



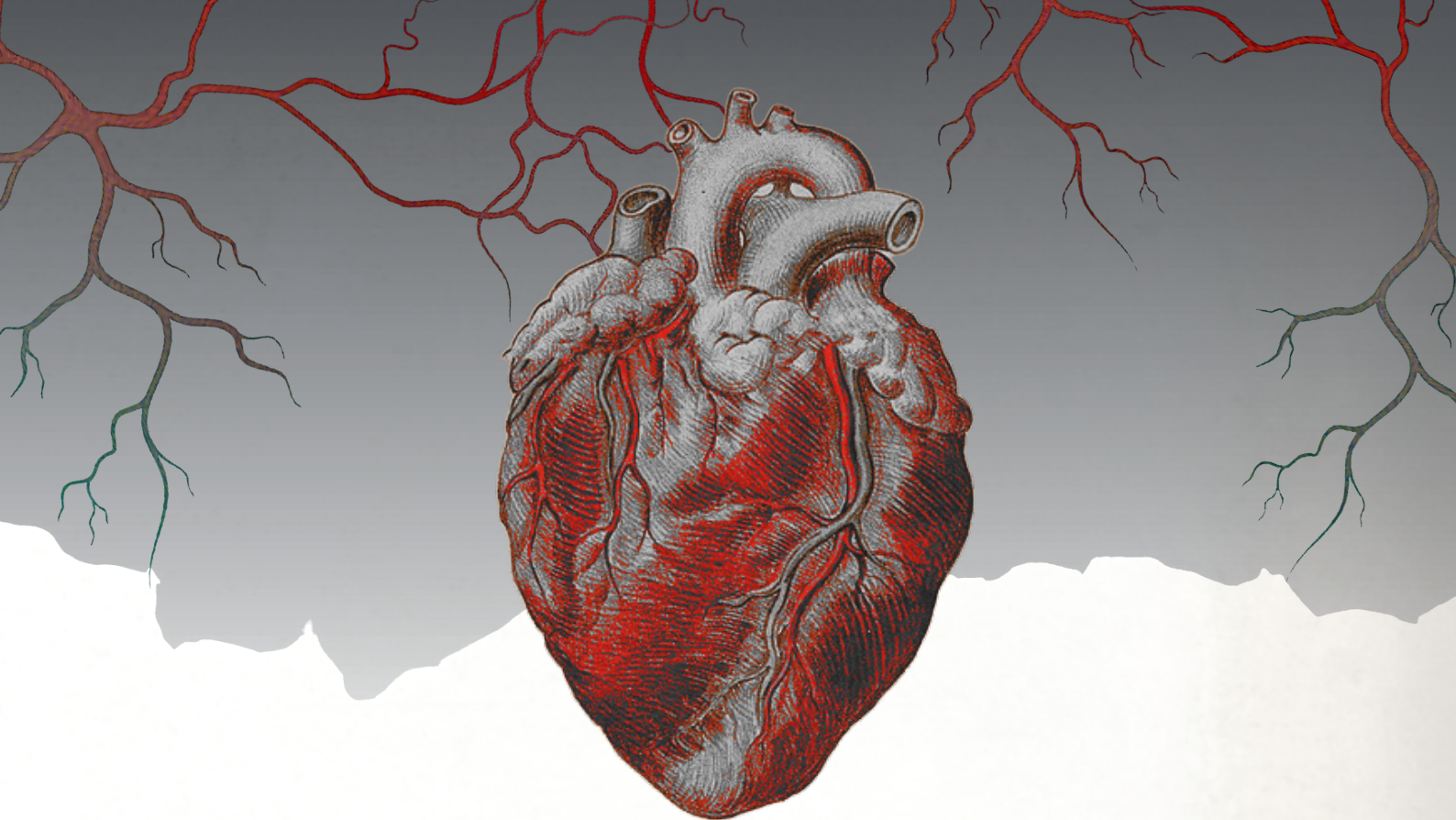
BRASS HEART

AN ADVENTURE FOR
A GRIMDARK SETTING

SAMPLE

 **DAGGERHEART**
COMPATIBLE

BY GILLUS BAGGINS



CONTENTS CREDITS

■ INTRODUCTION

Presentation	2
Adventure Overview	2

■ PREPARING THE ADVENTURE

Option 1: Narrative Capture	2
Option 2: Combative Capture	3
Option 3: The Anonymous undeads	3

