

JW



**DAGGERHEART**  
COMPATIBLE

# THE UNSEEN EYE

# THROUGH THE UNSEEN EYE



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### credits

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Thanks a lot to all the playtesters who tested this adventure with us!



### touchstones

- Split Fiction
- Coraline
- Inception
- Tarot
- Dixit
- A Christmas Carol



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## welcome

“Welcome Anam Cara, my soul friends. I sense many questions among you... unrest, confusion even—but fret not—all of your questions will be answered, as well as many more that you might not even be aware of yet. Please, step into my tent—my world and embrace the past, present and your future. Let Madame Celestia lay out your fortune—your eyes already emanate a burning longing for knowledge. Open your hearts and minds to the spiritual and lets go **Through The Unseen Eye.**”

This is a Daggerheart compatible adventure for **2-5 players** and **one game master**. A specific level is not required as **this adventure can be scaled for any level or tier.**

It features a mystical and emotional story in which the players will be faced with their **past, present and potential future.** In addition, the GM will perform together with the players a Tarot-inspired custom card reading, called **Fate Cards**. To create the final encounter of the story, this module also features a **collaborative adversary-building activity** in which the players and the GM create their own opponent. **“Through The Unseen Eye” heavily focuses on collaborative storytelling and roleplay.** It is up to the players how combat-heavy the adventure will turn out to be. Collaboration, friendship and remembrance are main themes throughout the story.

## adventure timeframe

**This adventure is meant to be played as a One-Shot in 3-4 hours.** If your play sessions are shorter, feel free to split the adventure in two sessions. In case your players are enthusiastic roleplayers or storytellers, you might consider setting up the adventure as a two session game from the start as there are many opportunities to extend gameplay accordingly. Each act will have its runtime marked for playing so that the estimated 3-4 hour mark can be achieved, if you want to go for this option.

## materials

For playing this adventure, in addition to the regular GM equipment like a set of dice, adventure notes, etc., we recommend to keep the following items at hand:

- The Daggerheart Core Rulebook (“CRB”, for potential lookup of adversaries)
- Additional copy of the filled-out character sheets of your players (for potential use in encounters)
- Printed custom “Fate Cards” as well their “Fate Guide” (used for storytelling; see appendix, p. 15-17)
- Printed custom hand-outs for the included adversary-building activity (see appendix)



## characters & campaign integration

In this adventure, there are no restrictions in regards to ancestry or community choices for your characters.

This adventure works well as a One-Shot story with either newly created characters or a settled adventuring party. **For the best experience, we recommend playing this adventure with an established group in a campaign setting.** Plug this adventure in your ongoing narrative, regardless whether your group just defeated a big baddy, has a slow or relaxed patch, or you are close to a climactic finale and are in need of a bit of foreshadowing and character development.

**If you are playing with new characters,** let them know of each other before the adventure. Preferably, your table went through the character creation and connection questions beforehand in a session 0 so that your players have prior knowledge about their characters’ backstories as well as roleplay cues to interact with each other. **This adventure will heavily explore the players’ backstories and their connections with each other so it is important to have those settled beforehand!**

**Additionally, this adventure can be played as part of a Tales of Jinglewood campaign.** This campaign frame features a whimsical village in a magical forest, inhabited by animals who simply want to live a cozy life—if it weren’t for otherworldly forces seeking to disturb the peace. See page 3 for information regarding a *Tales of Jinglewood* campaign integration—otherwise, ignore this page for the preparation of your adventure.

Regardless whether this is a campaign integration or a One-Shot adventure, lead your players to Madame Celestia’s tent to explore their own story and it will truly be an unforgettable experience!

## safety tools & player safety

**Due to the nature of this story and the potential interaction with character trauma, facing one’s past and emotional & personal growth, a few safety mechanisms have to be mentioned.** This is done to create a safe environment in which your players can feel heard and seen in potentially vulnerable times.

First and foremost, we recommend using the **Lines and Veils** tool to define topics and themes that should not occur at the table before the play session in either a session 0 or right before the game begins.

In a game that heavily relies on improvisation, trigger topics or scenes can sometimes still occur even when all participants are careful. For this case, use the **X card system** to be able to quickly act on these scenes and revert back to a safer environment.

Sometimes, players do not recognize their discomfort during the game. Make sure to offer **Aftercare** after the conclusion of the play session for a feedback opportunity and discussion.

