



SPELL

RUNE WARD

You have a deeply personal trinket that can be infused with protective magic and held as a ward by you or an ally. Describe what it is and why it's important to you. The ward's holder can spend a Hope to reduce incoming damage by 1d8.

If the Ward Die result is 8, the ward's power ends after it reduces damage this turn. It can be recharged for free on your next rest.

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SPELL

UNLEASH CHAOS

At the beginning of a session, place a number of tokens equal to your Spellcast trait on this card.

Make a **Spellcast Roll** against a target within Far range and spend any number of tokens to channel raw energy from within yourself to unleash against them. On a success, roll a number of **d10s** equal to the tokens you spent and deal that much magic damage to the target. **Mark a Stress** to replenish this card with tokens (up to your Spellcast trait).

At the end of each session, clear all unspent tokens.

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SPELL

WALL WALK

Spend a Hope to allow a creature you can touch to climb on walls and ceilings as easily as walking on the ground. This lasts until the end of the scene or you cast Wall Walk again.

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ABILITY

GET BACK UP

When you take Severe damage, you can **mark a Stress** to reduce the severity by one threshold.

ABILITY

NOT GOOD ENOUGH

When you roll your damage dice, you can reroll any 1s or 2s.

ABILITY

NOT GOOD ENOUGH

When you roll your damage dice, you can reroll any 1s or 2s.

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ABILITY

DEFT MANEUVERS

Once per rest, **mark a Stress** to sprint anywhere within Far range without making an Agility Roll to get there.

If you end this movement within Melee range of an adversary and immediately make an attack against them, gain a +1 bonus to the attack roll.

ABILITY

I SEE IT COMING

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.

ABILITY

UNTOUCHABLE

Gain a bonus to your Evasion equal to half your Agility.

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24



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GRIMOIRE

BOOK OF AVA

Power Push: Make a **Spellcast Roll** against a target within Melee range. On a success, they're knocked back to Far range and take **d10+2** magic damage using your Proficiency.

Tava's Armor: Spend a **Hope** to give a target you can touch a +1 bonus to their Armor Score until their next rest or you cast Tava's Armor again.

Ice Spike: Make a **Spellcast Roll (12)** to summon a large ice spike within Far range. If you use it as a weapon, make the Spellcast Roll against the target's Difficulty instead. On a success, deal **d6** physical damage using your Proficiency.

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GRIMOIRE

BOOK OF ILLIAT

Slumber: Make a **Spellcast Roll** against a target within Very Close range. On a success, they're *Asleep* until they take damage or the GM spends a Fear on their turn to clear this condition.

Arcane Barrage: Once per rest, spend any number of **Hope** and shoot magical projectiles that strike a target of your choice within Close range. Roll a number of **d6s** equal to the Hope spent and deal that much magic damage to the target.

Telepathy: Spend a **Hope** to open a line of mental communication with one target you can see. This connection lasts until your next rest or you cast Telepathy again.

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GRIMOIRE

BOOK OF TYFAR

Wild Flame: Make a **Spellcast Roll** against up to three adversaries within Melee range. Targets you succeed against take **2d6** magic damage and must mark a Stress as flames erupt from your hand.

Magic Hand: You conjure a magical hand with the same size and strength as your own within Far range.

Mysterious Mist: Make a **Spellcast Roll (13)** to cast a temporary thick fog that gathers in a stationary area within Very Close range. The fog heavily obscures this area and everything in it.

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04



04



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ABILITY

DEFT DECEIVER

Spend a **Hope** to gain advantage on a roll to deceive or trick someone into believing a lie you tell them.

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SPELL

ENRAPTURE

Make a **Spellcast Roll** against a target within Close range. On a success, they become temporarily *Enraptured*. While *Enraptured*, a target's attention is fixed on you, narrowing their field of view and drowning out any sound but your voice. Once per rest on a success, you can mark a Stress to force the *Enraptured* target to mark a Stress as well.

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ABILITY

INSPIRATIONAL WORDS

Your speech is imbued with power. After a long rest, place a number of tokens on this card equal to your Presence. When you speak with an ally, you can spend a token from this card to give them one benefit from the following options:

- Your ally clears a Stress.
- Your ally clears a Hit Point.
- Your ally gains a Hope.

When you take a long rest, clear all unspent tokens.

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04



14



04



ABILITY

PICK AND PULL

You have advantage on action rolls to pick nonmagical locks, disarm nonmagical traps, or steal items from a target (either through stealth or by force).

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SPELL

RAIN OF BLADES

Spend a **Hope** to make a **Spellcast Roll** and conjure throwing blades that strike out at all targets within Very Close range. Targets you succeed against take **d8+2** magic damage using your Proficiency.

If a target you hit is *Vulnerable*, they take an extra **1d8** damage.

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SPELL

UNCANNY DISGUISE

When you have a few minutes to prepare, you can mark a Stress to don the facade of any humanoid you can picture clearly in your mind. While disguised, you have advantage on Presence Rolls to avoid scrutiny.

Place a number of tokens equal to your Spellcast trait on this card. When you take an action while disguised, spend a token from this card. After the action that spends the last token is resolved, the disguise drops.

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ABILITY

GIFTED TRACKER

When you're tracking a specific creature or group of creatures based on signs of their passage, you can **spend any number of Hope** and ask the GM that many questions from the following list.

- What direction did they go?
- How long ago did they pass through?
- What were they doing in this location?
- How many of them were here?

When you encounter creatures you've tracked in this way, gain a +1 bonus to your Evasion against them.

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ABILITY

NATURE'S TONGUE

You can speak the language of the natural world. When you want to speak to the plants and animals around you, make an **Instinct Roll (12)**. On a success, they'll give you the information they know. On a roll with Fear, their knowledge might be limited or come at a cost.

Additionally, before you make a Spellcast Roll while within a natural environment, you can **spend a Hope** to gain a +2 bonus to the roll.

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SPELL

VICIOUS ENTANGLE

Make a **Spellcast Roll** against a target within Far range. On a success, roots and vines reach out from the ground, dealing **1d8+1** physical damage and temporarily *Restraining* the target.

Additionally on a success, you can **spend a Hope** to temporarily *Restrain* another adversary within Very Close range of your target.

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SPELL

BOLT BEACON

Make a **Spellcast Roll** against a target within Far range. On a success, **spend a Hope** to send a bolt of shimmering light toward them, dealing **d8+2** magic damage using your Proficiency. The target becomes temporarily *Vulnerable* and glows brightly until this condition is cleared.

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SPELL

MENDING TOUCH

You lay your hands upon a creature and channel healing magic to close their wounds. When you can take a few minutes to focus on the target you're helping, you can **spend 2 Hope** to clear a Hit Point or a Stress on them.

Once per long rest, when you spend this healing time learning something new about them or revealing something about yourself, you can clear 2 Hit Points or 2 Stress on them instead.

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ABILITY

REASSURANCE

Once per rest, after an ally attempts an action roll but before the consequences take place, you can offer assistance or words of support. When you do, your ally can reroll their dice.

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ABILITY

BARE BONES

When you choose not to equip armor, you have a base Armor Score of 3 + your Strength and use the following as your base damage thresholds:

- **Tier 1:** 9/19
- **Tier 2:** 11/24
- **Tier 3:** 13/31
- **Tier 4:** 15/38

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ABILITY

FORCEFUL PUSH

Make an attack with your primary weapon against a target within Melee range. On a success, you deal damage and knock them back to Close range. On a success with Hope, add a **d6** to your damage roll.

Additionally, you can **spend a Hope** to make them temporarily *Vulnerable*.

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ABILITY

I AM YOUR SHIELD

When an ally within Very Close range would take damage, you can **mark a Stress** to stand in the way and make yourself the target of the attack instead. When you take damage from this attack, you can mark any number of Armor Slots.

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SPELL

CINDER GRASP

Make a **Spellcast Roll** against a target within Melee range. On a success, the target instantly bursts into flames, takes **1d20+3** magic damage, and is temporarily lit *On Fire*.

When a creature acts while *On Fire*, they must take an extra **2d6** magic damage if they are still *On Fire* at the end of their action.

SPELL

FLOATING EYE

Spend a Hope to create a single, small floating orb that you can move anywhere within Very Far range. While this spell is active, you can see through the orb as though you're looking out from its position. You can transition between using your own senses and seeing through the orb freely. If the orb takes damage or moves out of range, the spell ends.

ABILITY

A SOLDIER'S BOND

Once per long rest, when you compliment someone or ask them about something they're good at, you can both gain 3 Hope.

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ABILITY

RECKLESS

Mark a Stress to gain advantage on an attack.

ABILITY

FEROCITY

When you cause an adversary to mark 1 or more Hit Points, you can **spend 2 Hope** to increase your Evasion by the number of Hit Points they marked. This bonus lasts until after the next attack made against you.

ABILITY

STRATEGIC APPROACH

After a long rest, place a number of tokens equal to your Knowledge on this card (minimum 1). The first time you move within Close range of an adversary and make an attack against them, you can spend one token to choose one of the following options:

- You make the attack with advantage.
- You clear a Stress on an ally within Melee range of the adversary.
- You add a **d8** to your damage roll.

When you take a long rest, clear all unspent tokens.

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GRIMOIRE

BOOK OF SITIL

Adjust Appearance: You magically shift your appearance and clothing to avoid recognition.

Parallela: **Spend 2 Hope** to cast this spell on yourself or an ally within Close range. The next time the target makes an attack, they can hit an additional target within range that their attack roll would succeed against. You can only hold this spell on one creature at a time.

Illusion: Make a **Spellcast Roll (14)**. On a success, create a temporary visual illusion no larger than you within Close range that lasts for as long as you look at it. It holds up to scrutiny until an observer is within Melee range.

GRIMOIRE

BOOK OF VAGRAS

Runic Lock: Make a **Spellcast Roll (15)** on an object you're touching that can close (such as a lock, chest, or box). Once per rest on a success, you can lock the object so it can only be opened by creatures of your choice. Someone with access to magic and an hour of time to study the spell can break it.

Arcane Door: When you have no adversaries within Melee range, make a **Spellcast Roll (13)**. On a success, **spend a Hope** to create a portal from where you are to a point within Far range you can see. It closes once a creature has passed through it.

