

DAGGERHEART COMPATIBLE

SOULBLIGHTED ADVERSARIES

HOMEBREW



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FEAR FEST

This publication is part of Fear Fest 2026. Fear Fest was conceptualized and organized by Bard & Raven and hosted by Heart of Daggers to celebrate the communities' shared love for Halloween and Daggerheart. Check out all other community creations on www.heartofdaggers.com/fear-fest!

**bard
& raven**


**HEART
OF
DAGGERS**

SOULBLIGHTED ADVERSARIES

GRIMDARK COMPATIBLE

An adversary and environment supplement for dying, shadowed realms — use in your own grimdark Daggerheart campaigns.

Soulblighted Adversaries follows a rag-tag company through forests, wastelands, and dark depths, thrown together by chance or guided by a touch of divinity, as they hunt for missing loved ones and eventually come face to face with a forgotten god.

Most of this material was originally built for a private **Age of Umbra** campaign. It has been generalised, redesigned and expanded on to create a truly unique and standalone adventure, that works with any grimdark adventure to bring you new mechanics, unique adversaries and compelling environmental set pieces.

INTRODUCTION

The contents of this book began as a test of how far **Core** adversaries and environments can stretch with almost no prep: drop them into a unique place then expand with lore the table invented along the way, then fill the gaps with custom and unique environments, adversaries and mechanics.

SET PIECES

A **Set Piece** is a ready-to-run location or scene: a bundle of adversaries and environments that form one narrative beat. Some are Core blocks used as-is, some are adapted content, some are wholly original; while often a mix of all three.

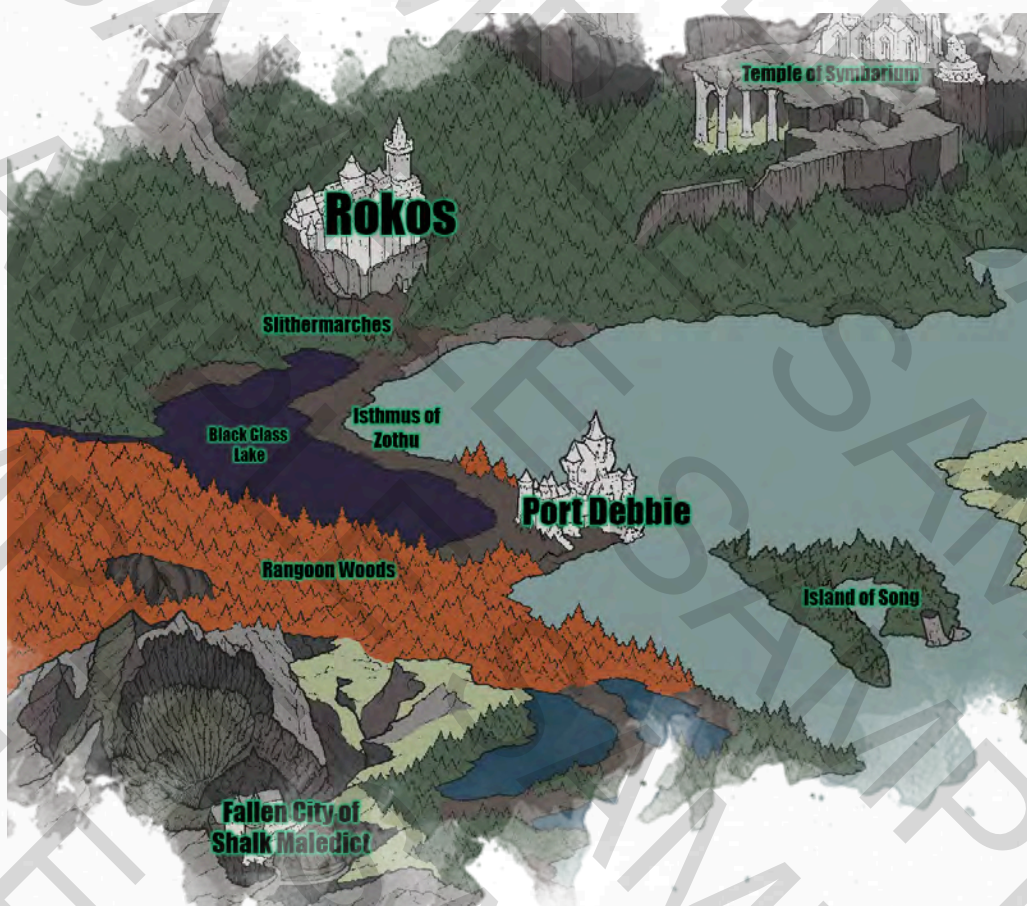
FATE REACTION ROLLS

Fate reaction rolls bring the same mechanical stakes of a **Risk it All** roll combined with the **Fate roll** for a high impact decision on narrating a moment outside the PC's influence.