■ PHASE 1

Hanging	3
Aggressive Herd	3
Crossing the Forest	4
The Singing Tree	5

■ PHASE 2

Descending into the Valley	5
Village of Langon	5
The Mission	6

■ PHASE 3

the pile of corpses	6
The Stairwell Troll	7

■ PHASE 4

Environment	8
Inner Courtyard	8
Ground Floor	9
The Upper Floor	11

■ PHASE 5

Resolution	13
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■ DAGGERHEART

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INTRODUCTION

PRESENTATION

“**Brass Heart**” is a Daggerheart adventure designed for a **Grimdark (Dark Fantasy) setting** for 3 to 5 **Tier 2** characters. It is a linear adventure focused on combat and a dark atmosphere, making numerous references to the famous video game franchise that inspired that campaign frame. In summary, it is an open-air dungeon featuring moral choices where the players will have to face the injustice of the lady of these lands.

This adventure highlights various Environments and challenge the characters, who find themselves confronted by the horrors of this world. In the end, they will have the choice between doing good or being selfish.

ADVENTURE OVERVIEW

■ PHASE 1

The PCs are captured by a corrupt tree and hanged. Other introductions are possible; see the choices offered for this phase. The characters’ first task is to escape. They are surrounded by a flock of goats that gets in their way. One male goat keeps staring at them with an evil look. Attacking it turns it into a giant goat and triggers a combat encounter. They then cross a dangerous forest where they encounter a singing tree.

■ PHASE 2

The PCs head toward the village of Langon. Its inhabitants are starving, grotesque skeletal silhouettes. The leader, formerly obese and now a living skeleton inside loose skin, is named Abel. He explains their mission: to recover the Brass Heart that once ensured the village’s prosperity and fueled the Sacred Pyre.

■ PHASE 3

Heading toward the Baroness’s manor, they face starving undeads that protect it. They fight a few of them, though the damned are clumsy. The manor’s entrance is guarded by a troll, but it is possible to bypass it by solving a riddle. The troll is not particularly inclined to fight, but it will defend itself if provoked.

■ PHASE 4

Inside the manor’s estate, everything is lush. The fields are tended by sluggish and uncombative undead, though they could sound the alarm. Inside the manor, bloated guests gorge themselves on feasts and attack on sight. A first boss stands in their path: the giant cook. The PCs then meet the Baroness and her high priest.

■ PHASE 5

Resolution. The players are free to decide what they do with the Brass Heart. They can save Langon or increase their own powers.

PREPARING THE ADVENTURE

OPTION 1: NARRATIVE CAPTURE

The first way to start this adventure is to push the PCs into a trap. You can impose this capture narratively, presenting it as an inevitable ordeal of these cursed lands.

*“You have heard of the **village of Langon**, a settlement whose legend speaks of incredible prosperity. It is said that an **artifact** allows them to grow food at will. While searching for this mythical place, you got lost in a **forgotten region of the Idol Hollows**. Far from any village, without the protection of a **Sacred Pyre**, you are prey to beasts and the elements. Stopping is always a danger, but you are exhausted from your journey and have no choice. You find yourselves in a forest formed of impressively large dead trees, and you have set up camp at the foot of the largest one.*

*“You begin to eat your meager rations and are **crushed by sleep**. At first, you think it is simply the result of your exhausting journey. It is only too late that you realize it goes further, that a noxious air or a curse is forcing your eyes to close. As your consciousness fades, you see vines descending from the gigantic tree. **These coil to form knots that wrap around your necks.***

*“You do not know how long you were unconscious, but you are awakened by pain. Your feet dangle in the air in search of a hold that does not exist. **Everyone can check one Hit Point.***

“What do you do?”



OPTION 2: COMBATIVE CAPTURE

You can also push the PCs into the trap of the Sacred Tree by playing this scene as a combat encounter and giving the group an opportunity to resist the hanging. This option is less theatrical and more pragmatic.