Reveal: Make a **Spellcast Roll**. If there is anything magically hidden within Close range the roll would succeed against, it is revealed.

SPELL

TELL NO LIES

Make a **Spellcast Roll** against a target within Very Close range. On a success, they can't lie to you while they remain within Close range, but they are not compelled to speak. If you ask them a question and they refuse to answer, they must mark a Stress and the effect ends. The target is typically unaware this spell has been cast on them until it causes them to utter the truth.

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ABILITY

TROUBLEMAKER

When you taunt or provoke a target within Far range, make a **Presence Roll** against them. Once per rest on a success, roll a number of **d4s** equal to your Proficiency. The target must mark Stress equal to the highest result rolled.

SPELL

MIDNIGHT SPIRIT

Spend a Hope to summon a humanoid-sized spirit that can move or carry things for you until your next rest.

You can also send it to attack an adversary. When you do, make a **Spellcast Roll** against a target within Very Far range. On a success, the spirit moves into Melee range with that target. Roll a number of **d6s** equal to your Spellcast trait and deal that much magic damage to the target. The spirit then dissipates. You can only have one spirit at a time.

SPELL

SHADOWBIND

Make a **Spellcast Roll** against all adversaries within Very Close range. Targets you succeed against are temporarily *Restrained* as their shadow binds them in place.

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SPELL

CONJURE SWARM

Tekaira Armored Beetles: Mark a **Stress** to conjure armored beetles that encircle you. When you next take damage, reduce the severity by one threshold. You can **spend a Hope** to keep the beetles conjured after taking damage.

Fire Flies: Make a **Spellcast Roll** against all adversaries within Close range. **Spend a Hope** to deal **2d8+3** magic damage to targets you succeeded against.

SPELL

NATURAL FAMILIAR

Spend a Hope to summon a small nature spirit or forest critter to your side until your next rest, you cast Natural Familiar again, or the familiar is targeted by an attack. If you **spend an additional Hope**, you can summon a familiar that flies. You can communicate with them, make a **Spellcast Roll** to command them to perform simple tasks, and mark a **Stress** to see through their eyes.

When you deal damage to an adversary within Melee range of your familiar, you add a **d6** to your damage roll.

SPELL

FINAL WORDS

You can infuse a corpse with a moment of life to speak with it. Make a **Spellcast Roll (13)**. On a success with Hope, the corpse answers up to three questions. On a success with Fear, the corpse answers one question. The corpse answers truthfully, but it can't impart information it didn't know in life. On a failure, or once the corpse has finished answering your questions, the body turns to dust.

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SPELL

HEALING HANDS

Make a **Spellcast Roll (13)** and target a creature other than yourself within Melee range. On a success, mark a **Stress** to clear 2 Hit Points or 2 Stress on the target. On a failure, mark a **Stress** to clear a Hit Point or a Stress on the target. You can't heal the same target again until your next long rest.

ABILITY

BODY BASHER

You use the full force of your body in a fight. On a successful attack using a weapon with a Melee range, gain a bonus to your damage roll equal to your Strength.

ABILITY

BOLD PRESENCE

When you make a Presence Roll, you can **spend a Hope** to add your Strength to the roll.

Additionally, once per rest when you would gain a condition, you can describe how your bold presence aids you in the situation and avoid gaining the condition.

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SPELL

COUNTERSPELL

You can interrupt a magical effect taking place by making a reaction roll using your Spellcast trait. On a success, the effect stops and any consequences are avoided, and this card is placed in your vault.

SPELL

FLIGHT

Make a **Spellcast Roll (15)**. On a success, place a number of tokens equal to your Agility on this card (minimum 1). When you make an action roll while flying, spend a token from this card. After the action that spends the last token is resolved, you descend to the ground directly below you.

ABILITY

SCRAMBLE

Once per rest, when a creature within Melee range would deal damage to you, you can avoid the attack and safely move out of Melee range of the enemy.

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ABILITY

VERSATILE FIGHTER

You can use a different character trait for an equipped weapon, rather than the trait the weapon calls for.

When you deal damage, you can **mark a Stress** to use the maximum result of one of your damage dice instead of rolling it.

ABILITY

BRACE

When you mark an Armor Slot to reduce incoming damage, you can **mark a Stress** to mark an additional Armor Slot.

ABILITY

TACTICIAN

When you Help an Ally, they can spend a Hope to add one of your Experiences to their roll alongside your advantage die.

When making a Tag Team Roll, you can roll a **d20** as your Hope Die.

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GRIMOIRE

BOOK OF KORVAX

Levitation: Make a **Spellcast Roll** to temporarily lift a target you can see up into the air and move them within Close range of their original position.

Recant: Spend a **Hope** to force a target within Melee range to make a Reaction Roll (15). On a failure, they forget the last minute of your conversation.

Rune Circle: Mark a **Stress** to create a temporary magical circle on the ground where you stand. All adversaries within Melee range, or who enter Melee range, take **2d12+4** magic damage and are knocked back to Very Close range.

GRIMOIRE

BOOK OF NORAI

Mystic Tether: Make a **Spellcast Roll** against a target within Far range. On a success, they're temporarily *Restrained* and must mark a Stress. If you target a flying creature, this spell grounds and temporarily *Restrains* them.

Fireball: Make a **Spellcast Roll** against a target within Very Far range. On a success, hurl a sphere of fire toward them that explodes on impact. The target and all creatures within Very Close range of them must make a Reaction Roll (13). Targets who fail take **d20+5** magic damage using your Proficiency. Targets who succeed take half damage.

SPELL

HYPNOTIC SHIMMER

Make a **Spellcast Roll** against all adversaries in front of you within Close range. Once per rest on a success, create an illusion of flashing colors and lights that temporarily *Stuns* targets you succeed against and forces them to mark a Stress. While *Stunned*, they can't use reactions and can't take any other actions until they clear this condition.

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SPELL

INVISIBILITY

Make a **Spellcast Roll (10)**. On a success, mark a **Stress** and choose yourself or an ally within Melee range to become *Invisible*. An *Invisible* creature can't be seen except through magical means and attack rolls against them are made with disadvantage. Place a number of tokens on this card equal to your Spellcast trait. When the *Invisible* creature takes an action, spend a token from this card. After the action that spends the last token is resolved, the effect ends.

You can only hold Invisibility on one creature at a time.

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ABILITY

CHOKEHOLD

When you position yourself behind a creature who's about your size, you can mark a **Stress** to pull them into a chokehold, making them temporarily *Vulnerable*.

When a creature attacks a target who is *Vulnerable* in this way, they deal an extra **2d6** damage.

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SPELL

VEIL OF NIGHT

Make a **Spellcast Roll (13)**. On a success, you can create a temporary curtain of darkness between two points within Far range. Only you can see through this darkness. You're considered *Hidden* to adversaries on the other side of the veil, and you have advantage on attacks you make through the darkness. The veil remains until you cast another spell.

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SPELL

CORROSIVE PROJECTILE

Make a **Spellcast Roll** against a target within Far range. On a success, deal **d6+4** magic damage using your Proficiency. Additionally, mark **2 or more Stress** to make them permanently *Corroded*. While a target is *Corroded*, they gain a -1 penalty to their Difficulty for every 2 Stress you spent. This condition can stack.

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SPELL

TOWERING STALK

Once per rest, you can conjure a thick, twisting stalk within Close range that can be easily climbed. Its height can grow up to Far range.

Mark a **Stress** to use this spell as an attack. Make a **Spellcast Roll** against an adversary or group of adversaries within Close range. The erupting stalk lifts targets you succeed against into the air and drops them, dealing **d8** physical damage using your Proficiency.

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ABILITY

SECOND WIND

Once per rest, when you succeed on an attack against an adversary, you can clear 3 Stress or a Hit Point. On a success with Hope, you also clear 3 Stress or a Hit Point on an ally within Close range of you.

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ABILITY

VOICE OF REASON

You speak with an unmatched power and authority. You have advantage on action rolls to de-escalate violent situations or convince someone to follow your lead.

Additionally, you're emboldened in moments of duress. When all of your Stress slots are marked, you gain a +1 bonus to your Proficiency for damage rolls.

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ABILITY

CRITICAL INSPIRATION

Once per rest, when you critically succeed on an attack, all allies within Very Close range can clear a Stress or gain a Hope.

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ABILITY

LEAN ON ME

Once per long rest, when you console or inspire an ally who failed an action roll, you can both clear 2 Stress.

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SPELL

BLINK OUT

Make a **Spellcast Roll (12)**. On a success, **spend a Hope** to teleport to another point you can see within Far range. If any willing creatures are within Very Close range, **spend an additional Hope** for each creature to bring them with you.

SPELL

PRESERVATION BLAST

Make a **Spellcast Roll** against all targets within Melee range. Targets you succeed against are forced back to Far range and take **d8+3** magic damage using your Spellcast trait.

ABILITY

DEADLY FOCUS

Once per rest, you can apply all your focus toward a target of your choice. Until you attack another creature, you defeat the target, or the battle ends, gain a +1 bonus to your Proficiency.

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ABILITY

FORTIFIED ARMOR

While you are wearing armor, gain a +2 bonus to your damage thresholds.

ABILITY

BOOST

Mark a Stress to boost off a willing ally within Close range, fling yourself into the air, and perform an aerial attack against a target within Far range. You have advantage on the attack, add a **d10** to the damage roll, and end your move within Melee range of the target.

ABILITY

REDIRECT

When an attack made against you from beyond Melee range fails, roll a number of **d6s** equal to your Proficiency. If any roll a 6, you can **mark a Stress** to redirect the attack to damage an adversary within Very Close range instead.

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GRIMOIRE

BOOK OF EXOTA

Repudiate: You can interrupt a magical effect taking place. Make a reaction roll using your Spellcast trait. Once per rest on a success, the effect stops and any consequences are avoided.

Create Construct: **Spend a Hope** to choose a group of objects around you and create an animated construct from them that obeys basic commands. Make a **Spellcast Roll** to command them to take action. When necessary, they share your Evasion and traits and their attacks deal **2d10+3** physical damage. You can only maintain one construct at a time, and they fall apart when they take any amount of damage.