**For details about the here mentioned safety tools and even more useful tips and tricks, please visit:**  
[trpgsafetytoolkit.com](http://trpgsafetytoolkit.com)

## formatting of this adventure

Throughout this adventure document, you will see differently formatted texts, text boxes and lists. We took great care with the layout so that all the relevant information are easily accessible and clear.

**When you see text boxes with this style, read them aloud or paraphrase to your group:**

*This is a flavor text setting up the scene, the environment and/or important NPCs. It builds a framework for your players to inspire roleplay. In addition, small story hints or secrets can be dropped here.*

**Text boxes looking like this are only for the GM's eyes:**

Text boxes like these are always worth taking a peek at. They will help you out with useful GM tips on the fly, rule reminders or point out optional content that could enhance the scene in certain situations. Also, if a scene is dragging, they might give guidance on how to move forward.



**When you see this symbol**, the corresponding text or element is a specific adaptation of this adventure to a **Tales of Jinglewood campaign** (see p. 3). Please ignore these when you are not running a Jinglewood story!

**This adventure can be scaled to any level and tier.** In order to easily spot the specific scaling of environment/adversary difficulty, skill checks or damage, we are going to show it in this format:

T1: AA

T2: BB

T3: CC

T4: DD

[T1: level 1 | T2: level 2-4 | T3: level 5-7 | T4: level 8-10]

## game master tips

The Daggerheart RPG system and especially this adventure thrives on **collaborative storytelling** and it is meant to be **narrative-forward** and **improvisational**.

- Encourage your players to add to your narrative and follow their story even if it means losing focus of the plot for a while—you can always lead them back on track later.
- As a GM, you should be the biggest fan of your players. Ask them questions and challenge them so that their characters can shine.
- Try to make every roll matter and change the world around your players while doing so.
- Hold on gently to the main rule set of Daggerheart. Do not be afraid to change a rule or story beat if it would prevent an inspired idea of your players.

Most of all, **have fun telling stories together**—this adventure is all about celebrating friendship and a shared journey, so be sure to indulge in it!

## player tips

Remind your players at the start of the session about a few useful key words that will help them play a Daggerheart adventure:

- **Bravery:** there are no wrong ideas or decisions—embrace risk—failure is part of the ever-evolving story
- **Exploration:** move the narrative forward—explore the story and your character
- **Collaboration:** help each other out—share the spotlight
- **Resources:** use your resources for yourself and your friends

These are general tips regardless of player experience. Following them will enhance everyone's experience at a Daggerheart table, not only during this adventure.

## premise of the adventure

**The players hear word that the traveling fortune teller, Madame Celestia, is in town.** Some villagers swear on the readings of the seer that are not merely passive fortune tellings but rather a conversation. Her readings can sometimes even be therapeutic but only if her patrons are actively participating. Of course, there are always the ones that, perhaps understandably, declare her services as “humbug” and a “sham”.

The adventurers, curious as ever, want to convince themselves of the potential magic of Madame Celestia, and it doesn't take long until they find her tent.

**Inside, the fortune teller quickly starts the fate reading.**

Three cards will be placed—representing the past, present and future. During the reading, the magic surrounding the reading is causing disturbances and the crystal ball is seemingly breaking under the pressure. **Once the last card has been interpreted by Madame Celestia, disaster strikes: the crystal shatters and the players are getting sucked into a dimension filled with their own memories and stories.** Even Madame Celestia could not anticipate this outcome. It is up to the players to face their memories and deal with the possibilities of their actions.



**Skip this page if you are not playing a Tales of Jinglewood campaign!**

If this adventure is part of a larger *Tales of Jinglewood* campaign, a few story beats will be different to fit into the established narrative and overarching plot of the campaign. On this page are all the necessary information needed to adjust this adventure for a Jinglewood campaign.

First, this adventure can be scaled to any tier and level though we recommend letting this story take place before the climactic finale of a Jinglewood campaign. Because of that, **a tier 2 or tier 3 story would work best.** Part of this story is the teasing of future events which can be used to foreshadow the final conflict of a Jinglewood campaign to introduce anticipation and thrill.

## the lore of jinglewood

A long time ago, in a realm *unlike* our own, there was a being who was feeling very lonely. She had watched over the mortal realms since time immemorial. During that time, she witnessed how the sins of creation led to recurring cycles of tragedy and annihilation—but also rebirth and beauty.

