



Chiselheart

Delvers Deep Player's Guide

A Daggerheart inspired low level fantasy RPG

by Ken Mcferren



 **DAGGERHEART**
COMPATIBLE

1d6	2d6	Ancestry
-	2	Pale-Orc Ascendant
-	3	Caparee Ambassador
-	4	Wuraa Exile
1	5	Human
2	6	Elf
3	7	Half Elf
4	8	Dwarf
5	9	Halfling
6	10	Half Orc
-	11	Orc
-	12	Awakened Skinner

1d8	Community
1	Blind Menders
2	Harvesters
3	Jungle Thorns
4	Leafborne
5	Lithomancers
6	Oad's Watchers
7	Rebuilders
8	Songbirds

Trait roll chart.

1	2	3	4	5	6
-2	-1	-1	0	0	+1

Armor	Thresholds	Score	Notes
Makeshift Light	5/10	2	+1 Evasion
Makeshift Medium	6/12	2	
Makeshift Heavy	7/14	3	-1 Evasion
Makeshift Bulwark	8/16	3	-2 Evasion; -1 Agility

Primary Weapon	Trait	Range	Dmg	Hands
Makeshift Broadsword	Agility	Melee	d8-1	1
Makeshift Longsword	Agility	Melee	d8	2
Makeshift Battleaxe	Strength	Melee	d10	2
Makeshift Greatsword	Strength	Melee	d10	2
Makeshift Mace	Strength	Melee	d8-1	1
Makeshift Warhammer*	Strength	Melee	d12	2
Makeshift Dagger	Finesse	Melee	d8-1	1
Makeshift Quarterstaff	Instinct	Melee	d10	2
Makeshift Cutlass	Presence	Melee	d8-1	1
Makeshift Rapier	Presence	Melee	d8-1	1
Makeshift Halberd*	Strength	Very Close	d10	2
Makeshift Spear	Finesse	Very Close	d8	2
Makeshift Shortbow	Agility	Far	d6	2
Makeshift Longbow*	Agility	Very Far	d8	2

Secondary Weapon	Effect in Off-Hand
Makeshift Shortsword / Dagger	+2 primary weapon damage
Makeshift Shield / Tower Shield	+1 Armor / +2 Armor; -1 Evasion
Makeshift Whip	Force enemies away
Makeshift Grappler	Pull enemies closer

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Quick Start

What You Need

This book is a stand-alone work, but having the Daggerheart SRD or Core Rulebook handy might help clear up odd rulings from time to time. In addition to this book, you'll need

- 2 to 5 other friends.
- A standard set of polyhedral dice, and a set for each person if possible.
- An extra, different d12 for each person.
- Character Sheets
- Pencils

Things that might be nice to have, but which aren't needed:

- Miniatures.
- Something to use as terrain pieces as needed.
- Small tokens in various colors and shapes.

How to Start

This booklet covers everything you need to go delving in the Far Towns amidst the jungles and cavernous mountains of Delvers Deep, a Tier 0 campaign frame for Daggerheart.

The description of the world is later on. Have that bookmarked for your session 0 so you can describe the setting.

Session 0

Session 0 is a modern concept for RPGs. Gather the players of the game together to discuss the tone, genre, and themes of the game. If any frame or additional rules stood out to you in particular, bring these up during session 0 and get feedback from your players. Listen to what they have to say and find a middle ground.

The most important thing about session 0 is that **you are working on it together!**

Safety Tools

A **Lines and Veils** worksheet can be found among the character sheets for the game.

The **X-Card** is a very easy tool to bring to the table, and for a bit of customization I recommend you grab your favorite tarot or playing card deck (or your favorite collectable card game card) and use that instead.

Safety tools are designed to make your game easier to run together and ensure it is fun for everyone instead of stressful. Use them!

Follow Along

This booklet guides you through starting, making characters, more detailed rules about how to play, and fleshing out the world together at the table. Prep as much as you feel comfortable prepping, but don't sweat the small stuff: Chiselheart (like its inspiration Daggerheart) is designed to be a group activity from the ground up. Bring your half baked ideas to the table and work with your friends to breathe life into them.

Find your Focus

The Delvers Deep frame on page 24 will help you theory craft your world together. The common elements are likely to be dark, dangerous places; cruel invaders; and strange magic invading the land.

Part of session 0 should involve talking about what interests you most. The three major prongs to approach this frame are these:

Defending the Far Towns - They are your home, and several threats loom large. A short campaign could involve protecting a few of these cities and handling some diplomacy for them.

Delving - Many mysteries, crypts, cultic remnants, and buried cities lie within the mountains for those brave enough to investigate them.

Going on Offense - Invaders from several lands encroach. Pick the one you love to hate and take the fight to them. Explore their lands with new eyes, exact revenge, and maybe find a way to dissuade them once and for all.

Craft a Starting Zone

Regardless of which approach suits your table, you'll likely be starting in one of the many villages deep within the greenery of the Far Towns region. Use the communities provided in character creation to envision one such town that will serve as your opening scene, and a few NPCs that can bring it to life.

You can do this on your own, spitballing as a writers room, or lean into the random tables provided in the frame.

Make Characters

Usually, and especially if this is your table's first session of Chiselheart, folks should craft characters together.

Unlike its inspiration, Daggerheart, Chiselheart characters will not have specific questions to ask around the table about their previous adventures together, because this is that previous set of adventures!

Making characters is covered in detail in the next chapter.

Plot Hooks

Using your world, starting zone, and characters, come up with an immediate problem that needs to be solved. If you can, have 3 of these done before you end session 0. These are problems that are time sensitive or can't be ignored. The campaign frame Rumors section is a good starting point.

This is a conversation for the whole table. In a departure from older game mindsets, Chiselheart encourages GMs to work with their players instead of bearing the creative load on their own.

If you have time, ask what the characters are doing to address this problem. Play what you can in the first session.

Ask What Comes Next

At the end of this session, and every other session, ask **"What comes next for the PCs?"**

What are they doing next? Where are they going? What's important to them? Use this info to sketch the outline of the next session.

Character Creation

The steps here, and on your character sheet, guide you through making a Chiselheart character. If you are using one of the **campaign frames**, your Ancestries, Communities, and Starting Equipment might be slightly different, and you should use those sections for guidance. Otherwise, follow these steps:

1. Choose or Roll **Ancestry**.
2. Choose or Roll **Community**, and one piece of starting gear from it.
3. Roll your **Traits**, d6 each.
4. Fill in other basic stats.
5. **Roll 2** pieces of starting equipment, and then **choose 1** more.
6. Decide how you'll use the starting equipment.

L Ancestries

Unique Ancestries - Use 2d6 for a stranger coterie of adventurers, though Far Towns may reject some of them on sight.

1d6	2d6	Ancestry
-	2	Pale-Orc Ascendant
-	3	Caparee Ambassador
-	4	Muraa Exile
1	5	Human
2	6	Elf
3	7	Half Elf
4	8	Dwarf
5	9	Halfling
6	10	Half Orc
-	11	Orc
-	12	Awakened Skinner

Each ancestry will grant you two features. Note them on your character sheet as shown:

Ancestry *Dwarf*

Ancestry Feature *Thick Skin*

When you take Minor damage, you can mark 2 Stress instead of marking a Hit Point.

Ancestry Feature *Increased Fortitude*

Spend 3 Hope to halve incoming physical damage.

Some of these are likely familiar to you from other RPGs or popular media.

Elves, Humans, Halflings, Dwarves and **Orcs** look and feel mostly as you'd expect, though Dwarves are not obsessed with rocks, and Orcs aren't thoughtless murder machines.

The **Pale-Orc Ascendant** is a deep cavern orc. Their origin is described in the bestiary section. Pale-orc PCs were rejected due to their barely rodent features, light blue skin, thick hair, and by the fact they do not possess teeth or nails for digging.

Caparee Ambassadors, like all the insectoid Caparee, were born with a purpose. Ambassadors have a face that can smile, expressive eyes with antennae eyebrows, and a desire to seek the company of others.

Muraa Exiles have been marked by their tree-priest leaders and left to the hands of the ground-dwellers. They likely dream of the canopy, of the open sky, and of the many simian relatives they'll never know.

The half giant Skinners spend their lives in service of dark visions, but an **Awakened Skinner** PC has ascended from the shared dream. Skinners stand a few feet taller than most, with broad shoulders and oddly green or blue skin.