GRIMOIRE

BOOK OF GRYNN

Arcane Deflection: Once per long rest, **spend a Hope** to negate the damage of an attack targeting you or an ally within Very Close range.

Time Lock: Target an object within Far range. That object stops in time and space exactly where it is until your next rest. If a creature tries to move it, make a **Spellcast Roll** against them to maintain this spell.

Wall of Flame: Make a **Spellcast Roll (15)**. On a success, create a wall of magical flame between two points within Far range. All creatures in its path must choose a side to be on, and anything that subsequently passes through the wall takes **4d10+3** magic damage.

ABILITY

SOOTHING SPEECH

During a short rest, when you take the time to comfort another character while using the Tend to Wounds downtime move on them, clear an additional Hit Point on that character. When you do, you also clear 2 Hit Points.

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SPELL

THROUGH YOUR EYES

Choose a target within Very Far range. You can see through their eyes and hear through their ears. You can transition between using your own senses or the target's freely until you cast another spell or until your next rest.

ABILITY

STEALTH EXPERTISE

When you roll with Fear while attempting to move unnoticed through a dangerous area, you can **mark a Stress** to roll with Hope instead.

If an ally within Close range is also attempting to move unnoticed and rolls with Fear, you can **mark a Stress** to change their result to a roll with Hope.

SPELL

GLYPH OF NIGHTFALL

Make a **Spellcast Roll** against a target within Very Close range. On a success, **spend a Hope** to conjure a dark glyph upon their body that exposes their weak points, temporarily reducing the target's Difficulty by a value equal to your Knowledge (minimum 1).

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SPELL

DEATH GRIP

Make a **Spellcast Roll** against a target within Close range and choose one of the following options:

- You pull the target into Melee range or pull yourself into Melee range of them.
- You constrict the target and force them to mark 2 Stress.
- All adversaries between you and the target must succeed on a Reaction Roll (13) or be hit by vines, taking **3d6+2** physical damage.

On a success, vines reach out from your hands, causing the chosen effect and temporarily *Restraining* the target.

SPELL

HEALING FIELD

Once per long rest, you can conjure a field of healing plants around you. Everywhere within Close range of you bursts to life with vibrant nature, allowing you and all allies in the area to clear a Hit Point.

Spend 2 Hope to allow you and all allies to clear 2 Hit Points instead.

SPELL

DIVINATION

Once per long rest, **spend 3 Hope** to reach out to the forces beyond and ask one "yes or no" question about an event, person, place, or situation in the near future. For a moment, the present falls away and you see the answer before you.

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SPELL

LIFE WARD

Spend 3 Hope and choose an ally within Close range. They are marked with a glowing sigil of protection. When this ally would make a death move, they clear a Hit Point instead.

This effect ends when it saves the target from a death move, you cast Life Ward on another target, or you take a long rest.

ABILITY

GOAD THEM ON

Describe how you taunt a target within Close range, then make a **Presence Roll** against them. On a success, the target must mark a Stress, and the next time the GM spotlights them, they must target you with an attack, which they make with disadvantage.

ABILITY

SUPPORT TANK

When an ally within Close range fails a roll, you can **spend 2 Hope** to allow them to reroll either their Hope or Fear Die.

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SPELL

CHAIN LIGHTNING

Mark 2 Stress to make a **Spellcast Roll**, unleashing lightning on all targets within Close range. Targets you succeed against must make a reaction roll with a Difficulty equal to the result of your Spellcast Roll. Targets who fail take **2d8+4** magic damage. Additional adversaries not already targeted by Chain Lightning and within Close range of previous targets who took damage must also make the reaction roll. Targets who fail take **2d8+4** magic damage. This chain continues until there are no more adversaries within range.

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SPELL

PREMONITION

You can channel arcane energy to have visions of the future. Once per long rest, immediately after the GM conveys the consequences of a roll you made, you can rescind the move and consequences like they never happened and make another move instead.

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ABILITY

CHAMPION'S EDGE

When you critically succeed on an attack, you can **spend up to 3 Hope** and choose one of the following options for each Hope spent:

- You clear a Hit Point.
- You clear an Armor Slot.
- The target must mark an additional Hit Point.

You can't choose the same option more than once.

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ABILITY

VITALITY

When you choose this card, permanently gain two of the following benefits:

- One Stress slot
- One Hit Point slot
- +2 bonus to your damage thresholds

Then place this card in your vault permanently.

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ABILITY

KNOW THY ENEMY

When observing a creature, you can make an **Instinct Roll** against them. On a success, **spend a Hope** and ask the GM for one set of information about the target from the following options:

- Their unmarked Hit Points and Stress.
- Their Difficulty and damage thresholds.
- Their tactics and standard attack damage dice.
- Their features and Experiences.

Additionally on a success, you can **mark a Stress** to remove a Fear from the GM's Fear Pool.

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ABILITY

SIGNATURE MOVE

Name and describe your signature combat move. Once per rest, when you perform this signature move as part of an action you're taking, you can roll a **d20** as your Hope Die. On a success, clear a Stress.

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SPELL

MANIFEST WALL

Make a **Spellcast Roll (15)**. Once per rest on a success, **spend a Hope** to create a temporary magical wall between two points within Far range. It can be up to 50 feet high and form at any angle. Creatures or objects in its path are shunted to a side of your choice. The wall stays up until your next rest or you cast Manifest Wall again.

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SPELL

TELEPORT

Once per long rest, you can instantly teleport yourself and any number of willing targets within Close range to a place you've been before. Choose one of the following options, then make a **Spellcast Roll (16)**:

- If you know the place very well, gain a +3 bonus.
- If you've visited the place frequently, gain a +1 bonus.
- If you've visited the place infrequently, gain no modifier.
- If you've only been there once, gain a -2 penalty.

On a success, you appear where you were intending to go. On a failure, you appear off course, with the range of failure determining how far off course.

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SPELL

THOUGHT DELVER

You can peek into the minds of others. **Spend a Hope** to read the vague surface thoughts of a target within Far range. Make a **Spellcast Roll** against the target to delve for deeper, more hidden thoughts.

On a roll with Fear, the target might, at the GM's discretion, become aware that you're reading their thoughts.

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SPELL

WORDS OF DISCORD

Whisper words of discord to an adversary within Melee range and make a **Spellcast Roll (13)**. On a success, the target must mark a Stress and make an attack against another adversary instead of against you or your allies.

Once this attack is over, the target realizes what happened. The next time you cast Words of Discord on them, gain a -5 penalty to the Spellcast Roll.

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SPELL

HUSH

Make a **Spellcast Roll** against a target within Close range. On a success, **spend a Hope** to conjure suppressive magic around the target that encompasses everything within Very Close range of them and follows them as they move.

The target and anything within the area is *Silenced* until the GM spends a Fear on their turn to clear this condition, you cast Hush again, or you take Major damage. While *Silenced*, they can't make noise and can't cast spells.

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SPELL

PHANTOM RETREAT

Spend a Hope to activate Phantom Retreat where you're currently standing. **Spend another Hope** at any time before your next rest to disappear from where you are and reappear where you were standing when you activated Phantom Retreat. This spell ends after you reappear.

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SPELL

THORN SKIN

Once per rest, **spend a Hope** to sprout thorns all over your body. When you do, place a number of tokens equal to your Spellcast trait on this card. When you take damage, you can spend any number of tokens to roll that number of **d6s**. Add the results together and reduce the incoming damage by that amount. If you're within Melee range of the attacker, deal that amount of damage back to them.

When you take a rest, clear all unspent tokens.

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SPELL

WILD FORTRESS

Make a **Spellcast Roll (13)**. On a success, **spend 2 Hope** to grow a natural barricade in the shape of a dome that you and one ally can take cover within. While inside the dome, a creature can't be targeted by attacks and can't make attacks. Attacks made against the dome automatically succeed. The dome has the following damage thresholds and lasts until it marks 3 Hit Points. Place tokens on this card to represent marking Hit Points.

MINOR DAMAGE	15	MAJOR DAMAGE	30	SEVERE DAMAGE
Mark 1 HP		Mark 2 HP		Mark 3 HP

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SPELL

SHAPE MATERIAL

Spend a Hope to shape a section of natural material you're touching (such as stone, ice, or wood) to suit your purpose. The area of the material can be no larger than you. For example, you can form a rudimentary tool or create a door.

You can only affect the material within Close range of where you're touching it.

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SPELL

SMITE

Once per rest, **spend 3 Hope** to charge your powerful smite. When you next successfully attack with a weapon, double the result of your damage roll. This attack deals magic damage regardless of the weapon's damage type.

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ABILITY

ARMORER

While you're wearing armor, gain a +1 bonus to your Armor Score.

During a rest, when you choose to repair your armor as a downtime move, your allies also clear an Armor Slot.

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ABILITY

ROUSING STRIKE

Once per rest, when you critically succeed on an attack, you and all allies who can see or hear you can clear a Hit Point or **1d4** Stress.

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SPELL

RIFT WALKER

Make a **Spellcast Roll (15)**. On a success, you place an arcane marking on the ground where you currently stand. The next time you successfully cast Rift Walker, a rift in space opens up, providing safe passage back to the exact spot where the marking was placed. This rift stays open until you choose to close it or you cast another spell.

You can drop the spell at any time to cast Rift Walker again and place the marking somewhere new.

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SPELL

TELEKINESIS

Make a **Spellcast Roll** against a target within Far range. On a success, you can use your mind to move them anywhere within Far range of their original position. You can throw the lifted target as an attack by making an additional Spellcast Roll against the second target you're trying to attack. On a success, deal **d12+4** physical damage to the second target using your Proficiency. This spell then ends.

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ABILITY

BATTLE-HARDENED

Once per long rest when you would make a Death Move, you can **spend a Hope** to clear a Hit Point instead.

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ABILITY

RAGE UP

Before you make an attack, you can **mark a Stress** to gain a bonus to your damage roll equal to twice your Strength.

You can Rage Up twice per attack.

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ABILITY

RAPID RIPOSTE

When an attack made against you from within Melee range fails, you can **mark a Stress** and seize the opportunity to deal the weapon damage of one of your active weapons to the attacker.

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ABILITY

RECOVERY

During a short rest, you can choose a long rest downtime move instead. You can **spend a Hope** to let an ally do the same.

