

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)