Awakened Skinner

Endurance: Gain an additional Hit Point slot at character creation. While leveling if you are directed to set HP to some value add this additional HP then as well.

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

Caparee Ambassador

Natural Friend: You have advantage on checks to understand or speak with others.

Carapace: When you are dealt damage you can mark a Stress to increase your thresholds by 3 while resolving the damage.

Dwarf

Thick Skin: When you take Minor damage, you can mark 2 Stress instead of marking a Hit Point.

Increased Fortitude: Spend 3 Hope to halve incoming physical damage.

Elf

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.

Half-Elf

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

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

Half-Orc

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

Tusks: When you succeed on an attack against a target within Melee range, you can spend a Hope to gore the target with your tusks, dealing an extra 1d6 damage.

Halfling

Luckbringer: At the start of each session, everyone in your party gains a Hope.

Internal Compass: When you roll a 1 on your Hope Die, you can reroll it.

Human

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.

Orc

Sturdy: When you have 1 Hit Point remaining, attacks against you have disadvantage.

Tusks: When you succeed on an attack against a target within Melee range, you can spend a Hope to gore the target with your tusks, dealing an extra 1d6 damage.

Pale-Orc Ascendant

Born in the Darkness: You do not suffer from any result of being Shrouded and can see a Far range in most darkness, or a Close range in pure darkness.

Lost Melody: During any rest, all PCs resting (including yourself) gain 2 Hope if they had none at the start of the rest.

Wuraa Exile

Surefooted: You ignore disadvantage on Agility Rolls.

Quick Minded: Mark a Stress to gain advantage on a Knowledge trait roll.

Communities

Id#	Community
1	Blind Menders
2	Harvesters
3	Jungle Thorns
4	Leafborne
5	Lithomancers
6	Oad's Watchers
7	Rebuilders
8	Songbirds

Blind Menders

In a training tradition going as far back as any can recall, the Blind Menders have always put life before pride, power, and purse. Their healing skills are revered by every Far Town and even most outsiders.

Natural Healer: Once per rest, if you have any hope, you can **Spend a Hope** and **Mark a Stress** to clear an HP on a target in melee range.

Starting Gear (d6): (1) An oath your mentor taught you; (2) A writ of passage; (3) A healing symbol; (4) Bandage wraps; (5) A set of fine blades; (6) A set of strong lenses.

Harvesters

Some folk live lives half in the jungle and half out. The Harvesters are always welcome at home but disappear for days to find rarer goods and lost animals. While useful, they also seem to have a sense for avoiding danger when it comes, or returning in the nick of time.

Specialist: When you spend hope to use an experience, you can instead **spend 2 Hope** to double the bonus gained from that experience, or to gain +3, whichever is lower.

Starting Gear (d6): (1) pruning knife; (2) side satchel; (3) fermented juice; (4) concentrated spices; (5) climbing rope; (6) firestarter moss.

Jungle Thorns

The Far Towns have been points of interest as long as anyone can remember. And equally as old, the Jungle Thorns have pushed them back. Loosely knit, and embedded secretly in every town, they have a knack for striking first and forcing conflict.

Ambusher: Once per scene when an ally successfully attacks with hope, you may make an attack as a reaction instead of an action. If the hope die was equal to or higher than the fear die, **Gain a Hope**.

Starting Gear (d6): (1) thick smoke incense; (2) sachet of sickening powder; (3) stolen insignia; (4) pouch of tea leaves; (5) hatchet; (6) 10' pole.

Leafborne

The town you are from is half built and half grown, with vines and branches making up some of the paths between places. Leafborne have an intimate relationship with the wildlife around them.

Apothecary: When you rest in the wild, you may choose one of the following downtime moves: Tend to Wounds, Clear Stress, or Repair Armor. All who rest with you will gain +1 to their efforts when making that move, as do you.

Starting Gear (d6): (1) Large leather pouch; (2) hammock; (3) 2d6 small bottles; (4) dried fragrant flowers; (5) sap bore and spile; (6) jar of dried firepepper seeds.

Lithomancers

Though many caverns and crannies are infested with pale-orcs and troll ants, you folk found some that weren't occupied. They've lived and thrived there for generations.

Stonemagic: You have one rock magically connected to you. Spend 1 Hope for any of the following effects:

- Make it glow like a dim torch.
- Make it float slowly back to your hand when thrown.
- Hurl it to far range as a weapon, using a trait of your choice dealing d6 damage using your proficiency.
- Find it in your pocket at the end of your next rest.

Starting Gear (d6): (1) a crude colorless stone; (2) a hollow quartz stone; (3) a sharp edged stone; (4) a reflective stone; (5) a polished spherical stone; (6) a colorful stone.

Oad's Watchers

The old ways lead sometimes to the Skinners, whose giant-folk priests practice the dark arts. But the old ways also lead to the Watchers. Your folk keep rites alive that highlight perils, needs, and dangers in the Far Towns.

Oad's Sight: Once during each rest spend 1 hope to get one of the following effects:

- Feel the direction of the strongest fear within 3 miles of you.
- See the truth of one story you were told since your last rest.
- Gain advantage on an action roll against a creature you can see.

Starting Gear (d6): (1) ornate head-dress; (2) satchel of various incense; (3) a ritual dagger (Tier 1); (4) wicker broom; (5) wooden stool; (6) thick blindfold.

Rebuilders

Your people thrive where others failed. In the bones of old towns and citadels, whose builders suffered pride's fall, your kin have breathed new life.

Making Do: Once per long rest, when any character rests with you, you can choose to patch their armor for free. It gains one temporary armor point which is marked first and lost when marked. It replaces any temporary armor points they have.

Starting Gear (d6): (1) sturdy wooden post; (2) stone gargoyle head; (3) stone chisel; (4) portable lean-to tarps; (5) heavy hammer; (6) forgotten metal bauble.

Songbirds

Your people were always moving, and always looking to bring new stories to new ears. They are often keenly aware of the paths soldiers recently used.

Of a Feather: You have advantage on social action rolls provided folks you interact with do not feel threatened by you or your allies.

Starting Gear (d6): (1) doublesided cloak; (2) a large wooden flute; (3) a few bottles of fine drink; (4) a writ of passage from the rising faction; (5) a book of stories and myths, half finished; (6) a realistic prop weapon for stage plays.

Traits

Traits are a representation of your natural aptitudes for some ways of interacting with the world. Someone with high agility can probably win a triathlon, while someone with higher Knowledge would do better at a spelling bee.

Roll 6d6 individually and associate each die with the traits as they appear on your sheet. Translate their values as follows:

1	2	3	4	5	6
-2	-1	-1	0	0	+1

For example, if you rolled 2, 1, 6, 4, 4, 3, in that order, you would write the following on your character sheet:

Agility -1 <input type="checkbox"/>	Strength -2 <input type="checkbox"/>	Finesse +1 <input type="checkbox"/>
<i>Sprint, Leap, Maneuver</i>	<i>Lift, Smash, Grapple</i>	<i>Control, Hide, Tinker</i>
Instinct +0 <input type="checkbox"/>	Presence +0 <input type="checkbox"/>	Knowledge -1 <input type="checkbox"/>
<i>Perceive, Sense, Navigate</i>	<i>Charm, Perform, Deceive</i>	<i>Recall, Analyze, Comprehend</i>

Alternately, you can use the following array assigned as you like:

-2, -1, -1, +0, +0, +1



Agility

A high Agility means you're fast on your feet, nimble on difficult terrain, and quick to react to danger. You'll make an Agility Roll to scurry up a rope, sprint to cover, or bound from rooftop to rooftop.

Strength

A high Strength means you're better at feats that test your physical prowess and stamina. You'll make a Strength Roll to break through a door, lift heavy objects, or hold your ground against a charging foe.

Finesse

A high Finesse means you're skilled at tasks that require accuracy, stealth, or the utmost control. You'll make a Finesse Roll to use fine tools, escape notice, or strike with precision.

Instinct

A high Instinct means you have a keen sense of your surroundings and a natural intuition. You'll make an Instinct Roll to sense danger, notice details in the world around you, or track an elusive foe.

Presence

A high Presence means you have a strong force of personality and a facility for social situations. You'll make a Presence Roll to plead your case, intimidate a foe, or capture the attention of a crowd.