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SPELL

BANISH

Make a **Spellcast Roll** against a target within Close range. On a success, roll a number of **d20s** equal to your Spellcast trait. The target must make a reaction roll with a Difficulty equal to your highest result. On a success, the target must mark a Stress but isn't banished. Once per rest on a failure, they are banished from this realm.

When the PCs roll with Fear, the Difficulty gains a -1 penalty and the target makes another reaction roll. On a success, they return from banishment.

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SPELL

SIGIL OF RETRIBUTION

Mark an adversary within Close range with a sigil of retribution. The GM gains a Fear. When the marked adversary deals damage to you or your allies, place a **d8** on this card. You can hold a number of **d8s** equal to your level. When you successfully attack the marked adversary, roll the dice on this card and add the total to your damage roll, then clear the dice. This effect ends when the marked adversary is defeated or you cast Sigil of Retribution again.

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ABILITY

NEVER UPSTAGED

When you mark 1 or more Hit Points from an attack, you can **mark a Stress** to place a number of tokens equal to the number of Hit Points you marked on this card. On your next successful attack, gain a +5 bonus to your damage roll for each token on this card, then clear all tokens.

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SPELL

SHARE THE BURDEN

Once per rest, take on the Stress from a willing creature within Melee range. The target describes what intimate knowledge or emotions telepathically leak from their mind in this moment between you. Transfer any number of their marked Stress to you, then gain a Hope for each Stress transferred.

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SPELL

DARK WHISPERS

You can speak into the mind of any person with whom you've made physical contact. Once you've opened a channel with them, they can speak back into your mind. Additionally, you can **mark a Stress** to make a **Spellcast Roll** against them. On a success, you can ask the GM one of the following questions and receive an answer:

- Where are they?
- What are they doing?
- What are they afraid of?
- What do they cherish most in the world?

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SPELL

MASS DISGUISE

When you have a few minutes of silence to focus, you can **mark a Stress** to change the appearance of all willing creatures within Close range. Their new forms must share a general body structure and size, and can be somebody or something you've seen before or entirely fabricated. A disguised creature has advantage on Presence Rolls to avoid scrutiny.

Activate a Countdown (8). It ticks down as a consequence the GM chooses. When it triggers, the disguise drops.

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SPELL

CONJURED STEEDS

Spend any number of Hope to conjure that many magical steeds (such as horses, camels, or elephants) that you and your allies can ride until your next long rest or the steeds take any damage. The steeds double your land speed while traveling and, when in danger, allow you to move within Far range without having to roll. Creatures riding a steed gain a -2 penalty to attack rolls and a +2 bonus to damage rolls.

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ABILITY

FORAGER

As an additional downtime move you can choose, roll a d6 to see what you forage. Work with the GM to describe it and add it to your inventory as a consumable. Your party can carry up to five foraged consumables at a time.

Result	Consumable	Effect
1	A unique food	Clear 2 Stress
2	A beautiful relic	Gain 2 Hope
3	An arcane rune	+2 to a Spellcast Roll
4	A healing vial	Clear 2 Hit Points
5	A luck charm	Reroll any die
6	Choose one of the options above.	

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SPELL

RESTORATION

After a long rest, place a number of tokens equal to your Spellcast trait on this card. Touch a creature and spend any number of tokens to clear 2 Hit Points or 2 Stress for each token spent.

You can also spend a token from this card when touching a creature to clear the *Vulnerable* condition or heal a physical or magical ailment (the GM might require additional tokens depending on the strength of the ailment).

When you take a long rest, clear all unspent tokens.

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SPELL

ZONE OF PROTECTION

Make a **Spellcast Roll (16)**. Once per long rest on a success, choose a point within Far range and create a visible zone of protection there for all allies within Very Close range of that point. When you do, place a d6 on this card with the 1 value facing up. When an ally in this zone takes damage, they reduce it by the die's value. You then increase the die's value by one. When the die's value would exceed 6, this effect ends.

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ABILITY

INEVITABLE

When you fail an action roll, your next action roll has advantage.

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ABILITY

RISE UP

Gain a bonus to your Severe threshold equal to your Proficiency.

When you mark 1 or more Hit Points from an attack, clear a Stress.

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ABILITY

ARCANA-TOUCHED

When 4 or more of the domain cards in your loadout are from the Arcana domain, gain the following benefits:

- +1 bonus to your Spellcast Rolls
- Once per rest, you can switch the results of your Hope and Fear Dice.

SPELL

CLOAKING BLAST

When you make a successful **Spellcast Roll** to cast a different spell, you can **spend a Hope** to become *Cloaked*. While *Cloaked*, you remain unseen if you are stationary when an adversary moves to where they would normally see you. When you move into or within an adversary's line of sight or make an attack, you are no longer *Cloaked*.

ABILITY

BLADE-TOUCHED

When 4 or more of the domain cards in your loadout are from the Blade domain, gain the following benefits:

- +2 bonus to your attack rolls
- +4 bonus to your Severe damage threshold

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ABILITY

GLANCING BLOW

When you fail an attack, you can **mark a Stress** to deal weapon damage using half your Proficiency.

ABILITY

BONE-TOUCHED

When 4 or more of the domain cards in your loadout are from the Bone domain, gain the following benefits:

- +1 bonus to Agility
- Once per rest, you can **spend 3 Hope** to cause an attack that succeeded against you to fail instead.

ABILITY

CRUEL PRECISION

When you make a successful attack with a weapon, gain a bonus to your damage roll equal to either your Finesse or Agility.

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GRIMOIRE

BOOK OF HOMET

Pass Through: Make a **Spellcast Roll (13)**. Once per rest on a success, you and all creatures touching you can pass through a wall or door within Close range. The effect ends once everyone is on the other side.

Plane Gate: Make a **Spellcast Roll (14)**. Once per long rest on a success, open a gateway to a location in another dimension or plane of existence you've been to before. This gateway lasts until your next rest.

ABILITY

CODEx-TOUCHED

When 4 or more of the domain cards in your loadout are from the Codex domain, gain the following benefits:

- You can **mark a Stress** to add your Proficiency to a Spellcast Roll.
- Once per rest, replace this card with any card from your vault without paying its Recall Cost.

ABILITY

ENDLESS CHARISMA

After you make an action roll to persuade, lie, or garner favor, you can **spend a Hope** to reroll the Hope or Fear Die.

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ABILITY

GRACE-TOUCHED

When 4 or more of the domain cards in your loadout are from the Grace domain, gain the following benefits:

- You can **mark an Armor Slot** instead of marking a Stress.
- When you would force a target to mark a number of Hit Points, you can choose instead to force them to mark that number of Stress.

ABILITY

MIDNIGHT-TOUCHED

When 4 or more of the domain cards in your loadout are from the Midnight domain, gain the following benefits:

- Once per rest, when you have 0 Hope and the GM would gain a Fear, you can gain a Hope instead.
- When you make a successful attack, you can **mark a Stress** to add the result of your Fear Die to your damage roll.

SPELL

VANISHING DODGE

When an attack made against you that would deal physical damage fails, you can **spend a Hope** to envelop yourself in shadow, becoming *Hidden* and teleporting to a point within Close range of the attacker. You remain *Hidden* until the next time you make an action roll.

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ABILITY

SAGE-TOUCHED

When 4 or more of the domain cards in your loadout are from the Sage domain, gain the following benefits:

- While you're in a natural environment, you gain a +2 bonus to your Spellcast Rolls.
- Once per rest, you can double your Agility or Instinct when making a roll that uses that trait. You must choose to do this before you roll.

SPELL

WILD SURGE

Once per long rest, **mark a Stress** to channel the natural world around you and enhance yourself. Describe how your appearance changes, then place a **d6** on this card with the 1 value facing up.

While the Wild Surge Die is active, you add its value to every action roll you make. After you add its value to a roll, increase the Wild Surge Die's value by one. When the die's value would exceed 6 or you take a rest, this form drops and you must **mark an additional Stress**.

SPELL

HEALING STRIKE

When you deal damage to an adversary, you can **spend 2 Hope** to clear a Hit Point on an ally within Close range.

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ABILITY

SPLENDOR-TOUCHED

When 4 or more of the domain cards in your loadout are from the Splendor domain, gain the following benefits:

- +3 bonus to your Severe damage threshold
- Once per long rest, when incoming damage would require you to mark a number of Hit Points, you can choose to mark that much Stress or spend that much Hope instead.

ABILITY

SHRUG IT OFF

When you would take damage, you can **mark a Stress** to reduce the severity of the damage by one threshold. When you do, roll a **d6**. On a result of 3 or lower, place this card in your vault.

ABILITY

VALOR-TOUCHED

When 4 or more of the domain cards in your loadout are from the Valor domain, gain the following benefits:

- +1 bonus to your Armor Score
- When you mark 1 or more Hit Points without marking an Armor Slot, clear an Armor Slot.

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SPELL

ARCANE REFLECTION

When you would take magic damage, you can **spend any number of Hope** to roll that many **d6s**. If any roll a 6, the attack is reflected back to the caster, dealing the damage to them instead.

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SPELL

CONFUSING AURA

Make a **Spellcast Roll (14)**. Once per long rest on a success, you create a layer of illusion over your body that makes it hard to tell exactly where you are. **Mark any number of Stress** to make that many additional layers. When an adversary makes an attack against you, roll a number of **d6s** equal to the number of layers currently active. If any roll a 5 or higher, one layer of the aura is destroyed and the attack fails. If all the results are 4 or lower, you take the damage and this spell ends.

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ABILITY

BATTLE CRY

Once per long rest, while you're charging into danger, you can muster a rousing call that inspires your allies. All allies who can hear you each clear a Stress and gain a Hope. Additionally, your allies gain advantage on attack rolls until you or an ally rolls a failure with Fear.

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ABILITY

FRENZY

Once per long rest, you can go into a *Frenzy* until there are no more adversaries within sight. While *Frenzied*, you can't use Armor Slots, and you gain a +10 bonus to your damage rolls and a +8 bonus to your Severe damage threshold.

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ABILITY

BREAKING BLOW

When you make a successful attack, you can **mark a Stress** to make the next successful attack against that same target deal an extra **2d12** damage.