Ask your PC to roll their **duality dice** to make a *Fate reaction roll*. If Hope is higher the circumstance is positive but if Fear is higher, the circumstances are dire.

"You've found your missing family member after being kidnapped for 3 days, they are near death's door. Make a Fate reaction roll and tell me if your Hope or Fear die is higher, their survival depends on this roll."

"As energy erupts from the renewed Sacred Pyre, make a Fate reaction roll to determine Sora's fate, if Hope is higher the Pyre's warmth touches her and the soulblight will be purged, if Fear is higher, she is driven off and repelled with the other soulblighted beasts into the dark."



RANGOON FOREST

This scenario is based on a forest outside of Port Debbie, with charcoal black bark and never-changing burning orange leaves. It introduced a player character hunting for meat, only to become the hunted by a pack of Grin-hounds. While fleeing the beasts, they ran into other PCs travelling the forest trials to Port Debbie.

AMBUSHED

Tier 1 Event

An ambush is set to catch an unsuspecting party off-guard.

Impulses: Overwhelm, scatter, surround

Difficulty: 15

Potential Adversaries: Grin-hound packs

FEATURES

Relative Strength - Passive: The Difficulty of this environment equals that of the adversary with the highest Difficulty. *Who cues the ambush? What makes it clear they're in charge?*

Surprise! - Action: The ambushers reveal themselves to the party, you gain 2 Fear, and the spotlight immediately shifts to one of the ambushing adversaries. *What do the ambushers want from the party? How do their tactics in the ambush reflect that?*

GRIN-HOUND PACKS

Tier 2 Horde

A pack of giggling and grinning hounds, with rows of nashing teeth

Motives & Tactics: Cause fear, consume flesh, please alpha

Difficulty: 15 | **Thresholds:** 11/23 | **HP:** 6 | **Stress:** 3

ATK: +0 | Claws and Fangs: Melee | 2d8+2 phy

Experience: Scent Tracking +3

FEATURES

Horde (2d4+1) - Passive: When the Pack has marked half or more of their HP, their standard attack deals 2d4+1 physical damage instead.

Dreadhowl - Action: Mark a Stress to make all targets within Very Close range lose a Hope. If a target is not able to lose a Hope, they must instead mark 2 Stress.

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

Reinforcements - Action: Spend a Fear to have a pack chuckle together and summon in an additional pack.

ESCAPE THE FOREST

Tier 2 Event

Running through a forest, trying to escape a powerful threat.

Impulses: Escape, Survive

Difficulty: 13

Potential Adversaries: Grin-hound Packs, Bears, Dire Wolf

FEATURES

The Chase - Passive: Each player starts an individual **Progress countdown (d12)** and the GM starts a singular **Consequence countdown (d20)**.

If at any point, on a GM spotlight, the consequence countdown is the same as the players countdown, that player takes **1 direct damage**.

If at any point, on a GM spotlight, the consequence countdown is less than a players countdown, then that player has been “caught”, trigger **‘The End’** feature.

What drives the adversary chasing the party?

The Escape - Reaction: Each PC will narrative and roll for a stage of chase and what they will do to escape the predator chasing them.

PCs may do tag-team attacks and Group rolls to combine sequences of escape, utilising abilities and experiences.

Use dynamic countdown rules for ticking down the progress die.

Upon reaching 0, that player is free.

What obstacles will suddenly appear out of nowhere in the heat of the moment?

The Hunger – Action: Spend a Fear to escalate the chase.

Summon additionally adversaries to join the chase and roll a d20 against the difficulty.

If successful, reduce the consequence countdown down by 2.

What does the adversaries do to call for backup?

The End - Reaction: The predator has caught up and cornered its prey. Immediately spotlight all adversaries within the scene and target all PCs that have been “caught”.

PCs that have not been caught can choose to join the fight or continue fleeing.

