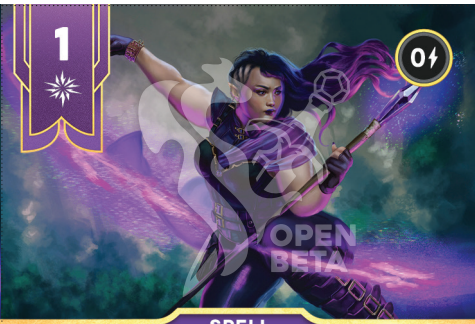


SPELL

UNLEASH CHAOS

At the beginning of a session, place a number of tokens equal to your Spellcast Trait on this card. You can make a **Spellcast Roll** against a target within far range and spend any number of tokens to channel raw energy from within yourself and unleash against them. On a success, roll a number of **d10** equal to the tokens you spent, and do that much magic damage to the target. Mark a **Stress** to replenish this card with tokens, up to your Spellcast Trait. Clear all tokens at the end of the session.

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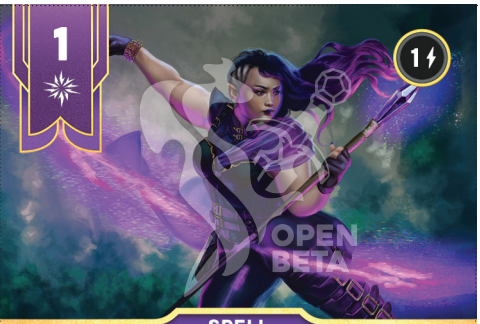


SPELL

RUNE WARD

You have a deeply personal token or 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. When the holder of the ward takes damage, they can spend **Hope** to reduce it by **1d8**. If the ward die rolls an **8**, its power will temporarily end after it reduces damage this turn. It can be recharged for free on your next rest.

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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 below. This spell will end after ten minutes or when you cast it on another creature.

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ABILITY

NOT GOOD ENOUGH

When you roll your damage dice, you may reroll any **1s** or **2s**. If you do, you must take the new result, even on a **1** or **2**.

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ABILITY

RETALIATION

When you take damage from a creature in melee range, you may mark a **Stress** to immediately deal weapon damage to the creature at half Proficiency (rounded up).

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ABILITY

WHIRLWIND

When you make a successful attack using a weapon with melee or very close range, you may also spend a **Hope** to use that roll against every other enemy in that weapon's range. Any additional enemies you succeed against with this ability take half damage (rounded up).

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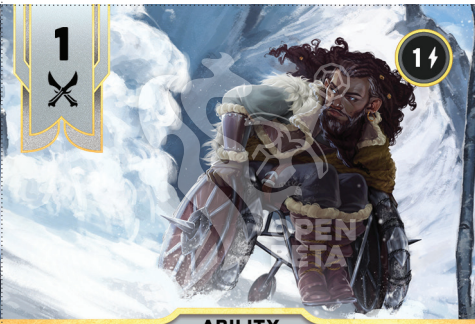


ABILITY

DEFT MANEUVERS

You can spend a **Hope** to move anywhere within far range without making an Agility Roll to get there.

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ABILITY

NIMBLE

While this card is in your loadout, add your Agility score to your Evasion.

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ABILITY

I SEE IT COMING

When you are targeted by a ranged attack, mark a **Stress** to roll your Hope Die and increase your Evasion against this attack by its value.

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BOOK OF ILLIAT

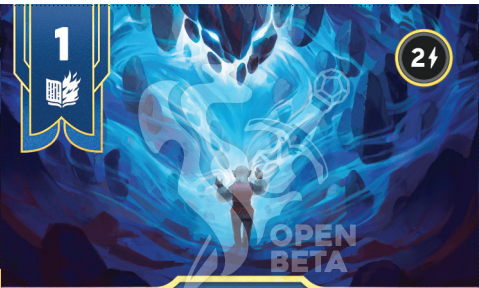
Slumber: Make a **Spellcast Roll** against a very close target. On a success, they fall into a temporary sleep until they take damage or the GM spends a **Fear** to awaken them.

Arcane Barrage: Spend any number of **Hope** to shoot magical projectiles and automatically strike an enemy within close range. Roll an amount of **d6** equal to the **Hope** you spent, and deal that much magic damage.

Telepathy: You may open a line of mental communication with one target you can see. This connection lasts until you use this spell to connect with another creature.

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BOOK OF TYFAR

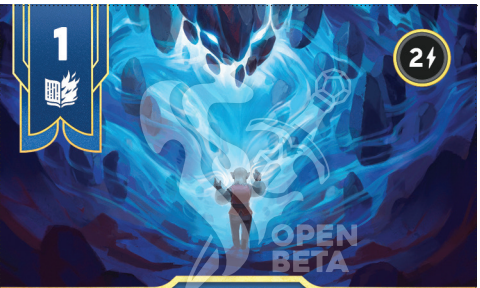
Wild Flame: Make a **Spellcast Roll** against up to three enemies very close to you. A flame erupts from your hand, dealing **2d6** magic damage to any you succeed against.

Magic Hand: You can reach out with a magical hand the same size and strength as your own to anywhere within far range of you.

Mysterious Mist: Spend a **Hope** to cast a temporary, thick fog that encircles a stationary area up to very close range your current location. Everyone within is *hidden* to anybody outside the fog.

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BOOK OF AVA

Power Push: Make a **Spellcast Roll** against a target in melee range. On a success, they are blasted back to far range and take **d10** magic damage.

Tava's Armor: You may spend a **Hope** to give a target you can touch **+1d6** to their **Armor** score the next time they spend an **Armor Slot**. You cannot stack Tava's Armor multiple times onto a single creature.

Ice Spikes: Make a **Spellcast Roll** to summon large ice spikes within very far range. You may also treat them as a ranged weapon against a target or group. On a success, they deal **d6** physical damage.

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SPELL

ENRAPTURE

Make a **Spellcast Roll** against a close target. On a success, you can temporarily keep their attention on you, narrowing their field of view and drowning out any sound but your voice. You may also mark a **Stress** on a success to deal **2 Stress** to the target.

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SPELL

INSPIRATIONAL WORDS

You can imbue your speech with enhancing power. You can mark a **Stress** when you recite your words and choose an option from the list below to grant to an ally who hears it:

- Clear a **Stress**
- Heal a **Hit Point**.
- Gain a **Hope**.

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ABILITY

DEFT DECEIVER

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

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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, all Presence rolls to avoid scrutiny have advantage. The spell will begin to fade after one hour.

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SPELL

RAIN OF BLADES

Spend **2 Hope** to conjure throwing blades that strike any enemies close to you. Make a **Spellcast Roll** and all targets that you succeed against take **d10** magic damage.

If any targets you hit are currently **Vulnerable**, they take an additional **2d10** magic damage.