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ABILITY

WRANGLE

Make an Agility Roll against all targets within Close range. **Spend a Hope** to move targets you succeed against, and any willing allies within Close range, to another point within Close range.

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GRIMOIRE

BOOK OF VYOLA

Memory Delve: Make a **Spellcast Roll** against a target within Far range. On a success, peer into the target's mind and ask the GM a question. The GM describes any memories the target has pertaining to the answer.

Shared Clarity: Once per long rest, **spend a Hope** to choose two willing creatures. When one of them would mark Stress, they can choose between the two of them who marks it. This spell lasts until their next rest.

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SPELL

SAFE HAVEN

When you have a few minutes of calm to focus, you can **spend 2 Hope** to summon your Safe Haven, a large interdimensional home where you and your allies can take shelter. When you do, a magical door appears somewhere within Close range. Only creatures of your choice can enter. Once inside, you can make the entrance invisible. You and anyone else inside can always exit. Once you leave, the doorway must be summoned again.

When you take a rest within your own Safe Haven, you can choose an additional downtime move.

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SPELL

ASTRAL PROJECTION

Once per long rest, **mark a Stress** to create a projected copy of yourself that can appear anywhere you've been before.

You can see and hear through the projection as though it were you and affect the world as though you were there. A creature investigating the projection can tell it's of magical origin. This effect lasts until your next rest or your projection takes any damage.

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3+



2+



1+



SPELL

MASS ENRAPTURE

Make a **Spellcast Roll** against all targets within Far range. Targets you succeed against become temporarily *Enraptured*. While *Enraptured*, a target's attention is fixed on you, narrowing their field of view and drowning out any sound but your voice. **Mark a Stress** to force all *Enraptured* targets to mark a Stress, ending this spell.

ABILITY

SHADOWHUNTER

Your prowess is enhanced under the cover of shadow. While you're shrouded in low light or darkness, you gain a +1 bonus to your Evasion and make attack rolls with advantage.

SPELL

SPELLCHARGE

When you take magic damage, place tokens equal to the number of Hit Points you marked on this card. You can store a number of tokens equal to your Spellcast trait.

When you make a successful attack against a target, you can spend any number of tokens to add a **d6** for each token spent to your damage roll.

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2+



1+



2+



SPELL

FOREST SPRITES

Make a **Spellcast Roll (13)**. On a success, **spend any number of Hope** to create an equal number of small forest sprites who appear at points you choose within Far range, providing the following benefits:

- Your allies gain a +3 bonus to attack rolls against adversaries within Melee range of a sprite.
- An ally who marks an Armor Slot while within Melee range of a sprite can mark an additional Armor Slot.

A sprite vanishes after granting a benefit or taking any damage.

SPELL

REJUVENATION BARRIER

Make a **Spellcast Roll (15)**. Once per rest on a success, create a temporary barrier of protective energy around you at Very Close range. You and all allies within the barrier when this spell is cast clear **1d4** Hit Points. While the barrier is up, you and all allies within have resistance to physical damage from outside the barrier.

When you move, the barrier follows you.

SPELL

SHIELD AURA

Mark a Stress to cast a protective aura on a target within Very Close range. When the target marks an Armor Slot, they reduce the severity of the attack by an additional threshold. If this spell causes a creature who would be damaged to instead mark no Hit Points, the effect ends.

You can only hold Shield Aura on one creature at a time.

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2+



1+



2+



SPELL

STUNNING SUNLIGHT

Make a **Spellcast Roll** to unleash powerful rays of burning sunlight against all adversaries in front of you within Far range. On a success, **spend any number of Hope** and force that many targets you succeeded against to make a Reaction Roll (14).

Targets who succeed take **3d20+3** magic damage. Targets who fail take **4d20+5** magic damage and are temporarily *Stunned*. While *Stunned*, they can't use reactions and can't take any other actions until they clear this condition.

ABILITY

FULL SURGE

Once per long rest, **mark 3 Stress** to push your body to its limits. Gain a +2 bonus to all of your character traits until your next rest.

ABILITY

GROUND POUND

Spend 2 Hope to strike the ground where you stand and make a **Strength Roll** against all targets within Very Close range. Targets you succeed against are thrown back to Far range and must make a Reaction Roll (17). Targets who fail take **4d10+8** damage. Targets who succeed take half damage.

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SPELL

EARTHQUAKE

Make a **Spellcast Roll (16)**. Once per rest on a success, all targets within Very Far range who aren't flying must make a Reaction Roll (18). Targets who fail take **3d10+8** physical damage and are temporarily **Vulnerable**. Targets who succeed take half damage.

Additionally, when you succeed on the Spellcast Roll, all terrain within Very Far range becomes difficult to move through and structures within this range might sustain damage or crumble.

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SPELL

SENSORY PROJECTION

Once per rest, make a **Spellcast Roll (15)**. On a success, drop into a vision that lets you clearly see and hear any place you have been before as though you are standing there in this moment. You can move freely in this vision and are not constrained by the physics or impediments of a physical body. This spell cannot be detected by mundane or magical means. You drop out of this vision upon taking damage or casting another spell.

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ABILITY

GORE AND GLORY

When you critically succeed on a weapon attack, gain an additional Hope or clear an additional Stress.

Additionally, when you deal enough damage to defeat an enemy, gain a Hope or clear a Stress.

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ABILITY

REAPER'S STRIKE

Once per long rest, **spend a Hope** to make an attack roll. The GM tells you which targets within range it would succeed against. Choose one of these targets and force them to mark 5 Hit Points.

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ABILITY

ON THE BRINK

When you have 2 or fewer Hit Points unmarked, you don't take Minor damage.

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ABILITY

SPLINTERING STRIKE

Spend a Hope and make an attack against all adversaries within your weapon's range. Once per long rest, on a success against any targets, add up the damage dealt, then redistribute that damage however you wish between the targets you succeeded against. When you deal damage to a target, roll an additional damage die and add its result to the damage you deal to that target.

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GRIMOIRE

BOOK OF RONIN

Transform: Make a **Spellcast Roll (15)**. On a success, transform into an inanimate object no larger than twice your normal size. You can remain in this shape until you take damage.

Eternal Enervation: Once per long rest, make a **Spellcast Roll** against a target within Close range. On a success, they become permanently **Vulnerable**. They can't clear this condition by any means.

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SPELL

DISINTEGRATION WAVE

Make a **Spellcast Roll (18)**. Once per long rest on a success, the GM tells you which adversaries within Far range have a Difficulty of 18 or lower. **Mark a Stress** for each one you wish to hit with this spell. They are killed and can't come back to life by any means.

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SPELL

COPYCAT

Once per long rest, this card can mimic the features of another domain card of level 8 or lower in another player's loadout. **Spend Hope equal to half the card's level** to gain access to the feature. It lasts until your next rest or they place the card in their vault.

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ABILITY

MASTER OF THE CRAFT

Gain a permanent +2 bonus to two of your Experiences or a permanent +3 bonus to one of your Experiences. Then place this card in your vault permanently.

SPELL

NIGHT TERROR

Once per long rest, choose any targets within Very Close range to perceive you as a nightmarish horror. The targets must succeed on a Reaction Roll (16) or become temporarily *Horried*. While *Horried*, they're *Vulnerable*. Steal a number of Fear from the GM equal to the number of targets that are *Horried* (up to the number of Fear in the GM's pool). Roll a number of d6s equal to the number of stolen Fear and deal the total damage to each *Horried* target. Discard the stolen Fear.

ABILITY

TWILIGHT TOLL

Choose a target within Far range. When you succeed on an action roll against them that doesn't result in making a damage roll, place a token on this card. When you deal damage to this target, spend any number of tokens to add a d12 for each token spent to your damage roll. You can only hold Twilight Toll on one creature at a time.

When you choose a new target or take a rest, clear all unspent tokens.

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ABILITY

FANE OF THE WILDS

After a long rest, place a number of tokens equal to the number of Sage domain cards in your loadout and vault on this card.

When you would make a Spellcast Roll, you can spend any number of tokens after the roll to gain a +1 bonus for each token spent.

When you critically succeed on a Spellcast Roll for a Sage domain spell, gain a token.

When you take a long rest, clear all unspent tokens.

SPELL

PLANT DOMINION

Make a **Spellcast Roll (18)**. Once per long rest on a success, you reshape the natural world, changing the surrounding plant life anywhere within Far range of you. For example, you can grow trees instantly, clear a path through dense vines, or create a wall of roots.

SPELL

OVERWHELMING AURA

Make a **Spellcast Roll (15)** to magically empower your aura. On a success, **spend 2 Hope** to make your Presence equal to your Spellcast trait until your next long rest.

While this spell is active, an adversary must mark a Stress when they target you with an attack.

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SPELL

SALVATION BEAM

Make a **Spellcast Roll (16)**. On a success, **mark any number of Stress** to target a line of allies within Far range. You can clear Hit Points on the targets equal to the number of Stress marked, divided among them however you'd like.

ABILITY

HOLD THE LINE

Describe the defensive stance you take and **spend a Hope**. If an adversary moves within Very Close range, they're pulled into Melee range and *Restrained*.

This condition lasts until you move or fail a roll with Fear, or the GM spends 2 Fear on their turn to clear it.

ABILITY

LEAD BY EXAMPLE

When you deal damage to an adversary, you can **mark a Stress** and describe how you encourage your allies. The next PC to make an attack against that adversary can clear a Stress or gain a Hope.

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SPELL

ADJUST REALITY

After you or a willing ally make any roll, you can **spend 5 Hope** to change the numerical result of that roll to a result of your choice instead. The result must be plausible within the range of the dice.

SPELL

FALLING SKY

Make a **Spellcast Roll** against all adversaries within Far range. **Mark any number of Stress** to make shards of arcana rain down from above. Targets you succeed against take **1d20+2** magic damage for each Stress marked.

ABILITY

BATTLE MONSTER

When you make a successful attack against an adversary, you can **mark 4 Stress** to force the target to mark a number of Hit Points equal to the number of Hit Points you currently have marked instead of rolling for damage.

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ABILITY

ONSLAUGHT

When you successfully make an attack with your weapon, you never deal damage beneath a target's Major damage threshold (the target always marks a minimum of 2 Hit Points).

