

The Ruined Spire

the adventurers arrive at the crumbling remnants of Fortua, where moss-choked walls and a towering spire loom above the forest canopy. As they pick through fallen halls and broken statues, the ruins whisper of forgotten histories and hidden relics, offering both knowledge and tools for the road ahead. Yet danger presses close, the sound of hunting horns and guttural calls signal marauders sweeping into the ruins. Whether slipping away unnoticed or standing their ground against ambush, the adventurers leave Fortua not only with the path to Rivertown but with the heavy sense that they were hunted even here, among the bones of a fallen stronghold.

How to read this Zine

The below boxes is how I break up and display content for this adventure. It's not a in depth adventure guide with hundreds of pages of lore, tables and numbers but should be enough to get you going weith Daggerheart.

These boxes are generally narrative - Coloured on the right to help identify what we read out to progress the narrative.

This is generally a DM prompt. A mechanic, or something we need to be aware of. The darker colour on the right hand side signifies this.

GM Guidance:

I put notes for how to enhance the scene, to set the narrative or to enhance the game play.
The important part is here in bold: Generally an explanation or prompts as to why, how, what or when.

Encounter - Reference (name)

If there are rules for the encounter I put them in a DM box.

- Success

What does success look like, what does it do. Generally paired with a narrative box too.

- Failure

What does failure look like, what is a consequence (not the only one!). Generally paired with a narrative box too.

Adversary and Environment blocks will be represented similarly most of the time. There will be subtle differences but I will have most of the information s tored in a easy to read format. Additional notes may be found in a DM Box.

Adversary / Environment Name	Type / Tier
Motives: What motivates this adversary	
Difficulty: # Thresholds: x/y HP: # Stress: # ATK:++ Weapon: Range xdy+n Phy/mag	
Feature Feature description	

GM Principles:

These are the **Principles** that I put heavy emphasis on, in order of **significance to me**. This is how I would suggest running this adventure.

- 1. Ask Questions and Incorporate Answers:**
 - The players have just as much creative say in the worlds that we create with them, not for them. Let them have the reigns frequently and with glee.
- 2. Collaborate at All Times:**
 - This is a shared narrative of GM and Player, not adversarial. We set challenges that they will overcome and create a truly amazing narrative!
- 3. Begin and End with the Fiction:**
 - Goes hand in hand with my #1 and #2. This is a narrative style TTRPG system and this multi-act adventure sets us up for a great story.
- 4. Give Every Roll Impact.**
 - This one is interesting. Don't make them roll for things they don't need to. Make sure that you make the rolls count as it could be seen as fishing for Fear or Hope.
- 5. Fill the World with Life, Wonder and Danger**
 - This adventure has life at every turn. It also is filled to the brim with danger and chances of discovery and wonderment. Highlight this narrative to the players to help them get fully emersed.
- 6. Hold on Gently.**
 - Be flexible. If they want to try a peaceful alternative to a solution, let them and Pivot!
- 7. Play to Find out What Happens.**
 - This is something I'd encourage you to ask your players. One-shot Zines can feel very scripted but set the goal, lay the scene before them let them traverse through it. This is a mutual agreement for us to not force them into an outcome, but they also need to want be involved.

Adventure Mechanics

Any time a party takes a short or a long rest where there may be consequences of the environment they are in both the DM and the Player make a **'Watch Roll'** of 1d12. The Players then decide to go with their own roll or the GMs roll. Then consult the below.

- 1-3 - An adversary Appears (Ambush Environment)
- 4-7 The GM gains a fear.
- 8-10 The Players Gain a hope
- 11-12 the Players gain a hope, clear a stress and the GM loses a fear.

If the players elect one member to forgo one of their rest actions to take watch the players roll 2d12 and choose which they wish to keep.

This **Daggerheart** adventure was created using guidelines and information from the [Daggerheart System Reference Document 1.0](#) which is the copyright of **DRP, Darrington Press**, who are the creators of the system. This content was created and/or modified from content within the SRD and is licensed under the **DRP Community Gaming License** which can be found here: [Darrington Press CGL](#).

The Ruined Spire

Read out to the Players

The jagged silhouette of Fortua rises from the mist like the tombstones of a city that lost its battle with the forest. Crumbling stone walls and shattered buildings sprawl beneath a tall spire that pierces the canopy, its weathered and cracked crown just visible through the trees. This once proud fortress now a graveyard of toppled towers and moss-covered stones. Yet even in ruin, there is a strange weight here, as though the very air remembers the fall of Fortua and what was left behind under its fallen stone. This place holds secrets: old maps, lost tomes, relics of forgotten power. But as you step into the ruins, the stones, roots and debris are reluctant even at first glance to give up any of its secrets.

Give the players short rest this is a dangerous place to rest. Roll your **Watch Roll** with advantage. Ask your players what they do to recover, what do they do to prepare for the next leg of the journey, what do they know of the Wraith Woods? Incorporate your answer into the next read out section.

Read out to the Players

The ruins of Fortua lay scattered before you, broken walls half-swallowed by moss, crumbling archways leading into a skeleton of what once was a room, and broken statues worn faceless by time. The air is heavy here, damp yet warm, carrying the faint scent of ash and stone dust that should have long since faded. Each step crunches on fragments of tile, twig or bone which echoes far louder than it should in the silence. You pass through toppled homes and long-collapsed halls, where ivy weaves through cracked stone and roots split what foundations remain.

