

MISSING IN ASHENFORD

WELCOME

WELCOME TO *MISSING IN ASHENFORD*!

THIS ADVENTURE FOR 2–5 PLAYERS AND ONE GAME MASTER IS WRITTEN FOR 1ST-LEVEL CHARACTERS AND FULLY COMPATIBLE WITH DAGGERHEART™.

ACROSS FIVE ACTS, YOUR TABLE WILL UNCOVER MYSTERIES, FACE DIFFICULT CHOICES, AND DECIDE THE FATE OF A QUIET TOWN HIDING OLD SCARS. WHILE DESIGNED AS A COMPLETE STORY, *MISSING IN ASHENFORD* CAN EASILY GROW INTO A LONGER CAMPAIGN IF YOUR GROUP WANTS TO EXPLORE ITS LINGERING SECRETS.

IT'S ASSUMED THAT YOU'RE ALREADY FAMILIAR WITH THE CORE RULES OF DAGGERHEART™ AND READY TO DIVE INTO PLAY.

MATERIALS

FOR THIS ADVENTURE, YOU'LL NEED:

- DAGGERHEART™ CHARACTER SHEETS FOR EACH PLAYER
- A SET OF POLYHEDRAL DICE FOR EACH PLAYER, INCLUDING TWO D12 IN DIFFERENT COLORS
- 12 FEAR TOKENS FOR THE GAME MASTER
- A DAGGERHEART™ CORE RULE BOOK

CHECK OUT WWW.DAGGERHEART.COM FOR RESOURCES

TIME

MISSING IN ASHENFORD CONTAINS ENOUGH CONTENT TO BE COMPLETED IN ONE TO TWO SESSIONS DEPENDING ON YOUR TABLE'S PACE. CONSULT YOUR PLAYERS AND WORK TOGETHER TO FIGURE OUT HOW MUCH TIME YOU WANT TO SET ASIDE FOR THIS ADVENTURE.

AS MENTIONED, YOU MAY ALSO EXPAND THIS ADVENTURE BEYOND FIRST LEVEL AND CREATE A TOTALLY UNIQUE STORY THAT CAN TAKE YOUR PLAYERS ALL THE WAY TO LEVEL 10.

GM

DAGGERHEART™ IS A STORY-FIRST TYPE OF GAME. IF YOUR PLAYERS MAKE DECISIONS THAT SOMEHOW CHANGE THE NARRATIVE IN A MEANINGFUL WAY, IT IS UP TO YOU AS THE GAME MASTER TO STEER THE ADVENTURE IN THE DIRECTION THAT IS FUN, EXCITING AND INTRIGUING. NO MATTER WHAT IS WRITTEN IN THE PAGES TO COME, YOUR MAIN FOCUS SHOULD ALWAYS BE FOR YOU AND YOUR PLAYERS TO HAVE FUN AND TO TELL A STORY TOGETHER.

OPTIONALS

THIS ADVENTURE INCLUDES OPTIONAL CONTENT THAT YOU CAN DECIDE TO INCLUDE IN YOUR GAME, OR COMPLETELY IGNORE. THEY ARE NOT CANON TO THE STORY AND ONLY SERVE AS ADDITIONAL CONTENT THAT CAN ENHANCE DANGER OR TAKE YOUR PLAYERS BY SURPRISE. THEY MIGHT ALSO BE JUST WHAT THE CURRENT SITUATION CALLS FOR... OR NOT.

THESE ARE MARKED WITH OPTIONAL.

PLAYER TIPS

AS IN ANY DAGGERHEART™ ADVENTURE, THE PLAYERS ARE ENCOURAGED TO:

- EMBRACE DANGER
- SHARE THE SPOTLIGHT
- DRIVE THE STORY FORWARD
- WORK TOGETHER, ALSO WITH THE GAME MASTER

SOMETIMES THE GAME MASTER DOESN'T KNOW THE ANSWER THE QUESTIONS THE PLAYERS HAVE. IN A SITUATION WHERE THE FOCUS SHOULD BE TO CONTINUE THE STORY AND MAINTAIN THE FLOW OF THE GAME, DON'T BE AFRAID TO RULE SOMETHING A CERTAIN WAY NOW, THEN CHECK THE BOOK LATER.

WITH THE FORMALITIES OUT OF THE WAY, LET'S DELVE FURTHER INTO THE TOWN OF ASHENFORD.