



EMBERGRIMME

31 DARK FANTASY ADVERSARIES

 **DAGGERHEART**
COMPATIBLE



Honey Roll

EMBERGRIMME

ADVERSARY COMPENDIUM



Thank you for downloading this compendium. You are supporting a solo creator who loves to make homebrew content for Daggerheart.

■ USING THIS COMPENDIUM

The adversaries listed in this compendium are made to fit Dark Fantasy settings in Daggerheart. You are free to use them however you like, in whatever setting that fits your campaign. The adversaries are hand-crafted with unique Features and Experiences in order to differ from Adversaries found in the Daggerheart Core Rule Book. Some overlap is possible and I advise you to shape the Adversaries found in this compendium to match your liking. Some of the adversaries found in Embergrimme play well together, so I suggest getting to know them Tier by Tier before tossing them at your unsuspecting players.

I have prioritized adversaries that I find inspiring, versatile, unique, fits the theme, and that will challenge GM's and players alike. You might find that some of the Adversaries listed below are too powerful, too weak, too weird, not weird enough, redundant, flawed, or *just* right. Trust me, I've had all of those thoughts throughout the process of making them, and I want you to know I welcome your feedback with open arms. I strive to make more, better and badder adversaries and other goodies in the future. Your feedback is valuable to me. In return I promise to make even more Daggerheart homebrew content for your table to enjoy. All of the artwork in this compendium is handmade by me, the creator.

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TIER 1 EMBERGRIMME ADVERSARIES

BLIGHTED HUSK

Tier 1 Standard

A recent victim of an awful curse. Still wears what they died in. Moves oddly towards you with glowing, empty eyes.

Motives & Tactics: Drawn to the living, attack relentlessly, no self-preservation

Difficulty: 10 | **Thresholds:** 4/9 | **HP:** 4 | **Stress:** 2
ATK: -1 | **Grasping Hands:** Melee | 2d6 phy

Experience: Emerging from the dark +2

FEATURES

Undying Drive - Reaction: Spend a Fear the first time the Husk is reduced to 0 HP to have it remain at 1 HP instead.

Desperate Grip - Reaction: When a PC tries to move out of Melee range of the Blighted Husk, you can mark a Stress to Restrain them until they or an ally frees them with a successful Strength Roll.

SHADOW HOUND

Tier 1 Skulk

A hunched and hairy predator born from the shadows. It fears the light but thrives in darkness.

Motives & Tactics: Circle prey, avoid direct light, drag victims into darkness

Difficulty: 11 | **Thresholds:** 4/9 | **HP:** 5 | **Stress:** 2
ATK: +2 | **Blackened Fangs:** Melee | 2d6+2 phy

Experience: Predator +2

FEATURES

Light Aversion - Passive: When directly illuminated by a light source (such as a torch, lantern, or magical light), the Shadow Hound has disadvantage on attack rolls.

Shadow Strength - Passive: When the Shadow Hound is in complete darkness, their standard attack deals 3d6 physical damage instead.

Drag to Darkness - Reaction: When the Shadow Hound succeeds on a standard attack, you can spend a Fear to move up to Close range with the target.

WAILING SHADE

Tier 1 Ranged

A translucent humanoid creature with its mouth wide open. The sounds seem like they are coming from everywhere at once.

Motives & Tactics: Keep distance, target isolated victims, flee when outnumbered

Difficulty: 10 | **Thresholds:** 3/7 | **HP:** 3 | **Stress:** 2
ATK: +2 | **Mournful Wail:** Far | 2d4+2 mag

Experience: Deafening +2

FEATURES

Phasing - Passive: The Shade can move through solid objects and creatures and must end its spotlight in an unoccupied space.

Sound of Despair - Action: Spend a Fear to make a standard attack against all targets within Far range. Targets the Shade succeeds against take 2d6+5 magic damage.

Scatter - Reaction: Countdown (Loop 1d6). When the Wailing Shade is in the spotlight for the first time, activate the countdown. When it triggers, the Shade teleports up to Far range.

GRIMM WEAVER

Tier 1 Support

A sulking mess with more limbs than a normal humanoid. It tends to the creatures of the Embergrimme.

Motives & Tactics: Stay behind stronger allies, spread corruption, flee if alone

Difficulty: 10 | **Thresholds:** 3/7 | **HP:** 3 | **Stress:** 3
ATK: -1 | **Blight Touch:** Melee | 1d6+1 mag

Experience: Hiding behind allies +2

FEATURES

Tethered to Shadow - Passive: While within Close range of an ally, the Grimm Weaver gains a +2 bonus to their Difficulty.

Dark Mending - Action: Mark a Stress to choose an ally within Very Close range that has marked two or more HP. That ally then clears a HP and a Stress.