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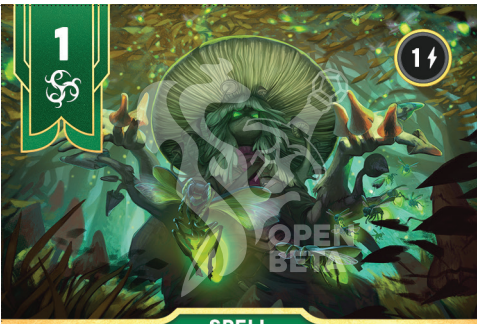
ABILITY

PICK AND PULL

You have advantage on any attempt to pick a non-magical lock, disarm a trap, or steal an item from a target (either through stealth or by force).

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SPELL

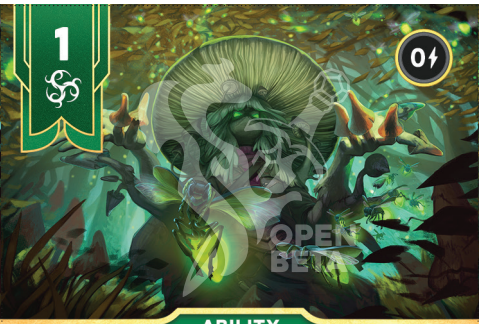
VICIOUS ENTANGLE

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

On a success, you may also spend a **Hope** to temporarily Restrain any enemies very close to your target.

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ABILITY

GIFTED TRACKER

Make a **Spellcast Roll** to track or ask the GM one question you'd be able to learn about a specific creature or group of creatures based on signs of their passage. If you **spend Hope** before the roll, you can double your spellcast trait as the modifier.

If you encounter any creatures you've tracked, your Evasion against them is **+2**.

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ABILITY

NATURE'S TONGUE

You can speak the language of the hidden, 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. With **Fear**, their knowledge might be limited or come at a cost.

In addition, whenever you make a **Spellcast Roll** while within a natural environment, you may spend a **Hope** before the roll to add **+1** to the result.

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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 towards them. Treat it like a ranged weapon, dealing **d8** magic damage that makes them glow brightly and become temporarily Vulnerable.

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SPELL

MENDING TOUCH

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

Once per long rest, when you spend this healing time learning something new about them or revealing something about yourself, the **2 Hope** you spend heals **2 Hit Points** or **2 Stress** instead.

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SPELL

REASSURANCE

Once per short rest, after an ally attempts an **Action Roll**, but before the consequences take place, you may offer assistance or words of support. When you do, they may reroll their dice. They must accept the result of this new roll.

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ABILITY

FORCEFUL PUSH

When you make a successful melee attack, you can push the target out of melee range and spend **Hope** to make them temporarily Vulnerable.

On a success with Hope, add an additional **1d6** to your damage dice on this attack.

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ABILITY

I AM YOUR SHIELD

When an ally very close to you is going to take damage, you may mark a **stress** to stand in its way and take the damage instead. Reduce the damage by a value equal to your Strength Trait. You may also reduce the damage by spending armor slots.

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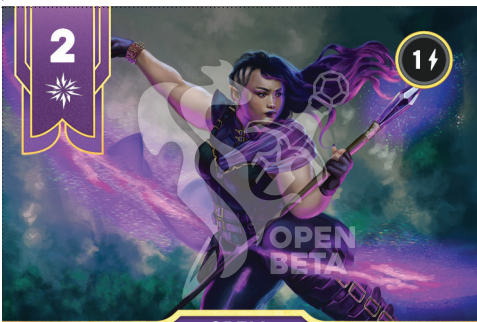
ABILITY

BARE BONES

While this card is in your loadout, if you choose to not wear Armor, your Armor Score is equal to **3 +** double your Strength Trait.

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SPELL

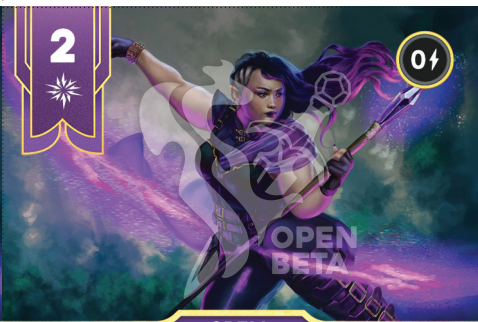
CINDER GRASP

Make a **Spellcast Roll** against a target in melee range. On a success, the target instantly bursts into flames, dealing **1d20** magic damage and temporarily catching them on fire.

Any time a creature tries to act while on fire, it must take an additional **2d6** magic damage if it is still on fire at the end of its action.

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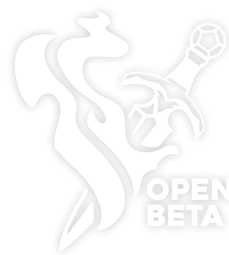
SPELL

FLOATING EYE

You can spend a **Hope** to create a single, small floating orb that you can control anywhere within very far range from you. While controlling it, you can choose to see through its vision as though it's your own. If the orb takes damage or moves out of range, the spell will immediately end.

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ABILITY

RECKLESS

You may always mark a **Stress** to take advantage on an **Attack Roll** against a target.

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ABILITY

A SOLDIER'S BOND

Once per long rest, if you compliment someone or ask them about something they are good at, you may both take **3 Hope**.

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ABILITY

STRATEGIC APPROACH

After a long rest, place a number of tokens equal to your Knowledge Trait on this card, with a minimum of 1. When you move into melee range of an enemy and make an **Attack Roll** against them, you may spend one token to choose an option below.

- Make the attack at advantage.
- Don't add a character token to the action tracker for this attack.
- Add **1d8** to your damage.

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

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ABILITY

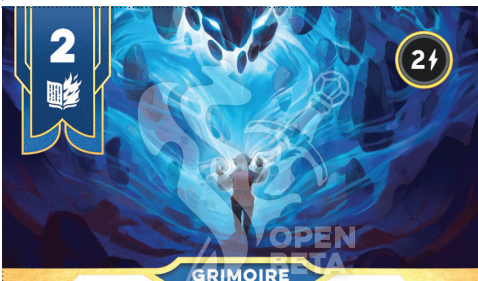
FEROCITY

When you cause an enemy to mark any Hit Points, spend a **Hope** to temporarily increase your Evasion by the number of Hit Points you dealt. This bonus lasts until after the next attack that targets you.

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BOOK OF VAGRAS

Runic Lock: You can infuse a rune upon an object that can close (a lock, chest, box, bag, etc). It will lock the object from being opened by anyone besides those you choose. The spell can be broken by somebody with magic and an hour of time to study it.

Arcane Door: When you have no enemies in melee range, make a **Spellcast Roll (13)**. On a success, spend **Hope** to disappear from where you are and reappear somewhere within far range you can see.

