



1



SPELL

BLIGHTING STRIKE

Make a **Spellcast Roll** against a target within Far range. On a success:

- On a roll with Hope, deal **d6+1** magic damage using your Proficiency. On a roll with Fear, deal **d10+1** magic damage using your Proficiency.
- The target's next successful attack deals half damage.

On a failure, you must spend a Hope or mark a Stress.

Arturo Gutiérrez González

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1



SPELL

UMBRAL VEIL

Once per rest, you can **mark a Stress** to encase yourself in shadowy energy. When you do, place a number of tokens on this card equal to the number of Fear in the GM's pool. After an attack roll is made against you, you can spend any number of tokens to give the result a -1 penalty per token spent.

At the end of the scene, clear all unspent tokens.

Laura Galli

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0



SPELL

VOICE OF DREAD

You can magically speak to a creature you can see, tormenting them with your words. Make a **Spellcast Roll** against them. On a success, they must mark a Stress and are frozen with terror, making them temporarily *Restrained*.

Laura Galli

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2



SPELL

HIDEOUS RETRIBUTION

When an ally within Close range takes damage from a target you can see, you can make a reaction roll against the target using your Spellcast trait. On a success, **mark a Stress** to deal **d6** magic damage using your Proficiency.

Cybercatbug

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1



SPELL

SIPHON ESSENCE

Make a **Spellcast Roll** against a target within Very Close range. Once per long rest on a success, the target takes **d12+4** magic damage using your Proficiency. On a success with Fear, you gain a +1 bonus to your Proficiency for this attack.

You clear a number of Hit Points equal to the number of Hit Points the target marked from this attack.

Jenny Tan

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1



SPELL

SHARED TRAUMA

You can transfer suffering from one creature to another. Once per rest, mark any number of Hit Points on a willing creature within Melee range to clear an equal number of Hit Points on another willing creature within Melee range.

Kristina Gehrman

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1



SPELL

TERRIFY

Make a **Spellcast Roll** against a target within Close range. On a success, the target marks **1d4** Stress, and you can make the target flee one range away from you (such as Very Close to Close or Close to Far). On a success with Fear, the target also becomes temporarily *Vulnerable*.

Ilya Royz

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2



SPELL

CHAINS OF AFFLICTION

Mark 2 Stress to temporarily *Chain* a target within Close range. When a *Chained* creature deals damage, the target of their attack marks one fewer Hit Point than they normally would. You can't have more than one creature *Chained* at a time.

Reiko Murakami

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2



SPELL

SUMMON HORROR

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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5

2+



SPELL

DIRE STRIKE

When a target marks any number of Hit Points from an attack you make, you can **spend a Hope** to drain power from them. The GM loses a Fear.

5

0+



SPELL

SPECTRAL MIST

Spend 2 Hope to conjure an eerie mist that turns you and allies of your choice within Close range momentarily incorporeal. While a creature is incorporeal, they can move through solid objects and are immune to physical damage. They become corporeal again after they pass through a solid object or make an action roll. Otherwise, this effect lasts until the end of the scene.

6

2+



SPELL

DARKFIRE

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.

Arturo Gutiérrez González

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Kristina Gehrmann

DH HF 053/063 | Daggerheart © Darrington Press 2026

Maciej Wojtala

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6

1+



SPELL

JUMP SCARE

When you deal magic damage to a target, you can **mark a Stress** to teleport into Melee range with them. When you do, they are **Vulnerable** until they mark 1 or more Hit Points.

7

2+



ABILITY

DREAD-TOUCHED

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

- When you succeed with Fear, you can **mark 2 Stress** to prevent the GM from gaining a Fear.
- Once per rest when making an action roll, you can gain a bonus to the roll equal to the number of Fear in the GM's pool.

7

2+



SPELL

WALL OF HUNGER

Make a **Spellcast Roll (10)**. On a success, you can **spend a Hope** to create a visible wall of writhing necrotic energy between two points within Far range. The wall lasts until you mark a Hit Point or cast this spell again. A creature inside the wall when it appears or that passes through it must mark 2 Stress.

