
THE SECRET OF THE
LAST HARVEST
HUNGER SPREADS.
HOPE HAS VANISHED.
MISSING
MASTER TOMÁS FAGUNDES AND HIS FAMILY
HAVE INFORMATION? CONTACT TOWN HALL.

READING GUIDE

# A harvest of hope



**DAGGERHEART™ COMPATIBLE**

Investigation • Journey • Combat
Level 1 • Up to 5 players • Approximately 3¼–4¼ hours

## How to use this adventure

Four scenes take the heroes from the abundance of Antônio Fagundes to the rescue of a farmer whose knowledge could end the famine. Read the GM's truth, consult the clues in their stated order, and adapt the people carrying them to the group's choices.

The five clues guide the investigation. The travel tracker determines the costs of the journey; the adversary profiles support the rescue at the mill.

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01 • OVERVIEW

# The GM's truth

## The Gray Blight

A few years ago, a crop disease known as the Gray Blight—or simply the Blight—began spreading through the fields of Auróvia, affecting the entire continent. First, gray patches appear on the leaves. Then fruit and grain stop ripening, stalks become brittle, and finally the roots crumble into dry gray dust. Worse still, affected fields often fall sick again in later seasons. Kingdoms still function, roads still carry trade, and many regions continue to produce food, but shortages deepen with every season. Some communities have already known hunger.

## The secret of Antônio Fagundes

In the kingdom of Valdória, Antônio Fagundes is an extraordinary exception. Tomás Fagundes, a human master grower, discovered a combination of soil preparation, seed treatment, crop rotation, and companion planting that prevents the Blight from taking hold. Instead of selling or hiding this knowledge, he teaches anyone who approaches in good faith.

The prosperity of Antônio Fagundes has made the small town a beacon of hope for farmers everywhere—and a source of power for those who believe this knowledge should remain under their control. When Tomás and his family disappear, the drakona mayor, Helena Marcondes, summons the heroes to find them.

What she does not reveal is that the earlier disappearances and the current kidnapping are part of an effort to stop Tomás's method from spreading beyond Antônio Fagundes, preserving her power and control over the harvests.

## An original setting

This adventure uses an original, deliberately simple setting. The world is Elyria; the story takes place on the continent of Auróvia, in the Kingdom of Valdória, with Antônio Fagundes as its main location. What matters for this one-shot is the spread of the Gray Blight, a crop disease threatening Auróvia's harvests.

## Five essential truths

• For a long time, Auróvia was a continent of fertile lands and stable trade routes.

• The Blight has been spreading for several years. No reliable solution has been found outside Valdória, particularly Antônio Fagundes.

• Hunger has already struck some regions, but the greatest danger lies in what will happen if production keeps falling over the coming seasons.

• Thanks to Tomás's method, Antônio Fagundes keeps bringing in harvests. It has become a symbol of hope—and a target for those seeking control of food and knowledge.

• The small town is remarkably prosperous for its size. Its bustling economy and lavish public spaces stand out against the continent's wider circumstances. This wealth comes from the large volume of agricultural exports to other regions.

## Quick reference

**World:** Elyria
**Continent:** Auróvia
**Kingdom:** Valdória
**Town:** Antônio Fagundes
**Disease:** Gray Blight (“the Blight”)

02 • PREPARATION

# Before you begin

## Structure and pacing

| Scene | Focus | Time | Expected outcome |
|---|---|---|---|
| 1. Welcome to Antônio Fagundes | Worldbuilding + social play | 30–40 min | Accept the job and receive a town map. |
| 2. Clues to the last harvest | Modular investigation | 60–75 min | Discover the kidnapping, the orcs, and the northern route. |
| 3. Two days on the North Road | Tracker-based journey | 35–50 min | Reach the mill, with varying narrative costs. |
| 4. The mill of hunger | Tactical combat + revelation | 70–90 min | Rescue the family, expose the mayor, and conclude the one-shot. |

## Five ready-to-play heroes

The Daggerheart starter kit, published in Brazil by Jambô Editora, provides five level 1 characters. You can encourage players to create their own, but for a one-shot it helps to have pregenerated sheets ready so they can simply choose and play.

| Character | Game identity | Useful hook |
|---|---|---|
| Marlowe Fairwind | Elf sorcerer; Primal Origin; loreborne. | Sensitivity to magic, analysis of unusual phenomena, and intellectual authority. |
| Barnacle | Ribbet rogue; Nightwalker; underborne. | An eye for detail, stealth, shadows, and negotiation. |
| Garrick Reed | Human warrior; Call of the Brave; highborne. | Understanding authority, etiquette, honor, and direct confrontation. |
| Khari Nix | Giant guardian; Stalwart; ridgeborne. | Survival, strength, protection, and recognizing hostile terrain. |
| Varian Soto | Katari ranger; Wayfinder; wildborne. | Tracking, travel, reading terrain, and an immediate bond with the natural world. |

