets.

When you're ready, guide the players in finding an NPC who will help them. If they bypassed asking someone in town, just use one of the NPCs from the list here instead. After a few exchanges, you can have the NPC say something like:

The Arcanist is quite busy, but if you've traveled so far, I'm sure she'll be more than hospitable. We would be lost without her. She keeps this whole place protected by a powerful ward so that no dangers from the Sablewood can pass into town. You'll find her house to the south, through the farmland. It's hanging from one of the old Sablewood trees, you can't miss it.

When the PCs are ready, set them off towards the Arcanist.

THE TREEHOUSE

ACT FOUR

The Whitefire Arcanist

Read the following aloud:

Making your way past the homes of the village, then through the farmlands of Hush, you see a variety of crops that have begun to cultivate a thin layer of glowing blue moss over the top of their fruits and vegetables. They pulse softly like a heartbeat as you pass.

Among the thriving groves, you notice that the Sablewood trees in this area have hundreds of unique faces carved into all sides, the eyes peering in every direction.

One tree, taller than the rest, bears the Arcanist's home, like an overripe fruit. It hangs from a braid of rope, as wide around as a giant's forearm, tied to a massive branch and counterweighted by a cabin-sized bolder lying at the base of the tree. The stone is marked with a collection of symbols and the cabin windows flash with a soft, yellow-green light.

What would you all like to do?

Give the players the option to roleplay and problem solve. Use the section below as guidance, or create your own.

- **If they try to call to the Arcanist from below**, there is no response, but the light within still flickers.
- **If they try to cut the counterweight rope**, it will immediately blast them backwards a few feet, dealing a point of Stress.
- **If they try to climb the tree**, it's an Agility Roll with a difficulty of 13. On a failure, a limb of the tree grabs them, gently sets them down on the forest floor, then resumes its original form.



When they finally do something to successfully get the Arcanist's attention, use the following to describe her as she emerges from her cabin to greet them.

A seven-foot mix of humanoid and firefly, the Arcanist is a faerie that moves in a combination of both very slow and suddenly jerky motions. Though her expressions are difficult to read, her emotions are very clear in her voice. She is old but spry, and she eyes the group mischievously.

"Are you the group Emeris sent from the capital? Oh my, you're rather late aren't you. Come in, come in."

As the Arcanist lowers her home and invites you inside, you'll notice the treehouse is surprisingly spacious. The main room is a crowd of potion bottles, spellbooks, runes, plants, and small creatures of all kinds. But, no one could classify this place as messy. It's clear that if anyone moved a single item even an inch, the old faerie would notice.

The Package

Let the players roleplay with the Arcanist. Make her curious about their journey, the NPC who directed them towards her house, and how each of them have imagined they might die one day.

Once she's had enough conversation, the Arcanist will ask about the package from King Emeris. In order to inspect it in safety, she will magically unfold her home as if it were a blossoming flower. She'll hurry the players to get the crate inside before closing the cabin back up, now just a bit bigger. When she opens the delivery, read the section below aloud:

Inside King Emeris' package lies a massive stone with a lion's face carved into it. Marlowe, you recognize this as the keystone of the capital city gate's main archway. The Arcanist nods sagely as soon as she sees it, saying: "Of course the King would keep this delivery secret. If anyone knew your city was no longer warded, you would be conquered before sunrise." With this ominous warning, she starts to unfurl her treehouse yet again. "We must travel to the Open Vale to revitalize the ward. But such an effort of magic will attract dangerous creatures from the darkest reaches of the Sablewood. I'll need your help."

If the players seem enthusiastic about helping, you should cut straight to the Open Vale, transitioning into Act Five. Otherwise, you can encourage the players to describe their time traveling with the eccentric Whitefire Arcanist.

THE WARD RENEWAL

ACT FIVE // PART ONE

The Open Vale

Read the following aloud:

On direction from the Arcanist, your carriage pulls into a mysterious clearing in the shape of a perfect circle, the only area of the Sablewood you've seen without trees to block out the sky. This is the Open Vale.

Speak to the players as the Arcanist, describing the Open Vale as a place used for strong ritual magic. It's where she first forged the ward pillars that reside on all four corners of Hush, keeping the village safe. She almost died in that ritual, but is reluctant to say more for fear of angering the Forgotten Gods. Engage the PCs in conversation, then when you're ready, read the following:

The Arcanist's antennae perk up in a disconcerting way. "This is good. Stop, stop. Yes, here. Now come help me, I'm old." This time, she unfolds the carriage as she did with her home and stands over the crate, humming. Her body starts to glow brighter, flickering in the night.