Tamara Osborn

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Ilya Royz

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Juan Salvador Almenon

DH HF 057/063 | Daggerheart © Darrington Press 2026

8

2+



SPELL

DARK ARMY

Make a **Spellcast Roll (14)**. Once per long rest on a success, you can summon fiends that surround and move with you. Place 8 tokens on this card. When you deal damage to a target within Very Close range, you can spend any number of tokens to add **1d8** for each token spent to your damage roll. Additionally, when you take damage, you can spend any number of tokens to reduce the damage by **1d8** for each token spent. Each time you spend a token, a fiend acts on your behalf, then disappears.

When you take a rest, clear all unspent tokens.

8

1+



SPELL

ELDRITCH FLESH

Gain a +1 bonus to your damage thresholds for each Stress you have marked.

Additionally, when you roll with Fear, you can **spend 2 Hope** to clear an Armor Slot.

9

2+



SPELL

DAMNATION

Make a **Spellcast Roll** against a target within Far range. On a success, **mark any number of Stress** to roll an equal number of **d20s**, dealing magic damage equal to the total result. If this attack defeats the target, all adversaries within Far range of the target must mark a Stress.

Jenny Tan

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Elliot Baum

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Mat Wilma

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1+



SPELL

SAVOR THE ANGUISH

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



2+



SPELL

AVATAR OF TERROR

Mark a Stress to transform into a creature fueled by fear. While in this form, you gain a **1d6** bonus to your damage rolls for each Fear in the GM's pool. Additionally, you gain a Hope when the GM spends a Fear to spotlight an adversary within Very Close range.

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



2+



SPELL

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.

Katerina Ladon

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ASSASSIN

EXECUTIONERS GUILD

Foundation

SPELLCAST TRAIT: AGILITY

First Strike: The first time in a scene you succeed on an attack, you deal double damage.

Ambush: Your "Marked for Death" feature uses **d6s** instead of **d4s**.

Reiko Murakami

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ASSASSIN

EXECUTIONERS GUILD

Specialization

Death Strike: When you deal Severe damage to a creature, you can **mark a Stress** to force them to mark an additional Hit Point.

Scorpion's Poise: You gain a +2 bonus to your Evasion against attacks made by a creature you've *Marked for Death*.

Tamara Osborn

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ASSASSIN

EXECUTIONERS GUILD

Mastery

True Strike: Once per long rest when you fail an attack, you can **spend a Hope** to make it a success instead.

Backstab: Your "Marked for Death" feature uses **d8s** instead of **d6s**.

Mat Wilma

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ASSASSIN

POISONERS GUILD

Foundation

SPELLCAST TRAIT: KNOWLEDGE

Toxic Concoctions: **Mark a Stress** to place **1d4+1** tokens on this card. When you make a successful weapon attack, you can spend a token to afflict the target with a poison. You know these poisons:

- **Ghost Petal:** The target becomes temporarily *Vulnerable*.
- **Grave Spore:** The target must also mark a Stress.
- **Leech Weed:** You deal an extra **1d6** damage on this attack.

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

Mat Wilma

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ASSASSIN

POISONERS GUILD

Specialization

Poison Compendium: You also know these poisons:

- **Midnight Vine:** The target has disadvantage on attack rolls until it marks a Stress to clear this condition.
- **Gorgon Root:** The target becomes temporarily *Restrained*.

Twin Fang: When you afflict a target *Marked for Death* with a poison you know, you can spend an additional token to also inflict the effect of a second poison you know.

Mat Wilma

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ASSASSIN

POISONERS GUILD

Mastery

Venomancer: You also know these poisons:

- **Blight Seed:** The target gains a -3 penalty to their damage thresholds until the end of the scene. This effect can't stack.
 - **Fear Leaf:** You deal extra damage equal to the result of your Fear Die on this attack.
 - **Corpse Thorn:** The target gains disadvantage on reaction rolls until the end of the scene.
- Adder's Blessing:** You are immune to poisons and other toxins.

