

THREAT INDEX -DESERT-



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A note from the creator

Threat Index is a supplement to be used with the Daggerheart system. The content of this pack include:

- 3 Environments
- 10 Adversaries
- A rollable trap table

All of the above are based around the biome of Arid Deserts and there is enough content in here to even run a small adventure for your group. Included with this are chunks of educational segments relevant to the setting of arid deserts to increase background knowledge of the setting and to inspire your own ideas of what your players may encounter whilst traversing this difficult landscape.

No AI has been used to create any of these Environments or Adversaries. Everything you read here has been written, edited, and formatted by a passionate GM with creative support and love from my wonderful fiance.

If you enjoy what I have created, consider leaving a review.

I wish you a wonderful adventure.



SCAN ME



DUNE SEA

TIER 2 TRAVERSAL

A vast, shifting expanse of towering sand dunes, a barren landscape of endless golden waves under a scorching sun.

Motives & Tactics: Extreme temperatures, disorient, deceive, thirst, search for water

Difficulty: 13

Potential Adversaries: Beasts (Giant Scorpion, Tangle Bramble, Sandhawk Wasp, Pitjaw, Swarm of Scarabs), Waterhoarders (Dunesurfer, Scout), Desert Wraith

FEATURES

EXTREME TEMPERATURE - PASSIVE: The desert temperature ranges from scorching hot days to freezing cold nights. The PC's will need to be prepared for these conditions and manage their resources and equipment for the journey across the sand. Should the PC's rest in the Dune Sea without taking precaution (e.g. setup shade in the day, or start a fire at night) at the end of the rest they all lose a **Hope**.

Thirst - Passive: PC's must continually hydrate in the Dune Sea. Upon entering the Dune Sea, PC's with basic supplies are each granted:

4 water tokens, or they can use a d4 to track water.

Each time the PC's rest in the Dune Sea, they must expend a water token in order to receive the benefits of a rest. Should a PC be unable to drink water, they must **mark a Stress** equal to the number of days since they last drank water.

Dust Storm - Action: Spend a Fear to shade the sun as an enormous Dust Storm thunders towards the PC's from the horizon. Begin a **Countdown (12)** and tick down 1 for each action taken in a scene. Once the Countdown completes, the PC's are engulfed by the Dust Storm. Begin a second **Countdown (12)** and tick down 1 for each action taken in a scene. Once the countdown completes, the storm passes and the PC's are free.

Whilst inside the Dust Storm PC's can only see & hear up to Very Close range. Isolated PC's outside of Very Close range of any ally must succeed an **Instinct** Reaction Roll, or else **mark a Stress** and be lost and separated from the others.

TREAD CAREFULLY - ACTION: Spend 2 Fear to summon a Pitjaw, *HIDDEN* beneath the sand, within Close range of a chosen PC. The Pitjaw is immediately spotlighted and it uses its Sandpit - Reaction.

This creature is based on the larvae of antlion lacewings, which are also referred to as Doodlebugs. The Pitjaw is a giant version of this and instead of using its conical sandpit to trap ants and other smaller insects, it will instead be ambushing and trapping your players to drag them beneath the dunes.

PITJAW

TIER 2 SOLO

A giant arthropod with sickle shaped pincers that sits beneath the sand ready to ambush.

Motives & Tactics: Burrow, ambush, devour

Difficulty: 15 **Thresholds:** 14 / 27 **HP:** 10 **Stress:** 3
ATK: +4 **Pincer:** Melee 2d12+4 phy

Experience: Perception +3, Stealth +3

FEATURES

Relentless (3) - Passive: The Pitjaw can be spotlighted up to 3 times per GM turn. Spend Fear as usual to spotlight them.

Stationary Predator - Passive: The Pitjaw burrows through the sand and sets its ambush, it remains stationary during a battle scene.

Sand Stealth : While buried in the sand they are considered *Hidden*.

Sandpit - Reaction: When the Pitjaw senses vibrations within Close range, it causes the sand to avalanche into a downward funnel directly towards its pincers. Targets caught in the trap have the *Sliding* condition. When spotlighted *Sliding* targets cannot move away from the Pitjaw and must succeed a **Strength** Reaction Roll, or move into Melee range of the Pitjaw and **mark a Stress**. The *Sliding* condition is ended once a target leaves the Sandpit. To leave the Sandpit a target must roll three successful **Strength** Reaction Rolls, or roll a Critical Success. Assistance such as a rope or other means grants advantage on the **Strength** Reaction Rolls.

Sand Bombardment - Action: Mark a **Stress** to flick sand at a target, causing them to have disadvantage on their **Strength** Reaction Rolls.

MUMMY

TIER 2 STANDARD

An undead wrapped in preserving bandages from long ago.

Motives & Tactics: Protect the tomb, enwrap, drain life

Difficulty: 14 **Thresholds:** 10 / 20 **HP:** 4 **Stress:** 3
ATK: +1 **Slam:** Melee 2d6+2 phy

FEATURES

Putrid Aura - Passive: PC's within Melee range of the Mummy cannot regain HP.

Enwrap - Reaction: When a PC fails to hit the Mummy with a Melee attack, **mark a Stress** to temporarily *Restrained* the attacker.

Drain Life - Action: Spend a **Fear** to make a standard attack. On a successful hit, the Mummy restores HP equal to the number of HP the target lost. Attacks against *Restrained* targets have advantage to hit. Once this ability is used the *Restrained* condition is ended on the target.

A Mummy is essentially a zombie that has been preserved against decay. Pharaohs would have their servants and retainers buried so they could serve them in the afterlife, or in this case, undeath.