*"You have heard of the **village of Langon**, a settlement whose legend speaks of incredible prosperity. It is said that an **artifact** allows them to grow food at will. While searching for this mythical place, you got lost in a **forgotten region of the Idol Hollows**. Far from any village, without the protection of a **Sacred Pyre**, you are prey to beasts and the elements. Stopping is always a danger, but you are exhausted from your journey and have no choice. You find yourselves in a forest formed of impressively large dead trees, and you have set up camp at the foot of the largest one.*

*"You begin to eat your meager rations and are **crushed by sleep**. You try to fight off the urge to fall asleep, but it is a duel of wills."*

The PCs must make a Instinct (17) reaction roll to resist the sleep. On a failure, they are attacked by a vine and hanged. On a success, they must **mark 1 Stress**.

OPTION 3: THE ANONYMOUS UNDEADS

If this is the first adventure for this group of PCs, the characters can start directly hanging from the tree. In this case, they are all amnesiacs and have forgotten their names and past. They have an idea of the state of the world and the advance of the Shadows, but no longer remember personal details. They must all start with the **"Reanimated"** or **"Ghost"** transformation (player's choice, see the Hope & Fear book). In this case, increase all Difficulties of all adversaries by 1. Read the following text with intensity, replacing [#] with the number of PCs.

"[#] hanged, [#] Enduring ones, survivors of the Old World. [#] relatives, not by blood, but by destiny. [#] champions of the past, defeated in battle. Undead, recalled by an anonymous Old God, wake up now!"

"O fruits of the Sacred Tree, discover the destiny imposed upon you!"

*"You open your eyes and your first reflex is to take a deep breath. However, you realize with horror that this is impossible, because a rope is tightening around your throat. You are all hanging from a tree, your legs dangling in the void, without purchase. Scarcely returned to the world of the living, you feel death calling you back. You **mark 1 Hit point**. What do you do?"*

In this version of the story, the characters are not searching for the village of Langon, but it is simply the village they discover along their path.

PHASE 1

HANGING

THE CORRUPT SACRED TREE

Tier 2 Event

The trees in this forest are devoid of leaves, but their twisted branches interweave to form a canopy that lets little light through. One tree is much larger than the others; it is an ancient corrupt Sacred Tree.

Impulses: hang living creatures, steal their energy, eat food supplies, animals are aggressive.

Difficulty: 15

Potential Adversaries:: Hollow Goat Herd, Hollow Giant Goat.

FEATURES

Forgotten Knowledge - Passive. Studying the tree that hanged them allows a Knowledge roll. Success on this roll reveals that it is an ancient Sacred Tree whose branches were cut to create Blessed Branches. This corrupted it and transformed it into a monster that steals the energy of the living. The skeletons of six former travelers are still hanging.

Sleep Aura - Action. Spend 2 Fear to force creatures within Close range of the Sacred Tree to make an Instinct (17) reaction roll. On a failure, the target falls asleep and is attacked by a vine that hangs them. On a success, they must **mark 1 Stress**.

Hanging - Reaction. If a character is still hanging after taking an action, they must **mark 1 Hit point**. Cutting the rope requires a Finesse roll. Using a dagger grants advantage to this roll.

Fall - Reaction. Falling from the tree after a hanging deals **1d20+5** physical damage. The first PC to fall from the tree knocks down a Hanged Fruit in the process (the only one in this tree for now).

Hanged Fruit - Passive. After killing five intelligent creatures, the tree grows a fruit that looks like a pomegranate. This fruit contains 10 seeds. Eating one of these seeds **clears 1 Hit point**.

The PCs end up at the base of a Sacred Tree about 160 feet tall. They were hanging from the lower branches, about 20 feet off the ground, and six skeletons are hanging higher up. The group is in a dense, dark forest that prevents them from seeing the sky properly. Climbing a tree only offers a view of an inhospitable, cloudy sky.

AGGRESSIVE HERD

During the scuffle with the tree, a herd of 13 goats arrives, attracted by the PCs' food. The goats are very interested in the Hanged Fruit, and the party will have to drive them off to retrieve it. Doing so risks angering the ram.



The ram glares at the group with black, human-like eyes. If the PCs attack it or the goats, it takes on its true form: a giant goat with certain humanoid traits. It is not so much that it transforms, rather that the PCs feel they had not realized its size until then. The ram fights to the death. The goat herd consists of two hordes of 6 goats.

HOLLOW GOAT HERD

Tier 2 Horde (1/HP)

These animals are not heavily corrupted by the Shadows. They often serve as food for monsters of these lands, but the herd is protected by its giant ram.