Cybercatbug

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ASSASSIN

POISONERS GUILD

Foundation

SPELLCAST TRAIT: KNOWLEDGE

Toxic Concoctions: **Mark a Stress** to place **1d4+1** tokens on this card. When you make a successful weapon attack, you can spend a token to afflict the target with a poison. You know these poisons:

- **Ghost Petal:** The target becomes temporarily *Vulnerable*.
- **Grave Spore:** The target must also mark a Stress.
- **Leech Weed:** You deal an extra **1d6** damage on this attack.

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

Cybercatbug

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ASSASSIN

POISONERS GUILD

Specialization

Poison Compendium: You also know these poisons:

- **Midnight Vine:** The target has disadvantage on attack rolls until it marks a Stress to clear this condition.
- **Gorgon Root:** The target becomes temporarily *Restrained*.

Twin Fang: When you afflict a target *Marked for Death* with a poison you know, you can spend an additional token to also inflict the effect of a second poison you know.

Cybercatbug

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ASSASSIN

POISONERS GUILD

Mastery

Venomancer: You also know these poisons:

- **Blight Seed:** The target gains a -3 penalty to their damage thresholds until the end of the scene. This effect can't stack.
- **Fear Leaf:** You deal extra damage equal to the result of your Fear Die on this attack.
- **Corpse Thorn:** The target gains disadvantage on reaction rolls until the end of the scene.

Adder's Blessing: You are immune to poisons and other toxins.



BRAWLER

JUGGERNAUT

Foundation

Rugged: Gain a permanent +3 bonus to your Severe damage threshold.

Overwhelm: When you succeed on an attack against a target, you can **spend a Hope** to throw the target within Close range or to force them to mark a Stress.

Bear Frymire

DH HF 007/063 | Daggerheart © Darrington Press 2026



BRAWLER

JUGGERNAUT

Specialization

Surrounded: When you make an attack with a Melee weapon, you can **spend any number of Hope** to target an equal number of additional creatures within Melee range.

Eye for an Eye: Once per rest when an adversary within Melee range forces you to mark any number of Hit Points, you can **mark a Stress** to force them to mark the same number of Hit Points.

Bear Frymire

DH HF 008/063 | Daggerheart © Darrington Press 2026



BRAWLER

JUGGERNAUT

Mastery

Pummeljoy: When you critically succeed on a Melee weapon attack, you gain an additional Hope, clear an additional Stress, and gain a +1 bonus to your Proficiency for that attack.

Not Done Yet: When you take Severe damage, you can gain a Hope or clear a Stress.

Bear Frymire

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BRAWLER

MARTIAL ARTIST

Foundation

Stance Fighter: You can channel your inner resolve to shift into martial stances that grant you special benefits in combat.

Take the Martial Stances sheet and choose two martial stances from Tier 1. Each time you level up your character, choose an additional stance from your tier or lower.

Jenny Tan

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BRAWLER

MARTIAL ARTIST

Specialization

Keen Defenses: When you're targeted by an attack, you can **spend a Focus** to gain a bonus to your Evasion equal to your tier against the attack.

Focus Cannon: Spend a Focus to make an Instinct Roll against an adversary within Far range. On a success, deal **d20+3** magic damage using your Proficiency.

Jenny Tan

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BRAWLER

MARTIAL ARTIST

Mastery

Limit Breaker: Once per rest, you can perform an unbelievable feat of athletic prowess, such as running across water, leaping between distant rooftops, or scaling a building without needing to roll. When you do, gain a Hope and clear a Stress.

Flow State: You can **mark a Stress** instead of spending a Focus to shift into a different stance. Additionally, you can **spend a Focus** instead of marking a Stress to start a combo strike.