Knowledge

A high Knowledge means you know information others don't and understand how to apply your mind through deduction and inference. Use Knowledge to interpret facts, see the patterns clearly, or remember important information.

Basic Stats

Evasion

Your starting evasion is 9. Evasion is the target number enemies need to roll to hit you in combat. With no armor, you'll get a +2 to evasion.

Hit Points (HP)

At character creation, you have 3 Hit Points. When you are subject to violence, in combat or elsewhere, you'll mark 1 or more Hit Points. Once you mark your last Hit Point, you'll make a death move.

Stress

You'll start with 3 Stress points. Some enemy effects or character options will have you mark Stress. If you are forced to mark stress but have none remaining, mark HP instead. If you have no stress to mark you cannot elect to mark stress for character abilities.

Hope

At character creation, you have no Hope, but a maximum of 3 Hope which you can gain during gameplay.

Armor Thresholds

Plain clothes have a lower threshold of 4 and an upper threshold of 7. When damage is rolled against you, compare the damage to your thresholds. If it meets or beats your upper threshold, mark 3 HP. If it only meets or beats your lower threshold, mark 2 HP instead. Below that, mark 1 HP.

Armor

With only standard clothes and no official armor, you'll have an Armor score of 1. When you would mark any number of HP from one instance of damage, you can instead mark 1 Armor in place of 1 HP.

Death Moves

Whenever your character reaches 0 HP, they'll make a death move. In Chiselheart, your start with a single death move:

Let Fate Decide - Roll duality dice.

If they are equal or the hope die is higher, you live with 1 stress, 1 hp, and are awake (though you may feign death.)

As you advance in level, you'll gain the next three death moves in an order of your choosing, one per level:

Risk It All - Roll Hope and Fear.

With hope, clear HP and/or Stress combined up to the value on the Hope die. Tied, clear all HP and Stress. With Fear, death takes you.

Blaze of Glory - Take one final action that succeeds critically, and then death takes you.

Avoid Death - Whether unconscious, tied up, near death, etc., take yourself out of this scene. If 1d12 is less than your level, permanently mark off a hope slot as a scar. If that was your last hope slot, this ends your journey. Otherwise, work out with your GM how you survived and where you come back into play.



Starting Equipment

For other starting gear, roll d66 twice on the following table, and then choose one more item from this table or the makeshift lists on the right.

d66	Item	d66	Item	d66	Item
11	Sack of Coins	31	Bag Of Nails	51	Chisel
12	Rolling Pin	32	Shears	52	10' Chain
13	Painting Frame	33	Scythe	53	Pickaxe
14	Thick Blankets	34	Sleaker	54	Crystal Shard
15	Washboard	35	Thick Bottle	55	Shortbow
16	Books	36	Fishing Rod	56	100' Twine
21	Letter Opener	41	Lead Weights	61	Iron Pan
22	Straightedge	42	30' Rope	62	10 Foot Pole
23	Plane	43	Crowbar	63	Sling
24	Wheelbarrow	44	Saw	64	Leather Strips
25	Fence Post	45	Grapple Hook	65	Adze
26	Bricks	46	Crude Lockpicks	66	Large Sack

Using Common Items as Gear

When donning common equipment as armor, rename it based on the items used to create it. If you use twine and a washboard to make heavy armor, you would update the following on your character sheet:

Evasion
Starts at 9

Base 9 Current 8
-1: Washboard

Thresholds from Armor. Add level at level 1 or greater.
Mark 1 HP 7 Mark 2 HP 14 Mark 3 HP

Armor	Thresholds	Base Score
Washboard <i>-1 Evasion</i>	7/14	3

When you use a mundane item as a weapon, use the items name but the weapon's statistics from this chart. A sleaker (a long metal cutting tool used to shave the fur from leather) used as a makeshift chopper would look like this:

Weapon	Burden	Trait	Range	Damage
Sleaker		Agility	Melee	d8

Armor - Tier 0

Armor Name	Base Thresholds	Armor Score	Armor Notes
Traveling Clothes*	4/8	1	+2 Evasion
Makeshift Light	5/10	2	+1 Evasion
Makeshift Medium	6/12	2	
Makeshift Heavy	7/14	3	-1 Evasion
Makeshift Bulwark	8/16	3	-2 Evasion; -1 Agility

Weapons - Tier 0

Primary Weapon	Trait	Range	Dmg	Hands
Makeshift Nimble Jabber	Finesse	Melee	d8-1	1
Makeshift Jabber	Agility	Melee	d8-1	1
Makeshift Long Jabber**	Strength	Very Close	d10	2
Makeshift Chopper	Agility	Melee	d8	2
Makeshift Big Chopper**	Strength	Melee	d10	2
Makeshift Slammer*	Strength	Melee	d8-1	1
Makeshift Heavy Slammer**	Strength	Melee	d12	2
Makeshift Quarterstaff	Instinct	Melee	d10	2
Makeshift Slicer	Presence	Melee	d8-1	1
Makeshift Sling*	Finesse	Far	d6-1	1
Makeshift Bow	Agility	Far	d6	2

Secondary Weapon

Secondary Weapon	Trait	Range	Dmg	Hands
Makeshift Jabber	Finesse	Melee	d8-1	1
<i>Paired:</i> +2 to primary weapon damage to targets within Melee range				
Makeshift Blocker	Agility	Melee	d4-1	1
<i>In the Way:</i> +1 to Armor Score. -1 to Evasion.				
Makeshift Distractor*	Finesse	V. Close	d6-1	1
<i>Startling:</i> On a successful attack with your primary weapon, mark a Stress to harass an enemy in Very Close range. Their next attack has disadvantage.				
Makeshift Grappler	Strength	Melee	d6-1	1
<i>Hooked:</i> On a successful attack, you can pull the target into Melee range.				

* **Common:** These are available for free to all characters and do not need to be picked as part of starting equipment.

** **Unwieldy:** -2 to Finesse while wielded.

Character Advancement

Characters start on sublevel 6 and advance to sublevel 5, then sublevel 4, and so on. Level when you feel you've earned it.

Tier 0, Level -5

- Mark 2 options from your leveling choices.
- Increase maximum hope by 1.
- Gain one death move of your choice

Tier 0, Level -4

- Mark 2 options from your leveling choices.
- Increase maximum HP by 1.
- Gain one death move of your choice

Tier 0, Level -3

- Mark 2 options from your leveling choices.
- Increase maximum hope by 1.
- Gain one death move of your choice

Tier 0, Level -2

- Mark 2 options from your leveling choices.
- Increase maximum hope by 1.

Tier 0 Leveling Choices

Mark and Increase any unmarked trait by 1 point.

Gain an experience at +1

Gain 1 Stress

Train with Tiered armor

Train with Tiered weapons

For the final two bold options the two boxes must both be checked to gain the benefits listed.

Mark and increase 1 attribute by 1 point

- Each attribute has a small circle in the bottom left corner. Put a mark, like a check or "x", in that circle to indicate it has already been increased. Increase that trait by 1, such that a -2 becomes a -1, and so on. This trait cannot be increased again until you are directed to clear the marked traits at Tier 2.

Gain a new experience at +1

- Based on your recent adventures, come up with an experience that matches your exploits, attitude, or background. See the SRD or core rulebook, p.xx, for ideas on experiences and how to utilize them.

Gain 1 Stress - Increase your maximum stress threshold by 1, from 3 to 4, or 4 to 5. You do not mark stress when you do so.

Train with Tiered Armor - This selection requires you to check both boxes for any benefit. When fulfilled, you gain the full benefits of armor worn, and its tier will mirror yours as described in the Tier-0 Rules section.

Train with Tiered Weapons - This selection requires you to check both boxes for any benefit. When fulfilled, you can use Tier 1 weapons, though Tier 0 weapons you are carrying are not automatically treated as Tier 1.

Gain one death move of your choice

- Choose Risk It All, Blaze of Glory, or Avoid Death as an additional death move available to you if you reach 0 HP.

Advancement to -1 and Beyond

This quickstart does not cover classes, subclasses, or domain cards. If you have Daggerheart, you can continue leveling with the options below.

Tier 1, Level -1

- Choose a class, noting the domains of the class, but gain only the class benefits listed below.
- Update your base Evasion.
- Update your base HP.
- Choose 1 domain card from the level 1 domain cards associated with this class.
- Gain training in either Tier 1 Armor, Tier 1 Weapons, or take 1 selection from the Tier 1 Leveling options.
- Choose two options from the Tier 1 leveling options list.
- If you are untrained still with Tier 1 armor and/or weapons, treat them as Tier 0 armor and weapons until Tier 1 Level 1.