SCENE 1 • ARRIVAL

# Welcome to Antônio Fagundes

**READ OR PARAPHRASE**

*A few years ago, farmers across Auróvia began finding the same gray patches on their plants' leaves. Then came fruit that would not ripen, grain that weighed too little, stalks that snapped between their fingers. Finally, when a plant was pulled from the ground, its roots crumbled into dry dust, almost like ash. They called it the Gray Blight. These days, hardly anyone uses the full name. "The Blight" is enough.*

**READ OR PARAPHRASE**

*The Blight has not conquered Auróvia yet. The roads remain open. Markets still trade. Kings still collect taxes, and merchants still haggle over prices. But you have passed through villages where bread is sliced thinner with every passing year. You have seen fields burned in the hope of stopping the disease, and families abandoning land they had worked for generations.*

**READ OR PARAPHRASE**

*So when the road dips between two hills and Antônio Fagundes appears before you, for a moment it feels as though someone has opened a window onto a world that no longer exists. There is wheat. Real wheat. Golden rows bending in the breeze. Orchards heavy with fruit. Green vegetable gardens beside the houses. The Guaíba River cuts through town like a blue ribbon, and wooden bridges creak beneath carts laden with sacks. The air carries the scent of damp earth, sun-warmed straw, ripe apples, and baking bread. A gentle, cool breeze stirs the little green ribbons tied to the posts at the entrance.*

## Invite the players to contribute

Khari, as you pass through the gates of Antônio Fagundes and see such abundance after everything you encountered on Valdória's roads, how do you feel? What catches your attention most? Describe what you see.

**READ OR PARAPHRASE**

*People watch you with curiosity, but not fear. Children chase a cart. An old man argues over the price of pumpkins as if the Blight were only a tale from some other region. A baker unloads baskets of flour without counting every handful. And on a low hill, the mayor's official residence watches over the town.*

**READ OR PARAPHRASE**

*Mayor Helena Marcondes's house is a palace. It has to be: a prosperous town amid chaos must display the strength of its successful leadership. The building is broad, made of carved stone and dark timber, surrounded by a meticulously tended garden. Flowering vines climb the columns without spilling across the verandas. Little copper bells hang from the eaves, chiming in the breeze. Two guards open the gate before you can give your names. "Come in. The mayor is expecting you!"*

SCENE 1 • THE AUDIENCE

# At the mayor's table

**READ OR PARAPHRASE**

*Inside, the scents change: beeswax, polished wood, herbal tea, and old paper. The reception room is long, cool, and quiet. A map of Antônio Fagundes and its surrounding farms covers one wall. Another holds account books, harvest awards, and portraits of former officials. Water, sliced fruit, and waiting chairs are arranged around a dark wooden table.*

## Invite a player to contribute

Barnacle, what first catches your eye in the mayor's house: something valuable, something useful… or something placed there specifically to attract a visitor's attention?

**READ OR PARAPHRASE**

*As you sit, there is time to breathe, rest, and look at one another.*

Invite the players to describe their characters to each other.

**READ OR PARAPHRASE**

*A pair of doors opens into the room. Beyond them, Mayor Helena Marcondes waits before a window, golden fields at her back. The drakona is tall, with dark green scales that gleam bronze in the light. Her amber eyes remain fixed on you. Her moss-green clothes are elegant without being ostentatious, fastened at the chest by a golden brooch shaped like an ear of corn. As you enter, she closes the book she was holding and studies you for a moment before speaking. "Thank you for coming. Antônio Fagundes has a problem I cannot allow to become public."*

## Purpose of the scene

Establish the setting's contrast, present Antônio Fagundes as something almost impossible, introduce Mayor Helena Marcondes, and provide only the investigation's starting point.

## What Helena tells them

Helena prefers to lie by omission. Everything below is true, which makes her account convincing:

• Master Tomás Fagundes, a human descended from the legendary human knight Antônio Fagundes, is the town's most important farmer.

• Tomás developed methods that keep crops productive even as fields elsewhere fail.

• He taught these methods to any farmer or traveler who showed good faith.

• Tomás and his family disappeared two days ago, and Helena appears deeply concerned.

• If the town learns he is missing, Helena fears panic, a rush on food stores, and a loss of confidence in the next planting season.