Jenny Tan

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WARLOCK

PACT OF THE ENDLESS

Foundation

SPELLCAST TRAIT: PRESENCE

Patron's Mantle: Spend a Favor to cloak yourself in a terrifying aspect of your Patron that lasts until you take Severe damage or the scene ends. While this effect is active, you gain a bonus to your damage thresholds equal to your tier and have advantage on action rolls to intimidate a target.

Deathless Embrace: Once per rest, **spend any number of Favor** to roll an equal number of Patron Dice. For each result of 4 or higher, clear a Hit Point.

Daarken

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WARLOCK

PACT OF THE ENDLESS

Specialization

Harrowing Invocation: When an adversary targets you or an ally within Very Close range with an attack, you can **spend a Favor** to give them disadvantage on the roll. If the adversary fails the roll, they must also mark a Stress.

Damage Sink: Once per rest, you can **spend a Favor** to halve incoming damage.

Daarken

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WARLOCK

PACT OF THE ENDLESS

Mastery

Dark Aegis: Once per long rest when you would take damage, you can **spend a Favor** instead of marking Hit Points.

Draining Bane: When an adversary targets you or an ally within Very Close range with an attack, you can **spend a Favor** to Drain them. When you do, they must mark a Stress, and you can clear a Stress. While Drained, the target uses a **d12** instead of a **d20** for attack rolls (including for advantage or disadvantage) until they fail a roll.

Daarken

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WARLOCK

PACT OF THE WRATHFUL

Foundation

SPELLCAST TRAIT: PRESENCE

Patron's Fury: Spend a Favor to imbue your attacks with your Patron's power until you deal Severe damage or the scene ends. When you roll damage while this effect is active, you also roll a number of Patron Dice equal to your tier and add their total to the damage dealt.

Deadly Vengeance: When you mark any number of Hit Points from an attack, you can spend a Favor to roll an equal number of Patron Dice. For each result of 4 or higher, the attacker marks a Hit Point.

Leticia Freitas

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WARLOCK

PACT OF THE WRATHFUL

Specialization

Menacing Reach: Spend a Favor to increase the range of your primary weapon by one step (such as Melee to Very Close or Very Close to Close) to a maximum of Very Far range. This effect ends when you make a successful attack with that weapon.

Diminish My Foes: When you succeed with Hope on an action roll against a target, you can spend any number of Favor to force the target to mark an equal number of Stress.

Leticia Freitas

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WARLOCK

PACT OF THE WRATHFUL

Mastery

Fearsome Attack: Spend a Favor to reroll any number of your damage dice. You can continue spending Favor to use this feature on the same damage roll.

Otherworldly Ire: Once per rest when you take damage, you can spend any number of Favor to roll that many Patron Dice and target a number of creatures within Close range equal to the highest result. Each target must mark a Hit Point.

Leticia Freitas

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WITCH

HEDGE

Foundation

SPELLCAST TRAIT: KNOWLEDGE

Herbal Remedies: When you or an ally in the scene clears 1 or more Hit Points or Stress as the result of using a consumable, increase the number cleared by 1.

Enchanted Talisman: Once per rest, you can imbue a small item with your protective essence. Spend any number of Hope to place an equal number of tokens on this card. When the person holding the talisman takes damage, spend a token to reduce the number of Hit Points they mark by one. Clear all tokens from this card when you take a rest.

Juan Salvador Almencón

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WITCH

HEDGE

Specialization

Walk Between Worlds: During a moment of calm, make a Spellcast Roll (13). Once per rest on a success, you can mark a Stress to step beyond the veil of death and converse with any nearby spirits. Place a number of tokens equal to your Spellcast trait on this card and remove one each time a spirit answers a question. When the last token is removed or at the end of the scene, you return to the Mortal Realm in the same spot you left it.

Vexing Malison: You have advantage on attacks against Hexed creatures.

Juan Salvador Almencón

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WITCH

HEDGE

Mastery

Circle of Power: Once per rest, mark a circle on the ground outlining a Very Close area around you, and place a number of tokens equal to your Spellcast trait on this card. While within this circle, you and your allies gain a +2 bonus to damage thresholds, attack rolls, and Evasion. Remove a token each time you or an ally within the circle makes an action roll or evades an attack. This spell lasts until the last token is removed or you exit the circle.