"I will need an hour of time to prepare. You all, enjoy the night air while you can. We'll be very busy soon."

A Short Rest

Tell the PCs that they will now take a short rest.

During a short rest, a PC may choose up to two of the following options. *They may choose the same option twice.*

TEND TO WOUNDS

Describe how you patch yourself up and clear 1d4+1 hit points. You may also tend to an ally instead.

CLEAR STRESS

Describe how you blow off steam or pull yourself together, and clear 1d4+1 Stress.

REPAIR ARMOR

Describe how you spend time quickly repairing your armor and clear 1d4+1 marked Armor Slots. You may also repair an ally's armor instead.

PREPARE

Describe how you prepare yourself for the path ahead and gain a Hope. If you choose to Prepare with one or more members of your party, you may each take two Hope.

GM PREP DURING REST

While the PCs are resting, take 1d4 Fear as your downtime benefit, then review the stat blocks for adversaries located below and on the next page. These will be used in the final battle.

Ancient Skeleton (Reference)

Tier 1 Standard

Rusted Sword: Melee - 1d6+1 phy Thresholds: 7/none
ATK: +0 HP: 2
Difficulty: 12 Stress: 1

FEATURES

Group Attack - Action: Spend a Fear to choose a target and spotlight all Ancient Skeletons within Close range of them. Those creatures move into Melee range of the target and make one shared attack roll. On a success, they deal 4 physical damage each. Combine this damage.

Ancient Skeleton #1

HP: ○ ○ Stress: ○

Ancient Skeleton #2

HP: ○ ○ Stress: ○

Ancient Skeleton #3

HP: ○ ○ Stress: ○

Ancient Skeleton #4

HP: ○ ○ Stress: ○

ANCIENT SKELETON BATTLE GUIDE

Because the skeletons have no attack modifier, roll a d20 and ask if it hits the target's Evasion. On a success, deal 1d6+1 physical damage.

If the ancient skeletons take 6 or less damage, they mark one hit point. Otherwise, they are defeated.

Their Group Attack Feature allows you to activate several skeletons at once to make a powerful attack. When you use this action as your GM move, you must spend a Fear to activate the group attack, then move all skeletons in close range of a target into melee with them. Make one attack roll with a +0 modifier against the PC's Evasion. On a success, deal 4 phy damage per skeleton. Add all of this damage up before dealing it to the PC.

THE WARD RENEWAL

ACT FIVE // PART TWO

The Ritual Begins

Read the following aloud:

The Arcanist lets out a shrill cry, “The keystone has finally responded! Quickly, surround me, the ritual must begin or I’ll lose the pathway! Hurry!” Her body begins glowing brighter and brighter still as her eyes roll backwards into her head and the entire carriage lifts a foot off the ground. A collection of unearthly screeches echo from the woods as nearby creatures are alerted to the arcane energy.

Then place the Whitefire Arcanist standee at the center of the table. Ask the players to also place their standees in the scene. Finally, place four Ancient Skeletons within close range of the Arcanist and two Forest Wraiths within far range, then read the following aloud.

You feel a rumble as four ancient skeletons emerge from the ground, rusted swords in hand, disturbed by the forces of magic being used by the Arcanist. In the distance, two Forest Wraiths float ominously towards you. I’m going to start a countdown die for the ritual, your goal is to hold off the enemies until her work is completed.

Grab a d8 and set it on the table with the 8 facing up. This is a countdown die. It will tick down one number every time an adversary is defeated. It will tick up every time the Whitefire Arcanist is hit with an attack. When the countdown reaches 0, the ritual is complete and the fight will end.

ENVIRONMENT FEATURE

Environments can have their own features that let you utilize them in a unique way. For this encounter, you have an environment feature called Vengeance of the Vale.

The Open Vale

Tier: 1

Type: Exploration

FEATURES

Vengeance of the Vale - Action: Spend a Fear to summon two additional ancient skeletons from the ground within very close range of a PC.

ENCOUNTER GM GUIDANCE

The countdown progresses every time an adversary is defeated, so if it's not moving quickly enough, use **Vengeance of the Vale** to spawn more skeletons, as they're easy to take down. Have adversaries target the Whitefire Arcanist if no other PCs are within attack range. Her difficulty is 11. She doesn't mark Hit Points or Stress, any damage done to her should be purely narrative.