SCENE 1 • QUESTIONS AND AN OFFER

# Helena's request

## The job offer

**READ OR PARAPHRASE**

*Helena rests both hands on the table. “I want Tomás and his family alive. And I want discretion until we have something concrete. If you accept, the town will cover your lodging and supplies for the investigation, and pay your group a bag of gold once the family is safe. If you destroy whoever is behind this, I will add two handfuls.”*

The Difficulty to negotiate a higher payment is 17.

**READ OR PARAPHRASE**

*She opens a drawer, takes out a folded sheet, and slides it across the table. “Fagundes Farm is here, on the northwestern edge of town. Nothing should have been disturbed since the disappearance. Only our loyal chief of the guard, Sergeant Braga, knows what happened, and I asked him to keep it secret. From there, follow whatever you find.”*

## If they question Helena

| Likely question | Helena’s answer | What lies beneath |
|---|---|---|
| “Who would benefit from Tomás disappearing?” | “Anyone who wants control of food production. In times like these, that means power.” | Technically true: she describes herself without admitting it. |
| “Did Tomás have enemies?” | “He had critics. Generosity may always seem a virtue, but sometimes it reveals naïveté and could put an entire town at risk.” | The first crack in her ideology. She quickly resumes her role as administrator. |
| “Why us?” | “Because you do not belong to the families here, and you are not bound by our relationships.” | She also wants investigators unfamiliar with local politics. |
| “Why the secrecy?” | “I don’t want anyone panicking unnecessarily. We will settle everything first.” | Above all, she fears losing control of the narrative. |
| “Can we see town hall’s records?” | “Once Tomás is safe, I’ll give you whatever access is necessary. Right now, your priority is to get out there and find our chief producer.” | She buys time to erase her tracks. |

SCENE 2 • INVESTIGATION

# Clues to the last harvest

## Purpose of the scene

Social investigation and urban exploration. The group should feel free to choose its own path, while the revelation unfolds through a controlled sequence of five clues. The sixth stage is drawing the clues together and heading north.

## Modular investigation

The Core Rulebook recommends preparing situations rather than scripting every answer. The clues therefore have a fixed purpose but a flexible, modular form: the players choose where to investigate, and you place the next clue at that location. The clues appear in a largely linear order so revelations are not skipped, while the places visited depend on the players' choices. This maintains one-shot pacing without sacrificing the feeling of an open world.

## Places to investigate

See the map and key on page 24.

| Place | Description | NPC |
|---|---|---|
| 2. Fagundes Farm | House, barn, greenhouse, and impeccably tended fields. | Dona Amélia Bonfim, an elderly galapa, neighbor, and old friend. |
| 3. The Golden Plow Tavern & Inn | A gathering place for travelers, carters, and Tomás's apprentices. | Rosa Bellini, firbolg innkeeper. |
| 4. Bridge Market | Stalls selling grain, seeds, tools, and food beside the central bridge. | Anselmo Vieira, ribbet grain merchant. |
| 4b. Seed House | A community storehouse where batches are catalogued, dried, and distributed. | Elisa Valença, human apprentice to Tomás. |
| 5. Martim's Wheelwright Shop | A shed for carts, fittings, and harnesses near the northern exit. | Martim Cordeiro, dwarf wheelwright. |
| 6. Sergeant Braga's House | A residence resembling a small fort, with the appearance of a barracks. | Sergeant Vicente Braga, an older katari, still burly and vigorous. |
| 7. Saint Fagundes Cathedral | A Gothic cathedral housing the remains of Antônio Fagundes, the town's hero. | Sister Cecília, fungril keeper of the sanctuary. |

SCENE 2 • CLUES 1 AND 2

# A routine interrupted

## Clue 1 — Tomás did not leave willingly

The investigation reveals a routine interrupted: a half-eaten meal, a lamp burned dry, a tool abandoned mid-task, a pet left unfed, or a delivery never collected. Valuables and traveling clothes were left behind. Most importantly, there is no initial chaos: whoever approached did not need to force the door or begin a fight immediately. Signs of resistance are subtle.

**Detective-story feel:** The scene shows not “an escape,” but the precise moment an ordinary life was interrupted.

**Conclusion for the players:** Someone approached without alarming the family. The attack probably happened around dusk. There are subtle signs of resistance and a struggle; then Tomás and the others were taken by force. Perhaps the kidnappers tidied up before leaving.

## Clue 2 — The family was taken north in a cart

A trace appears that does not belong to Tomás's everyday life: coarse rope fibers coated in dark resin, a scrap of smoke-treated canvas with reddish mud clinging to it. Such material is common on carts traveling the damp northern roads. Someone remembers a covered cart passing before dawn, too heavily laden to be empty, without the bells local carters normally use at night.