Tier 1, Level 0

- Choose 1 domain card from the level 1 domain cards associated with your chosen class.
- Choose a subclass associated with your class. You gain the Foundation Features of that subclass.
- Choose two options from the Tier 1 leveling options list.

Tier 1, Level 1

- Set your maximum stress threshold to 6.
- Gain the Hope Feature and Class Features from your chosen class.
- You are fully trained with tier 1 weapons and armor.
- Choose two options from the Tier 1 leveling options list, and then clear any marked traits.

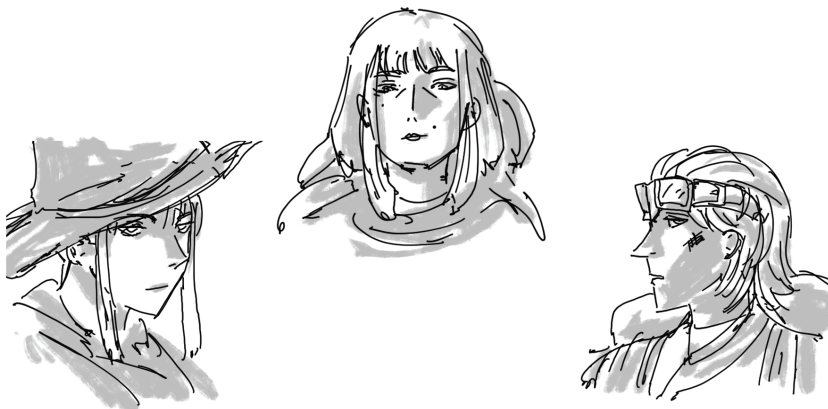
After Tier 1 Level 1, follow the standard leveling for Daggerheart characters.

Increase a +x experience to +y

- If it makes sense within your character's behaviors to do so, increase any of your +x experiences to +y instead.

Tier 1 Leveling Choices

- Mark and Increase any unmarked trait by 1 point.
- Gain an experience at +1
- Increase a +1 experience to +2
- Increase a +2 experience to +3



How to Play the Game

Some of the rules of play were discussed in brief during character creation. This section covers them in more detail for someone who is playing the game with a single character (as opposed to someone who playing as the GM.)

The Flow of Play

While playing, the GM describes the scene and you respond to it in character. The GM updates the scene, and then this loop starts again.

There aren't turns in Chiselheart. When you feel you want to act, say so. However, you should share the **Spotlight**, an idea used to highlight where the action is happening. If someone hasn't gone in a while, pass the spotlight to them.

Action Rolls

Sometimes the GM, or one of your abilities, will call for an Action Roll, for which you will roll your hope and fear die and add the relevant Trait.

If you have hope to spend, you could add one of your experiences to gain the bonus attached to it. In Tier-0 these are +1, but can grow to +6 much later in the game. If an ally has hope to spend, wants to help you, and their character is in a position to do so, they can spend a hope to give you advantage on the roll.

Rolls with **Advantage** are made by adding a d6 to the result of the above roll. Roll 1d6 for each source of advantage, but add only the highest. Rolls with **Disadvantage** work the same, but the highest d6 is subtracted instead. Instances of advantage and disadvantage cancel each other out.

Both experiences and ally aid need to be declared before you roll your dice. After rolling, report the total you reached and which die was higher, hope or fear. If hope, gain a hope as well. If fear, the GM gains a Fear. If the dice match, that is a critical, which counts as a roll with hope, letting you gain a Hope, and allows you clear a Stress.

Hope and Fear

Any time you make an action roll, you will gain Hope or the GM will gain Fear.

If both dice match, the roll is a Critical Success. You gain a Hope, and clear a Stress, in addition to succeeding at what you were doing.

If the Hope die is higher, the roll was "With Hope", whether or not it succeeded. You'll gain a Hope for this.

If the Fear die was higher, the roll was "With Fear", and the GM will gain a Fear.

Whenever you roll with Fear or fail a roll the Spotlight passes to the GM.

Using Hope

When you gain hope, mark it on your character sheet. While playing, you can spend hope in the following ways before an action roll is made:

- **Assist an Ally.** Spend 1 Hope to give an ally advantage
- **Call upon an Experience.** Spend 1 Hope to add one of your experiences to your roll.
- **Initiate a Tag Team Action.** Once per session you can Spend 3 Hope to initiate a special action or attack with an ally.

Skill Checks

The rules above, $2d12 + \text{Trait}$, cover all skill checks, including attack rolls. Any roll with the intent to do damage is an attack roll.

Attacks and Damage

Any action roll that intends to do damage to a creature is also an Attack. When you make an attack with a weapon, you'll roll $2d12$ as described on the previous page and then you'll add your value for the Trait that the weapon uses. For a warhammer, that's Strength, but for a dagger, it's Finesse.

The GM will tell you whether you've hit or not, but it's usually a good idea to roll your damage die at the same time as you roll your attack dice.

If you hit, you'll announce your damage as well. Do not add your Trait to your damage. Just use the damage listed for the weapon.

If your attack roll was a **critical success**, add the largest value of each damage die to the roll. $1d8+1$ becomes $1d8+1+8$, for example.

Enemy Attacks

When the GM attacks you, their attack roll needs to meet or beat your **Evasion**. Higher evasion means you are harder to hit.

If they do hit, the GM will assign damage to you. Compare that damage to your **Thresholds**, marking 1, 2, or 3 HP as a result, depending on which thresholds the damage meets or beats. Higher thresholds mean you can take bigger hits with fewer HP being marked.

For any single damage source, you can mark 1 Armor to reduce the incoming damage by 1 HP.

Death Moves

When a PC reaches 0 HP, they should make one of the death moves below.

Risk It All - Roll Hope and Fear. With hope, clear HP and/or Stress combined up to the value on the Hope die. Tied, clear all HP and Stress. With Fear, death takes you.

Blaze of Glory - Take one final action that succeeds critically, and then death takes you.

Avoid Death - Whether unconscious, tied up, near death, etc., take yourself out of this scene. If $1d12$ is less than your level, permanently mark off a hope slot as a scar. If that was your last hope slot, this ends your journey. Otherwise, work out with your GM how you survived and where you come back into play.

Reaction Rolls

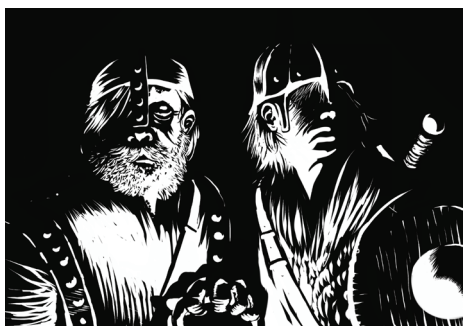
In some cases the GM will ask you to make a Reaction roll. The GM or the situation will tell you which Trait to use for this. Reaction rolls can have experiences added to them, but cannot benefit from an ally spending Hope to assist you.

Reaction rolls do not create Hope or Fear for anyone, and if they critically succeed they do not allow you to clear stress.

Other Rules

Your campaign frame, optional rules, domain cards, and some situations may give you extra ways to attack, defend, move, etc. Follow the rules for them if they appear, but this page covers the basics.

How to Run the Game



This section is aimed at the person running the game world, the Game Master, or GM.

Set the Scene

Describe what the players see, starting from the most obvious thing and proceeding from it as someone might look around a room. Describe what they see, smell, and hear. If they taste or feel anything, describe that as well. Keep your description somewhere between 1 and 5 sentences. Let the players ask questions before you fill in the details.

Difficulty

The GM sets the difficulty for every task in the game. Difficulties range from 5 (easy) to 30 (near impossible for mortals). In Tier-0, difficulties tend to hover between 8 and 12.

You generally get difficulties from the adversaries, the environment, or the party's location on the map. For example, if a specific monster sets a trap, the monster's difficulty is the trap's as well. If the hazard is a steep climb on rocky terrain, use the environment's difficulty instead.

If you need a difficulty on the spot, use the following chart, based on the highest adventuring PC's Tier.



