

DAGGERHEART HOMEBREW

A COLLECTION IF HOMEBREW FOR DAGGERHEART

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ADVERSARIES

ENVIRONMENTS

TIER 1 (LEVEL 1)

HANGING BRIDGE

Tier 1 Traversal

A fragile wooden bridge over a deep fall.

Impulses: Keep those crossing on edge

Difficulty: 14
Potential Adversaries: any
HP: 5

FEATURES

Narrow - Passive: The bridge is narrow and only one creature can cross it at a time. If one creature wants to get past another, the second needs to be willing or the first must pass an Agility Check against the creature's difficulty.

Rickety - Passive: While the bridge is stable for now, it won't take much to bring it down. Any missed attacks targeting a creature on the bridge, will cause the bridge to mark 1HP instead. When the bridge hits 0HP it falls.

TIER 2 (LEVEL 2-4)

DESERT CROSSING

Tier 2 Traversal

Tones of yellow, orange and red as far the eye can see. Sandstone rocks peak from the hot sand.

Impulses: Exact a toll of heat and exhaustion in supplies and stamina, slow down travel

Difficulty: 15

Potential Adversaries: Beasts, Bandits

FEATURES

Engraved Sigils - Passive: Some of the rocks have sigils and runes carved into them. On some others the surface seems worked with tools. A PC with a relevant background or Experience identifies them as ancient magic of some sort.

Who carved these enchantments?

Footprints - Passive: A PC with relevant Experience spots some footprints in the sand. A PC who succeeds on an Instinct Roll can also spot these tracks. They seem to be leading deeper into the desert, but loose themselves in the sand after a short while.

Where do these tracks lead to? Who left them here?

Quicksand - Action: Spend a Fear to cause a sudden shift in the sand below the PCs. All PCs must succeed on an Agility or Strength Reaction Roll or be sucked down into the sand and get stuck. Targets who fail are restrained, take 3d10 physical damage, and must mark two Stress. Targets who succeed must mark one Stress.

Sand Gust - Reaction: Countdown (Loop 4). When the PCs enter the desert crossing, activate the countdown. When it triggers, all character traveling through must succeed on a Strength Reaction Roll or mark a Stress. A PC wearing clothes appropriate for extreme heat and sandy winds gains advantage on these rolls.

FLOATING ISLANDS

Tier 2 Traversal

A set of floating islands formed by ancient magic, warped gravity around it, connected with wooden rope bridges.

Impulses: Confuse, shake of travelers.

Difficulty: 15

Potential Adversaries: any

Potential Environments: Hanging bridges

FEATURES

Falling - Passive: When escaping the pull of one island towards another, a creature must succeed an Agility Check to reach its target and takes 1d10 physical damage on impact.

Ancient Magic - Action: Spend a Fear to have one of the islands gravity malfunctioning. Any PC standing on the island must succeed an Agility Reaction Roll or get flung off. On a success they get flung off to a nearby island, if it was with fear they must mark 1 Stress. A fail causes the PC to fall downward, if they do not catch themselves or are caught, they will surely plummet to their death. If the Reaction Roll was a critical success, they manage to hold onto the island until the gravity returns to normal.

FLOATING ISLANDS