What does it look like when some of the party is caught and other are still fleeing ahead?

PORT DEBBIE

Port Debbie is a strange mesh of architecture, rebuilt on the ruins of a ashen stoned sea-side fortress, a raggedy shanty town spills out of the fortress and is surrounded a make shift wall of metal, wood and stone filling all the space. Seaside markets make a central focus of commerce with Trade from across the sea and a large Sacred Bonfire nestled in the centre of it all, with a primary Kindling Temple erected near it. **It is also known for having many cats.**

PORT DEBBIE

Tier 2 Social

A bustling port town that lies at the center of trade with the Capital and the lands to the west and north.

Impulses: Drive the desperate to certain doom, profit off of ragged hope

Difficulty: 13

Potential Adversaries: Jagged Knife Bandits (Hexer, Kneebreaker, Lackey, Lieutenant, Shadow, Sniper), Masked Thief, Merchant

FEATURES

Cats galore - Passive: Whenever a PC makes any roll within Port Debbie, narrate the success or consequences by using cats and create a chain reaction of issues based on this.

Do the cats screech and scatter at a missed attack?

Do they snuggle up to you as you rest or eat?

Rumors Abound - Passive: Gossip is the fastest-traveling currency in the realm. A PC can inquire about major events by making a Presence Roll.

What they learn depends on the outcome of their roll, based on the following criteria:

- **Critical Success:** Learn about two major events. The PC can ask one follow-up question about one of the rumors and get a truthful (if not always complete) answer.
- **Success with Hope:** Learn about two events, at least one of which is relevant to the character's background.
- **Success with Fear:** Learn an alarming rumor related to the character's background.
- **Any Failure:** The locals respond poorly to their inquiries. The PC must mark a Stress to learn one relevant rumor.

What news do the PCs have that they could pass along to curious travelers? What do the locals think about these events?

It'd Be a Shame If Something Happened to Your Store - Action:

The PCs witness as agents of a local crime boss shake down a general goods store. *What trouble does it cause if the PCs intervene?*

Wrong Place, Wrong Time - Reaction: At night, or when the party is alone in a back alley, you can spend a Fear to introduce a group of thieves who try to rob them. The thieves appear at Close range of a chosen PC and include a Jagged Knife Kneebreaker, as many Lackeys as there are PCs, and a Lieutenant. For a larger party, add a Hexer or Sniper.

What details show the party that these people are desperate former adventurers?

SEASIDE MARKETPLACE

Tier 2 Social

The economic heart of the settlement, with local artisans, traveling merchants, and patrons across social classes.

Impulses: Buy low, and sell high, tempt and tantalize with wares from near and far

Difficulty: 12

Potential Adversaries: Guards (Bladed Guard, Head Guard), Masked Thief, Merchant

FEATURES

Tip the Scales - Passive: PCs can gain advantage on a **Presence Roll** by offering a handful of gold as part of the interaction.

Will any coin be accepted, or only local currency?

How overt are the PCs in offering this bribe?

Unexpected Find - Action: Reveal to the PCs that one of the merchants has something they want or need, such as food from their home, a rare book, magical components, a dubious treasure map, or a magical key.

What cost beyond gold will the merchant ask for in exchange for this rarity?

Sticky Fingers - Action: A thief tries to steal something from a PC. The PC must succeed on an **Instinct Roll** to notice the thief or lose an item of the GM's choice as the thief escapes to a Close distance. To retrieve the stolen item, the PCs must complete a Progress Countdown (6) to chase down the thief before the thief completes a Consequence Countdown (4) and escapes to their hideout.

What drove this person to pickpocketing?

Where is the thief's hideout and how has it avoided notice?

Crowd Closes In - Reaction: When one of the PCs splits from the group, the crowds shift and cut them off from the party.

Where does the crowd's movement carry them?

How do they feel about being alone but surrounded?

■ PORT DEBBIE SET PIECE

This block is the Core **Bustling Marketplace**, renamed **Seaside Marketplace** and scaled to Tier 2.

The full Port Debbie Set Piece is the same method applied across the town: **Outpost Town**, **Bustling Marketplace**, two **Local Tavern** variants, and a **Hallowed Temple**; each renamed, scaled to T2 and lightly refeatured, then backed with a few custom adversaries.

Drop the Set Piece in whenever the party is in Port Debbie; swap or spotlight individual blocks as the fiction needs.