Juan Salvador Almencón

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WITCH

MOON

Foundation

SPELLCAST TRAIT: INSTINCT

Night's Glamour: Make a Spellcast Roll (13) to Glamour yourself in a bewitching facade. While Glamoured, you have advantage on rolls that leverage your illusory appearance. Additionally, adversaries within Close range must mark a Stress to attack you.

Unless you mark a Stress to maintain your Glamour, it drops when you mark a Hit Point or deal damage.

Jenny Tan

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WITCH

MOON

Specialization

Moonbeam: Once per session, you can conjure a column of moonlight that illuminates the area within Close range until the end of the scene. While bathed in this moonlight, you and your allies gain a +1 bonus to Spellcast Rolls and can see through illusions.

Ire of Pale Light: When a Hexed creature within Very Far range fails an attack, they must mark a Stress.

Jenny Tan

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WITCH

MOON

Mastery

Lunar Phases: At the beginning of each session, roll a d6 and place it on this card. You gain the matching effect until the end of session.

Roll	Phase	Effect
1	New	Spend a Hope to negate Minor damage.
2-3	Waxing	+2 to damage rolls
4	Full	+3 to damage thresholds
5-6	Waning	+1 to Evasion

Once per rest, you can spend a Hope to increase the value of this die by one. If you increase the value of a 6, it becomes a 1.

Jenny Tan

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AETHERIS

ANCESTRY

Aetheris are humanoids most easily recognized by their wings and sacred markings.

Hallowed Aura: Once per long rest when an ally within Close range rolls with Fear, you can change it into a roll with Hope instead.

Celestial Wings: You have wings that allow you to fly. Once per scene while flying, you can **spend a Hope** instead of marking an Armor Slot.

✍ Zuzanna Wuzyk

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EARTHKIN

ANCESTRY

Earthkin are humanoids whose bodies are made of flesh and earth.

Stoneskin: Gain a permanent +1 bonus to your Armor Score and damage thresholds at character creation.

Immovable: While you're touching the ground, you can't be lifted or moved against your will.

✍ Juan Salvador Almcion

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EMBERKIN

ANCESTRY

Emberkin are humanoids whose bodies are made of flesh and fire.

Fireproof: You are immune to damage from magical or mundane flame.

Ignition: **Mark a Stress** to wreath your primary weapon in flame until the end of the scene. While the weapon is ablaze, it gives off a bright light, and you gain a **1d6** bonus to damage rolls with that weapon.

✍ Juan Salvador Almcion

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SKYKIN

ANCESTRY

Skykin are humanoids whose bodies are made of flesh and air.

Gale Force: **Mark a Stress** to conjure a gust of wind that carries you or a Very Close ally up to Very Far range. Additionally, you can always control the speed at which you fall.

Eye of the Storm: **Spend 2 Hope** to grant you or an ally within Melee range a +1 bonus to Evasion until you take Severe damage or you use this feature again.

✍ Mat Wilma

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TIDEKIN

ANCESTRY

Tidekin are humanoids whose bodies are made of flesh and water.

Amphibious: You can breathe and move naturally underwater.

Lifespring: Once per rest when you have access to a small amount of water, you can **mark a Stress** to clear a Hit Point on yourself or an ally within Very Close range.

✍ Ilya Royz

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GNOME

ANCESTRY

Gnomes are typically small humanoids with conical heads and the ability to teleport short distances.

Nimble Fingers: When you make a Finesse Roll, you can **spend 2 Hope** to reroll your Hope Die.

Flicker Step: Once per scene, you can teleport to another point you can see within Far range.

✍ Luisa Costa

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COMMUNITY

COMMUNITY

COMMUNITY

DUNEBORNE

Being part of a duneborne community means you've made a home among the shifting sands and arid climate of the desert.