Motives & Tactics: unite to defend themselves, obey the ram, eat anything somewhat edible.

Difficulty: 14 | **Thresholds:** 11/23 | **HP:** 6 | **Stress:** 2

ATT: +0 | **Hooves:** Melee | 2d6+2 phy

Experience: rapid digestion +3

FEATURES

Horde (1d6+1) - Passive. When the Herd has marked half or more of their HP, their standard attack deals **1d6+1** physical damage instead.

Cowardly - Reaction. The goats flee if the ram is killed or driven off.



HOLLOW GIANT RAM

Tier 2 Leader

This ram is barely larger than a normal goat at first. However, when it gets angry, it increases in size to reach 80 feet at the shoulder. This is not really a transformation, but a strange perspective effect, as if the PCs had not noticed its true size. The entire appearance of this goat is aggressive: its horns are huge and riddled with splinters, its hair is thick like porcupine quills, and its front hooves look like human hands. At times, it stands on its hind legs and walks like a human.

Motives & Tactics: respond to provocation with anger, defend its herd, trample its enemies.

Difficulty: 16 | **Thresholds:** 12/25 | **HP:** 7 | **Stress:** 5

ATT: +2 | **Horns:** Very Close | 2d10+4 phy

Experience: rapid digestion +3, strong as an ox +3

FEATURES

Relentless (2) - Passive. The Ram can be spotlighted up to two times times per GM turn. Spend Fear as usual to spotlight them.

Piercing Shards - Action. Spend 1 Fear to make the Ram shake itself and hurl pieces of horns and quill-hairs within Close range. All targets must succeed on an Agility (16) reaction roll or take **2d6+3 direct** physical damage. They take half of this direct physical damage on a success.

Herd Leader - Action. Mark 1 Stress to have the Ram command all Goat Herds within Far range to attack a target in Melee. They make this attack with advantage.

TRAVERSING THE FOREST

FORGOTTEN FOREST

Tier 2 Traversal

This dead forest has been completely abandoned by mortals. It contains only monsters and cursed creatures. The creatures of this place should not be fought, but avoided.

Impulses: walk in circles, a noise in the distance, a gigantic silhouette best left unapproached.

Difficulty: 14

Potential Adversaries: Sinister bat, Dryad, Treant (oak), Adult flickerfly, Sinister pangolin (H&F).

FEATURES

I'm Been Watched - Action. Spend 1 Fear to force all PCs to mark 1 Stress.

Unpredictable Terrain - Reaction. Spend 1 Fear to give disadvantage to a PC's roll in this forest.

Dangerous Journey - Passive. The PCs must find their way through this forest. Many dangerous creatures inhabit these woods. The PCs hear bestial growling and see giant silhouettes passing between the trees.

- Start a **victory countdown at 4** and a **failure countdown at 6**.
- Each player must describe how their character helps the group progress.
- Each success decreases the victory countdown by 1.
- Each failure decreases the failure countdown by 1.
- If the failure countdown reaches zero first, the PCs are attacked by adversaries of your choice.
- After this combat or if the victory countdown reaches zero first, they reach the clearing with the singing tree.



VILLAGE OF LANGON

STARVING VILLAGE

Tier 2 Social

The village of Langon is surrounded by dead fields. The earth is dry, and there is no trace of vegetation left. The inhabitants are so starving that they look like skeletons covered in skin.

Impulses: fear of strangers, packs of creatures devouring an inhabitant, despair.

Difficulty: 13

Potential Adversaries: Demonic hound pack.

FEATURES

Living Nightmare - Action. For **1 Fear**, the PCs see an inhabitant, a poor emaciated creature, and their hearts ache. They all **lose 1 Hope**. If they have no more Hope, they must **mark 2 Stress** instead.

No Meal, no Rest - Passive. Taking a rest in this village only allows a single rest action.

Once they arrive in the ruined village, the PCs catch sight of skeletal and starving humans. They are barely alive, but they watch the PCs with their gaze. Three children drag their mother's corpse into a house and close the door. If the PCs ask questions, they are directed to the Church of Prosperity, where Abel, the village leader, is located.

- Ask each player to describe a scene of horror they witness in this desperate village.

