



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.



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

+2

FEATURE