Additionally, when a creature within your weapon's range deals damage to an ally with an attack that doesn't include you, you can **mark a Stress** to force them to make a Reaction Roll (15). On a failure, the target must mark a Hit Point.

ABILITY

DEATHRUN

Spend 3 Hope to run a straight path through the battlefield to a point within Far range, making an attack against all adversaries within your weapon's range along that path. Choose the order in which you deal damage to the targets you succeeded against. For the first, roll your weapon damage with a +1 bonus to your Proficiency. Then remove a die from your damage roll and deal the remaining damage to the next target. Continue to remove a die for each subsequent target until you have no more damage dice or adversaries.

You can't target the same adversary more than once per attack.

ABILITY

SWIFT STEP

When an attack made against you fails, clear a Stress. If you can't clear a Stress, gain a Hope.

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GRIMOIRE

BOOK OF YARROW

Timejammer: Make a **Spellcast Roll** (18). On a success, time temporarily slows to a halt for everyone within Far range except for you. It resumes the next time you make an action roll that targets another creature.

Magic Immunity: **Spend 5 Hope** to become immune to magic damage until your next rest.

SPELL

TRANSCENDENT UNION

Once per long rest, **spend 5 Hope** to cast this spell on two or more willing creatures. Until your next rest, when a creature connected by this union would mark Stress or Hit Points, the connected creatures can choose who marks it.

SPELL

ENCORE

When an ally within Close range deals damage to an adversary, you can make a **Spellcast Roll** against that same target. On a success, you deal the same damage to the target that your ally dealt. If your Spellcast Roll succeeds with Fear, place this card in your vault.

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ABILITY

NOTORIOUS

People know who you are and what you've done, and they treat you differently because of it. When you leverage your notoriety to get what you want, you can **mark a Stress** before you roll to gain a +10 bonus to the result. Your food and drinks are always free wherever you go, and everything else you buy is reduced in price by one bag of gold (to a minimum of one handful).

This card doesn't count against your loadout's domain card maximum of 5 and can't be placed in your vault.

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SPELL

ECLIPSE

Make a **Spellcast Roll (16)**. Once per long rest on a success, plunge the entire area within Far range into complete darkness only you and your allies can see through. Attack rolls have disadvantage when targeting you or an ally within this shadow.

Additionally, when you or an ally succeeds with Hope against an adversary within this shadow, the target must mark a Stress.

This spell lasts until the GM spends a Fear on their turn to clear this effect or you take Severe damage.

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SPELL

SPECTER OF THE DARK

Mark a Stress to become *Spectral* until you make an action roll targeting another creature. While *Spectral*, you're immune to physical damage and can float and pass through solid objects. Other creatures can still see you while you're in this form.

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SPELL

FORCE OF NATURE

Mark a Stress to transform into a hulking nature spirit, gaining the following benefits:

- When you succeed on an attack or Spellcast Roll, gain a +10 bonus to the damage roll.
- When you deal enough damage to defeat a creature within Close range, you absorb them and clear an Armor Slot.
- You can't be *Restrained*.

Before you make an action roll, you must **spend a Hope**. If you can't, you revert to your normal form.

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SPELL

TEMPEST

Choose one of the following tempests and make a **Spellcast Roll** against all targets within Far range. Targets you succeed against experience its effects until the GM spends a Fear on their turn to end this spell.

- **Blizzard:** Deal **2d20+8** magic damage and targets are temporarily *Vulnerable*.
- **Hurricane:** Deal **3d10+10** magic damage and choose a direction the wind is blowing. Targets can't move against the wind.
- **Sandstorm:** Deal **5d6+9** magic damage. Attacks made from beyond Melee range have disadvantage.

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SPELL

INVIGORATION

When you or an ally within Close range has used a feature that has an exhaustion limit (such as once per rest or once per session), you can **spend any number of Hope** and roll that many **d6s**. If any roll a 6, the feature can be used again.

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SPELL

RESURRECTION

Make a **Spellcast Roll (20)**. On a success, restore one creature who has been dead no longer than 100 years to full strength. Then roll a **d6**. On a result of 5 or lower, place this card in your vault permanently.

On a failure, you can't cast Resurrection again for a week.

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ABILITY

UNBREAKABLE

When you mark your last Hit Point, instead of making a death move, you can roll a **d6** and clear a number of Hit Points equal to the result. Then place this card in your vault.

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ABILITY

UNYIELDING ARMOR

When you would mark an Armor Slot, roll a number of **d6s** equal to your Proficiency. If any roll a 6, reduce the severity by one threshold without marking an Armor Slot.

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BARD

TROUBADOUR

Foundation

SPELLCAST TRAIT: PRESENCE

Gifted Performer: Describe how you perform for others. You can play each song once per long rest:

- **Relaxing Song:** You and all allies within Close range clear a Hit Point.
- **Epic Song:** Make a target within Close range temporarily **Vulnerable**.
- **Heartbreaking Song:** You and all allies within Close range gain a Hope.

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BARD

WORDSMITH

Foundation

SPELLCAST TRAIT: PRESENCE

Rousing Speech: Once per long rest, you can give a heartfelt, inspiring speech. All allies within Far range clear 2 Stress.

Heart of a Poet: After you make an action roll to impress, persuade, or offend someone, you can spend a Hope to add a d4 to the roll.

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DRUID

WARDEN OF THE ELEMENTS

Foundation

SPELLCAST TRAIT: INSTINCT

Elemental Incarnation: Mark a Stress to Channel one of the following elements until you take Severe damage or until your next rest:

- **Fire:** When an adversary within Melee range deals damage to you, they take 1d10 magic damage.
- **Earth:** Gain a bonus to your damage thresholds equal to your Proficiency.
- **Water:** When you deal damage to an adversary within Melee range, all other adversaries within Very Close range must mark a Stress.
- **Air:** You can hover, gaining advantage on Agility Rolls.

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DRUID

WARDEN OF RENEWAL

Foundation

SPELLCAST TRAIT: INSTINCT

Clarity of Nature: Once per long rest, you can create a space of natural serenity within Close range. When you spend a few minutes resting within the space, clear Stress equal to your Instinct, distributed as you choose between you and your allies.

Regeneration: Touch a creature and spend 3 Hope. That creature clears 1d4 Hit Points.

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GUARDIAN

STALWART

Foundation

Unwavering: Gain a permanent +1 bonus to your damage thresholds.

Iron Will: When you take physical damage, you can mark an additional Armor Slot to reduce the severity.

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GUARDIAN

VENGEANCE

Foundation

At Ease: Gain an additional Stress slot.

Revenge: When an adversary within Melee range succeeds on an attack against you, you can mark 2 Stress to force the attacker to mark a Hit Point.

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RANGER

BEASTBOUND

Foundation

SPELLCAST TRAIT: AGILITY

Companion: You have an animal companion of your choice (at the GM's discretion). They stay by your side unless you tell them otherwise.

Take the Ranger Companion sheet. When you level up your character, choose a level-up option for your companion from this sheet as well.

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RANGER

WAYFINDER

Foundation

SPELLCAST TRAIT: AGILITY

Ruthless Predator: When you make a damage roll, you can mark a Stress to gain a +1 bonus to your Proficiency. Additionally, when you deal Severe damage to an adversary, they must mark a Stress.

Path Forward: When you're traveling to a place you've previously visited or you carry an object that has been at the location before, you can identify the shortest, most direct path to your destination.

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ROGUE

NIGHTWALKER

Foundation

SPELLCAST TRAIT: FINESSE

Shadow Stepper: You can move from shadow to shadow. When you move into an area of darkness or a shadow cast by another creature or object, you can mark a Stress to disappear from where you are and reappear inside another shadow within Far range. When you reappear, you are Cloaked.

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ROGUE

SYNDICATE

Foundation

SPELLCAST TRAIT: FINESSE

Well-Connected: When you arrive in a prominent town or environment, you know somebody who calls this place home. Give them a name, note how you think they could be useful, and choose one fact from the following list:

- They owe me a favor, but they'll be hard to find.
- They're going to ask for something in exchange.
- They're always in a great deal of trouble.
- We used to be together. It's a long story.
- We didn't part on great terms.

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SERAPH

DIVINE WIELDER

Foundation

SPELLCAST TRAIT: STRENGTH

Spirit Weapon: When you have an equipped weapon with a range of Melee or Very Close, it can fly from your hand to attack an adversary within Close range and then return to you. You can **mark a Stress** to target an additional adversary within range with the same attack roll.

Sparing Touch: Once per long rest, touch a creature and clear 2 Hit Points or 2 Stress from them.

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SERAPH

WINGED SENTINEL

Foundation

SPELLCAST TRAIT: STRENGTH

Wings of Light: You can fly. While flying, you can do the following:

- **Mark a Stress** to pick up and carry another willing creature approximately your size or smaller.
- **Spend a Hope** to deal an extra 1d8 damage on a successful attack.

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SORCERER

ELEMENTAL ORIGIN

Foundation

SPELLCAST TRAIT: INSTINCT

Elementalist: Choose one of the following elements at character creation:

AIR · EARTH · FIRE · LIGHTNING · WATER

You can shape this element into harmless effects. Additionally, **spend a Hope** and describe how your control over this element helps an action roll you're about to make, then either gain a +2 bonus to the roll or a +3 bonus to the roll's damage.

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SORCERER

PRIMAL ORIGIN

Foundation

SPELLCAST TRAIT: INSTINCT

Manipulate Magic: Your primal origin allows you to modify the essence of magic itself. After you cast a spell or make an attack using a weapon that deals magic damage, you can **mark a Stress** to do one of the following:

- Extend the spell or attack's reach by one range
- Gain a +2 bonus to the action roll's result
- Double a damage die of your choice
- Hit an additional target within range

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WARRIOR

CALL OF THE BRAVE

Foundation

Courage: When you fail a roll with Fear, you gain a Hope.

Battle Ritual: Once per long rest, before you attempt something incredibly dangerous or face off against a foe who clearly outmatches you, describe what ritual you perform or preparations you make. When you do, clear 2 Stress and gain 2 Hope.