Reveal: Make a **Spellcast Roll**. If there is anything hidden within close range the roll would succeed against, it is no longer hidden.

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BOOK OF SITIL

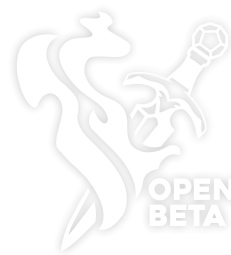
Adjust Appearance: You can magically shift your appearance and clothing to avoid recognition.

Parallela: Spend a **Hope** to cast this spell on yourself or one ally close to you. The next time that creature makes an attack, they can split the damage between any targets in range that the attack roll succeeds against.

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

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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 mark a **stress** and the spell ends.

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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.

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SHADOWBIND

Make a **Spellcast Roll** against all enemies within Very Close range. All it succeeds against have their shadows temporarily pinned where they are, making them *restrained*.

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MIDNIGHT SPIRIT

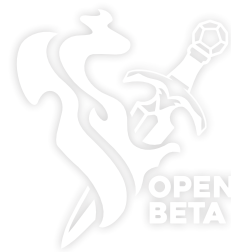
Spend a **Hope** to summon an arcane spirit the same size as yourself that can move or carry things you can see until your next short rest.

You may also send it to make an attack on an enemy. When you do, make a **Spellcast Roll** against a target within very far range of you. On a success, roll an amount of **d6** 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.

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SPELL

NATURAL FAMILIAR

Spend a **Hope** to summon a small nature spirit or forest critter to your side until your next short rest, you use this spell again, or until it takes damage. If you spend an additional **Hope**, they can be a familiar that flies. You can communicate with it, you may make a **Spellcast Roll** to command it to perform simple tasks, and you can mark a **Stress** to see through its eyes.

While this creature is summoned, when you deal damage to an enemy the critter is in melee range with, you deal an additional **1d6** physical damage.

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SPELL

CONJURE SWARM

Tekaira Armored Beetles: Mark an Armor Slot to encircle yourself in beetles. When you take damage, you can reduce the damage by your Armor Score. Anytime you reduce damage in this way, the beetles will dissipate unless you spend a **Hope** to keep them active.

Fire Flies: Make a **Spellcast Roll** against any close enemies. On a success, spend **Hope** to have the fire flies swarm them, doing **2d8** magic damage to all targets you succeeded against.

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SPELL

HEALING HANDS

Make a **Spellcast Roll (13)** and target a creature other than yourself in melee. On a success, mark a **Stress** to heal the target **2 Hit Points** or **2 Stress**. On a failure, mark a **Stress** to heal the target **1 Hit Point** or **1 Stress**.

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SPELL

FINAL WORDS

Make a **Spellcast Roll (13)**. On a success, you can infuse a moment of life into a corpse in order to speak with it. If the result is with **Hope**, it will answer up to three questions. If the result is with **Fear**, only one. Once the spell ends or on a failure, the body will turn to dust.

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ABILITY

BODY BASHER

You use the full force of your body in the fight. On a successful melee attack, always add your Strength Trait to your damage total.

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ABILITY

BOLD PRESENCE

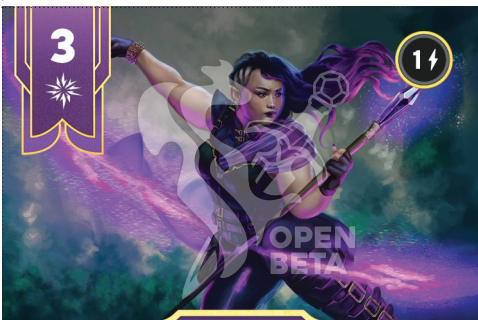
Whenever you make a Presence roll against a hostile target, you can also add your Strength trait to the roll.

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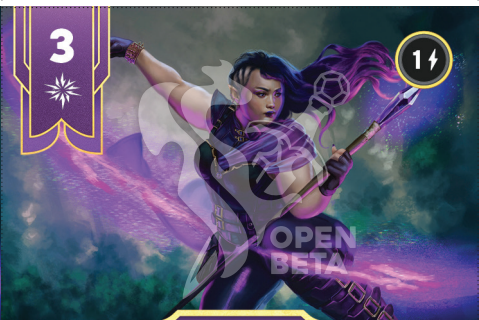
SPELL

COUNTERSPELL

Make a **Spellcast Roll** against a spell or magical effect about to happen within far range. On a success, the GM will tell you how many **Stress** you can mark to end it.

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SPELL

FLIGHT

Mark a **Stress** to take flight for a number of minutes equal to your level. While flying, you may spend a **Hope** to pick up and carry another creature approximately your size or smaller. You cannot carry more than one other creature at a time.

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ABILITY

VERSATILE FIGHTER

You can choose to use the Character Trait of your choice on an equipped weapon, rather than the trait the weapon calls for.

When dealing damage, you may mark a **Stress** to take the maximum value of one of your Damage Die instead of rolling it.

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ABILITY

SCRAMBLE

Once per short rest, when an enemy in melee range would deal damage to you, you can avoid the damage entirely and safely move out of melee range of the enemy.

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ABILITY

BRACE

When you use an Armor Slot to reduce incoming damage, you may also spend any number of **Hope**. For every **Hope** you spend, reduce the incoming damage by the value of your Proficiency.

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ABILITY

TACTICIAN

When you Help an Ally, the advantage die you add is a **1d8**. When making a Tag Team roll, you can roll a **d20** for your **Hope** die.

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BOOK OF NORAI

Mystic Tether: Make a **Spellcast Roll** against a target within far range. On a success, they are temporarily prevented from moving. If you target a flying creature, they are instead brought to the ground and are temporarily unable to fly.

Fireball: Make a **Spellcast Roll** against a target within very far range. On a success, you throw a sphere of fire towards them that explodes upon impact. The target and all creatures very close to them must make a **Reaction Roll (12)**. On a failure, they take **d8** magic damage. On a success, they take half damage (rounded up).

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BOOK OF KORVAX

Levitation: Make a **Spellcast Roll** to temporarily lift and move a target you can see up into the air within close range of where it currently is.

Recant: You may spend a **Hope** to make a target roll a **Reaction Roll (15)**. On a failure, they forget the last minute of your conversation.

Rune Circle: Spend a **Hope** to create a temporary magical circle on the ground around you. Any creatures in melee range of this circle, or who enter melee range of this circle, take **2d12** magic damage and are pushed out at the end of their action.

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INVISIBILITY

Make a **Spellcast Roll (10)** while touching a creature. On a success, mark a **Stress** and the target becomes *hidden* for 1 hour, until you cast this spell again, or until the target makes an **Attack** or **Spellcast Roll**.

