

INTRODUCTION

Blacktide Harbor is a small fishing village on the Wyrmsstone Coast, built where the cliffs break just enough for docks, boats, and a few stubborn families. The village has avoided wars and noble problems by being too remote to matter. That used to be a blessing.

Now kobolds from the Brinehallow Clan are raiding the docks, farms, and storehouses. The raids started after their leader, Skarthik Brinefang, found a black, scaled egg in a sea cave. Skarthik believes the egg is a sea-drake chosen by the dragon gods. He calls it Sesi. Mayor Feronious Quinn has sent for adventurers. He says he wants the raids stopped and the egg returned to the sea.

He does not. Quinn wants the egg.

WHATS IN THIS ADVENTURE?

Scales at Blacktide is designed as an approachable starting adventure for new Daggerheart GMs. Built to be flexible at the table, it gives the GM a clear adventure framework while leaving plenty of room to improvise, expand, and make the story their own. Inside, you'll find a coastal mystery, a fully detailed starting location, the village of Blacktide Harbor, maps, custom loot, adversaries, environments, rumors, and tools to help bring the Wyrmsstone Coast to life.

THE SETUP

The characters arrive after another bad night in Blacktide Harbor. A barn has burned. A few boats are damaged. People are tired, angry, and scared enough to start blaming each other.

Read or paraphrase:

Read Aloud: *Blacktide Harbor smells like rain, fish, and wet wood. Nets hang in torn bundles near the docks. A few villagers stop talking when you pass. Someone has painted three black waves on a wall near the market, then tried to scrub them off. The stain is still there.*

Ask the players:

- Why did you answer the mayor's call?
- What rumor have you heard about the kobolds?
- Who in town might already know you?

MAIN NPCS

Mayor Feronious Quinn wants the egg for power, money, or leverage. Pick the motive that fits your table. He acts concerned, pays fairly, and knows how to make selfish plans sound practical.

Tobin and Enrik Fliclee run the Salt & Anchor Inn. Tobin talks to everyone. Enrik hears everything while pretending not to. They can point the characters toward the docks, farms, or old forest road.

Skarthik Brinefang is the Brinehallow leader. He is dangerous, dramatic, and completely convinced that Sesi is the future of his clan. He can be fought, tricked, or talked down, but he will not give up the egg easily.

Sesi is warm, heavy, and faintly moving inside the shell. It may be a sea-drake. It may be something worse.

THE WYRMSTONE COAST

A LOCATION FOR DAGGERHEART

OVERVIEW

Designed for: Scales at Blacktide

Themes: Salt-Worn, Isolated & Dragon-Haunted

Tier: 1

Concept: A rugged coastal region where fishing villages, old roads, forgotten forts, and kobold cults cling to a shore shaped by sea, stone, and ancient wyrm legends.

DISTINCTIONS

The Wymstone Coast is a harsh stretch of broken shoreline where the land seems to have been bitten apart by the sea. Dark cliffs, wet forests, abandoned farm roads, and salt-stained villages mark the region. To outsiders, it is a miserable edge-of-the-map place where fishermen mend nets, farmers scrape crops from rocky soil, and travelers hurry through before nightfall.

To those who live here, the coast is alive with old stories. They say the stones remember dragons. They say the waves whisper names. They say the deep places under the cliffs are warmer than they should be.

■ BLACKTIDE HARBOR

Blacktide Harbor is the largest settlement on the Wymstone Coast, though “largest” is a generous word. It is a weather-beaten fishing village surrounded by wooden walls, muddy roads, simple homes, and docks that serve as the village’s heartblood. Most residents fish, mend boats, smoke eel, haul crab pots, or trade with travelers moving along the North Coast Road.

The village has survived storms, lean winters, and pirate raids, but the recent kobold attacks have left the people frayed. Boats have gone missing. Farms have been raided. Supplies have vanished from locked sheds. The harbor feels less like a town preparing for trouble and more like a candle waiting for the wind.

You might find:

A fisher quietly carving old dragon symbols into the underside of his boat “for luck.” Children daring each other to touch black stones pulled from the beach after storms. Villagers pretending not to watch every stranger who passes through the gate.

■ THE SALTED FOREST

South and west of Blacktide Harbor stretches the Salted Forest, a dense coastal wood where sea mist clings to the branches and the leaves taste faintly of brine. The trees grow twisted from constant wind, their roots knuckling through wet soil and stone. Travelers who enter without a guide often lose the road within minutes, swallowed by fog, birdcalls, and the steady hush of distant waves.

The forest earned its name from the pale crust that sometimes forms on bark and leaves after heavy storms. Locals believe the woods are slowly being claimed by the sea. Older villagers claim it was not always this way, and that something beneath the coast has been drawing saltwater inland for generations.

You might find:

Deer tracks suddenly interrupted by small clawed footprints. Rope charms hung from branches to ward off “scale thieves.” A clearing where every tree leans away from a half-buried black stone.

■ WYRMSTONE

The region’s name comes from the strange black-green stone found along the cliffs, beaches, and caves of the coast. Wymstone is slick even when dry, warm when held too long, and sometimes veined with a dull amber glow. Most locals treat it as bad luck, though sailors occasionally keep small pieces as storm charms.

Scholars believe wymstone may be volcanic glass, fossilized dragon bone, or stone altered by ancient magic. The kobolds of the Brinehallow clan believe something far more sacred: that wymstone is the shell of a sleeping dragon egg buried beneath the coast.

You might find:

A black stone that grows warm when carried toward the sea. A farmer’s plow broken against a buried vein of glassy green rock. A kobold shrine made from stacked stones, fish bones, and shed scales.

■ OLD ROADS AND OUTER FARMS

The North Coast Road and Old Farm Road cut through the region like fading scars. These routes once connected Blacktide Harbor to other coastal villages and inland trade posts, but fewer merchants use them now. The road stones are cracked, the mile markers are weathered smooth, and several farms along the outer edge of the harbor have been abandoned after repeated raids.

The outer farms are where fear first took root. Livestock vanished. Cellars were emptied. Doors were marked with three black waves. At first, villagers blamed foxes, pirates, or desperate neighbors. Then someone found a tiny spear stuck in a chicken coop wall.

You might find:

A farmhouse with every metal object stolen except one bent fishhook left on the table. A scarecrow wearing a kobold-made shell mask. An old road marker scratched with arrows that point the wrong way.

■ THE BRINEHALLOW CAVES

Hidden on the southeast island of Blackscale Isle. Beyond the Salted Forest, the Brinehallow Caves serve as the lair of the kobolds threatening Blacktide Harbor. The cave mouths are difficult to spot from land and nearly impossible to approach safely from the water. Within, the tunnels twist through damp stone, flooded passages, crude barricades, and ritual chambers warmed by wymstone deposits.

The Brinehallow kobolds believe they have found a sacred dragon egg deep beneath the coast. Whether this is true, a misunderstanding, or a dangerous magical phenomenon is left for the GM to decide. What matters is that Skarthik Brinefang believes it completely, and belief is a sharp little blade.