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WARRIOR

CALL OF THE SLAYER

Foundation

Slayer: You gain a pool of dice called Slayer Dice. On a roll with Hope, you can place a d6 on this card instead of gaining a Hope, adding the die to the pool. You can store a number of Slayer Dice equal to your Proficiency. When you make an attack roll or damage roll, you can spend any number of these Slayer Dice, rolling them and adding their result to the roll. At the end of each session, clear any unspent Slayer Dice on this card and gain a Hope per die cleared.

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WIZARD

SCHOOL OF KNOWLEDGE

Foundation

SPELLCAST TRAIT: KNOWLEDGE

Prepared: Take an additional domain card of your level or lower from a domain you have access to.

Adept: When you Utilize an Experience, you can **mark a Stress** instead of spending a Hope. If you do, double your Experience modifier for that roll.

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WIZARD

SCHOOL OF WAR

Foundation

SPELLCAST TRAIT: KNOWLEDGE

Battlemage: You've focused your studies on becoming an unconquerable force on the battlefield. Gain an additional Hit Point slot.

Face Your Fear: When you succeed with Fear on an attack roll, you deal an extra 1d10 magic damage.

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BARD

TROUBADOUR

Specialization

Maestro: Your rallying songs steel the courage of those who listen. When you give a Rally Die to an ally, they can gain a Hope or clear a Stress.

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BARD

WORDSMITH

Specialization

Eloquent: Your moving words boost morale. Once per session, when you encourage an ally, you can do one of the following:

- Allow them to find a mundane object or tool they need.
- Help an Ally without spending Hope.
- Give them an additional downtime move during their next rest.

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DRUID

WARDEN OF THE ELEMENTS

Specialization

Elemental Aura: Once per rest while *Channeling*, you can assume an aura matching your element. The aura affects targets within Close range until your *Channeling* ends.

- **Fire:** When an adversary marks 1 or more Hit Points, they must also mark a Stress.
- **Earth:** Your allies gain a +1 bonus to Strength.
- **Water:** When an adversary deals damage to you, you can **mark a Stress** to move them anywhere within Very Close range of where they are.
- **Air:** When you or an ally takes damage from an attack beyond Melee range, reduce the damage by 1d8.

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DRUID

WARDEN OF RENEWAL

Specialization

Regenerative Reach: You can target creatures within Very Close range with your "Regeneration" feature.

Warden's Protection: Once per long rest, spend 2 Hope to clear 2 Hit Points on 1d4 allies within Close range.

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GUARDIAN

STALWART

Specialization

Unrelenting: Gain a permanent +2 bonus to your damage thresholds.

Partners-in-Arms: When an ally within Very Close range takes damage, you can **mark an Armor Slot** to reduce the severity by one threshold.

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GUARDIAN

VENGEANCE

Specialization

Act of Reprisal: When an adversary damages an ally within Melee range, you gain a +1 bonus to your Proficiency for the next successful attack you make against that adversary.

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RANGER

BEASTBOUND

Specialization

Expert Training: Choose an additional level-up option for your companion.

Battle-Bonded: When an adversary attacks you while they're within your companion's Melee range, you gain a +2 bonus to your Evasion against the attack.

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RANGER

WAYFINDER

Specialization

Elusive Predator: When your *Focus* makes an attack against you, you gain a +2 bonus to your Evasion against the attack.

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ROGUE

NIGHTWALKER

Specialization

Dark Cloud: Make a **Spellcast Roll (15)**. On a success, create a temporary dark cloud that covers any area within Close range. Anyone in this cloud can't see outside of it, and anyone outside of it can't see in. You're considered *Cloaked* from any adversary for whom the cloud blocks line of sight.

Adrenaline: While you're *Vulnerable*, add your level to your damage rolls.

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ROGUE

SYNDICATE

Specialization

Contacts Everywhere: Once per session, you can briefly call on a shady contact. Choose one of the following benefits and describe what brought them here to help you in this moment:

- They provide 1 handful of gold, a unique tool, or a mundane object that the situation requires.
- On your next action roll, their help provides a +3 bonus to the result of your Hope or Fear Die.
- The next time you deal damage, they snipe from the shadows, adding **2d8** to your damage roll.

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SERAPH

DIVINE WIELDER

Specialization

Devout: When you roll your Prayer Dice, you can roll an additional die and discard the lowest result. Additionally, you can use your “Sparing Touch” feature twice instead of once per long rest.

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SERAPH

WINGED SENTINEL

Specialization

Ethereal Visage: Your supernatural visage strikes awe and fear. While flying, you have advantage on Presence Rolls. When you succeed with Hope on a Presence Roll, you can remove a Fear from the GM's Fear pool instead of gaining Hope.

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SORCERER

ELEMENTAL ORIGIN

Specialization

Natural Evasion: You can call forth your element to protect you from harm. When an attack roll against you succeeds, you can **mark a Stress** and describe how you use your element to defend you. When you do, roll a **d6** and add its result to your Evasion against the attack.

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SORCERER

PRIMAL ORIGIN

Specialization

Enchanted Aid: You can enhance the magic of others with your essence. When you Help an Ally with a Spellcast Roll, you can roll a **d8** as your advantage die. Once per long rest, after an ally has made a Spellcast Roll with your help, you can swap the results of their Duality Dice.

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WARRIOR

CALL OF THE BRAVE

Specialization

Rise to the Challenge: You are vigilant in the face of mounting danger. While you have 2 or fewer Hit Points unmarked, you can roll a **d20** as your Hope Die.

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WARRIOR

CALL OF THE SLAYER

Specialization

Weapon Specialist: You can wield multiple weapons with dangerous ease. When you succeed on an attack, you can **spend a Hope** to add one of the damage dice from your secondary weapon to the damage roll. Additionally, once per long rest when you roll your Slayer Dice, reroll any 1s.

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WIZARD

SCHOOL OF KNOWLEDGE

Specialization

Accomplished: Take an additional domain card of your level or lower from a domain you have access to.

Perfect Recall: Once per rest, when you recall a domain card in your vault, you can reduce its Recall Cost by 1.

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WIZARD

SCHOOL OF WAR

Specialization

Conjure Shield: You can maintain a protective barrier of magic. While you have at least 2 Hope, you add your Proficiency to your Evasion.

Fueled by Fear: The extra magic damage from your “Face Your Fear” feature increases to **2d10**.

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BARD

TROUBADOUR

Mastery

Virtuoso: You are among the greatest of your craft and your skill is boundless. You can perform each of your "Gifted Performer" feature's songs twice instead of once per long rest.

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BARD

WORDSMITH

Mastery

Epic Poetry: Your Rally Die increases to a d10. Additionally, when you Help an Ally, you can narrate the moment as if you were writing the tale of their heroism in a memoir. When you do, roll a d10 as your advantage die.

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DRUID

WARDEN OF THE ELEMENTS

Mastery

Elemental Dominion: You further embody your element. While *Channeling*, you gain the following benefit:

- **Fire:** You gain a +1 bonus to your Proficiency for attacks and spells that deal damage.
- **Earth:** When you would mark Hit Points, roll a d6 per Hit Point marked. For each result of 6, reduce the number of Hit Points you mark by 1.
- **Water:** When an attack against you succeeds, you can mark a Stress to make the attacker temporarily *Vulnerable*.
- **Air:** You gain a +1 bonus to your Evasion and can fly.

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DRUID

WARDEN OF RENEWAL

Mastery

Defender: Your animal transformation embodies a healing guardian spirit. When you're in Beastform and an ally within Close range marks 2 or more Hit Points, you can mark a Stress to reduce the number of Hit Points they mark by 1.

DH Core 012/270 | Daggerheart © Darrington Press 2025



GUARDIAN

STALWART

Mastery

Undaunted: Gain a permanent +3 bonus to your damage thresholds.

Loyal Protector: When an ally within Close range has 2 or fewer Hit Points and would take damage, you can mark a Stress to sprint to their side and take the damage instead.

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GUARDIAN

VENGEANCE

Mastery

Nemesis: Spend 2 Hope to Prioritize an adversary until your next rest. When you make an attack against your *Prioritized* adversary, you can swap the results of your Hope and Fear Dice. You can only *Prioritize* one adversary at a time.

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RANGER

BEASTBOUND

Mastery

Advanced Training: Choose two additional level-up options for your companion.

Loyal Friend: Once per long rest, when the damage from an attack would mark your companion's last Stress or your last Hit Point and you're within Close range of each other, you or your companion can rush to the other's side and take that damage instead.

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RANGER

WAYFINDER

Mastery

Apex Predator: Before you make an attack roll against your *Focus*, you can spend a Hope. On a successful attack, you remove a Fear from the GM's Fear pool.

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ROGUE

NIGHTWALKER

Mastery

Fleeting Shadow: Gain a permanent +1 bonus to your Evasion. You can use your "Shadow Stepper" feature to move within Very Far range.

Vanishing Act: Mark a Stress to become *Cloaked* at any time. When *Cloaked* from this feature, you automatically clear the *Restrained* condition if you have it. You remain *Cloaked* in this way until you roll with Fear or until your next rest.

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ROGUE

SYNDICATE

Mastery

Reliable Backup: You can use your "Contacts Everywhere" feature three times per session. The following options are added to the list of benefits you can choose from when you use that feature:

- When you mark 1 or more Hit Points, they can rush out to shield you, reducing the Hit Points marked by 1.
- When you make a Presence Roll in conversation, they back you up. You can roll a **d20** as your Hope Die.

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SERAPH

DIVINE WIELDER

Mastery

Sacred Resonance: When you roll damage for your "Spirit Weapon" feature, if any of the die results match, double the value of each matching die. For example, if you roll two 5s, they count as two 10s.

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SERAPH

WINGED SENTINEL

Mastery

Ascendant: Gain a permanent +4 bonus to your Severe damage threshold.

Power of the Gods: While flying, you deal an extra **1d12** damage instead of 1d8 from your "Wings of Light" feature.