FOREST WRAITH BATTLE GUIDE

Forest Wraiths can attack from far range with a +3 attack modifier. On a success, they deal 2d6+8 magic damage. They have **resistance** to physical damage, meaning any incoming physical damage is cut in half (rounded up).

Their **Memory Delve** move makes the target Vulnerable, which means all rolls you make against them are at advantage (roll an additional d20 and take the highest result). This condition doesn't stack.

Pass-Through should be used sparingly to avoid incapacitating the whole party at once. Because this move knocks a PC out of their body and stops them from acting until an adversary is taken down, using the Vengeance of the Vale Encounter Move can be a useful way to generate new, easily defeatable adversaries to avoid this from happening.

Forest Wraith (Reference)

Tier 1 Bruisers

Lifedrain - Far - 2d6+8 mag
Attack Modifier: +3
Difficulty: 13

Major 7 | Severe 14
HP: 6
Stress: 3

FEATURES

Spectral Body - Passive: The Forest Wraith has resistance to physical damage.

Memory Delve - Action: Make an attack roll against a close target. On a success, the Forest Wraith flies into Melee and places their hand upon the target's cheek. Ask the player to describe a terrifying moment from their character's childhood. Then deal 3d4+9 magic damage and make them Vulnerable until their next rest.

Pass-Through - Action: Spend a Fear and make an attack roll against a target in Melee. On a success, the Forest Wraith passes through the target, pushing their soul from their body momentarily, making them Untethered. They cannot act again until the Ritual Countdown ticks down, clearing this condition.

If the entire party becomes Untethered at the same time, they all mark 2 Hit Points and their souls return, clearing the condition.

Forest Wraith #1

HP: ○ ○ ○ ○ ○ ○ Stress: ○ ○ ○

Forest Wraith #2

HP: ○ ○ ○ ○ ○ ○ Stress: ○ ○ ○

DEATH MOVE

If a PC ever marks their last hit point, they make a death move. For the purposes of the Quickstart Adventure, they fall unconscious until they are healed or the danger passes.

The Ritual Ends

When the Ritual Die ticks down to 0, move to the Epilogue.

BEYOND THE VALE

EPILOGUE

The Keystone Ward

Read the following aloud:

As you deliver a powerful blow, the ritual ends! The carriage comes falling to the ground as the keystone vibrates with arcane energy. Then, all at once, a soundless explosion erupts from the Whitefire Arcanist, dissipating any last enemies who might remain. The clearing is quiet once again.

Back inside the treehouse, not but an hour later, the keystone sits suspended carefully above a rumbling fire in the hearth.

The Arcanist, who looks even older now than she did before, sits cross-legged in an over-stuffed chair. There is an exhaustion in her voice as she speaks.

"You fought hard. I'm not surprised, of course. The King keeps good company. I'm very glad you were there."

Give the PCs the chance to wrap up their story with the Arcanist. When conversation stalls or the PCs ask about the keystone, you might say something like:

"The keystone will need a week, maybe more, to allow the magic to settle. I'll need to watch it carefully to ensure nothing cracks or becomes sentient or anything of the like. You know how it is. And in the meantime, after you rest and gather yourselves, have a nice hot meal and warm bath, I have one more thing to ask of you."

We pull out of the Arcanist's home, out of the forest itself, to view the verdant expanse from above, and see twisting stone spires breaking through the treeline, each with a flame flickering within the tower like a beacon. She continues:

"There's a Spire, just west of here, maybe a few hours walk. I felt it on the way to the ritual. Its power was... strange. The light felt weaker than it should be. I think something might be terribly wrong with the Spirekeeper, and I fear what will happen if its fire is extinguished altogether. When you're ready, come back, and I'll give you my map so you can make it there safely. It's good to have heroes in the Sablewood again."

And that's where we're going to end today's session.

Beyond the Adventure

Congratulations, you've completed the Daggerheart quickstart adventure! For more, visit www.daggerheart.com to purchase the full game and join our community.