Eventually, she decided to **create** something of her own to prove that lasting beauty can be achieved without the sinfulness of mortals. And, perhaps, in doing so would finally alleviate her terrible loneliness. And just like that, in a little pocket between the dimensions, **Jinglewood** was manifested.

She filled it with critters from far and wide and gave them consciousness to build and thrive in their own community.

Jinglewood became a jolly place. The animals quickly adapted to their new home and each found ways to support the community as a whole. Throughout the years, to honor their Creatress, the Jinglewoodians would celebrate festivals, based on common festivities celebrated by mortal communities.

Without knowledge of the true name for their Creatress, the animals named her *Avanara* which in their lore means “She who provides”. The animals of Jinglewood rightfully believe that it is she who provides sustenance and safety to the village.

It has already been an age of prosperity, and the village blossomed into a shining example of harmonious coexistence. *Avanara* observed and was content.

**Many cycles later, and unbeknownst to Jinglewood, tragedy has struck *Avanara*:** An antagonistic Celestial being, calling itself **Kjaos** (pronounced [/'jeɪ.ɒs/] or *Shay-Oss*), longing to spread discord and misery across all the realms, abducted *Avanara*. To Kjaos, Jinglewood is too pure, too positive—something that cannot be allowed to exist and therefore must be corrupted. Over the ages, *Avanara* had built a powerful barrier around the pocket dimension that houses Jinglewood, and so Kjaos’ magic can only indirectly influence her realm. However, *Avanara*’s protection is not everlasting, and Kjaos’ efforts to corrupt Jinglewood continue at a steady pace, eventually spelling doom for this peaceful domain.

Down in the clearing that houses Jinglewood, the absence of their Creatress has not yet been noticed, and the villagers continue going about their lives as usual. One of them, a seer by the name of **Madame Celestia**, is an elegant, sparkly-eyed giant lunar moth beloved by the community for her insightful fortune-telling sessions. Her divinations seemingly always come true.

**In this adventure, during one of her readings, a dire future will be revealed: The fall of Jinglewood.** To top it all off, Madame Celestia’s trusty crystal ball will be corrupted and will blast in an arcane explosion, pulling herself as well as her patrons into a magical void...

## adventure changes

There are only minor changes to the sequence of events of this adventure when it is being played as part of a Jinglewood campaign:

**First**, Madame Celestia’s tent is located in Jinglewood and she is part of the village herself, rather than a traveling seer.

**Second**, the card reading which is part of the adventure will more heavily tie into the story of Jinglewood. The reading of the third card, used to foreshadow future events for the players, is here being used to show the downfall of Jinglewood by the actions of Kjaos. This will occur if the players fail to rescue *Avanara* from her prison and don’t stop the Celestial to further corrupt and eventually destroy the dimension that houses Jinglewood.

**Lastly**, with the knowledge of the third card reading, the players will have deeper insights in the looming threat and can devise a plan to change this outcome.



**Look out for this symbol for further tips or text boxes specific to a Jinglewood story!**



# ACT OVERVIEW

## Act 1: The (Un)Fortunate Cards [approx. 45 min], p. 5



The players enter Madame Celestia's tent and ask for her service. Here, the seer is laying out the 3 Fate cards. By consulting her crystal ball and the players themselves, the reading is being performed. However, an unexplained phenomenon leaves the players stuck inside the shattered crystal ball and their own memories.

In this act, the players are being inspired to roleplay and tell stories about their past and their friendship to bring the reading to life.



## Act 2: Dive Into The Past [approx. 1 hour], p. 8



Once inside the world of the crystal ball, the players will find themselves in the same memory that got described during the first card reading. Aspects and other memories will invade this story as well as a potential very familiar threat.

This act will let the players explore past trauma or injury, and help overcome those challenges to grow as individual characters as well as a group.



## Act 3: The Present Unraveling [approx. 45 min], p. 9



Having faced their past mistakes, the players will find themselves in a vision of the presence—seeing their bodies helpless and asleep in the tent as they are being threatened by a potentially devastating event. They have to work together to overcome this threat and at the same time figure out where they are, what has happened to them and how they can leave again.

In this act, the players will focus on collaboration and investigation to find their way forward.