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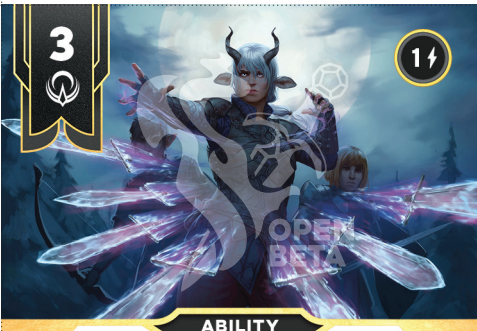


HYPNOTIC SHIMMER

Make a **Spellcast Roll** against any enemies in front of you within close range. On a success, once per short rest, you create an illusion of flashing colors and lights that can temporarily stun any enemies you succeed against, leaving them unable to move or act. While in combat, the GM can't spend tokens from the action tracker to activate stunned creatures.

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CHOKEHOLD

While hidden, when you successfully position yourself behind a creature that's about your size, you can mark a **Stress** to pull them into a chokehold or equally compromising position and make them temporarily Vulnerable.

Every **Attack Roll** against them while they are Vulnerable from your chokehold adds **2d6** to the damage roll.

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VEIL OF SHADOWS

Make a **Spellcast Roll (13)**. On a success, you can create a temporary curtain of darkness from one point far from you to another as tall as twice your height. Only you can see through this darkness. Gain advantage on any attacks you make through the wall and you are considered hidden to any enemies on the other side. It will hold until you cast another spell.

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SPELL

TOWERING STALK

You can conjure a thick, twisting stalk within close range that can be easily climbed. It's height can grow up to far range.

When you conjure it, you may also mark a **Stress** to use it as an attack. If you do, make a **Spellcast Roll** against any group of targets within close range. It erupts beneath any you're successful against, lifting them into the air and dropping them for **3d8** physical damage.

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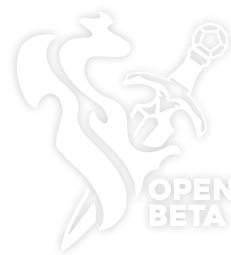
SPELL

CORROSIVE PROJECTILE

Make a **Spellcast Roll** against a creature within far range. On a success, mark a **Stress**, deal **d6** magic damage to the target, and the target's Difficulty value is temporarily reduced by 1.

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ABILITY

SECOND WIND

Once per short rest, when you make a successful strike against an enemy, you may clear **3 Stress** or one Hit Point. On a success with **Hope**, you may also clear **3 Stress** or one Hit Point of an ally who is within close range of you.

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ABILITY

CONVICTION

You speak with an unmatched power and grace. When you attempt to use this candor to de-escalate a violent situation or get someone to follow your lead, roll with advantage.

Your conviction also emboldens you in moments of duress. When all of your **Stress** is marked, your attacks are made with **+1** Proficiency.

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ABILITY

LEAN ON ME

Once per long rest, when a character has failed at an action they were attempting, if you console or inspire them, you both clear **2 Stress**.

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ABILITY

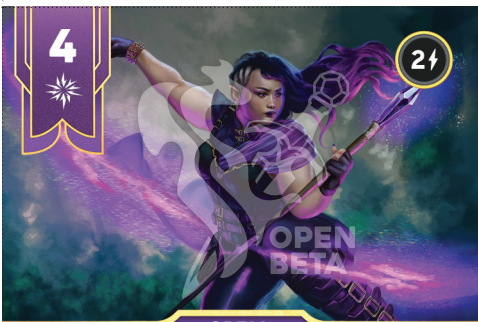
CRITICAL INSPIRATION

When you or an ally close to you rolls a critical success on an **Attack Roll**, whoever rolled the critical success may immediately clear a Hit Point or an additional **Stress**.

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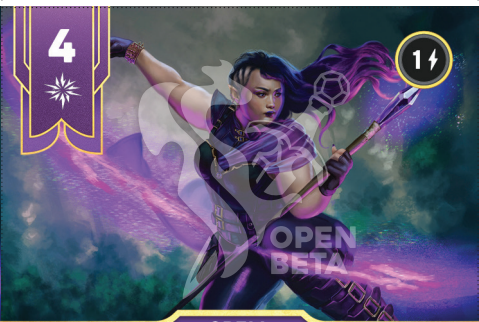
SPELL

PRESERVATION BLAST

Make a **Spellcast Roll** against all enemies within melee range of you. Any you succeed against are hurled into far range. Roll an amount of **d8s** equal to your Spellcast Trait and also do that much magic damage to each of them.

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SPELL

BLINK OUT

Make a **Spellcast Roll (12)**. On a success, spend a **Hope** and vanish, teleporting to another place you can see within very far range. If any creatures are very close to you when you succeed, you can spend an additional **Hope** each to bring them with you.

[Artist Name TK]

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ABILITY

DEADLY FOCUS

Once per short rest, you can apply all your focus towards a single target. Choose that target. Until you attack another target, you defeat the creature, or the battle ends, add **+1** to your Proficiency.

[Artist Name TK]

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ABILITY

FORTIFIED ARMOR

Increase your Armor total by **+2** while this card is active in your loadout. Once per short rest, you may use an Armor Slot without marking it.

[Artist Name TK]

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ABILITY

BOOST

If you have an ally in close range of you, mark a **Stress** to boost off of them and into the air to perform an aerial attack at an enemy within far range. You have advantage on the attack, add **1d10** to the damage, and end your action in melee range of the target.

[Artist Name TK]

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ABILITY

REDIRECT

When you successfully evade a ranged attack, you may roll a number of **d6s** equal to your proficiency. If any roll a **6**, mark a **stress** to redirect the attack to instead damage an enemy within very close range of you.

[Artist Name TK]

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BOOK OF GRYNN

Arcane Deflection: Once per long rest, spend a **Hope** to completely negate any incoming damage from a single attack on you or an ally very close to you.

Time Lock: Target a non-living object within far range. That object stops in time and space exactly where it is for a number of minutes equal to your Level. If a creature tries to move it, make a **Spellcast Roll** against them to maintain this spell.

Wall of Flame: Mark a **Stress** to create a temporary wall of magical flame between two points within far range. Anything that passes through it takes **4d10** magic damage.

[Artist Name TK]

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BOOK OF EXOTA

Counterspell: Make a **Spellcast Roll** against a magical effect or spell about to happen within close range. On a success, the GM will tell you how many **Stress** you can spend to end it.

Create Construct: Spend a **Hope** to choose a group of objects around you and create an animated construct from them that obeys basic commands. When it acts, roll an amount of **d6** equal to your Knowledge Trait and pick the highest result. On a **6**, it succeeds. On a **3-5**, it succeeds, but with complications. On a **2-1**, or when it takes damage, it returns to raw material.

Its attacks deal **2d10** physical damage. You can only have one construct at a time.