Start a Progress Countdown (6) to uncover information or relics Using the Fortua Ruins Environment reveal information about Fortua ruins

GM Guidance:

Describing the Scene: Use the players answers form the below questions, set a narrative scene while focusing on the success of the party members and how they contribute to the narrative.
Ask Questions and Incorporate Answers:

- “This ruin feels like it has the fall of Fortua etched in its very stone, what is it?”
- “Among the rubble, you find scraps of parchment, stone etchings or carved symbols. What do you know of them?”
- “You uncover a broken shrine or idol. Who was worshipped here?”
- “You find a weapon, it looks to be in mostly good condition, describe where it was and what it is?”

- Success

The party find a way to get to Rivertown and spot the marauders approaching. Start a Consequence and Progress countdown (5) to avoid the marauders as they sneak out of the ruins. If the consequence is reached first then the hunting beasts find them and begin the encounter.

Read out to the Players

There is is, the way forward. With the path identified the adventurers gather together to get ready for the next leg of the journey which promises to be much easier. However, as they group together the too-close call of a creature and the stomach curdling whistles, trumpets and call's of something that doesn't seem friendly comes from just a few ruined buildings away.

- Failure

The party find a way to get to Rivertown, however they are discovered by the marauders.

Encounter - Running Through Ruins

The party are ambushed by a Hunting group is made up of Faun Hunters, Faun Marauders and Hunting beasts.

Read out to the Players

As the guttural hunting calls, the horns and whistles echo about the ruins the adventurers catch sight at last of what they seek. The path forward to Rivertown. locking in their destination its moments before the first javelins whistle past their heels as they dart about the ruins as the calls of trained hunting beasts come from all around them. They are boxed in and their options are now limited to one, they draw their weapons and get ready to fight.



Hunting BeastStandard - Tier 1

Motives: Alert , track, ambush, hunt,

Difficulty: 10 | Thresholds: 4/8 | HP: 3 | Stress: 2 | ATK:+0 | Bite: Melee | 1d6+2 Phy

Trained Trackers - Action

Immediately spotlight 1d4+1 ally adversaries within very far range.

Faun HunterSkulk - Tier 1

Motives: Ambush, capture, subdue

Difficulty: 11 | Thresholds: 6/12 | HP: 3 | Stress: 3 | ATK:+1 | Javelin: Close | 1d6+1 Phy

Swift Footed - Passive:

After making a standard attack, the Faun Marauder can move anywhere within far range.

Get the Nets! - Action: Spend a fear

Spotlight up to 1d4 other Faun Hunters within Close range of a PC. Each other spotlighted Faun Marauder makes one attack against that PC that deals no damage. For each success the initiator gains +1 to their attack roll. If the initiator is successful the target within Close range is Restrained and Vulnerable. The Target can break free, clearing both conditions, with a successful Strength Roll or if the net suffers 6 points of damage.

Faun MarauderBruiser - Tier 1

Motives: Ambush, grab, capture, subdue, pummel

Difficulty: 10 | Thresholds: 8/14 | HP: 7 | Stress: 3 | ATK:+2 | Battle Heavy Club: Very Close | 1d8+3 Phy

Pummel - Action:

Make an attack against a target within Very Close Range. On a success, mark a Stress to move into Melee range of the target, dealing 2d6 physical damage and knocking the target back to close range and Vulnerable.

Heavy Arc - Action: Spend a fear

The Marauder makes an attack roll against all targets within Very close range Targets the Marauder succeeds again take 2d8+1 physical damage.

Momentum - Reaction:

When the Marauder makes a successful attack against a PC, you gain a Fear.

Fortua RuinsExploration - Tier 1

Difficulty: 10 | Impulses: Lure in, conceal the past, Potential Adversary: Wood Wolf, Faun Marauder, Faun Hunter

Burried Knowledge - Passive

The ruins has many mysteries to discover. A PC who seeks knowledge about the Fortua Ruins can make an Instinct or Knowledge Roll to learn about this place and discover loot.

- Critical Success: Gain valuable information and a related useful item
- Success with Hope: Gain valuable information
- Success with Fear: Uncover vague or incomplete information
- Any Failure: Mark a Stress to find a lead after an exhaustive search

Traps! - Action:

Pick a point within the Fortua Ruins. All Targets within Very Close range of that point must succeed on an Agility Reaction Roll or take 2d6 physical damage and become restrained as a trap is triggered. Restrained lasts until they're freed with a successful Finesse or Strength roll or by dealing at least damage to the vines

Hunting Hounds - Reaction : Spend a fear

When a PC rolls with fear, summon a group of 3 trained Hunting Beasts within far range of a chosen PC and they immediately take the spotlight.

Hunters - Passive

Adversaries who appear here are trained hunters. They enter combat Hidden. If any adversary successfully makes an attack against a PC, you gain a fear.

Ambushed! - Action

The Ambushers reveal themselves to the party, you gain 2 Fear, and spotlight immediately shifts to one of the ambushing adversaries.