## Act 4: One Of Many [approx. 1 hour], p. 10



A dire future is being presented to the players. In addition, a monstrosity made up of differing memory fragments presents itself as the last obstacle that is standing in the way of the players.

This act includes a collaborative adversary-building activity which will then be used as the final encounter for the story. Cinematic combat or the clever use of roleplay or skills will be the key to overcoming this challenge.



# ACT 1: THE (UN)FORTUNATE CARDS

[APPROX. 45 MIN]

The story starts in front of Madame Celestia's tent. Describe, together with your players, the tent and its surrounding mystery. What other details do your players perceive or do they find interesting?

As they are entering the tent, ask the player(s) with the highest Instinct value to make an Instinct Roll (15). They can gather the following information:

## CRITICAL SUCCESS | SUCCESS WITH HOPE

You feel an unfamiliar magic at play here. Nonetheless, the enigmatic Madame Celestia has created a welcoming and warm atmosphere. You smell the aromas of burning sweetgrass, sage and cedar which is causing you to enter a wholly relaxed stance. Perhaps it's just a small tingle on your neck but the crystal ball in front of the seer is making you a tad nervous as a shadowy wisp is disappearing in its center.

When looking into the many faceted eyes of the seer, you get the same feeling as being outside at night and gazing at the stars—the longer you watch, the more colors and sparks appear. You have never seen this in any other living being. In this moment you realize that you cannot tell how old the seer is nor where she might be coming from. You do not feel threatened by this fact but rather intrigued.

## SUCCESS WITH FEAR

You smell the aromas of burning sweetgrass, sage and cedar which is causing you to enter a wholly relaxed stance. When looking into the many faceted eyes of the seer, you get the same feeling as being outside at night and gazing at the stars—the longer you watch, the more colors and sparks appear. You have never seen this in any other living being. In this moment you realize that you cannot tell how old the seer is nor where she might be coming from. You do not feel threatened by this fact but rather intrigued.

## FAILURE WITH HOPE | FAILURE WITH FEAR

The dancing lights of the crystal ball, the fumes of the burning incense and the enchanting stature of Madame Celestia let you drift into a trance that knows no disturbances. You are wholly focussed on the reading and the seer's lips.

## Madame Celestia - Giant Lunar Moth (She/they)

The fortune teller has strong features reminiscent of lunar moths but, unlike its lepidoptera counterparts, is standing about 5 feet tall. She is wearing a colorful thick woolen robe with intricate gold and silver embroidery as well as multiple accessories with celestial iconography. Her large eyes and face do not betray emotions but she is still delighted to have visitors. Her raspy yet comforting voice is the only indicator of her potential age. Celestia is surrounded by mystery as even people who know her cannot tell where she actually came from or how she performs the fortune readings. Fact is that Madame Celestia is always eager to learn about their patrons' stories and lives prior to their visit as she is weaving them into their readings.

To initiate the reading, make sure to have the seven Fate Cards as well as the Fate Guide at hand (see appendix, p. 15-17). Initiate the reading with one player as the focus. However, the remaining players are still part of the scene!

## procedure of the reading

Make a show of shuffling the deck and ceremoniously picking each card. Draw three cards and place them face down on the table. These cards represent the past, present and future. One will be revealed at a time and interpreted.



card 1:  
the past



card 2:  
the present



card 3:  
the future

In general, once a card is being turned over, find that card in the Fate Guide. Each page features a small version of the card for reference, three associated theme words and two interpretation outcomes tied to either Hope or Fear.



use this as prompts for your players and their stories

two different outcomes as inspiration for the reading's conclusion



## first card: the past

Ask the player who the reading is related to to flip over the first card. Read the three theme words for the revealed card aloud. Then request the player to think about a (traumatic) memory based on these words and the art of the card. If they need inspiration, suggest they look into their background questions. **This memory should represent a turning point in their character's past that they wish they could revisit and change.** The PC then tells their story to the group.

After they shared their memory, they roll their Duality Dice.

**Now it is up to the GM to present an interpretation.** In order to do so, listen to the story your player just told and present the interpretation of the revealed card by looking up its meaning and its respective Duality Dice result in the Fate Guide.

**Example Dialogue:** "Oh, I see, interesting—you have chosen 'The Well'. Dear traveler, this card represents Trust, Sustenance but also Purpose. Please, look at the card again. When you think about its meaning and the three words, which memory comes to your mind? I am looking for a memory that represents a turning point in your past. Perhaps something that you wish you could revisit & change, if you had the chance?"