[Artist Name TK]

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SOOTHING SPEECH

During a short rest, when you use the *Tend to Wounds* downtime action on another character, you may speak supportive words to heal an extra Hit Point on them. When you do, also heal two of your own.

[Artist Name TK]

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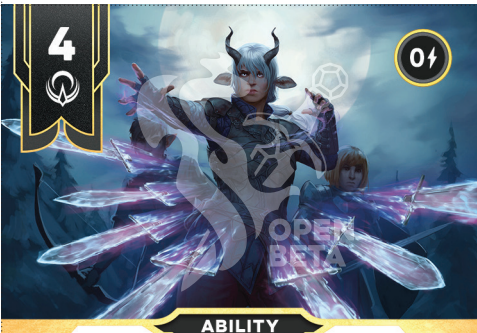


THROUGH YOUR EYES

Point to a target within very far range. You can now see through their eyes and hear through their ears. You may return to this vision at any time until you cast another spell or mark a Hit Point.

[Artist Name TK]

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STEALTH EXPERTISE

When you attempt to move through a dangerous area without being noticed, if you roll with **Fear**, you can always mark a **Stress** to change it to a roll with **Hope** instead.

If an ally within close range is also attempting to move without being noticed and rolls with **Fear**, you can mark a **Stress** to change their roll to a roll with **Hope** as well.

[Artist Name TK]

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TWILIGHT MARK

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 number by **1 +** your Knowledge trait.

[Artist Name TK]

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SPELL

HEALING FIELD

Once per long rest, you can conjure a field of small, healing plants around you. Everywhere within close range of you bursts to life with vibrant nature, causing you and your allies in the area to immediately heal one Hit Point.

Spend a **Hope** to increase the healing power of this spell to two Hit Points.

[Artist Name TK]

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SPELL

DEATH GRIP

Choose an option below and make a **Spellcast Roll** against the target. On a success, vines reach out from your hands, causing the chosen effect and making them *restrained*.

- Pull the target into *melee* range of you or pull yourself into *melee* range with it.
- Constrict the target to deal **2 Stress**.
- Any enemies between you and the target must make a **Reaction Roll (13)** or be hit by vines, dealing **3d6** physical damage.

[Artist Name TK]

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SPELL

LIFE WARD

Spend **3 Hope** to point at a close ally and mark them with a glowing sigil of protection. If this ally is ever required to make a death move for any reason, they ignore it and clear one hit point.

This spell ends when it saves the target from a Death Move, it is cast on another target, or when you take a long rest.

[Artist Name TK]

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SPELL

DIVINATION

Once per long rest, you may spend **3 Hope** to reach out to the forces beyond and ask one question about an event, person, place, or situation in the near future. Your vision of the world will momentarily twist and shape around you to show the answer, though it may be cryptic, obscured, or partial.

[Artist Name TK]

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ABILITY

GOAD THEM ON

Make a Presence roll against a target. On a success, the target takes a **Stress** and the next time they act, they target you with disadvantage.

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ABILITY

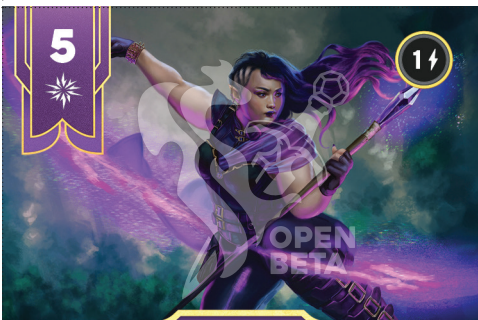
SUPPORT TANK

When an ally close to you fails a roll, you may spend **2 Hope** to allow them to reroll either their **Hope** or **Fear** die and take the new result instead.

[Artist Name TK]

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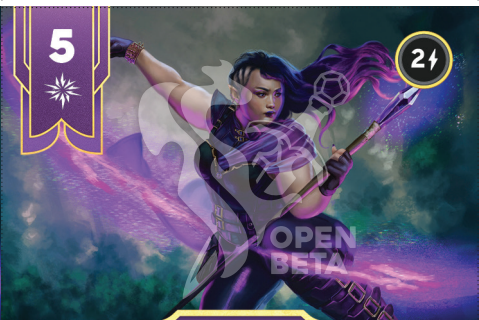
ABILITY

CHAIN LIGHTNING

Once per short rest, make a **Spellcast Roll** against every adversary in front of you within close range. On a success, the GM must make a **Reaction Roll (16)** for the targets. On a failure, they take **3d8** plus a number of **d8s** equal to your Spellcast Trait in magic damage. On a success, they take half damage (rounded up).

[Artist Name TK]

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SPELL

PREMONITION

You can channel the arcane energy to have visions of the future. Once per long rest, immediately after the GM conveys the consequences of you rolling with **Fear**, you may make that event your Premonition. You instead rescind the action and consequences like they never happened and choose another action instead.

[Artist Name TK]

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ABILITY

HERO'S STRIKE

When you land a critical hit on an **Attack Roll**, choose two of the following:

- Clear a **Hit Point**.
- Clear a marked **Armor Slot**.
- Mark **+1 Hit Point** on the target of the attack.

[Artist Name TK]

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ABILITY

DEATHTOLL

When you take this card, permanently add one additional **Stress Slot** and one additional **Hit Point Slot**, then place it into your Vault permanently.

[Artist Name TK]

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ABILITY

SIGNATURE MOVE

You take on a signature move in battle that you can perform once per short rest. Name it and describe it. When you include its description in an action you're taking, use a **d20** instead of a **d12** as your **Hope** die. If the attack succeeds, you may clear a **Stress**.

[Artist Name TK]

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ABILITY

KNOW THY ENEMY

When observing a creature, you can make a **Instinct Roll** against the target. On a success, spend a **Hope** and ask the GM for two of the mechanical specifics about the target from below:

- **Current Hit Points** and **unmarked stress**.
- **Difficulty** and **Damage Thresholds**.
- **Their Tactics** and **standard attack Damage Dice**.
- **Their Moves** and **Experiences**.

On a success, you may also mark a **stress** to remove one **Fear** from the GM's **Fear Pool**.

[Artist Name TK]

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2⚡

SPELL

TELEPORT

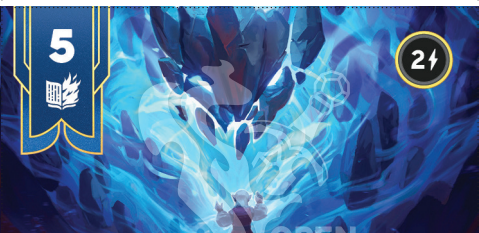
Once per long rest, you have the ability to instantly teleport yourself and a number of willing targets within close range to a place known to you. Choose one option below to take additional modifiers, then make a **Spellcast Roll (16)**:

- If you know the place very well, take +5.
- If you've visited the place frequently, take +3.
- If you've visited the place infrequently, take +1.
- If you've only been there once, no modifiers.
- If you've never been there, take -4.