**Detective-story feel:** This is not “an obvious footprint,” but an ordinary object whose origin reveals how the crime was carried out.

**Conclusion:** The kidnappers prepared transport and left Antônio Fagundes through the northern route.



SCENE 2 • CLUES 3 TO 5

# Tracing the kidnapping

## Clue 3 — Orcs carried out the kidnapping, supplied with money that passed through town hall

A merchant or innkeeper remembers a burly outsider buying supplies for several people: salted meat, chains, bandages, oil, and feed. He tried to look experienced, but bought the wrong grain for road horses. While arguing over the price, his face became visible beneath his heavy hood, revealing lower tusks and greenish skin.

**Detective-story feel:** The criminal is identified through a mundane mistake made while trying to hide his face.

**Conclusion:** Evidence that ORCS took part in the kidnapping.

## Clue 4 — The motive is Tomás's knowledge, not his wealth

Comparison with earlier disappearances reveals a pattern: every victim had studied with Tomás and intended to leave Antônio Fagundes soon afterward. An apprentice reveals that the master was preparing simplified copies of his growing method to send to villages already suffering hunger. One copy vanished. Those who learned the method but remained in Antônio Fagundes were not attacked.

**Detective-story feel:** Apparently separate cases become one crime when the group identifies what the victims have in common.

Someone is preventing the secret of the harvest from leaving Antônio Fagundes.

## Clue 5 — The hideout is an abandoned farm, two days north

A witness at the northern post saw the cart pass before dawn, carrying four or five armed figures and a large load beneath a tarpaulin. Days later, hunters spotted wheel tracks leaving the main northern road for an overgrown trail. Nobody followed: the trail leads to an old farm ruined by the crop disease. It has an old stone-and-timber mill. At night, people say lights sometimes shine among the trees where nobody should be living.

**Detective-story feel:** The final clue provides more than a direction. It offers a place with enough history and dread to explain why nobody local investigated.

**Conclusion:** Tomás and his family are probably at the old mill on Gray Farm, about two days to the north.

SCENE 2 • PUTTING IT TOGETHER

# All the pieces fit

## Placing clues anywhere

| If the clue appears at... | Quick adaptation |
|---|---|
| Fagundes Farm | Use physical traces, misplaced objects, neighbors, or the condition of animals and tools. |
| Bridge Market | Make it a memory of a purchase, delivery, payment, overheard remark, or unusual goods. |
| The Golden Plow | Use conversations, guests, schedules, accents, rumors, and someone who slept poorly on the night of the crime. |
| Seed House | Use apprentice records, travel plans, copies of notes, links between missing people, and agricultural knowledge. |
| Martim’s shop | Use carts, fittings, mud, wheels, harnesses, maintenance, or recognition of a route. |
| The cathedral | Use accounts of people passing through, times, directions, travelers’ behavior, paths beyond the gates, or intrusive questions about the Fagundes family, their home, and farm routines. |
| Sergeant Braga’s house | Make it a memory from the officer’s investigation: what he saw and heard. |

## The sixth stage

**READ OR PARAPHRASE**

*As the last pieces fall into place, the story changes shape. Tomás did not run away. His family was taken from their home, loaded into a cart, and driven through the northern gate. Orcs took part in the kidnapping. They were paid or supplied by someone with access to resources that passed through the town's administration. The earlier victims were not chosen at random: each was about to carry Tomás's method beyond Antônio Fagundes.*

**READ OR PARAPHRASE**

*The road leads to an old trail, two days north. There lies a farm that hunger conquered years ago. And beside the stream stands a mill that should be abandoned.*

## Transition to Scene 3

Give the players a brief moment to buy provisions, notify someone, or discuss suspects. Do not require them to return to Helena. If they visit town hall, she appears alarmed at the mention of orcs and urges them to leave immediately, “before the kidnappers change hideouts.” In that case, she may warn the orcs, leaving them prepared for the heroes' arrival in Scene 4.

SCENE 3 • THE JOURNEY

# Two days on the North Road

## Purpose of the scene

Condense the journey to Gray Farm into a collaborative crossing of country roads, woodland, and abandoned properties. Arrival is guaranteed; the tracker determines the costs, complications, and tone of the journey.

## Progress tracker: 0 → 6

On each travel turn, one character leads and describes how they guide the group through the next stretch. Other characters may help if they explain concretely what they contribute. Rotate the leader each round so everyone has a turn.

