

Daggerheart Errata Document

September 9, 2025

06.27.25 - Dev Notes: It's been about a month since launch and the response has been unbelievable. Thank you for all your hard work helping us make this game the best it can be! Any new errata or adjustments are tagged with the word "New" before them.

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

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

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

NEW Credits: Addition - Scott Gray has been corrected to Scott Fitzgerald Gray

NEW Page 3: Clarity - "Blank Maps...354" added under the Appendix section. Campaign Frame Maps are on page 357.

NEW Page 11: Spelling/Grammar - spelling of "worldbuilding" has been corrected.

NEW Page 11: Spelling/Grammar - spelling of "millennia" has been corrected.

NEW Page 13: Spelling/Grammar - The last word of the "Think About Character Concepts" paragraph has been corrected to "steps."

NEW Page 14: Graphic - Stalwart and Vengeance Guardian art have been swapped.

NEW Page 15: Graphic - Art and text for Divine Wielder and Winged Sentinel Seraphs have been swapped to fit in alphabetical order.

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

NEW Page 33 and Beastform Sheet: Mechanics - Powerful Beast stats swapped to "Strength +3, Evasion +1"

NEW Page 33 and Beastform Sheet: Typo - Striking Serpent Venomous Strike feature "direct physical damage."

NEW Page 34 and Beastform Sheet: Typo - added the "phy" damage type to Legendary Hybrid.

NEW Page 35 and Beastform Sheet: Typo - Removed extra "the" from the last sentence of Mythic Beast's "Evolved" feature.

NEW Page 40: Mechanics - Added a sentence at the end of Step 4. "Choose whether they deal physical or magic damage."

NEW Page 41, 352, and Ranger Companion Sheet: Mechanics - physical or magic option has been added to the Beastbound Companion sheet.

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

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

Page 70: Typo - "communication, work, and combat."

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

NEW Page 87: Spelling/Grammar - "They're wielding longswords."

NEW Page 89: Spelling/Grammar - "Heroic, high-stakes moves often require a roll to determine the outcome—it's hard to break down a barricaded door."

NEW Page 91: Clarity - "When you take damage—usually when an adversary succeeds on an attack roll against your Evasion—you mark between 1 and 3 HP, representing the harm your character suffers. You'll be able to increase the number of Hit Point slots you have available as you level up, to a maximum of 12."

NEW Page 92: Clarity - "Stress represents the mental and physical strain your character suffers during their adventures. All classes start with 6 Stress slots. You'll be able to increase the number of Stress slots you have available as you level up, to a maximum of 12."

NEW Page 95: Spelling/Grammar - "after you roll a failure with Fear, they quickly weave"

NEW Page 96: Spelling/Grammar - "That's awesome and should be highly encouraged, but dealing extra damage to an adversary because of this narration falls outside the scope of the spell."

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

NEW Page 110: *Clarity* - Under “When you choose to increase your Experiences” we have added the clarification: Choose two Experiences on your character sheet and gain a permanent +1 bonus to both.”

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

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

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

NEW Page 115: *Mechanics* - Glowing Rings have been adjusted. The damage has been changed to: Tier 1 - d10+2.

NEW Page 115-120: *Mechanics* - The Spear has been adjusted. It does not have “Cumbersome” as a feature and the damage has been changed to: Tier 1 - d8+3, Tier 2 - d8+6, Tier 3 - d8+9, Tier 4 - d8+12.

NEW Page 115-120: *Mechanical* - The Longsword has been adjusted. The damage has been changed to: Tier 1 - d10+3, Tier 2 - d10+6, Tier 3 - d10+9, Tier 4 - d10+12.

NEW Page 125: *Mechanics* - Buckler feature “**Deflecting**: When you are attacked, you can mark an Armor Slot to gain a bonus to your Evasion equal to your available Armor Slots against the attack.”

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

NEW Page 133: *Mechanics* - Sweet Moss: “You can consume this moss during a rest to clear 1d10 HP or 1d10 Stress.”

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

NEW Page 148: *Spelling/Grammar* - “For example, you can inform a player who wants their PC...”

NEW Page 157: *Typo* - “Often, instead of setting a single value for success, you might instead give a player different outcomes based on the relative success or failure of their roll.” A full stop has been added to the end of the sentence.

NEW Page 164: *Mechanics* - The first sentence under “Advancing a Long-Term Countdown now says: “During a long rest, you should generally tick down a relevant long-term countdown once.” The second sentence has been removed.