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

[Artist Name TK]

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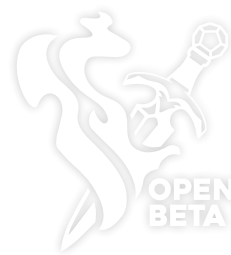
SPELL

MANIFEST WALL

Spellcast Roll (15). On a success, once per short rest, spend a **Hope** to create a temporary magical wall at any angle up to 50 feet high from one point, within far range of you, to another. Any creatures or objects in its path are shunted to one side. It will dissipate at the end of your next long rest, or when you use this spell again.

[Artist Name TK]

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5

1⚡

SPELL

WORDS OF DISCORD

When you whisper words of discord to an adversary in melee range, make a **Spellcast Roll (13)**. On a success, the GM immediately makes an attack against another enemy instead of against you or your allies. If in combat, the GM spends a token from the action tracker to do so.

Once this attack is over, the target will realize what has happened. On the next use of Words of Discord against them, add +5 to the **Spellcast Roll** difficulty.

[Artist Name TK]

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5

2⚡

ABILITY

SECRET PLAN

Once per long rest, you may explain how you've secretly had preparation in place for the kind of situation you're in, and describe what it is. The GM will tell you how much **Stress** you need to mark for it.

- **1 Stress** for something reasonable.
- **2 Stress** for something reasonable but complex.
- **4 Stress** for something difficult and complex.

[Artist Name TK]

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5

1⚡

SPELL

HUSH

Make a **Spellcast Roll** against a target within close range. On a success, spend a **Hope** to temporarily 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 cannot make noise and cannot cast spells until the GM spends **2 Fear** to end it, you cast this spell again, or you take Major damage.

[Artist Name TK]

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2⚡

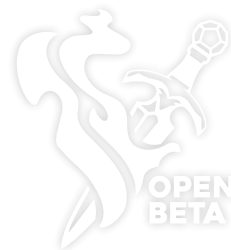
SPELL

PHANTOM RETREAT

Spend a **Hope** to activate Phantom Retreat where you're currently standing. You may spend another **Hope** at any time before your next short rest to disappear from where you are and reappear where you were standing when you activated Phantom Retreat. This will end the spell.

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SPELL

GROVE DOME

Make a **Spellcast Roll (13)** to grow a natural barricade in the shape of a dome for you and up to one ally to hide within. You immediately become *hidden* as long as you stay within, but may reveal yourself out the top of the dome to make ranged attacks. The dome has the damage thresholds below and lasts until it takes three Hit Points. Place tokens on this card to represent marking Hit Points.

1	4 MINOR	15	4 MAJOR	30	4 SEVERE
	Mark 1 HP		Mark 2 HP		Mark 3 HP

[Artist Name TK]

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SPELL

SHAPE MATERIAL

Mark a **Hope** to adjust a section of natural material you are touching (like stone, ice, wood, etc) into a shape that suits your purpose. This material area can be no larger than you. Examples include forming a rudimentary tool or weapon, creating a door or passage, etc.

You can only affect the material within close range of where you are touching it.

[Artist Name TK]

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ABILITY

ARMORER

Your Armor Score increases by +1 while this ability is in your loadout.

During a short rest, if you choose to take the **Repair Armor** downtime action, everybody in your party also clears one additional Armor Slot.

[Artist Name TK]

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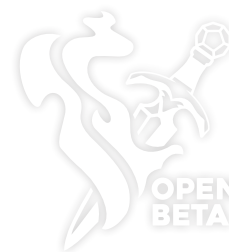
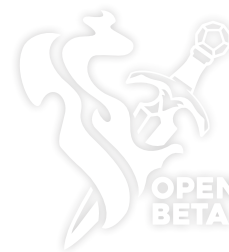
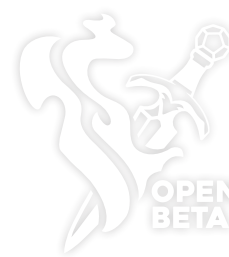
ABILITY

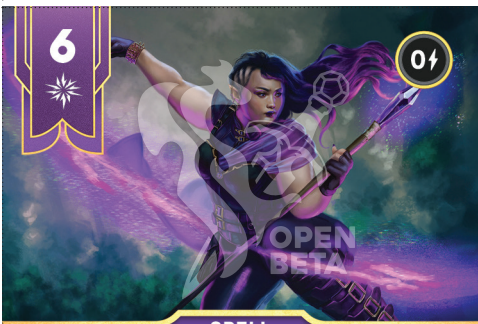
ROUSING STRIKE

Once per short rest, when you roll a Critical Success on an **Attack Roll**, you and all allies that can see or hear you may clear a Hit Point or **1d4 Stress**.

[Artist Name TK]

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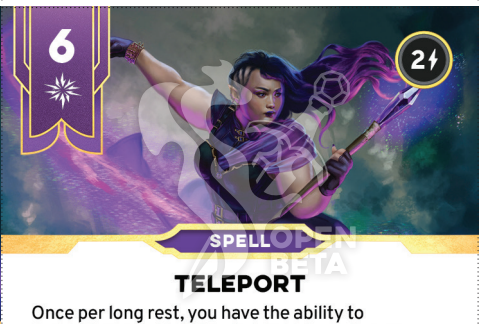
SPELL

TELEKINESIS

Make a **Spellcast Roll** against an object or target within far range. On a success, you can move it anywhere within far range of its current position using only your mind. If the target is unwilling, you must spend 1 or more **Stress** to do so, and can deal **1d20** magic damage per **Stress** spent. If you are hitting a creature with the target, divide the damage equally between the two.

[Artist Name TK]

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SPELL

TELEPORT

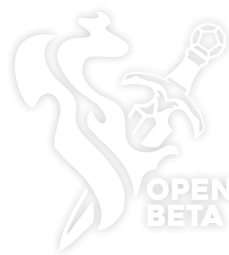
Once per long rest, you have the ability to instantly teleport yourself and a number of others within close range up to your Level somewhere you're aware of. Choose one option below to gain additional modifiers, then make a **Spellcast Roll (16)**:

- If you know the place very well, take **+5**.
- If you've visited the place frequently, take **+3**.
- If you've visited the place infrequently, take **+1**.
- If you've only been there once, no modifiers.
- If you've never been there, take **-4**.

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

[Artist Name TK]

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ABILITY

RAGE UP

Before making an **Attack Roll**, you may spend a **Hope** to temporarily increase your Proficiency by **+1** until the end of the attack.

You may Rage Up twice per **Attack Roll**.