## Helping on the journey

Each player chooses a trait and describes how they use it to help. On a success, the round's leader gains +1 to their roll; on a failure, they take −1. These rolls function like Reaction Rolls and generate neither Hope nor Fear; only the leader's roll generates either. Each player may use a given trait only once for their rolls and must explain in the fiction how they help or lead.

**Suggested base Difficulty:** 16 for a level 1 party. Raise it to 17–19 only for clearly more dangerous stretches; do not turn the journey into a string of identical rolls. Do not allow rests during travel, citing harsh conditions and the urgency of reaching the kidnappers. This scene is intended to spend the players' resources. If their rolls have been particularly unlucky, allow a short rest before the final battle.

## The leader’s roll

| Leader’s result | Progress | Consequence |
|---|---|---|
| Critical success | Advance 2 steps | None. Optional: a narrative advantage on the next stretch. |
| Success with Hope | Advance 1 step | None. |
| Success with Fear | Advance 1 step | Roll or choose 1 consequence. |
| Failure with Hope | No progress | Roll or choose 1 consequence. |
| Failure with Fear | Lose 1 step; minimum 0 | Roll or choose 1 consequence; make it harsher if the fiction calls for it. |

## The road takes its toll

Once every unique consequence in the following table has been used, apply simpler pressure: rain and mud slow the pace, woodland closes over the trail, small predators circle camp, a slope gives way, or an old cartwheel blocks the path. Mark 1 Stress, consume a provision, introduce a choice of routes, or deal 1d12 damage. Avoid repeating a lengthy scene.

SCENE 3 • TRAVEL CONSEQUENCES

# The road takes its toll

Roll 1d12 or choose. Use each unique consequence once; afterward, reroll or apply “The road takes its toll” (p. 12).

### 1. The river without a bridge

An old bridge has collapsed. Fast, cold water cuts across the trail. The party must improvise a crossing. **Everyone marks 1 Stress.** Everyone makes an **Agility roll (16)**. On a failure, they also take **1d8 physical damage**.

### 2. Choked with thorns

Thorn bushes and low branches have swallowed a stretch of road. The group can cut through, clear a path with tools, seek a side route, or brave the dense growth. **Everyone marks 1 Armor Slot.** Everyone rolls **Finesse or Strength (16)**. On a failure, they also mark **1 Stress**.

### 3. A territorial boar

A large wild boar emerges from the trees, protecting young hidden in the brush. **Everyone takes 1d8 damage** from the boar's preemptive attack. Everyone makes a **Finesse roll (15)**. On a failure, they take an additional **1d8 damage**.

### 4. Fog over the valley

Thick fog covers the road, reducing visibility to a few paces. Sounds echo between the banks, and the group risks losing its way or becoming separated for a few minutes. The **next leader's roll has disadvantage**.

### 5. Snow and cold over sickened land

A violent snowstorm transforms the landscape and erases marks, tracks, and paths. Walking becomes slow and exhausting. The challenge is not merely moving forward, but keeping the kidnappers' trail. **No progress this round.** The **next leader's roll has disadvantage**.

### 6. The fallen tree

An enormous trunk blocks a narrow passage between steep banks. Strength, climbing, tools, magic, or a detour can work. **Everyone marks 1 Stress.**

SCENE 3 • TRAVEL CONSEQUENCES

# The road takes its toll

### 7. A hive beside the trail

An old hollow tree houses a large beehive beside the path. The bees are agitated; any sudden movement could stir the swarm. The group can go around, use smoke, or wait for the right moment to pass. Everyone makes a **Finesse roll (16)**. On a failure, they take **4d6 damage**.

### 8. The kidnappers' camp

Ashes, bones from a meal, a scrap of clothing belonging to the family, and rope marks. This confirms the route: **gain 1 progress** and **advantage on the next leader's roll**.

### 9. Howls all around

A wolf pack follows the party without attacking immediately. Eyes gleam among the trees. This challenges their bearing, ability to read behavior, control of fear, and territorial displays—not necessarily their combat skills. **Everyone sleeps badly and marks 2 Stress.** Everyone makes a **Presence roll (14)**. On a failure, mark **1 additional Stress**.

### 10. The dead field

The woods open onto an old gray field. Here, the Blight has won completely. Rusted tools remain where they were abandoned. Use the silence to remind the group what is at stake. The **GM gains 2 Fear**.

### 11. The path has changed

A recent flood washed away part of the trail and shifted stones and old landmarks. Watercourses, the sun's position, high ground, and cart tracks can provide direction. The leader makes an **Instinct roll (15)**. On a failure, **lose 1 additional progress**.