Tier	Improved Difficulty
0	1d6 + 7
1	1d6 + 9
2	1d6 + 11
3	1d6 + 13
4	1d6 + 15

Rolling Dice

When you roll attacks, roll a d20, not 2d12. Roll 2d20 and keep the highest for **advantage** or lowest for **disadvantage**. If an adversary has a related experience, spend a fear to add it to the roll. Otherwise, roll flat, or add only their attack bonus if they are attacking. Damage, stress, and thresholds work the same for you as they do for players.

Hard vs. Soft Spotlights

Soft lights are warnings or opportunities. Hard lights take opportunities away, or hurt the player characters somehow. Use Hard lights only if the danger has been hinted at previously, or if an obvious thing should happen right then.

Spotlighting an adversary gives them the ability to move a close distance and attack, or move a far distance, or use a feature. You can't spotlight the same foe twice unless a feature on them allows it, but you can spend fear to spotlight new foes, 1 for 1.

Ranges

Chiselheart approximates range, but you can estimate 5' for melee, 15' for very close, 30' for close, 100' for far, and 300' for very far.

Characters and adversaries move Close range when spotlit for free. Characters can move a far range with a successful Agility roll, and adversaries can move a Far range if they do nothing else this turn.

Penalties and Bonuses

Chiselheart emphasizes rulings over rules, so use your best judgement in applying penalties. The best rule of thumb is to avoid stopping the game to look up rules. Add advantage or disadvantage where it makes sense.

Balancing Encounters

Don't. Until Tier 2, populate scenes as the fiction demands. Afterwards, switch to Daggerheart for more specific guidance if it is warranted in your game.

Other Rules

As characters and adversaries advance in tier you may find yourself unable to keep up with an improvisational rule style. If so, consult the SRD for Daggerheart, or the core rulebook, for a more comprehensive set of rules.

Stress Damage

After rolling damage but before it is applied, a player may elect to force the target to mark a Stress instead of taking damage.

Execution Attack

To deal a deadly blow to an enemy a PC may announce an Execution Attack before making an action roll. If the target is of a higher Tier than the character, the attack is made with disadvantage.

If it hits and the damage is not Severe, no damage is done to the target. If the damage is Severe, the target is eliminated or rendered helpless in a way of the player's choosing.

The GM may spend any number of Fear save remaining HP on the target, one for one, so long as at least Severe damage is done to them.

Advanced Optional Rules

The rules listed here give your campaign an extra boost of flavor for many old school situations.

Duality Oracle - Quick yes or no answer for quick inspiration.

Morale Checks - Add if enemies might care about living.

Torches - Imbue darkness with a sense of danger and tension.

Companions - Provide PCs with friends who will risk everything to help.

Outposts - Small villages, druid circles, or hunting lodges all give players anchors to the world and a source of companions, quests, and threats. In a sprawling exploration campaign they provide a way to introduce new characters with plausible backgrounds realistically.

Fleeing Combat - Provide a way for PCs to attempt escape with a dramatic resolution.

Duality Oracle

If you need a quick answer to a complicated problem, roll 2d12, one Hope and one Fear die. If the hope is higher, things are better for the PCs. If the Fear is higher, things are worse for them. Unlike action or reaction rolls, doubles do not "Crit" to produce the best result possible.

The difference between the two dice indicate how good or bad things are for the player characters.

For example, if you are wondering how well guarded this particular shop is because the thief is considering a five-finger discount, a duality roll of 10 Hope and 2 Fear would mean that it probably isn't guarded, and in fact, the door has been left unlocked. In the reverse, 2 Hope and 10 Fear, it is guarded, and actually they just hired a new guard in training who is helping out tonight.

A neutral result indicates "probably just as much as you'd expect" as the result.

Morale Checks

These work just like the Duality Oracle generally, but are triggered at certain times in combat to see if the enemies flee. Those times include once per scene...

- when meeting the PCs
- at the defeat of a major figure in the adversary group.
- on a PC critical success.

Torches

Each adventurer can carry **2 torches** plus their current tier. Lighting a torch under pressure usually requires a **Finesse** roll.

- **Bright** torches illuminate everything within **Far** range.
- **Dim** torches illuminate everything within **Close** range.
- **Extinguished** torches cannot be relit.

While it is Dark

- Any character not within torch-light is **Shrouded**.
- When a torch is lit, it is **Bright**.
- While in the light of a torch, a PC whose **action roll** contains **any 1's** causes the torch to **flicker**, reducing its illumination by one step (Bright -> Dim -> Extinguished). This is true for **all torches lighting the PC**.
- A torch can be saved from flickering if someone in its light spends 1 hope.

While Shrouded

- Action rolls requiring sight are done with **disadvantage**.
- A roll with fear grants the GM **2 fear**.
- Any time you would **mark any stress**, also **lose 1 hope**.
- Leaving any **underground area*** requires an **Finesse** or **Instinct** roll, player's choice.

* An area could be a set of connecting passages with a similar motif, or a large chamber with a dozen adjoining rooms. This is not intended to force hundreds of moving rolls.



Companions

Companions are people with whom the party shares a bond. Hirelings follow the party for personal gain. Both are much simpler than player characters, and usually simpler than adversaries.

Companions start with

- One experience at +1
- Difficulty (and Evasion) 9
- Stress 3
- Courage 6
- Damage Assistance of d4

Name them and briefly describe your connection to them.

Choose one thing to increase by 1.

- If you pick an existing experience, simply increase its bonus.
- You can also pick a new experience to give them at +1.
- For Difficulty, Stress, or Courage, increase the value by 1.
- For damage assistance, increase the die size by 1 step, from d4 to d6, or d6 to d8, and so on.

Then repeat this three more times.

Every companion has the following feature, in addition to others they might have.

Loyal Friend - When this creature marks their last stress any PC may spend one hope to save them. Otherwise, they perish or abandon the party.



For example, to create a scholar, give them "Metamagicks +3" and "Complete Histories +2". To create a powerful warrior, increase their Courage to 8 and Damage Assistance to d8. For a rogue, increase their difficulty to 11, give them "They'll never see me coming" as an experience at +2, and damage assistance of d6.

The final card for this rogue would look like this:

Hirelings

Companion Name

Cadence Slyfoot

Relationship *Saved her from a bandit leader*

Experiences

They'll never see me coming, +2

Dmg Assist *d6*

Difficulty *11*

Courage *6*

Stress

Loyal Friend - Reaction: When this creature marks their last stress any PC may spend one hope to save them. Otherwise, they perish or abandon you.

Hirelings are a special kind of companion, created the same way, but do not have the **loyal friend** feature. Instead, Hirelings work for some reason: help with a quest, a debt of honor, a part of the treasure, or a promise of godly behavior. So long as this request is being met Hirelings will continue to serve the party.

Companion Statistics

Companions have the following statistics.

Difficulty - When companions are targeted by an enemy attack their difficulty serves as their evasion.

Stress - Hirelings don't have HP. If they would take any amount of damage, mark 1 stress. If their final stress is marked, they are out of the scene in a manner appropriate to the source of their stress.

Courage - Higher courage companions are less likely to flee in battle.

Experiences - Companions can aid PCs with these experiences where applicable.

New Hope Use

Spend a Hope to clear all stress on 1 hireling or companion during a rest. This is the only way they clear stress.

Leveling Companions

If the companions participated equally in adventuring, consider leveling them up when their closest PC ally levels.

To advance them in level, add +1 to one of their stats as described in the creation section

Companions & Action Rolls

Companions do not make action rolls. When a player character makes an action roll that a companion has experience with, the player can utilize their experience if the table agrees it makes sense to do so. Declare this help before making the action roll. While a companion is helping, a roll with fear causes them to mark a Stress.

In a violent or terrifying situation, a failure with fear might also cause them to flee if the Fear die meets or beats their Courage score. They'll begin to panic, dropping anything they consider non-essential to their own survival.

Companions in Combat

Each Companion can help with an attack or with damage. In either case, rolls with fear will impact them identically.

If they are helping with damage add their Damage Assist value to your own damage. This becomes a single source of damage, such that the combined value may exceed large thresholds.

Companions will not fight unless they are aiding a PC, or a feature grants them the ability to fight alone.



Delvers Deep



The mountains wake, shaken by the violence amidst their roots. The dark mysteries your people ignored for centuries must be faced now, lest the Far Towns fall prey to them.