The Sablewood Messengers Credits

Lead Designer: Spenser Starke

Additional Designers: Rowan Hall & Mike Underwood

Senior Games Producer: Elise Rezendes

Junior Games Producers: Madigan Hunt & Alex Teplitz

Artists: Shaun Ellis & Pao Yong

Layout: Matt Paquette & Co

Archivist: Dani Gage

Head of Darrington Press: Ivan Van Norman

Creative Director: Travis Willingham

The Sablewood Messengers Inspiration

TTRPGs

Dungeons and Dragons by Wizards of the Coast

Pathfinder by Paizo

For The Queen by Alex Roberts

Lady Blackbird by John Harper

The Wildsea by Felix Isaacs

Books

The Edge Chronicles by Paul Stewart & Chris Riddell

The Lord of the Rings series by J.R.R. Tolkien

TV & Film

Avatar: The Last Airbender created by Michael Dante



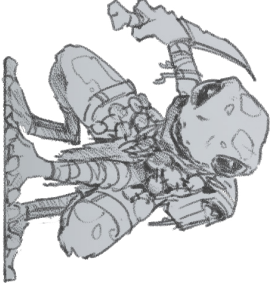
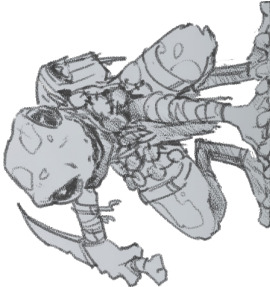
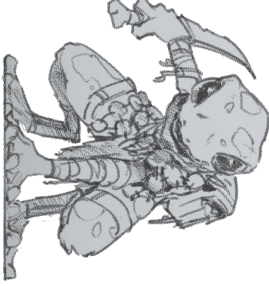
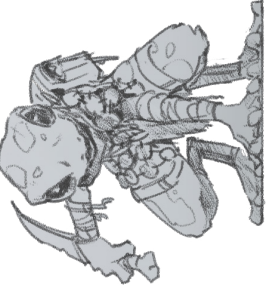
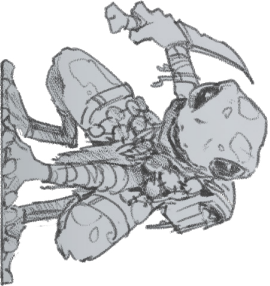
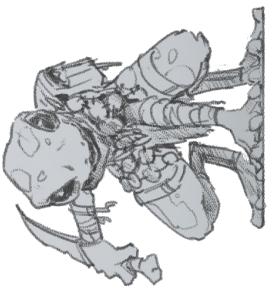

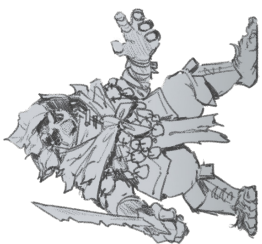
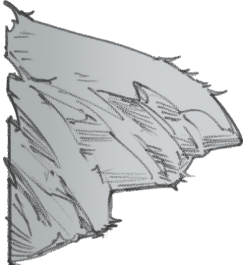

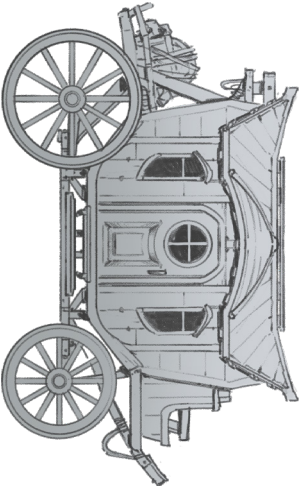
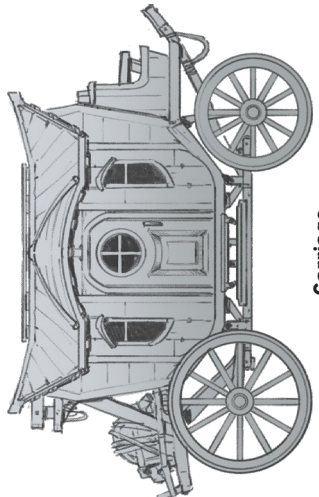
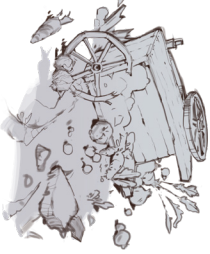

DiMartino & Bryan Konietzko

The Legend of Vox Machina created by Critical Role Productions

For a full list of credits and inspirations for Daggerheart, see the core rulebook.