### 12. An orc sentry

A scout watches the trail from high ground. If spotted early, they can be avoided, tricked, or captured. Everyone makes an **Instinct roll (18)**. On a failure, the **GM starts the next scene's combat with the spotlight and may make two moves in the opening turn**.

SCENE 4 • COMBAT AND RESCUE

# The mill of hunger



## Arriving at the mill

**READ OR PARAPHRASE**

*At the end of the second day, the smell reaches you before the building does: stagnant water, damp wood, smoke, and sour, rotting grain. The trees part enough to reveal dead fields choked with gray weeds. At their center, a farmhouse still resists the passage of time. Beyond it rises the mill: a stone base, blackened timber, and motionless sails against a pale sky.*

**READ OR PARAPHRASE**

*There are signs of life where there should be none. Campfire smoke. A horse tethered beneath a lean-to. And for a moment, through the creaking trees, you hear something from the farm. It is not the mill. Someone is screaming, while sadistic laughter echoes through desperate sobbing.*

## Preparing the battle

The Daggerheart Core Rulebook provides encounter-balancing rules based on the number of players. This battle is designed around a larger group of weaker foes—the ordinary orcs—and a powerful boss, the Mountain Troll, who arrives unexpectedly during combat. Use the rules to determine how many adversaries of each type fit your intended difficulty.

At the start of combat, place a countdown of 4 to 6 turns on the table for the boss's arrival, or bring it in without warning when a surprise feels right. Tomás Fagundes and his family may be imprisoned inside the mill or the farmhouse. The heroes must break into the camp and face its defenders to rescue them safely.

**READ OR PARAPHRASE**

*You feel a slight tremor through the earth. In the distance, something moves strangely through the forest: trees seem to be torn out of the ground as pounding footsteps and tremors draw closer. One of the last orcs still standing says, “You've woken him, you worms! Now you're finished! Hahahaha!”*

ADVERSARIES • TABLE REFERENCE

# Orcs of the camp

## Orc Bandit

**TIER 1 • STANDARD**

A cunning green-skinned orc with protruding lower tusks and a dark cloak, armed with two short daggers.

**Motives & tactics:** profit, steal, murder

**Difficulty 13** | Thresholds 8/14 | 5 HP | 3 Stress
**ATK +2** | Daggers: Melee | 1d10+1 physical
**Experience:** Rogue +2

### From Above — Passive

When the Orc Bandit succeeds on a standard attack from above their target, they deal 1d12+1 physical damage instead of their standard damage.

### Climber — Passive

The Orc Bandit can climb as easily as they run.

## Orc Archer

**TIER 1 • RANGED**

A slender, watchful orc with gray-green skin who prefers to keep their distance and attack with a shortbow.

**Motives & tactics:** ambush, hide, profit, reposition

**Difficulty 14** | Thresholds 4/7 | 3 HP | 2 Stress
**ATK +3** | Shortbow: Far | 1d10+3 physical
**Experience:** Stealth +2

### Sneak Shot — Passive

If the Orc Archer is Hidden when they succeed on a standard attack, they deal 1d12+4 physical damage instead of their standard damage.

ADVERSARIES • TABLE REFERENCE

# Orc Hexer

**TIER 1 • SUPPORT**

A fierce-eyed orc covered in charms and ritual paraphernalia, wielding a staff marked with arcane symbols.

**Motives & tactics:** command, hex, profit

**Difficulty 15** | Thresholds 5/9 | 4 HP | 4 Stress
**ATK +2** | Staff: Far | 1d8+2 magic
**Experience:** Magical Knowledge +2

## Curse — Action

Choose a target within Far range to become temporarily cursed. While cursed, you can mark 1 Stress to make the target's rolls with Hope become rolls with Fear.

## Chaotic Flux — Action

Make an attack against up to three targets within Very Close range. Mark 1 Stress to deal 3d6+3 magic damage to all targets the attack succeeds against.



ADVERSARIES • TABLE REFERENCE

# Mountain Troll

**TIER 1 • SOLO**

A colossal mountain troll with rough, rocky skin, heavy muscles, and enormous claws, enraged by the invasion of its territory.

**Motives & tactics:** devour humanoids, crush bones, make a fine stew, regenerate

**Difficulty 16** | Thresholds 8/15 | 10 HP | 4 Stress
**ATK +3** | Claws: Melee | 1d12+3 physical
**Experience:** Bargaining +2, Grumbling +2

### Relentless (2) — Passive

The troll can be spotlighted up to twice per GM turn. Spend Fear as usual to spotlight it.

### Regeneration — Passive

Whenever it is spotlighted, the troll clears 1 HP.

### Whirlwind — Action

Spend 1 Fear to make an attack against all targets within Very Close range.

