

Daggerheart Errata Document

May 20th, 2025

05.20.25 - Dev Notes: Thank you to everyone who helped us catch errata for the day one launch! We tried to smash as many bugs as we could before going live today, but we encourage you to send us anything else you may find along your journey. All errata included here has already been adjusted in the digital files (the book PDF, card PDFs, and sheets) that are currently live. From the whole development team at Darrington Press, we're so thankful for all of you early adopters of Daggerheart and can't wait to hear about the stories you tell!

Credits: Addition - Jack Jones is added to the artists, and Chris Davidson is added to the additional designers.

Credits: Spelling/Grammar - Rob Herbert has been corrected to Rob Hebert. David Lezzie has been corrected to David Iezzi.

Page 24: Spelling/Grammar - "Splendor is the domain of life. Through this magic, followers gain the ability to heal and, to an extent, control death."

Page 42 & Rogue Character Sheet: Clarity - "Cloaked" Class Feature's last sentence now reads, "After you make an attack or end a move within line of sight of an adversary, you are no longer *Cloaked*."

Page 42 & Rogue Character Sheet: Clarity - The last sentence of the Rogue Hope Feature now reads, "Otherwise, this bonus lasts until your next rest."

Page 71: Typo - "communication, work, and combat."

Page 82: Spelling/Grammar - "Adjusting Abilities and Spells"

Page 102: Clarity - The *Hidden* condition has been adjusted to read: "After an adversary moves to where they would see you, you move into their line of sight, or you make an attack, you are no longer *Hidden*."

Page 112: Spelling/Grammar - "The inventory section holds gear your character doesn't have equipped, therefore your character isn't wielding these items and will not gain their benefits."

Page 112: Spelling/Grammar - "If your character is in a calm situation or preparing during a rest, they can swap weapons with no Stress cost."

Page 113: Spelling/Grammar - "A weapon feature describes any special rules that apply only to that particular weapon."

Page 125: Typo - Secondary Weapon Table's Tier 4 Knuckle Claws should be one-handed instead of two-handed.

Page 144: Spelling/Grammar - "The GM trusts the players to represent their characters' actions thoughtfully while keeping the table's shared goals in mind."

Page 211: Correction - Giant Scorpion's description has been changed to say "human-sized arachnid."

Page 226: Typo - In the *Secret-Keeper*, the Summoning Ritual text says "tick up" instead of "tick down."

Page 235: Spelling/Grammar - "Fallen Warlord: Undefeated Champion" (image label)

Page 290: Spelling/Grammar - "Artificial" misspelling in the Themes section of Motherboard.

Page 329 & Whirlwind (Blade Level 1): Clarity - Ability text now reads, "When you make a successful attack against a target within Very Close range, you can spend a Hope to use the attack against all other targets within Very Close range."

Page 331 & I See It Coming (Bone Level 1): Clarity - Ability text now reads, "When you're targeted by an attack made from beyond Melee range, you can mark a Stress to roll a d4 and gain a bonus to your Evasion equal to the result against the attack."

Simiah Ancestry Card: Correction - The card number "073/270" has been added to the attribution at the bottom of the card.