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SORCERER

ELEMENTAL ORIGIN

Mastery

Transcendence: Once per long rest, you can transform into a physical manifestation of your element. When you do, describe your transformation and choose two of the following benefits to gain until your next rest:

- +4 bonus to your Severe threshold
- +1 bonus to a character trait of your choice
- +1 bonus to your Proficiency
- +2 bonus to your Evasion

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SORCERER

PRIMAL ORIGIN

Mastery

Arcane Charge: You can gather magical energy to enhance your capabilities. When you take magic damage, you become *Charged*. Alternatively, you can **spend 2 Hope** to become *Charged*. When you successfully make an attack that deals magic damage while *Charged*, you can clear your *Charge* to either gain a +10 bonus to the damage roll or gain a +3 bonus to the Difficulty of a reaction roll the spell causes the target to make. You stop being *Charged* at your next long rest.

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WARRIOR

CALL OF THE BRAVE

Mastery

Comaraderie: Your unwavering bravery is a rallying point for your allies. You can initiate a Tag Team Roll one additional time per session. Additionally, when an ally initiates a Tag Team Roll with you, they only need to spend 2 Hope to do so.

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WARRIOR

CALL OF THE SLAYER

Mastery

Martial Preparation: You're an inspirational warrior to all who travel with you. Your party gains access to the Martial Preparation downtime move. To use this move during a rest, describe how you instruct and train with your party. You and each ally who chooses this downtime move gain a **d6** Slayer Die. A PC with a Slayer Die can spend it to roll the die and add the result to an attack or damage roll of their choice.

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WIZARD

SCHOOL OF KNOWLEDGE

Mastery

Brilliant: Take an additional domain card of your level or lower from a domain you have access to.

Honed Expertise: When you use an Experience, roll a **d6**. On a result of 5 or higher, you can use it without spending Hope.

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WIZARD

SCHOOL OF WAR

Mastery

Thrive in Chaos: When you succeed on an attack, you can **mark a Stress** after rolling damage to force the target to mark an additional Hit Point.

Have No Fear: The extra magic damage from your "Face Your Fear" feature increases to **3d10**.

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COMMUNITY

HIGHBORNE

Being part of a highborne community means you're accustomed to a life of elegance, opulence, and prestige within the upper echelons of society.

Privilege: You have advantage on rolls to consort with nobles, negotiate prices, or leverage your reputation to get what you want.

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COMMUNITY

LOREBORNE

Being part of a loreborne community means you're from a society that favors strong academic or political prowess.

Well-Read: You have advantage on rolls that involve the history, culture, or politics of a prominent person or place.

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COMMUNITY

ORDERBORNE

Being part of an orderborne community means you're from a collective that focuses on discipline or faith, and you uphold a set of principles that reflect your experience there.

Dedicated: Record three sayings or values your upbringing instilled in you. Once per rest, when you describe how you're embodying one of these principles through your current action, you can roll a d20 as your Hope Die.

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COMMUNITY

RIDGEBORNE

Being part of a ridgeborne community means you've called the rocky peaks and sharp cliffs of the mountainside home.

Steady: You have advantage on rolls to traverse dangerous cliffs and ledges, navigate harsh environments, and use your survival knowledge.

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COMMUNITY

SEABORNE

Being part of a seaborne community means you lived on or near a large body of water.

Know the Tide: You can sense the ebb and flow of life. When you roll with Fear, place a token on this card. You can hold a number of tokens equal to your level. Before you make an action roll, you can spend any number of these tokens to gain a +1 bonus to the roll for each token spent. At the end of each session, clear all unspent tokens.

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COMMUNITY

SLYBORNE

Being part of a slyborne community means you come from a group that operates outside the law, including all manner of criminals, grifters, and con artists.

Scoundrel: You have advantage on rolls to negotiate with criminals, detect lies, or find a safe place to hide.

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COMMUNITY

UNDERBORNE

Being part of an underborne community means you're from a subterranean society.

Low-Light Living: When you're in an area with low light or heavy shadow, you have advantage on rolls to hide, investigate, or perceive details within that area.

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COMMUNITY

WANDERBORNE

Being part of a wanderborne community means you've lived as a nomad, forgoing a permanent home and experiencing a wide variety of cultures.

Nomadic Pack: Add a Nomadic Pack to your inventory. Once per session, you can spend a Hope to reach into this pack and pull out a mundane item that's useful to your situation. Work with the GM to figure out what item you take out.

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COMMUNITY

WILDBORNE

Being part of a wildborne community means you lived deep within the forest.

Lightfoot: Your movement is naturally silent. You have advantage on rolls to move without being heard.

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CLANK

ANCESTRY

Clanks are sentient mechanical beings built from a variety of materials, including metal, wood, and stone.

Purposeful Design: Decide who made you and for what purpose. At character creation, choose one of your Experiences that best aligns with this purpose and gain a permanent +1 bonus to it.

Efficient: When you take a short rest, you can choose a long rest move instead of a short rest move.

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DRAKONA

ANCESTRY

Drakona resemble wingless dragons in humanoid form and possess a powerful elemental breath.

Scales: Your scales act as natural protection. When you would take Severe damage, you can **mark a Stress** to mark 1 fewer Hit Points.

Elemental Breath: Choose an element for your breath (such as electricity, fire, or ice). You can use this breath against a target or group of targets within Very Close range, treating it as an Instinct weapon that deals **d8** magic damage using your Proficiency.

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DWARF

ANCESTRY

Dwarves are most easily recognized as short humanoids with square frames, dense musculature, and thick hair.

Thick Skin: When you take Minor damage, you can **mark 2 Stress** instead of marking a Hit Point.

Increased Fortitude: Spend 3 Hope to halve incoming physical damage.

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ELF

ANCESTRY

Elves are typically tall humanoids with pointed ears and acutely attuned senses.

Quick Reactions: Mark a Stress to gain advantage on a reaction roll.

Celestial Trance: During a rest, you can drop into a trance to choose an additional downtime move.

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FAERIE

ANCESTRY

Faeries are winged humanoid creatures with insectile features.

Luckbender: Once per session, after you or a willing ally within Close range makes an action roll, you can **spend 3 Hope** to reroll the Duality Dice.

Wings: You can fly. While flying, you can **mark a Stress** after an adversary makes an attack against you to gain a +2 bonus to your Evasion against that attack.

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FAUN

ANCESTRY

Fauns resemble humanoid goats with curving horns, square pupils, and cloven hooves.

Caprine Leap: You can leap anywhere within Close range as though you were using normal movement, allowing you to vault obstacles, jump across gaps, or scale barriers with ease.

Kick: When you succeed on an attack against a target within Melee range, you can **mark a Stress** to kick yourself off them, dealing an extra **2d6** damage and knocking back either yourself or the target to Very Close range.

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FIRBOLG

ANCESTRY

Firbolgs are bovine humanoids typically recognized by their broad noses and long, drooping ears.

Charge: When you succeed on an Agility Roll to move from Far or Very Far range into Melee range with one or more targets, you can **mark a Stress** to deal **1d12** physical damage to all targets within Melee range.

Unshakable: When you would mark a Stress, roll a **d6**. On a result of 6, don't mark it.

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FUNGRIL

ANCESTRY

Fungril resemble humanoid mushrooms.

Fungril Network: Make an Instinct Roll (12) to use your mycelial array to speak with others of your ancestry. On a success, you can communicate across any distance.

Death Connection: While touching a corpse that died recently, you can **mark a Stress** to extract one memory from the corpse related to a specific emotion or sensation of your choice.

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GALAPA

ANCESTRY

Galapa resemble anthropomorphic turtles with large, domed shells into which they can retract.

Shell: Gain a bonus to your damage thresholds equal to your Proficiency.

Retract: Mark a Stress to retract into your shell. While in your shell, you have resistance to physical damage, you have disadvantage on action rolls, and you can't move.

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GIANT

ANCESTRY

Giants are towering humanoids with broad shoulders, long arms, and one to three eyes.

Endurance: Gain an additional Hit Point slot at character creation.

Reach: Treat any weapon, ability, spell, or other feature that has a Melee range as though it has a Very Close range instead.

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GOBLIN

ANCESTRY

Goblins are small humanoids easily recognizable by their large eyes and massive membranous ears.

Surefooted: You ignore disadvantage on Agility Rolls.

Danger Sense: Once per rest, mark a Stress to force an adversary to reroll an attack against you or an ally within Very Close range.

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HALFLING

ANCESTRY

Halflings are small humanoids with large hairy feet and prominent rounded ears.

Luckbringer: At the start of each session, everyone in your party gains a Hope.

Internal Compass: When you roll a 1 on your Hope Die, you can reroll it.

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HUMAN

ANCESTRY

Humans are most easily recognized by their dexterous hands, rounded ears, and bodies built for endurance.

High Stamina: Gain an additional Stress slot at character creation.

Adaptability: When you fail a roll that utilized one of your Experiences, you can mark a Stress to reroll.

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INFERNIS

ANCESTRY

Infernis are humanoids who possess sharp canine teeth, pointed ears, and horns. They are the descendants of demons from the Circles Below.

Fearless: When you roll with Fear, you can mark 2 Stress to change it into a roll with Hope instead.

Dread Visage: You have advantage on rolls to intimidate hostile creatures.

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KATARI

ANCESTRY

Katari are feline humanoids with retractable claws, vertically slit pupils, and high, triangular ears.

Feline Instincts: When you make an Agility Roll, you can spend 2 Hope to reroll your Hope Die.

Retracting Claws: Make an Agility Roll to scratch a target within Melee range. On a success, they become temporarily Vulnerable.

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ORC

ANCESTRY

Orcs are humanoids most easily recognized by their square features and boar-like tusks that protrude from their lower jaw.

Sturdy: When you have 1 Hit Point remaining, attacks against you have disadvantage.

Tusks: When you succeed on an attack against a target within Melee range, you can spend a Hope to gore the target with your tusks, dealing an extra 1d6 damage.

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RIBBET

ANCESTRY

Ribbets resemble anthropomorphic frogs with protruding eyes and webbed hands and feet.

Amphibious: You can breathe and move naturally underwater.

Long Tongue: You can use your long tongue to grab onto things within Close range. Mark a Stress to use your tongue as a Finesse Close weapon that deals d12 physical damage using your Proficiency.

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SIMIAH

ANCESTRY

Simiah resemble anthropomorphic monkeys and apes with long limbs and prehensile feet.

Natural Climber: You have advantage on Agility Rolls that involve balancing and climbing.

Nimble: Gain a permanent +1 bonus to your Evasion at character creation.

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