

DAGGERHEIST

HERE'S THE DEAL

DaggerHeist is a campaign supplement for DAGGERHEART where the PCs play a crew working impossible Heists to pay down a debt they cannot refuse, or to become filthy rich at the risk of their own necks.

RUNNING A HEIST

There are **five steps** to each Heist.

1. The Mark - This is the target of the operation, usually given to your players through a fixer.

How does the fixer usually contact the party?

2. The Casing - The scouting and planning ahead of the actual Heist.

What security measures will the party need to overcome?

3. The Infiltration - Getting in and stealing the Score at all costs.

What tools does the party need to access the Score?

4. The Twist - Reality check. The situation gets more complicated than what the PCs planned for.

Was the complication avoidable? What details did the party miss?

5. The Getaway - Out with the Score, one way or another.

Are the exits available? How much time is left?

TWO CLOCKS

Every Heist runs two opposing Countdowns at once. The **SCORE** (progress) ticks DOWN by clearing Heist objectives. When it triggers, the PCs get what they came for. The **HEAT** (consequence) ticks UP as the PCs roll with Fear or otherwise mess up. When it triggers, alarms start blaring.

Your players are on the clock. Fill the Score before the mission runs hot, or stick around to see what happens when the patrol arrives.

CLOCK TYPES

There are four types of Clocks depending on the complexity of the Heist. You can also make your own.

Smash and Grab

Score (4) - Heat (5)

Standard Job

Score (6) - Heat (8)

Big Score

Score (8) - Heat (10)

Long con (multi session)

Score (10) - Heat (12)



BUILDING A HEIST LOCATION

Using Environment stat blocks with a sprinkle of obstacles is a perfect way to start building a Heist. Adversaries can also be obstacles. Obstacles stand between the Crew and the Score, and for each one you create, consider the following:

1. What trait fits this obstacle?

- A. Finesse (picking locks)
- B. Strength (kicking down a door)
- C. Agility (sneaking under the nose of guards)
- D. Knowledge (security system deactivation)
- E. Presence (bribing a stubborn guard)

2. What difficulty should it be?

- A. 5 (Very easy)
- B. 10 (Easy)
- C. 15 (Standard)
- D. 20 (Hard)
- E. 30 (Very hard)

3. Does it fit the theme?

- A. Ancient ruins (spike traps, undead)
- B. Cyberpunk (electrical discharge, hackers)
- C. High Castle (portcullis, animated armor)
- D. Forest Hut (cursed objects, tree spirits)
- E. Dungeon (unstable bridge, thieves)



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THE SCORE

The Score Die starts at the Clock Type's highest value (4, 6, 8 or 10). Successfully triggering the Score countdown will net your PCs with the missions Score, or reward. Assuming they make it out of there alive and well, the Score can be spent on gear upgrades or crew upgrades before the next job. The Score is calculated in the following way:

Smash and Grab

3 Bags of gold x (amount of PCs)

Standard Job

4 Bags of gold x (amount of PCs)

Big Score

5 Bags of gold x (amount of PCs)

Long con

7 - 10 Bags of gold x (amount of PCs)

Optional: Rare consumables, weapons and other equipment of equal value are also suitable as a reward.

EXAMPLE CREW UPGRADES

1. Stealth Kit (2 bags)

Smooth slippers and better maps. Once per Heist, get one free DOWN tick on the Heat Die.

2. Man on the Inside (2 bags)

A paid contact. Once per Heist, the GM reveals one fact about the layout, the guards, or the price.

3. Safe House (3 bags)

A place to lie low. When you make a Long Rest and choose Lay Low as a downtime move, lower Heat by **1d4+2** instead.

4. Master Tools (4 bags)

The best a thief can ask for. All Action Rolls made to pick locks or open closed doors are made with advantage.

5. The Forger (5 bags)

Papers, seals and disguises. Once per Heist, one PC may bypass a single social obstacle with no roll, as if they belonged there.



HEAT

The Heat Die starts at 1 and ticks UP every time the PCs roll with Fear during a Heist. Heat can also tick up if the PCs perform a loud action or fail an Action Roll. The GM decides if the failure is enough to cause for an increase in Heat or not.

Optional: if the PCs spends a moment lying low, ditching evidence, or bribe a witness successfully, Heat ticks DOWN by 1.

If the PCs drive the Heat to its max, the guards are alerted and the GM starts a **Lockdown Countdown (6)**. It ticks down everytime the PCs make an Action Roll. When it triggers, doors and windows are sealed, forcing the PCs to find other means of escaping.

Optional: The PCs may find a key from a downed adversary or an airvent in which they can make a narrow escape, after the Lockdown triggers.

COOLING OFF

Heat does not reset by itself as your PCs are making a name for themselves for each Heist they succeed. Whenever the party has any Heat gained, they may choose to Lay Low as a downtime move during a Long Rest, and thus **lower their active Heat by 1d4**.