### Rocky Skin — Reaction

When the troll takes Major damage, mark 1 Stress to take Minor damage instead.

### Momentum — Reaction

When the troll succeeds on an attack against a character, gain 1 Fear.

**ENGLISH EDITION • RULES CLARIFICATION**

The source labels the feature “Relentless (3)” but explicitly allows two spotlights per GM turn. This edition retains that two-spotlight rule and aligns the feature’s label with it.

SCENE 4 • RESOLUTION

# The price of the secret

## Evidence against Helena

Once resistance is overcome, the heroes find two simple, unmistakable pieces of evidence. Do not hide both behind rolls.

• A short note orders the recipients to “stop any spread of the method” and keep Tomás alive until he reveals where he stored his copies. It is unsigned, but written on official paper and sealed with town hall's wax seal.

• The orc leader's payment ledger records three deliveries from “H.” on dates matching earlier disappearances. The final entry states, “the mayor pays the rest when the old man talks.”

## The rescue

When found, Tomás is exhausted, injured, and dehydrated, but conscious. His family is frightened and alive. He confirms that the orcs were pressuring him to reveal where he kept copies of his farming method and who else had learned it.

## The return

**READ OR PARAPHRASE**

*Antônio Fagundes sees you before you see its gates. First, workers appear in the fields. Then carters stop on the road. Someone recognizes Tomás walking among you—wounded, supported by his family, but alive—and the news travels faster than any horse. As you enter town, the bells begin to ring. This time, it is not the wind.*

**READ OR PARAPHRASE**

*The square fills. Sergeant Vicente Braga, a katari with gray tabby fur and pale green eyes, receives the evidence from the mill before representatives of the local families. After examining the seal, the records, and Tomás's testimony, he refuses to use the guard to protect the mayor. The very administration Helena used to preserve her power turns against her. Faced with the evidence, Helena loses the support of the guard and the council. Before sunset, Mayor Helena Marcondes is removed from office and arrested, while an investigation into the earlier disappearances begins.*

EPILOGUE

# So it will not be the last



**READ OR PARAPHRASE**

*In the weeks that follow, Antônio Fagundes changes. Tomás refuses crowns, grand titles, and any suggestion that his growing method should become a secret again. Yet when the town needs someone to rebuild the trust Helena destroyed, they turn to him. The farmer agrees to govern on one condition: Antônio Fagundes will cease to be a fortress of abundance and become a school of agriculture.*

**READ OR PARAPHRASE**

*Travelers begin arriving from distant lands. Farmers sleep in barns, communal halls, and makeshift tents to learn about grafting, seeds, rotation, and caring for the soil. Carts leave town carrying less gold than knowledge.*

**READ OR PARAPHRASE**

*And your names come to be remembered alongside the first teachers of the new Antônio Fagundes. Not as conquerors. As the guardians who ensured that the last harvest would not be the last.*

## After the adventure

More free adventures, maps, and tabletop inspiration from Brazil: mestrematheusrpg.com.br/en/

APPENDIX A • ROLEPLAYING GUIDE

# Voices of Antônio Fagundes

Antônio Fagundes is a predominantly human town, especially among its older farming families. Its position on trade routes—and, more recently, the fame of Tomás's methods—has nevertheless drawn residents and travelers of many ancestries. This diversity is an everyday reality and needs no special explanation in play.

| NPC | Appearance | Personality / history | Voice |
|---|---|---|---|
| Helena Marcondes — mayor | A tall, middle-aged drakona with dark green scales that gleam bronze, amber eyes, and sharp teeth. Wears beautifully tailored moss-green clothes and a golden ear-of-corn brooch. | Pragmatic, disciplined, controlling. Appears protective; secretly believes the town's welfare justifies cruelty and a monopoly on knowledge. | Low, firm, measured. The more pressure she faces, the more slowly she speaks. |
| Tomás Fagundes — master grower | A mature human with a dark beard turning gray, calloused hands, and simple work clothes almost always marked with soil. | Patient, generous, and stubborn. Believes knowledge that can prevent hunger must be shared. | Calm and plainspoken. Explains complex ideas through seeds, rain, soil, and harvests. |
| Antônio Fagundes — historical hero | Depicted in statues and paintings as a broad-built human knight with dark hair, a short beard, and simple, well-worn armor. | Tomás's ancestor, a war hero who led the small town's defense against a goblinoid invasion years ago. In honor of his deeds, the town was renamed from Prado Verde to Antônio Fagundes. His remains rest in a mausoleum that has become a local attraction. | — |
| Sergeant Vicente Braga — chief of the guard | A sturdy katari with gray tabby fur, pale green eyes, mobile triangular ears, and long whiskers. Wears a reinforced doublet, short cloak, and service sword. | Disciplined, law-abiding, and skeptical of rumors. Loyal to the town, not the mayor. Acts without hesitation when shown concrete evidence. | Brief, formal, direct. Asks straightforward questions and expects equally straightforward answers. |

