

Daggerheart: Hope & Fear Errata

Document

August 25, 2026

08.25.26 - Dev Notes: It's launch day for Hope & Fear! Huge thanks to all the prerelease folks who helped identify some of this errata. We'll be keeping our ear to the ground as more people receive their books in case anything else needs to be addressed. Thank you all for your support, and we're so excited for you to get to play with the expansion!

Page 40 and Werewolf Card: *Mechanics* - "When you gain a Hope while in Wolf Form, you must also mark a Stress." has been replaced with "When you roll with Hope while in Wolf Form, you must mark a Stress."

Page 63: *Typo* - Darkweave Queen's Terrifying is a passive instead of a reaction.

Page 73: *Typo* - Entombed Skin Beetles' Momentum is a passive instead of a reaction.

Page 77: *Typo* - Hill Titan's Momentum is a passive instead of a reaction.

Page 82: *Typo* - Cryptimoth's Psychic Screech and Paranoia Glare now say "Instinct" instead of "Insight."

Page 89: *Typo* - Wyvern's Terrifying Shriek: "All creatures" changed to "All PCs"

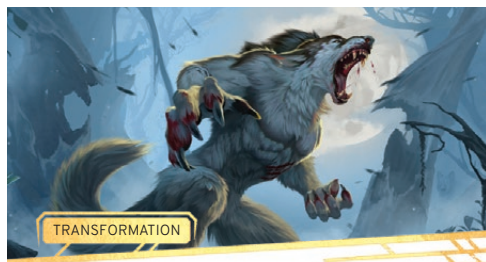
Page 91: *Typo* - Cephilith Titan's Summon Worshippers feature: "Outer Realms Abominations" changed to "Cephilith Abominations"

Page 180 & Summon Horror Card: *Mechanics* - Added at the beginning: "Once per scene, mark a Stress..."

Page 180 & Darkfire Card: *Mechanics* - Added at the beginning: "Once per scene, spend any number of Hope..."

Page 181 & Savor the Anguish Card: *Mechanics* - Savor the Anguish has changed from a spell to an ability.

Page 181 & Invoke Torment Card: *Mechanics* - Invoke Torment has changed from a spell to an ability.



TRANSFORMATION

WEREWOLF

Werewolves are creatures who transform into large supernatural wolves.

Wolf Form: When you mark 1 or more Hit Points, you can **mark a Stress** to enter your Wolf Form. While in this form, you gain a **1d10** bonus to attack and damage rolls. When you roll with Hope while in Wolf Form, you must mark a Stress. Your Wolf Form lasts until you go into your "Howling Rampage" or take a rest.

Howling Rampage: When you mark your last Stress while in Wolf Form, you go into a rampage. Roll a number of **d20s** equal to your tier and deal that much physical damage to all creatures within Very Close range, then drop out of Wolf Form.

Ilya Royz

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SPELL

SUMMON HORROR

Once per scene, **mark a Stress** to summon an otherworldly creature that deals **d8+1** magic damage using your Spellcast trait to a target within Far range. If the target marks any Hit Points from this attack, they must succeed on a **Reaction Roll (12)** to steel themselves against the horror or mark an equal number of Stress.

After making the attack, the creature dissipates.

Daarken

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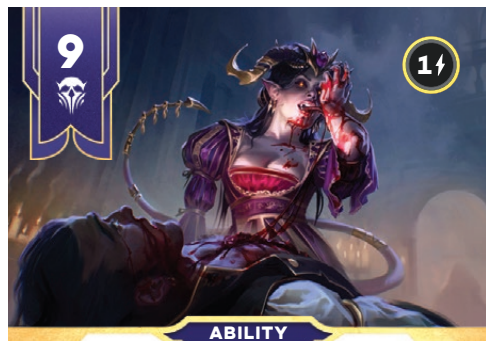
SPELL

DARKFIRE

Once per scene, **spend any number of Hope** to target an equal number of adversaries within Close range. Each target makes a **Reaction Roll (15)**. Targets who fail take **d8+6** magic damage using your Spellcast trait as they are engulfed in dark fire. Targets who succeed take half damage.

Maciej Wojtala

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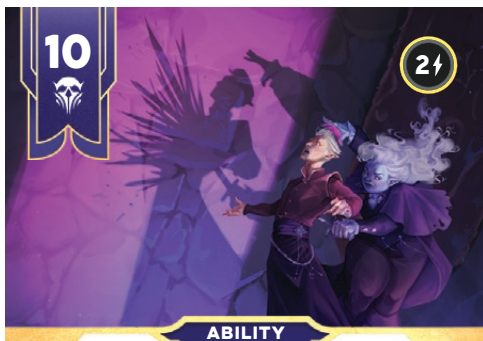
ABILITY

SAVOR THE ANGUISH

When an adversary within Close range takes Severe damage, you can clear a Stress.

Katerina Ladon

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ABILITY

INVOKE TORMENT

You deal double damage to targets that have all their Stress marked.

Additionally, when an adversary within Close range is defeated with all its Stress marked, you gain a Hope.

Tamara Osborn

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