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ABILITY

BATTLE HARDENED

Once per long rest, when you mark your final Hit Point, instead of making a death move, you can choose to automatically take a Scar (permanently cross out one **Hope Slot**), and roll **1d6**. Clear that many Hit Points and stay on your feet.

[Artist Name TK]

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ABILITY

RAPID RIPOSTE

When you successfully evade an attack from melee range, you can mark a **Stress** to automatically deal damage from an active weapon to the attacker.

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ABILITY

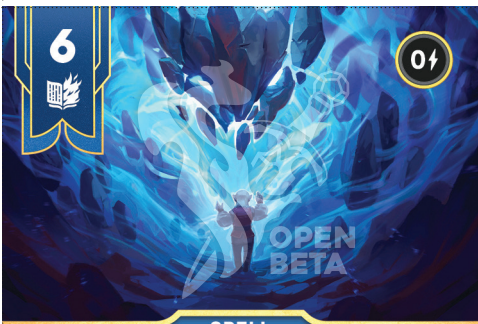
ENDURANCE

During a short rest, you can always choose to do one of the long rest options instead. You may spend a **Hope** to let one additional party member do the same.

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SPELL

BANISH

Choose a target creature within close range. You can temporarily banish them from this realm. Roll an amount of **d20s** equal to your Spellcast Trait and tell the GM the highest result. The GM must make a **Reaction Roll** with a target number of this result.

If the target succeeds, they mark a **Stress**. If they fail, once per short rest, they are banished. Every time any player rolls with **Fear**, the GM reduces the target number by one and makes another **Reaction Roll**. If it succeeds, the creature returns from banishment.

[Artist Name TK]

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SPELL

SIGIL OF RETRIBUTION

Mark a **Stress** to mark a close enemy with a Sigil of Retribution. Every time that enemy does damage to you or your allies, put a **d8** on this card up to a maximum of your level. Any time you attack this enemy, you may choose to roll these dice and add their value to your total damage. This spell ends when you cast this spell on another creature.

[Artist Name TK]

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SPELL

SHARE THE BURDEN

Once per short rest, you can absorb **Stress** from a willing creature you can touch. The target describes what intimate knowledge or emotions leak from their mind telepathically in this moment between you. Then, transfer any number of their marked **Stress** to you and you also gain a **Hope** for each **Stress** transferred.

[Artist Name TK]

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ABILITY

NEVER UPSTAGED

When you mark one or more Hit Points from an attack, you may mark a **Stress** to place a number of tokens on this card equal to the number of Hit Points you marked. On your next attack, you may increase your Proficiency by **+1** for each token on this card, then clear all tokens.

If you have any tokens remaining on this card when you take a long rest, clear that much **Stress**.

[Artist Name TK]

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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 every willing target close to you, lasting for one hour. The new form must share a general body structure and size, and can be somebody or something you've seen before or entirely fabricated.

A disguised creature's Presence rolls to shrug off scrutiny have Advantage.

[Artist Name TK]

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ABILITY

DARK WHISPERS

You can speak into the mind of any person you've ever seen or know the true name of.

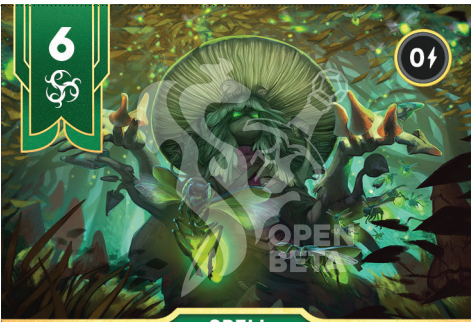
When you do, you may also choose to mark a **Stress** to make a **Spellcast Roll** against them. On a success, you can ask one of the questions below.

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

[Artist Name TK]

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CONJURED STEEDS

Spend a **Hope** to conjure a number of magical steeds (horses, camels, elephants, etc.) up to your level that you and allies can ride upon until your next long rest or the steed takes any damage. These will double your land speed when traveling and let you move to somewhere within far range without having to roll when in danger. Any **Attack Rolls** made atop the steeds are at **-2**, but add **+2** to their damage rolls.

[Artist Name TK]

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FORAGER

As an additional downtime option, you may roll **1d6** to see what you forage. Work with the GM to describe it, and add it to your inventory as a Consumable. Your party may carry up to five foraged Consumables at a time.

1. A unique food. (Clear **2 Stress**)
2. A beautiful relic. (Earn **2 Hope**)
3. An arcane rune. (**+2** to a **Spellcast Roll**)
4. A healing vial. (Clear **2 Hit Points**)
5. A luck charm. (Reroll all **Duality** or **Damage Dice**)
6. You may choose one of the above options.

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ZONE OF PROTECTION

Make a **Spellcast Roll (16)**. On a success, once per long rest, you can designate a point within far range of you and create a visible zone of protection there for all allies within very close range of that point. When you do, place a **d8** on this card at its highest value. When taking damage, any allies in this zone automatically reduce it by that value, then reduce the die's value by 1. This spell ends when the die reaches **0**.

[Artist Name TK]

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RESTORATION

After a long rest, place a number of tokens equal to your **Spellcast Trait** on this card. You can touch a creature and remove any number of tokens to heal them for **2 Hit Points** per token. You can also remove a token when touching a creature to end the **Vulnerable** condition, a disease, or a magical ailment (though the GM might require additional tokens depending on the power of the ailment).

When you take a long rest, clear all tokens.

[Artist Name TK]

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NO SWEAT

When you help an ally, are part of a **Group Action Roll**, or initiate a **Tag Team Roll**, roll **1d6**. On a **4+**, you gain a **Hope**.

[Artist Name TK]

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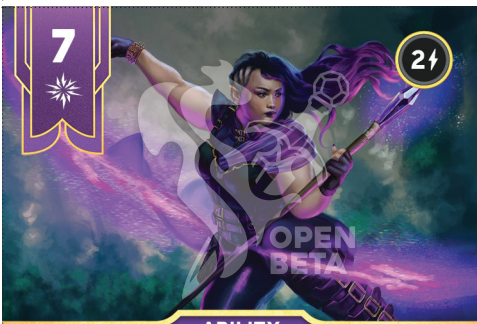
INEVITABLE

Whenever you fail an **Action Roll**, your next **Action Roll** has **Advantage**.

[Artist Name TK]

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ABILITY

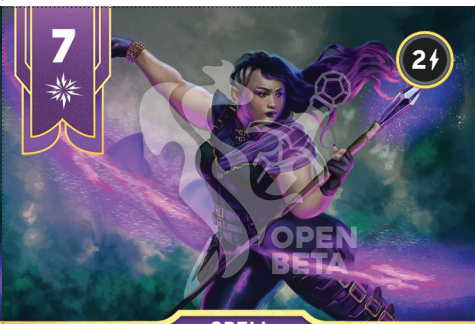
ARCANA TOUCHED

When a majority of the domain cards in your loadout are from the Arcana domain:

- Gain **+1** to your **Spellcast** rolls.
- Once per short rest, switch the values on your **Hope** and **Fear** die.