└ The Pitch

The Far Towns sit at the intersection of three warring nations in a maze of jungle and stony peaks rife with volatile soldiers and ancient mysteries. New threats have been growing in the deep caverns below. In a Delvers Deep campaign, you'll play lowly heroes caught between competing nations and the evils below. Work with your friends and allies to address each in turn, growing in power and stature along the way.

└ Tone & Feel

Desperate, Challenging, Inventive, Dark, Mysterious

└ Themes

Pick your battles. Keep to the Light. Work together. Make do. Surprising Heroism. Narrow minds and their blind spots.

└ Touchstones

OSE, Shadowdark, The Descent, Barbarian, 13th Warrior, Bone Tomahawk

└ Recommended Mechanics

- Downtime Restrictions
- Let Fate Decide
- Execution Attack
- Stress Damage
- Torches
- Morale Checks

Overview

The Far Towns region is so named for the many small villages and hamlets that dot the jungles surrounding the strange Elphar Mountain Range and the peaks within them. The cultural practices are a mishmash of religious, artistic, and literary artifacts from the societies that surrounded them over the ages, and they are yours to define.

This area is geographically an oval mountain range with jungles surrounding it. What flows outward from there depends on your warring nations, as seen in the next section. The denizens of the jungles, peaks, and caverns around the Far Town are known and feared, and in less desperate times would be avoided.

On the jungle floor the insectoid **Caparee** build labyrinthine paper cities and wield poisoned barbs; in the canopies the ape-like **Wuraa** build secretive cities and protect the trees from intruders; and in the caverns **Pale-orcs** spend their brief years carving murals that are mysteries even to themselves.

Between all of these, the soldiers of your warring nations roam, hoping to press a slight advantage against their more important foes, gaining and losing ground seemingly at random as the days go by. These folk are blind to the long standing traditions of the jungles, as their civilizations are "right" about all ways to live and think. They are likely to try to enlist the help of the PCs or other Far Town NPCs, with variable threats or promises being made as morale checks would suggest.

Session 0

During session 0 of a Delves Deep campaign you'll need to choose or roll the three nations surrounding the Elphars.

d6	Warring Nation
1	Corsland
2	Silverspine Empire
3	Khoma-Duun
4	The Low Bitters
5	The Lurim Empire
6	Arcraxia

If you roll a duplicate, reroll or take the next lower result.

The first nation rolled is the **Rising Nation**. A recent string of victories and focus from inside their empire has them claiming more of the paths within your homeland. The rising nation is usually the least friendly but most likely to be encountered at random.

The second result is the **Falling Nation**. Their good fortune ran out and now they are clinging with desperation to their holdings in the Elphars. The falling nation will be the most likely to feign kindness but reverse their mood with the circumstances.

The final roll determines the **Plotting Nation**, who have spies in the area with deep pockets. They are desperate to weaken the Rising Nation. They are genuinely interested in the peoples of the region - for now. Most locals know that interest will wane as their power waxes, but will not hesitate to exchange services for weapons, trinkets, or magical training.

You'll also want to discuss how the narrative will be split between these factions and the mysteries of the dark below.

Warring Nations

↳ Corsland

The rocky **Dwarven** kingdom is led by Mad **King Jaerold**. His eyes are set upon the Mountains at the center of the Far Towns region, and the bountiful minerals within. Soldiers of Corsland are likely Dwarven led with humans amongst their ranks. They'll be **well armored** and highly invested in **close quarters combat**.

Encampments - Short exterior walls, stone and mortar. Painted bannerstones at gates. Trench, bunker, and tunneled interior structures.

Culture - Dwarves first, Corslanders second, Outsiders third, Enemies last. Constant approval seeking; constant judgement. Endless sense of being on the cusp of greatness without having it.

Arms and Armor - Hammers, picks, scepters, slings, throwing hammers, heavy armor. Well tended, polished, gothic ornateness.

Feminine Names - Annog, Doumrol, Gaduul, Jurr, Luwwon, Oru, Porummrul, Roruund, Wirun, Worre.

Masculine Names - Damdal, Jaerold, Jorren, Julean, Leoreul, Lowwean, Padneor, Predleal, Wadron, Wurean.

Surnames - Aendur, Aenwal, Aeuro, Eddran, Emdral, Eonwuul, Euen, Oaed, Oallon, Oeddor.

↳ Silverspine Empire

So named for the Tardahk Mountains and their **precious metals**. The **Council of Thet** decrees the Far Towns to be an extension of the Tardahks, and thus already a part of their kingdom. Their patrols travel lightly with a mix of **human, elf and dwarf** among them. They are likely to wield crossbows, swords and hammers, but often travel with **scholars**.

Encampments - Iron and chain fences. Robust central structures, thick walls, metal banded doors and windows. Hidden literature.

Culture - High value on wealth, greed, and monetary success. Showy, lots of praise, vanity, jealousy. Frustration with poverty, constant upward aim, unsatisfied.

Arms and Armor - Crossbows, rapiers, smooth steel, lighter metal, small shields. Gilded, ceremonial, sometimes impractical.

Feminine Names - Annir, Birian, Firia, Gii, Islaa, Lovran, Pandin, Pavian, Sovria, Wovira

Masculine Names - Alruxt, Ekridon, Kiften, Kirken, Lastret, Pentiir, Rindir, Skad, Trissian, Truo

Surnames - Aduin, Ekaran, Ekkiir, Ekkruten, Esirak, Iendir, Irenter, Itten, Oaddor, Ondour

└ Khoma-Duun

A **desert** nation of grey scale **lizard-folk** organized into parishes under a common religious banner. Their apocalyptic **holy books** drive them to find the **lost temple of Lacrahmen**. One **priest** and a couple **acolytes** are typically among them, blessing the journey with light and warmth, and with **poison** for the weapon tips.

Encampments - Tents, wooden center poles, stone weights. Camps sprawl over several acres. Each cluster has a bell of a different tone as an alarm. Guards roam camp to camp.

Culture - Tribal, highly religious. "Life is God's dream. We are stray thoughts." Reused, inherited, ramshackle belongings. Hierarchy based on religious fervor and support from Clerics.

└ The Low Bitters

A collection of **elf and human clans** scattered among the hills, forests, and swamps of the mighty Ferevri, a river whose origin is among the Far Towns peaks. By their nature the clans of the Low Bitters are encouraged to **spread out** and **claim territory**, and their latest collective aim takes them upstream. Their ramshackle divisions are **wilderness experts** before anything else, and rely on **ambush and retreat tactics**. They often bring their small, lithe bears, the caseltar, to track and hunt.

Encampments - Wooden sheds, tents, charms and bells on perimeter string. Thick smell of spiced meats and greens cooking all hours. Makeshift breweries, many small shrines for luck in battle.

Arms and Armor - Rusty, patched, wooden. Weapons blend into other travel gear, and armor looks like thick clothes. Often carry various poisons.

Feminine Names - Chao, Chirl, Etyl, Gat, Hatti, Ikar, Kaar, Skia, Tisc, Yaru.

Masculine Names - Daul-Dirat, Esirk-Kriske, Isart-Shirak, Kalur-Kratt, Koth-Kithol, Naekra-Nalis, Nish-Etyl, Quith-Aklith, Sirio-Risaar, Terik-Keteel.

Surnames - S'adar, S'iir, S'llnor, S'innet, S'isaad, S'kirta, S'okkur, S'taden, S'tak, S'tred.

Culture - Surprising cohesiveness despite bickering, tricks, pranks, and fist fights. Toxic masculinity. Many great spirits and gods, so many that priests often specialize in a few at a time.

Arms and Armor - Wooden, hand-crafted, stone tipped. Light armor, allowing fast, silent movement. Longbows and hand axes, some small shields.

Feminine Names - Denela, Eekle, Engrid, Flara, Gretta, Nafvir, Pria, Rista, Sasha, Wettle.

Masculine Names - Antur, Doniden, Granz, Gron, Kar'fren, Morch, Ottor, Rielest, Todor, Yerik.

Surnames - Farsight, Highfruit, Longmarch, Lunger, Piercer, Redmane, Stack, Surefoot, Tender, Woundwright.

L Lurim Empire

Helmed by her majesty Ademel Paula Lurim, the Lurial are driven by the **thrill of discovery** and the **wealth of production**. There is a certain admixture within the Far Towns jungle trees that might revolutionize their weapons, and in doing so solve this war once and for all. Though they plod at a **slow pace** they are **methodical**, and often have **magical trinkets, wands, or staves** to assist them.