THE SINGING TREE

At the edge of the forest, the PCs hear an enchanting voice singing. If they follow this voice, they discover a modest-sized tree from which a woman's silhouette emerges, fused into the trunk. She is a woman cursed long ago for a reason lost to the ages. This encounter is purely atmospheric. She poses no danger and cannot interact with the outside world, other than by singing to express her pain. Attacking her causes the tree to bleed thick red blood while the woman lets out deafening screams, terrifying those who approach her. Every minute spent near the screaming tree forces them to **mark 1 Stress**.

Conversely, the first PC who shows empathy toward her or accompanies her in her song can attempt a Presence (13) roll. They **gain 2 Hope** on a success.

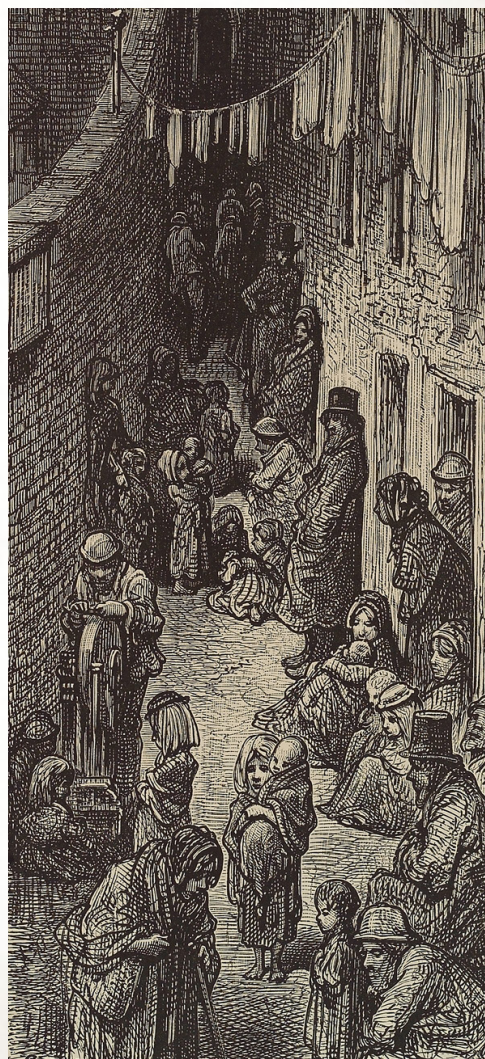
- Ask this player to describe a memory of this woman that appears to them.

PHASE 2

DESCENDING INTO THE VALLEY

After an hour of cautious walking, the PCs emerge from the woods and overlook a desolate valley. Nature was visibly lush before the Cataclysm, but nothing remains except empty land illuminated by a ghostly glow. Despite its gloomy appearance, this landscape is magnificent. They can see a village in the valley, located a few miles away, in a darker part of the landscape. This village appears to be in ruins and is dominated by a tall manor.

Descending the cliff requires a group check using Agility or Strength (11).



"Opposite the church stands a strange statue representing two siamese figures joined at the torso, opening their shared chest to reveal what is inside. However, the cavity is empty. A pyre containing nothing more than embers sits in front of the statue."

A Knowledge (13) roll allows recognition of the vanished yet once benevolent siamese Old Gods, Toda and Guilla. This vision of the divine, no longer found in the majority of the lands, grants **1 Hope** to all PCs.

The church is in ruins. Abel was once an obese man, but now he is a starving, skeletal human wrapped in skin that is far too large for him. A blanket is draped over his legs. He explains to the PCs that the Brass Heart which was once inside Langon's statue, granting the village its legendary prosperity, was taken away by Baroness Occita, mistress of the surrounding lands. Since then, the village has been dying, and they have not eaten anything for a month. He then lifts the blanket, saying:

"I even fed my legs to the children"

The statue also fueled the Sacred Pyre, and the last magic remaining within it serves to repel creatures of the Shadows. In turn, the pyre is dying out, and the boldest beasts are already daring to venture into the village to carry off inhabit-



ants.

THE MISSION

Abel asks the PCs to retrieve the Brass Heart from the Baroness. He explains to the PCs that Occita was already a powerful noble before the Cataclysm and that she has unnaturally prolonged her life. Until a month ago, she took a good portion of the food created by the Brass Heart, but she left enough for the villagers. Now, she holds all the cards and is letting the village die.

What Abel does not know is that the magic Occita used to prolong her life no longer works after a century of use. She has therefore decided to graft the village's ultimate artifact - the Brass Heart - directly onto herself. She uses it to regenerate and to create food at will for her corrupted court.