*[the player shares a memory]*

"Thank you for providing this valuable memory. Now please roll your fate dice and let us listen to the universe!"

*[the player rolls their Duality Dice]*

"Your fate shows Fear. Well, I see it clearly now. It is telling us to be wary of offers or deals done in seemingly good faith. Do not blindly accept friendship or they might otherwise lead you on a destructive path."

**Before continuing with the next card reading, ask a player for an Instinct Roll (14).** On a Success, they notice occasional black wisps come and go inside of Madame Celestia's crystal ball. On a Critical Success, they also notice a faint cracking sound while tiny cracks appear on its surface. Madame Celestia, when asked about it, is very much focused on the reading and she will dismiss it as unimportant right now.

## second card: the present

**This time, ask one of the other players to flip over the 2nd card.** Read the three theme words for the revealed card aloud. Next, they are being requested to tell a story about the initial player that reflects their camaraderie and friendship based on these words and the art of the card. If they need further inspiration, suggest they look into their connection questions with that player.

**One of the remaining players then rolls their Duality Dice.** Similarly to the first reading, interpret the revealed card by using their story and the Fate Guide as prompts.

**Example Dialogue:** "Oh, lovely, how fitting—your friends have chosen 'The Conjunction'. This card represents Community, Solidarity and Predictability. Dear companions, have a look again at what you revealed. Is there a memory that reflects your friendship and your travels that you would like to share with me? Think about your friend and all the things you have experienced together."

*[the group shares a recent memory]*

"Oh, I can see how this memory created a very special bond between all of you—thank you for sharing. Now please, if one of you would be so kind and tempt fate for me."

*[a player rolls their Duality Dice]*

"This time, fate has chosen Hope. You are already on the right path—keep investing in community and to the benefit of others as this will make your desired future a near certainty!"

**Before the third card is being revealed, ask a player to make a Presence Roll (14).** On a Success, they notice a hueshift in Madame Celestia's crystal ball as it is getting darker. In addition, cracks appear on its surface, propagating slowly. All the while, Madame Celestia is utterly oblivious to the potential danger as she appears to be in trance preparing for the last reading.

If she is approached by the players, she will state that the reading cannot be interrupted and must be finished. The players will find themselves unable to stand up or leave the tent as magical invisible ties are keeping a hold on them.



# MADAME CELESTIA SEES GREAT THINGS IN YOUR FUTURE...

A wholehearted thank you for picking up this sample of  
"Through The Unseen Eye".

The full experience - Fate Cards, Fate Guide, and the collab-  
orative boss-building activity - is available on Heart of Dag-  
gers.

Everything was made with lots of love & care by real humans,  
hoping to bring your table stories that will leave a lasting  
impression.

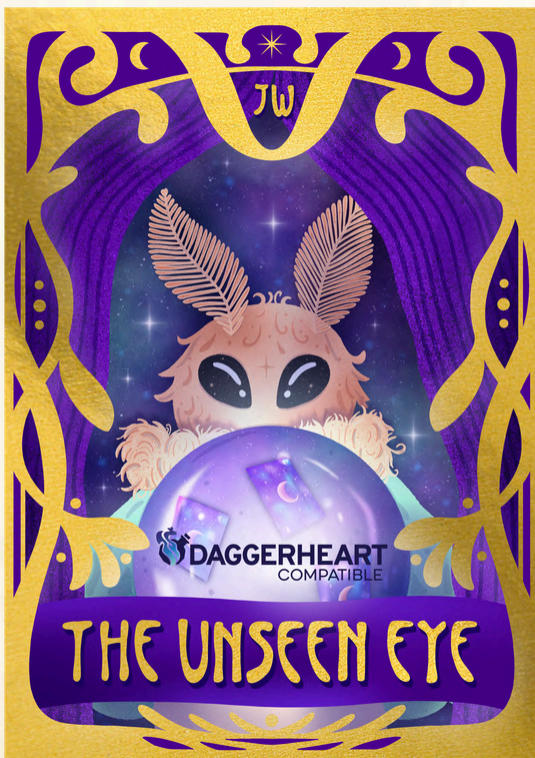
**We hope to see you on the other side of the crystal ball!**



Cheers,  
The Bard & the Raven



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