APPENDIX A • ROLEPLAYING GUIDE

# Voices of Antônio Fagundes

| NPC | Appearance | Personality / history | Voice |
|---|---|---|---|
| Dona Amélia Bonfim — the Fagundes family's neighbor | An elderly galapa with a rounded brown-and-green shell, a wrinkled face, and kind eyes. Wears a threadbare shawl and always carries a little garden basket. | Affectionate, curious, and initially wary of outsiders. Knows the family's everyday habits. | Quick and warm; when nervous, runs one recollection straight into the next. |
| Anselmo Vieira — grain merchant | A short ribbet with olive-green skin and golden spots, bulging eyes, and webbed hands. Wears a colorful waistcoat; his fingers are ink-stained from keeping accounts. | Sociable, proud of his memory, and happy to be useful. Likes turning facts into stories. | Lively, full of asides and details. Gets louder when he thinks he has reached the important part. |
| Rosa Bellini — innkeeper | A sturdy firbolg with reddish-brown fur, a broad muzzle, long drooping ears, and small curved horns. | Discreet, observant, protective of guests and ordinary folk. Helps those who treat others with respect. | Low and dry; short phrases, often spoken while she keeps working. "A very good moooorning, travelers!" |

APPENDIX A • ROLEPLAYING GUIDE

# Voices of Antônio Fagundes

| NPC | Appearance | Personality / history | Voice |
|---|---|---|---|
| Elisa Valença — Tomás's apprentice | A young human with tired eyes, carelessly tied-back hair, and fingers stained with ink and soil. | Intelligent, dedicated, and burdened by guilt at surviving the disappearances. Deeply admires Tomás. | Hesitant about the disappearances; quick and confident when discussing planting or the master's notes. |
| Martim Cordeiro — wheelwright | A compact dwarf with a thick, short beard covered in wood dust, strong arms, a leather apron, and tools always at hand. | Practical, precise, skeptical of theories. Trusts measurements, weight, grooves, fittings, and wear marks. | Deep, grumbling, direct. When he recognizes an ulterior motive, he ends the discussion with certainty. |
| Sister Cecília — keeper of the sanctuary | A slender fungril in ochre and cream tones, with a wide pale mushroom cap shading her face. Wears simple clothes, a seed rosary, and a waterskin at her waist. | Serene, hospitable, extremely observant. Treats roads, water, and hospitality as sacred duties. | Soft, measured, with long silences before answering. |




## Map Key

**1. Mayor's Palace**
A large, beautifully maintained garden; carved fine-wood details.

**2. Fagundes Farm**
House, barn, greenhouse, and impeccably tended fields.

**3. The Golden Plow Tavern & Inn**
A gathering place for travelers, carters, and Tomás's apprentices.

**4. Bridge Market**
Stalls selling grain, seeds, tools, and food beside the central bridge.

**4b. Seed House**
A community storehouse where batches are catalogued, dried, and distributed.

**5. Martim's Wheelwright Shop**
A shed for carts, fittings, and harnesses near the northern exit.

**6. Sergeant Braga's House**
A residence resembling a small fort, with the appearance of a barracks.

**7. Saint Fagundes Cathedral**
A Gothic cathedral housing the remains of Antônio Fagundes, the town's hero.





Unlabelled city view: share with players for open-ended exploration.

EDITORIAL DETAILS

# Credits and sources

## The Secret of the Last Harvest

Illustrated edition • October 2026
English edition • November 2026

## Author

Matheus — Mestre Matheus RPG. Story, setting, characters, and table materials. Editing, layout, and illustrations created with AI assistance. English translation prepared with AI assistance.

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## Map and city illustration

Created for this adventure with AI assistance, under the direction of Matheus — Mestre Matheus RPG. The English map uses the location names adopted in this edition.

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## Adversaries

The Orc Bandit, Orc Archer, and Orc Hexer adapt the Jagged Knife Bandit, Jagged Knife Sniper, and Jagged Knife Hexer from SRD 2.0 with their own narrative identities. The Mountain Troll was created for this adventure using the SRD's parameters.

## Setting material

Elyria, Aurórvia, Valdória, Antônio Fagundes, the Gray Blight, and the other original narrative elements belong to the setting developed for Mestre Matheus RPG.