The PCs can spend a night in the church, but they will have nothing to eat and can only perform a single rest action.

PHASE 3

THE PILE OF CORPSES

PILE OF CORPSES OF THE MANOR

Tier 2 Traversal

The surroundings of the manor are littered with the bodies of all those who tried to enter. There is a piles of decomposing bodies (some of which will rise and become Damned) and corpses impaled on ballista bolts. A manor "Guest Gourmet" stands on the rampart, 50 feet high, and fires at intruders with a ballista while laughing.

Impulses: slip on a corpse, get an ankle grabbed by a Damned, be the target of the ballista.

Difficulty: 15

Potential Adversaries: Starving Damned, Guest Gourmet.

FEATURES

Absolute Disgust - Reaction. As soon as the PCs take their first step into this repulsive place, they must make a roll with their highest Trait. On a failure, they **mark 2 Stress** and are **Vulnerable** as long as they are next to the pile of corpses. On a success, they **mark 1 Stress**.

ImpRACTICABLE Ground - Passive. Movement is halved in this area.

Innumerable Dead - Action. For **2 Fear**, summon 1d3+1 new Starving Damned that attack the PCs.

Ballista Shots - Action. If the PCs have not discovered the presence of the ballista before the first shot, the first attack is not made with disadvantage. The Gourmet might also shoot at the Damned; he is just there to have fun. The Guest Gourmet can fire at Very Far range with his ballista. He makes attacks with a +0 bonus with disadvantage. Nevertheless, when he hits his target, he deals **2d20+9** physical damage.

Stolen Ballista - Passive. Moving the ballista to use it in combat is a very difficult endeavor that requires a lot of strength and a character larger than normal. Each movement requires at least a Strength (18) roll. If the ballista is used by the PCs, it uses these statistics:

- **Ballista:** Strength / Very Far / d12+6 phy / Inaccurate: rolls with this weapon are made with disadvantage.

The PCs can now head to the manor. The manor is perched atop a steep hill. After a few steps, a number of starving Damned equal to the number of PCs plus two rise and attack the group. The Gourmet with his ballista takes the opportunity to fire into the fray.



STARVING DAMNED

Tier 2 Standard

These poor souls are nothing more than human silhouettes, thin and shriveled. They wander aimlessly, writhing in their torment, and attack anything that passes within Melee range. Some have enormous bellies from starvation, others have their intestines dragging on the ground

Motives & Tactics: attack, exact revenge, devour.

Difficulty: 14 | **Thresholds:** 9/18 | **HP:** 4 | **Stress:** 3
ATT: +2 | **Bite:** Melee | 2d8+2 phy

FEATURES

Cursed Power - Passive. Choose a special attack for each Damned:

- (1) **Frenzy - Passive.** The damned makes its attacks with advantage, but it is always **Vulnerable**.
- (2) **Intestinal Projection - Action.** The damned attacks its enemies by projecting an acidic liquid from its disease-swollen belly. **For 1 Stress**, all targets within Very Close range must make a Finesse reaction roll. On a failure, they take **2d6+2 direct** magic damage. On a success, they take no damage.
- (3) **Explosive - Action.** Spend 1 Fear to prepare the Damned's explosion. The next time it takes damage or the next time a PC makes a roll with Fear, it explodes. All creatures within Close range take **4d6** magic damage unless they succeed on an Agility reaction roll. On a success, creatures take half damage.
- (4) **Acid Blood - Reaction.** When a character damages the Damned in Melee, they are hit by its acid blood. They must immediately **mark 1 Armor slot** or **1 Hit Point**.



THE STAIRWELL TROLL

The manor's entrance is located higher up, on the side. To access it, one must climb a staircase winding along the ram-parts. Barely past the corner, the PCs find themselves face-to-face with a 16-foot-tall troll guarding the door. Even if the PCs are stealthy, the troll sniffs the air and detect them (the goal being to initiate a conversation before the PCs attack it by surprise). Therefore, for narrative reasons, it is better for the troll to notice them and start talking to them.

They seem focused on something they hold in their hands. They invite the PCs to come help them and claims they have no intention of attacking them. Next to the troll is a heavy portcullis. The troll is engrossed in a puzzle and asks the PCs for help, but specifies that they do not intend to open the door, as guarding it is their job.