Encampments - Built with long term use in mind. Extravagant, wasteful, adorned. Strong buildings, weak outer walls. Storage of chemical, magical, and tinkering components.

Culture - Curious, confident, arrogant. Always seeking the most profitable option, and the fame that comes with it. Family is utmost, such that children are often found in outposts.

L Arcraxia

The distant land of crystal mages has sent its **Blue Barons** to the mountains. The order was purely political, but there's an off chance they could successfully retrieve their charge: the **final volumes of Mirumet the Wise**. Mirumet left power and glory in Arcraxia behind and sailed away. Decades later, a single volume was brought home by a mysterious survivor.

Encampments - Always fly one of the Blue Baron banners featuring the sigil of that particular Baron. Well fortified walls with tents and cots inside.

Culture - Soldiers in the Far Towns are disgruntled. They serve the Barons and hate the crystal mages. They are more easily bribed but doubly duplicitous.

Arms and Armor - Lightweight for most soldiers, with bulwark magitech for a select few. Arms sometimes feature exploding vials, violet powder weapons, sophisticated traps.

Feminine Names - Attunox, Auralox, Decunox, Felalox, Hadalox, Marunox, Nerunox, Pubalox, Serunox, Titalox

Masculine Names - Attunim, Auralim, Decunim, Felalim, Hadalim, Marunim, Nerunim, Pubalim, Serunim, Titalim

Surnames - Aemilion, Claudon, Domitonum, Flavon, Julonum, Lucreton, Pompeonix, Sergonix, Tullonum, Valeronix

Arms and Armor - Typically medium chain, with crossbows, spears, shields and swords. Occasionally a spindle helper: metal and crystal, powered by magic, repairing and playing lookout.

Feminine Names* - Hai, Kiri, Layo, Lii, Pii, Pon, Quin, Shii, Te, Wen.

Masculine Names* - Duo, Go, Goum, Moa, Po, Quon, Roan, To, Toudu, Tumo

Surnames - Karfam, Kirshen, Koandu, Lifiru, Lirsho, Lishen, Piiirshon, Quonmo, Urofan, Wookrii.

** For Arcraxian names, choose or roll twice for first names. Kiri-Wen Lifiru, for example.*

The Other Denizens

Many of the things that share the verdant dark with the folk of the Far Towns should be avoided. Many, but not all.

The descriptions below flesh out behaviors and motives of the strange junglers and cavern crawlers. Most of them could be avoided if spotted, dealt with carefully, or even befriended. I try to make note of where this is not the case.

The denizens are broken into collections by ancestry, tribe, or landscape, but individuals could be found anywhere in your game you see fit.

Caparee

Discarded husks, chewed bark and mud, crumbling paper-mache mounds; the signs of the Caparee are obvious and spotted often. They don't interact much with the Corsland Southerners, and sometimes interactions can even go well, as long as they are far from the Caparee nests.

Outside the nests, **Builders** carry supplies and make the mud and sawdust base for the construction of new nests. They're the most likely to be carrying supplies to trade, whether that's a delicious earthy moss, a recovered totem, or grave-robbled pendant. Whatever they find, they'll send for trade, and they often seek exciting new liquids for building experimentation or ornamentation. They're subsequently also the most likely to carry a satchel or pack with them.

Drones are often spotted beyond the perimeter of the nests, but are more about filching what they can find to impress their queen than doing anything productive. They also serve as a first line of defense, clicking a loud, percussive rhythm if they sense danger.

The **nests** of the Caparee can be built in a few days, depending on size. They might be a single spacious hut against a tree; a multi-room dwelling across a creek gully or over an abandoned caravan; or a sprawling complex running through ruins and touching the caverns beneath them. Caparee pick up and leave when they sense danger, so long as their eggs are safe to move, and once moved they rarely assume the same habitation again.

Within Far range of such a nest the **Warriors** will patrol, inside and out. They have a built in stinger, but also carry previously shedded stingers or the stingers of their forefathers as sharp weapons. Such armaments could contain trace amounts of an old poison if it isn't used often. Caparee warriors, on meeting others, will often put this remnant poison on display by holding a torchlight behind their spear. Leftover venom means they aren't quick to violence.

At the heart of any Caparee group is the **Queen**, who ferociously guards her egg clutch. Like her protective warriors she can spread Caparee fever to her enemies, and will fight with savage passion to drive intruders from her nest. The royal Caparee knows her true value, however, and once sufficiently wounded will offer a truce or flee rather than fight to the death. The foremost thought on her mind day and night is the continuance of her line.

L Cavern Creatures

Troll Ants make nests throughout softer rock formations. Each ant weighs about 20 lbs and threatens a nasty bite. **Workers** have jaws designed to scrape holes into solid rock. With softer targets they often group together to pull the thing out of the nest, or further in if food is needed. The **Drones** of the species can fly short distances quickly and tend to let the lower worker ants take more risks.

Sludges, as the name implies, are mostly goop. In the right dim lighting a still sludge looks like murky water. A sludge might be found pooled around a body and its loot having cleaned everything wet from the surface of the bones, steel and gold.

Daylight Moths are so named for their bioluminescent properties. They have a one foot wingspan and are timid creatures. Their lights ward off other cavern predators as the light mimics sunlight - a rare and terrifying apparition for most cavern dwellers. If this defense fails they can resort to an irritant spray and extinguish their light to make an escape.

L Jungle Creatures

Threadbeetles, so named for their intricate nests and strong, fibrous silk, are divided morphologically between the male and female of the species. Males are smaller and more curious, with horns used to fight and to weave nests. With these horns they have been known to snag equipment away from explorers in their path. The female beetles stick to the nests and are capable of spewing a potent acid.

Deeper in the jungle, and typically avoiding larger groups of people, the **Arachana** look for isolated, sapient victims to prey upon. These bright blue spiders grow to about 1 foot across. They are highly intelligent and capable of conversing with other Arachana but will almost never bother to speak with humanoid creatures. Arachana induce hallucinations as part of their hunting ritual, but rarely leave their victims dead. Some remote villages see the visions as spiritually significant and welcome the spider's bite with ritual chanting.

On the opposite end of the intelligence spectrum travelers will find the **Toothy Frogs** and **Bog Worms**. The worms come in swarms and are usually found in valleys or still ponds. The frogs tend to sweep through areas in large numbers, biting anything with flesh. When enough of them have clamped down they wriggle and shake together, hoping to tear off tasty morsels cooperatively.

L Muraa

At the top of the jungle canopy the world is run by Muraa. They were here before any interlopers, Caparee, and some say even the Pale-orc creation was witnessed by the Muraa, whose simian sages recite the poems of the cave dwellers.

The **Tree Priests** keep the old tales alive. Their connection to the green boughs and sturdy trunks grants them sacred awareness and abilities. They often share leadership with the highest ranked warrior, and are most likely to speak a language an adventurer might know.

Muraa Warriors act as you'd think. Their nimble strength makes them formidable on the ground; challenging them hundreds of feet in the air is an act of extreme bravery or foolishness.

The smaller **Leaf-Riders** of the tribes are weaker but still dangerous. Their harrying attacks at range keep invaders distracted. The leaf-riders act as scouts as well, spending much time wandering.

Over the many centuries the Muraa developed an understanding of jungle creatures. Instead of cows and sheep, the Muraa harvest rare flowers, dog-sized aphids, and **Biter Swarms**, which they keep as pets and for defense. Muraa perfumes protect them from the Swarms, which seek unprotected blood whenever their cage is rattled.

L Pale-Orcs

The mountains, crags, and chasms at the center of the Far Town region hide thousands of caverns. These are both natural and carved, and range from single chambers to dark labyrinths dozens of miles long.

The **Pale-orcs** are the first denizens adventurers are likely to encounter upon entering them. They live in groups that could barely be called communities ranging from a few to hundreds of individuals. There is a curse of madness and malformation on these creatures, who barely resemble their former selves.

The **Shovelers** dig with clouded eyes, rat-like teeth, and twin hooked claws. They make passages, rooms, and pits in a frenzy for days on end, and then suddenly stop. They speak no language but coordinate these digs by an instinct that was placed into them.