Faded away - Action: Spend a Fear to choose a point within Far range. The Grimm Weaver's allies within Very Close range of that point become Faded until they mark a HP. While Faded, all attacks against the adversary have disadvantage.



TIER 1 EMBERGRIMME ADVERSARIES

ASHBORN CRAWLER

Tier 1 Minion

Skittering things of bone and ash, born from the remnants of campfires that have long since been snuffed out.

Motives & Tactics: Swarm in numbers, overwhelm single targets, cling to the shadows

Difficulty: 8 | **Thresholds:** None | **HP:** 1 | **Stress:** 1
ATK: +1 | **Gnashing Bite:** Melee | 2 phy

Experience: Climbing +2

FEATURES

Minion (3) - Passive: The Ashborne Crawler is defeated when they take any damage. For every 3 damage a PC deals to the Crawler, defeat an additional Minion within range the attack would succeed against.

Group Attack - Action: Spend a Fear to choose a target and spotlight all Ashborn Crawlers within Close range of them. Those Minions move into Melee range of the target and make one shared attack roll. On a success, they deal 2 physical damage each. Combine this damage.

Ash Cloud - Reaction: When the Ashborn Crawler is defeated, you can mark a Stress to have them burst into a cloud of ash, Coating all targets within Very Close range. While Coated, targets have disadvantage on their next action roll, then clear the condition.

PYREBANE

Tier 1 Solo

Massive and hunched, with long arms that drag across the ground. Its body drinks in light. Torches flicker when it breathes.

Motives & Tactics: Target creatures carrying light, extinguish flames, feed on despair

Difficulty: 14 | **Thresholds:** 8/15 | **HP:** 8 | **Stress:** 4
ATK: +4 | **Smothering Claw:** Melee | 2d10+3 phy

Experience: Unstoppable +3 Flameseeker +2

FEATURES

Relentless (2) - Passive: The Pyrebane can be spotlighted up to two times per GM turn. Spend a Fear as usual to spotlight them.

Drawn to Hope - Passive: The Pyrebane has advantage on attacks against targets holding or carrying an extinguishable light source (such as a torch, lantern, or magical light).

Snuff the Flame - Action: Spend a Fear to snuff out an extinguishable light source (such as a torch, lantern, campfire, or magical light) within Far range. When a light source is extinguished this way, the Pyrebane clears 2 HP, and all PCs within Close range of that light source must mark a Stress.

Wide Sweep - Action: Spend a Fear to make an attack against all targets within Very Close range. Targets the Pyrebane succeeds against take 2d12+8 direct physical damage.

Momentum - Reaction: When the Pyrebane makes a successful attack against a PC, you gain a Fear.

HOLLOW SHEPHERD

Tier 1 Leader

A faceless, robed figure that moves without sound. It commands the cursed with gestures alone.

Motives & Tactics: Stay behind allies, direct the horde, empower the cursed, flee if isolated

Difficulty: 13 | **Thresholds:** 6/12 | **HP:** 5 | **Stress:** 4
ATK: +1 | **Ghoulish Staff:** Melee | 1d8+2 phy

Experience: Tactical positioning +3

FEATURES

Dark Link - Passive: When an ally within Close range is defeated, the Shepherd clears a Stress.

Silent Command - Action: Spend a Fear to spotlight 1d4+1 allies within Far range. Attacks they make while spotlighted this way deal half damage.

Rise from ash - Action: Mark a Stress to have 1d4+3 Ashborn Crawlers appear within Close range. They are immediately spotlighted.

Momentum - Reaction: When the Hollow Shepherd makes a successful attack against a PC, you gain a Fear.

GROUP OF ABANDONED SURVIVORS

Tier 1 Horde (3/HP)

Frozen and lost. They drift in clusters, cold and confused, reaching for warmth they can't have.

Motives & Tactics: Drift toward the living, surround, pull heat from bodies

Difficulty: 11 | **Thresholds:** 6/12 | **HP:** 6 | **Stress:** 2
ATK: +2 | **Freezing Touch:** Very Close | 2d8+2 mag

Experience: Surrounding the living +2

FEATURES

Horde (1d6) - Passive: When the Group of abandoned survivors have marked half or more of their HP, their standard attack deals 1d6 magic damage instead.

Warmth Stolen - Reaction: Countdown (4). When the Group of abandoned survivors is in the spotlight for the first time, activate the countdown. It ticks down when a PC makes an attack roll. When it triggers, all PCs within Very Close range take 1d6+5 direct magic damage and the Group of abandoned survivors clear a HP.

ASHBORNE
CRAWLER




CREDITS PAGE

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