NEW 165: *Typo* - Under “Distributing Gold,” the word “how” is no longer indented one space at the beginning of the line.

NEW Page 189: *Spelling/Grammar* - “Planet creatures” are now “plant creatures.”

NEW Page 195: *Clarity* - Under Adversary Actions, the last sentence of the last bullet point now reads, “The “Adversary Rolls” section in chapter 3 provides guidance for resolving other actions an adversary might take.”

NEW Page 195: *Spelling/Grammar* - Under the “Team-Up” adversary reaction: “When another adversary within Very Close range of this adversary”

Page 211: *Typo* - Giant Scorpion's description has been changed to say “human-sized arachnid.”

NEW Page 212: *Mechanics* - The Glass Snake's “Armor-Shredding Shards” passive feature now says “After a successful attack against the Snake within Melee range, the attacker must mark an Armor Slot. If they can't mark an Armor Slot, they must mark an HP.”

NEW Page 216: *Spelling/Grammar* - full stop has been added at the end of the Burning feature for Tiny Red Ooze.

NEW Page 221: *Typo* - “**Relentless (2) - Passive**: The Box can be spotlighted up to two times per GM turn. Spend Fear as usual to spotlight them.”

Page 226: *Clarity* - In the *Secret-Keeper*, the Summoning Ritual text now says “tick down” instead of “tick up.”

NEW Page 228: *Mechanics* - Adult Flickerfly's “Hallucinatory Breath - Action” has been corrected to a “Reaction.”

Page 235: *Spelling/Grammar* - “Fallen Warlord: Undeclared Champion” (image label)

NEW Page 236: *Typo* - “**Relentless (3) - Passive**: The Seraph can be spotlighted up to three times per GM turn.”

NEW Page 239: *Typo* - The Zombie Legion's “Tentacles” are now “Undead Hands.”

NEW Page 243: *Spelling/Grammar* - “Restrained lasts until they're freed...”

NEW Page 248: *Spelling/Grammar* - fixed spelling of “Targets” under Choking Ash reaction.

NEW Page 250: *Spelling/Grammar* - Added “like” to the second question under the “Everything You Are...” action. It now reads: “What does it feel like to have this power taken from you?”

NEW Page 265: *Typo* - The Five Banners Burning Ancestry section now reads: “All ancestries are available within a Five Banners Burning campaign.”

NEW Page 265: *Typo* - The Five Banners Burning Class section now reads: “All classes are available within a Five Banners Burning campaign.”

NEW Page 269: *Typo* - “their major and minor objectives.”

NEW Page 275: *Mechanics* - Sledgehammer's Massive feature gives a penalty to Evasion rather than Agility.

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

NEW Page 301: *Spelling/Grammar* - “or any other product of”

NEW Page 303: Typo -Under the example, “springs” have been corrected to “coils.” The text now reads: “They also want to sell some Shards: 2 lenses and 6 coils. Each lens is worth 5 quantum and each coil is worth 2, earning them an additional 22 quantum. They now have 38 quantum.”

NEW Page 303: Typo - The numbers under the example have been corrected in the second paragraph. “They need to buy 1 crystal and 2 silver to craft an augment. The GM says the scrap shack has enough in stock, so they pay 6 for the crystal and 12 for the silver for a total of 18 quantum. They leave the shack with 20 quantum, 1 crystal, and 2 silver.”

NEW Page 317: *Mechanics* - Revolver's d6 has been replaced with a d8.

NEW Page 322: Typo - The last feature under Daktae, The Cleaver, has been corrected. “**Colossal Power - Reaction:** When Daktae fails an attack, you gain a Fear.”

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

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

NEW Page 332 & Splintering Strike (Bone Level 9): *Clarity* - Ability text now reads: “**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, roll your weapon's damage and distribute that damage however you wish between the targets you succeeded against. Before you deal damage to each target, roll an additional damage die and add its result to the damage you deal to them.”

NEW Page 333 & Book of Grynn (Codex Level 4): Typo - “**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.” Spend a Hope has been bolded.

NEW Page 333 & Book of Grynn (Codex Level 4): *Clarity* - “**Wall of Flame:** Make a **Spellcast Roll (15)**. On a success, create a temporary 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.” The word “temporary” has been added.

NEW Page 343: *Clarity* - Blank Character Sheet updated with “Class & Subclass.”

NEW Simiah Ancestry Card: Typo - The card number “055/270” has been added to the attribution at the bottom of the card.

NEW Bone and Splendor Cards: Typo - The font for the Bone and Splendor Domain cards has been corrected.