Haulers are the largest, reaching 8 feet tall and 5 feet wide. Their slow, cautious steps, careful aim, tremendous strength, make them deadly. Their desire for cleanliness and an eerie, innate comprehension of soap making has them scouring the jungles outside for new sources of fat and ash.

The **Cantors** will be heard before they are seen. Discordant melodies in a forgotten tongue rattle the nerves. In the heat of battle their music carries magical power that can bolster their pale allies or terrify intruders.

In the full darkness of the caverns the **Carvers** work at solid rock with sharp, diamond hard claws. Their murals decorate many of the caves, depicting scenes of a fallen empire since buried in the mountains.

Skinners and Their Ilk

There are few sounds more feared than the howl of the skinner cultists. The "Skinners", as the half-giants are called, keep an old and cruel mysticism alive. They move in packs from deep in the shrouded woods to the outskirts of town, and then back again. The people of the Far Towns have learned to huddle together when the empty screams come singing out of the jungle, sometimes drowning out the drone of insects and birds for hours at a time.

At their center are the **Wonalog** priests, easily identified by their frayed and twisted skin, giant proportions, and vacant smiles. They rarely leave an encampment, relying on their acolytes and worshipers to bring them fresh skin with which they bind their occult tomes.

With enough magical potency collected a Wonalog can invite something from the other side to share flesh with, transforming into the hideous **Wonalog Demonbound**, a being powerful enough to break through the common defenses of a Far Town hamlet. If a Skinner congregation doesn't leave for a few days, the wisest in town pack up and leave in numbers before such an entity appears.

Skinner Guards are also half-giants, sometimes larger than their priestly leaders. They vary in color from deep green to light blue. Their primary function is to guard the Wonalog, but some may set out in search of fresh meat. All skimmers share an interest in the esoteric, but no guard can cast spells. Instead, they'll often leave totems or fetishes carved of fresh bone in the jungle to heighten the fear of those they seek, making them easier to track down later.

If they do, they'll rarely be spotted without their **Lagtha-beasts**. Lagtha are the size of a large dog, but more closely resemble a rat with a spiny back and pale green eyes. They aren't native to the jungle and rely entirely on their giant handlers for food above ground level, but are extremely loyal to giants. The Lagtha-beasts have special pens near their handlers, or sleep in the same tents, and are treated almost as children when they aren't actively pursuing something.

At the bottom of the Skinner social order are the **Howlers**. Humans, elves, dwarves, wuraa, pale-orcs, caparee, and any other sapient creature, could fall victim to a state of abject worship and obedience. Every so often a victim brought back is "of interest" to the Wonalog. They are spared from bodily death, but killed in spirit. The visions imposed upon them by Wonalog ritual drives them against their former comrades. After this, they move, attack, and howl as one unit.

A wonalog camp is often littered with Howlers dressed in rags, covered with mud, scratches and bug bites, sleeping in the open air through the nightmares that will haunt them the rest of their lives. Within them their most prized possession might include the belongings of their victims (converted physically or spiritually) and their spellbooks.

The Map

At its core this quickstart assumes a couple of things about the world you are playing in:

- You are in the Far Towns region.
- It sits between 3 other empires.
- The center of the region is mountainous and ridden with dangerous caverns.
- The mountains are wreathed by thick, hilly jungle, in which many of the so named far towns reside.
- Danger is creeping into the towns the players call home.

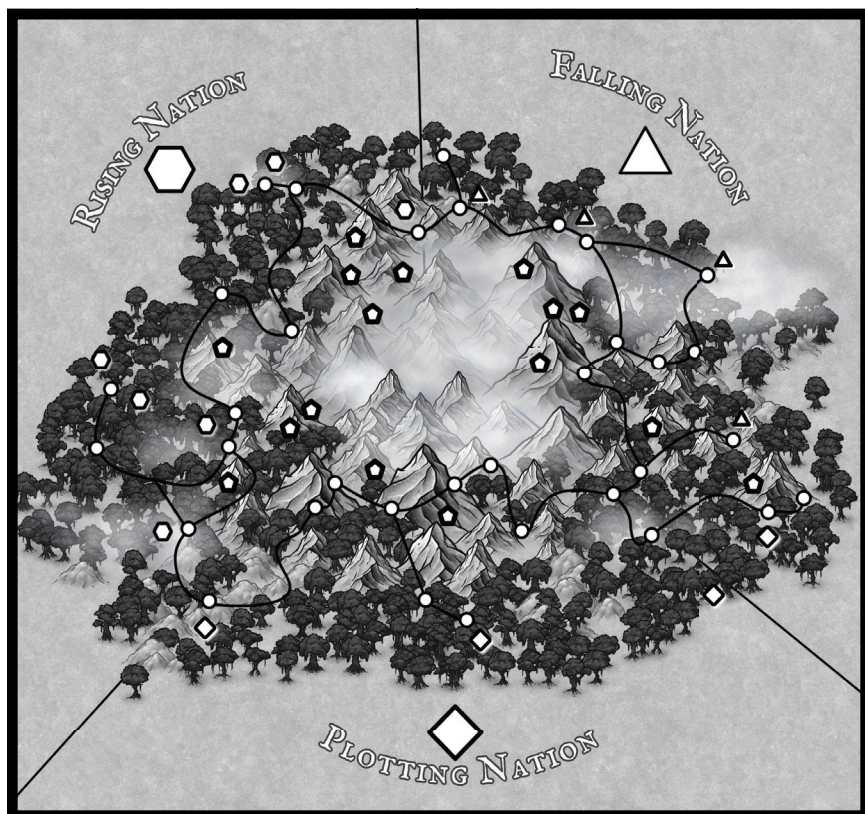
As you start playing, your table will likely know only their hometown and the closest 2 or 3 other towns nearby.

Jot on the printable map in the back of this guide.

Legend

- Far Town
- ⬡ Rising Nation
- ▲ Falling Nation
- ◇ Plotting Nation
- ⬠ Ruinsprawl Cavern

Primary travel paths for Far Town folk are shown in black. Decide as a group what your **Rising**, **Falling**, and **Plotting** nations are, and then where your starting city is. Pick a city that focuses on the kind of adventure you want to have, and record the names of the places you discover along the way.



Tier 0 Leveling Choices

- Mark and Increase any unmarked trait by 1 point.
- Gain an experience at +1
- Gain 1 Stress
- Train with Tiered armor
- Train with Tiered weapons

For the final two bold options the two boxes must both be checked to gain the benefits listed.

Tier 0, Level -5

- Choose and mark 2 options.
- Increase maximum hope by 1.
- Gain one death move.

Tier 0, Level -4

- Choose and mark 2 options.
- Increase maximum HP by 1.
- Gain one death move.

Tier 0, Level -3

- Choose and mark 2 options.
- Increase maximum hope by 1.
- Gain one death move.

Tier 0, Level -2

- Choose and mark 2 options.
- Increase maximum hope by 1.

Reference Pages

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Death Moves

The moment you reach 0 HP, make a Death Move below that you have unlocked. Let Fate Decide is available for all characters.

■ **Let Fate Decide** - Roll duality dice. If they are equal or the hope die is higher, you live with 1 stress, 1 hp, and are awake (though you may feign death.)

□ **Risk It All** - Roll Hope and Fear. With hope, clear HP and/or Stress combined up to the value on the Hope die. Tied, clear all HP and Stress. With Fear, death takes you.

□ **Blaze of Glory** - Take one final action that succeeds critically, and then death takes you.

□ **Avoid Death** - Whether unconscious, tied up, near death, etc., take yourself out of this scene. If 1d12 is less than your level, permanently mark off a hope slot as a scar. If that was your last hope slot, this ends your journey. Otherwise, work out with your GM how you survived and where you come back into play.

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Chiselheart

Name

Player

Level -6 -5 -4 -3 -2

Ancestry

Ancestry Feature

Ancestry Feature

Community

Community Feature

Hope

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HP

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Stress

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Armor

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Agility Instinct
Sprint, Leap, Maneuver *Sense, Navigate, Intuit*

Strength Presence
Lift, Smash, Grapple *Lift, Smash, Grapple*

Finesse Knowledge
Control, Hide, Tinker *Recall, Analyze, Discover*

Experiences

Evasion (starting: 9)

Weapon

Trait *Range* *Damage*

Weapon

Trait *Range* *Damage*

Armor

Evasion

Thresholds

Base Score

Inventory

Outwit Invaders.

Descend Against Evil.

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Discord



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