Oasis: During a short rest, you or an ally can reroll a die used for a downtime move and take the higher result.

✍ Mat Wilma

DH HF 031/063 | Daggerheart © Darrington Press 2026

FREEBORNE

Being part of a freeborne community means you're from a collective that once lived under tyrannical rule but is now liberated.

Unbound: Once per session when you roll with Fear, you can change it into a roll with Hope instead.

✍ Bear Frymire

DH HF 032/063 | Daggerheart © Darrington Press 2026

FROSTBORNE

Being part of a frostborne community means you come from a place of snow and ice.

Hardy: When you take a rest, you clear a Hit Point.

✍ Ilya Royz

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COMMUNITY

HEARTHBORNE

Being part of a hearthborne community means you come from humble origins, having lived in a modest village or quaint countryside.

Close-Knit: Once per long rest, you can spend any number of Hope to grant an ally within Far range an equal number of Hope.

Wesley Griffith

DH HF 034/063 | Daggerheart © Darrington Press 2026



COMMUNITY

REBORNE

You were once a member of a different community that you're no longer part of.

Found Family: Once per rest, you can spend a Hope to use an ally's Experience as if it were your own. When you do so, describe how your time with that ally prepared you for this moment.

When you join a new community or rediscover your old one, you can permanently trade this card for that one instead.

Wesley Griffith

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COMMUNITY

WARBORNE

Being part of a warborne community means you come from a place that is, or was, ravaged by war.

Brave Face: Once per session when you would be forced to mark a Stress, you can spend a Hope instead.

Daarken

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TRANSFORMATION

DEMIGOD

Demigods are mortal creatures whose veins flow with the blood of the gods.

Gifted: You gain a +1 bonus to action, reaction, and damage rolls.

Weight of Divinity: When you fail a roll, you must mark a Stress or the GM gains a Fear.

Katerina Ladon

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TRANSFORMATION

GHOST

Ghosts are the spirits of the once-living who are bound to the Mortal Realm.

Unfinished Business: Work with your GM to decide what purpose or desire keeps you bound to the Mortal Realm. When you fulfill it, you cross through the veil of death.

Ephemeral: Your body wavers in and out of being corporeal. You are resistant to physical damage, take double magic damage, and can mark 2 Stress to momentarily pass through a solid object.

Reiko Murakami

DH HF 038/063 | Daggerheart © Darrington Press 2026



TRANSFORMATION

REANIMATED

Reanimated are corpses who have been brought back to life.

Corpse: During a rest, you can clear Hit Points only if you have access to remains from a recently deceased creature. Describe how you use these materials to maintain your corpse.

Won't Stay Dead: When you choose the Risk It All death move and fail, you can permanently mark a Hit Point to succeed instead. When you do, you still use the Hope Die's value to clear Hit Points and Stress. When you permanently mark your last Hit Point, you pass through the veil of death.

Katerina Ladon

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TRANSFORMATION

SHAPESHIFTER

Shapeshifters are creatures who can change their physical form.

Change Shape: During a rest, you can use a downtime move to swap your current ancestry with another. When you do, describe how your appearance changes.

Only Skin Deep: You gain the benefit of only one of your chosen ancestry's features, which you select when you choose the ancestry. You can use a downtime move to choose a different feature from that ancestry.

Jenny Tan

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TRANSFORMATION

VAMPIRE

Vampires are undead creatures with sharp fangs who feed on the blood of the living.

Fangs: Make an attack using a trait of your choice to bite a target within Melee range. On a success, deal d6 physical damage using your Proficiency.

Feed: On a successful "Fangs" attack against a creature that can bleed, you can mark a Stress to feed. Place a number of tokens on this card equal to the number of Hit Points the target marks. You can hold up to 6 tokens at a time. Before you make an action roll, you can spend a token to make your Fear Die a d20. When you take a long rest, remove a token. While there are no tokens on this card, you make action and reaction rolls with disadvantage.

Morgane Magloire

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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 gain a Hope while in Wolf Form, you must also 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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