In reality, it is entirely possible to convince them. **Start a victory countdown at 5.** Solving the puzzle is already a good step toward gaining their trust and reduces the countdown by 3. Each success with Fear decreases the countdown by 1, each success with Hope decreases the countdown by 2, and each critical success decreases the countdown by 3.

The troll is not very hard-working and does not like staying here alone. Fortunately, they are fed as much as they want. It is possible to play on their sensitivity, convince them to help the village instead, or play on their laziness. There is no failure countdown, but chaining failures with Fear angers the troll. They are a very strong adversary and it is best not to fight them head-on, but there may be a way to trick them or make them fall, since they are not very smart. The combat area is a cramped platform, dangerous for both the troll and the PCs. A fall from this height deals **1d20+5** physical damage. If the troll falls, the fall knocks them unconscious for 12 hours.



PHASE 5

RESOLUTION

To kill the Baroness, you must tear out the Brass Heart or destroy it. If the Brass Heart is destroyed, it can be repaired using the manor's forges. That remains a difficult task. **Trigger a victory countdown and a failure countdown, both set to 6.** The Difficulty of the rolls is 15.

- A critical success decreases the victory countdown by 3.
- A success with Hope decreases the victory countdown by 2.
- A success with Fear decreases the victory countdown by 1.
- A failure with Hope decreases the failure countdown by 1.
- A failure with Fear decreases the failure countdown by 2.

If the victory countdown reaches 0 first, the Heart is repaired. If the failure countdown drops to 0 first, the Heart is permanently destroyed and the mission ends in failure.

"You have seen the power of this artifact. You cannot help but think that this power could become yours. Does any of you attempt to implant the Brass Heart within themselves?"

The Heart can be brought back to the village of Landon to save its population and restore its prosperity. In this case, read this closing text:

"The Brass Heart returns to its original place, in the chest of the statue of the Old Gods. Immediately, it begins to beat once more, and a wave ripples through the land. Lush grass surges back, and the fields spring to life. The Sacred Pyre ignites once again, and you hear the shrieks of creatures hiding in the shadows, forced to flee Landon.

"Within hours, the trees bear fruit once more, and smiles return to the entire village - smiles long since lost. For a time, they forget the many deaths they have just witnessed and the monsters awaiting them outside the village. Abel thanks you through his tears and invites you to stay in Landon for as long as you wish."

If a PC attaches the Heart to themselves, read this alternative ending:

"Your choice is made: the Brass Heart is yours and no one else's. Overcome by an unexpected frenzy, you take a blade and cut open your chest, spraying blood across the room. Under the stunned gaze of your companions, you rip out your own heart and press the artifact into your chest cavity. Brass arteries plunge into your flesh, bestowing a new life upon it. A stronger life.

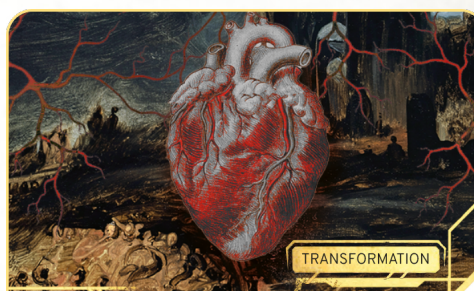
"The bond is no longer as powerful as the Baroness's - you do not know whether the Heart has weakened or if you lack the required dark power. In any case, the Brass Heart is now a part of you. Perhaps you thought you would restore prosperity to Landon. Maybe for a short while. But this village is too small for the divine-blooded being you have become."

Attaching the Brass Heart grants access to this transformation:

■ AVATAR OF THE BRASS HEART

Source of Prosperity. By planting your fingers in the ground and **marking 1 Stress**, you can grow trees containing any kind of food. There is enough food to feed 5 people for a day.

Regeneration. Make a Knowledge Roll (14). On a success, spend as much Hope as you desire to clear that many Hit Points.



AVATAR OF THE BRASS HEART

You stole the hope of the village of Landon for your own profit.

Source of Prosperity. By planting your fingers in the ground and **marking 1 Stress**, you can grow trees containing any kind of food. There is enough food to feed 5 people for a day.

Regeneration. Make a Knowledge Roll (14). On a success, spend as much Hope as you desire to clear that many Hit Points.

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