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THE HIGHVAULT

Tier 1 Smash and Grab

A cathedral of cold stone and wards, where the Score sits behind a hundred watching saints and one sealed door.

Impulses: Watch, escalate, guard the Score.

Difficulty: 12

Potential Adversaries: Head Guard, Bladed Guard, Archer Guard, the Hunter (use Assassin Poisoner stat block).

FEATURES

Heist! - Passive: For each obstacle the Crew overcomes, tick DOWN the **Score Die** by 1. For each failure, tick UP the **Heat Die** by 1. Triggering the Score Countdown awards the Crew with the Score. Triggering the Heat Countdown activates the **Lockdown** feature.

A Hundred Eyes - Action: Spend a **Fear** to activate the warding glyphs set inside the eyes of the statues lining the walls. Until a PC succeeds on a Knowledge Roll to deactivate them, any attempt to stay out of sight is made with disadvantage.

Loose the Hunter - Action: Spend a **Fear** to let loose the Hunter within Far range of a chosen PC. The Hunter immediately takes the spotlight.

What does the Hunter already know about the Crew?

Lockdown - Reaction: Alarms ring out! Set a Countdown (6). It ticks down whenever a PC makes an Action Roll. When it triggers, portcullises slam shut in front of doors and windows. When Lockdown is triggered, guards are alerted to the Crew's location. Summon Adversaries within Far range of any PC (use the Encounter Builder system from the SRD). They immediately take the spotlight.

What types of Adversaries are in this scene? What areas do they regularly patrol?

COMPLICATIONS (1d8)

You can use the table to roll for complications, or make up your own.

1. Wrong Intel

The Score is not where the fixer said it would be, or has been moved to another location.

2. Patrol Shift

An adversary appears closer than expected.

3. Busted Lock

This lock is broken, all Action Rolls to break it are made with disadvantage.

4. A Witness

A servant, a guard's child, a drunk noble. They stumbled in at the wrong time.

5. Sealed Shut

A door or gate you meant to use is sealed. Find another route or force it.

6. Guarded Prize

An adversary is standing between you and the Score. They don't seem talkative.

7. The Turncloak

One of the guards works for the fixer, paid to spike the job.

8. Ward Bite

An unseen ward triggers, ticking the Heat up by 1. It needs to be deactivated, fast.

Encounter Builder from the SRD

When planning a battle, start with **(3 x the number of PCs in combat) + 2 Battle Points**.

Spend 1 point for each group of Minions equal to the party size or Social or Support adversary

Spend 2 points for each Horde, Ranged, Skulk or Standard adversary

Spend 3 points for each Bruiser adversary

Spend 4 points for each Solo adversary



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LUCKY BREAKS (1d8)

You can use this table to help your players out during a Heist. You can also make your own.

1. Hidden Path

You find a passage the maps never showed. Skip one obstacle.

2. Open Window

The guards are obviously not paying attention. Tick the Score Die down by 1.

3. Loose Coin

Someone left a handful of gold here, a nice addition to the pot.

4. Friendly Face

A servant or a guard owes someone in the Crew a favor, once.

5. Good Footing

You're in a good spot, make the next Action Roll with advantage.

6. Quiet as a Mouse

They've lost the scent. Clear 1 Stress per PC or tick the Heat Die down by 1.

7. Long Ears

You overhear a vital detail about the layout, the guards or the prize.

8. Dropped Key

A guard has left their key. Wonder what it opens.

This document is meant to serve as guidelines and tips on how to run a Heist. It is up to you, the GM to use what you want, and leave out the rest.

If you enjoyed this supplement, please leave a review, it really means a lot.



THE JOB (2d6)

You can use this table to choose themes for a job, or come up with your own.

The first d6 decides the theme.

1. NOBLE'S VAULT

A corrupt baron, a rival house, a tax collector, a merchant prince, a fallen knight, a widowed countess.

2. A HOLY PLACE

A cathedral crypt, a monestary cellar, a relic vault, a pilgrim's treasury, a bishop's private study, an ancient tomb.

3. A GUARDED CARAVAN

A gold shipment, prisoner transfer, a royal envoy, a wedding dowry, a war-chest on the road, a cage-wagon with someone inside.

4. A RIVAL CREW

Steal something back, beat them to the same mark, rob them at the drop off, frame them, rescue one of your own.

5. A PRISON OR KEEP

Break someone out, break something in, steal a ledger, plant evidence, retrieve a confiscated heirloom.

6. A SECRET KEPT

Steal proof of a crime, a hidden bloodline record, a map to something buried, a coded confession, a memory locked inside an object.

The other d6 decides the CATCH:

1. Your client is lying about what you're really stealing.
2. It is guarded far better than you were told.
3. Someone innocent is in the way.
4. A rival crew wants the same prize tonight.
5. The mark is a trap set for you.
6. The prize is not an object. It is a person, and they have their own plans.