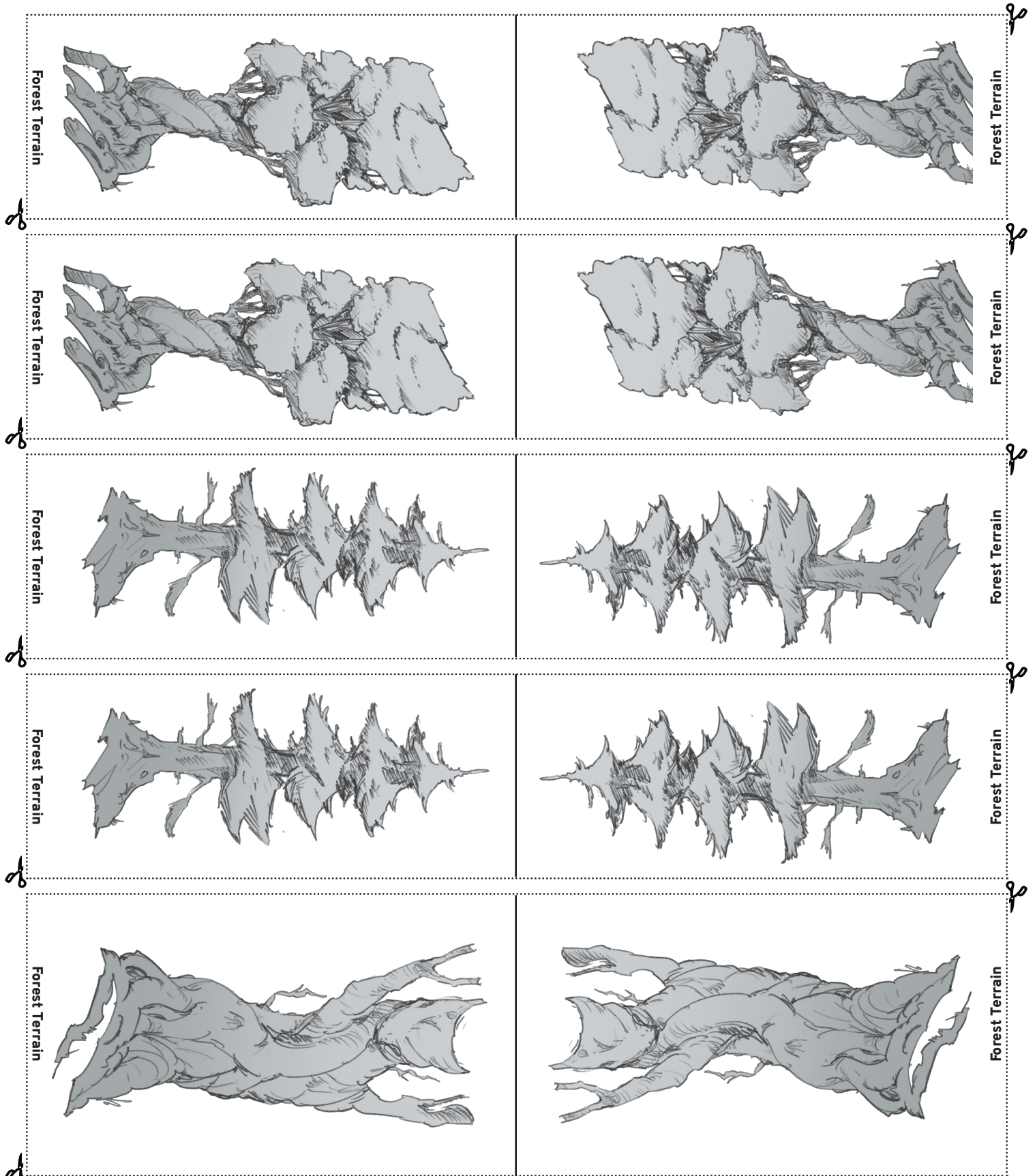
SABLEWOOD MESSENGERS

STANDEES & TERRAIN

 Strixwolf Mother	 Strixwolf Mother	 Thistletfolk Ambusher #2	 Thistletfolk Ambusher #2
 Thistletfolk Ambusher #1	 Thistletfolk Ambusher #1	 Thistletfolk Ambusher #3	 Thistletfolk Ambusher #3
 Thistletfolk Thief	 Thistletfolk Thief	 Forest Terrain	 Forest Terrain
 Carriage	 Carriage	 Merchant Cart	 Merchant Cart

SABLEWOOD MESSENGERS

STANDEES & TERRAIN



SABLEWOOD MESSENGERS

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