[Artist Name TK]

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SPELL

CLOAKING BLAST

Make an **Attack Roll** using your primary weapon against a target. On a success, along with dealing damage, you can also spend a **Hope** to immediately become **hidden**.

Hidden only drops the next time you make an action roll or the GM uses all of the tokens on the action tracker.

[Artist Name TK]

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ABILITY

BLADE TOUCHED

When a majority of the domain cards in your loadout are from the Blade domain:

- **Attack Rolls** always take **+2** to their result.
- Increase your **Severe Damage Threshold** by **+4**.

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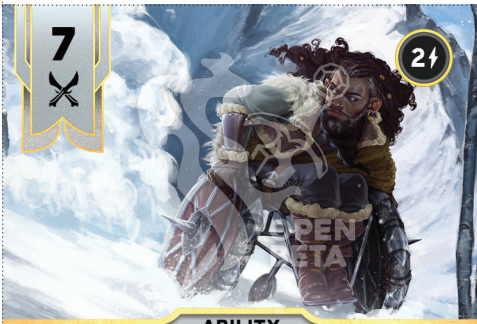
ABILITY

GLANCING BLOW

Whenever you make an attack that misses its target, you may mark a **Stress** to still hit the target for weapon damage at half Proficiency (rounded up).

[Artist Name TK]

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ABILITY

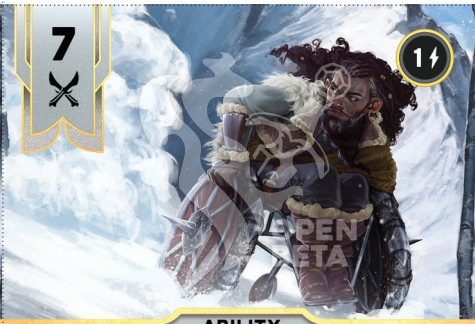
BONE TOUCHED

When a majority of the domain cards in your loadout are from the Bone domain:

- Increase your **Agility** by **+1**.
- When you are attacked, you can mark an **Armor Slot** to increase your evasion against it by a value equal to your Proficiency.

[Artist Name TK]

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ABILITY

CRUEL PRECISION

Whenever you make a successful attack with a weapon, add either your **Finesse** or **Agility** trait to the damage.

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ABILITY

CODEX TOUCHED

When a majority of the domain cards in your loadout are from the Codex domain:

- You can always mark a **Stress** to add your proficiency to a spellcast roll.
- Once per short rest, you may replace this card with any card from your Vault instead without paying a Recall cost.

[Artist Name TK]

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GRIMOIRE

BOOK OF HOMET

Pass Through: Make a **Spellcast Roll (13)**. On a success, once per short rest, you and anyone who is touching you can pass through a solid object like a wall or door. The solid object must not be thicker than a distance within close range of where the spell was cast.

Plane Gate: Make a **Spellcast Roll (14)**. On a success, once per long rest, you open a gateway to a location in another dimension or plane of existence that you are aware of. This gateway lasts for 1 minute, or until you wish it to close.

[Artist Name TK]

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SPELL

GRACE TOUCHED

When a majority of the domain cards in your loadout are from the Grace domain:

- You may mark an **Armor Slot** instead of marking **Stress**.
- When you get a **critical success** on an **Action Roll**, an enemy within close range takes **2 Stress**, or an ally within close range gains **2 Hope**.

[Artist Name TK]

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ABILITY

ENDLESS CHARISMA

Whenever you make an **Action Roll** to persuade, lie, or garner favor, you can spend a **Hope** to reroll the **Hope** or **Fear** die and take the new result instead.

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ABILITY

MIDNIGHT TOUCHED

When a majority of the domain cards in your loadout are from the Midnight domain:

- Whenever you succeed with **Fear**, you gain a **Hope**.
- If your **Fear** die ever rolls a 1 or 2, you may reroll it once and take the new result instead.

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SPELL

PHANTOM DODGE

When you successfully evade physical damage, you can choose to envelope yourself in shadow, becoming **Hidden** and teleporting to anywhere in close range of the target that attacked you. You remain **Hidden** until the next time you make an action roll.

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SPELL

SAGE TOUCHED

When a majority of the domain cards in your loadout are from the Sage domain:

- When you are in a natural environment, you always take **+1** to your **Spellcast** Rolls.
- Once per short rest, before you roll, treat your **Agility** or **Instinct Trait** as though it were double its current value.

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SPELL

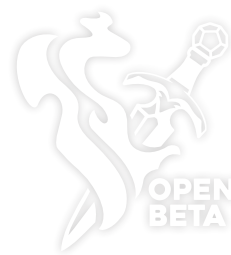
MONSTER OF NATURE

Once per long rest, mark a **Stress** to channel the natural world around you and use it to transform into something monstrous. Describe how your appearance changes, then place a **d6** on this card at a value of **6**.

While the Monster of Nature die is active, it adds its value to every **Action Roll** you make. After you add its value to a roll, reduce it by **1**. When the die's value reaches **0** or you take a rest, this form drops and you must mark an additional **Stress**.

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ABILITY

SPLENDOR TOUCHED

When a majority of the domain cards in your loadout are from the Splendor domain:

- Increase your **Minor Damage Threshold** by **+3**.
- Once per long rest, when incoming damage would require you to take a certain number of **Hit Points**, you may choose to take that much **Stress** or spend that much **Hope** instead.

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SPELL

FOUNTAIN OF LIFE

Whenever you do damage to an enemy, you may spend a **Hope** to heal a single **Hit Point** on an ally within close range of you.

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ABILITY

VALOR TOUCHED

When a majority of the domain cards in your loadout are from the Valor domain:

- Your **Armor Score** increases by **+2** while this ability is in your loadout.
- When you mark one or more **Hit Points** from damage, roll **1d6**. If you get a **5+**, you can clear a **Stress**.

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ABILITY

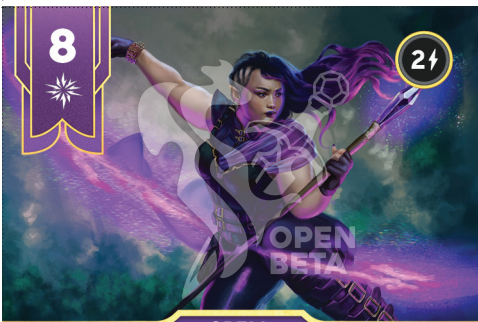
SHRUG IT OFF

When you would take damage, you may mark a **Stress** to reduce the severity of the damage by one **Threshold**. When you do, roll **1d6**. If the result is a **2** or below, place this card into your Vault.

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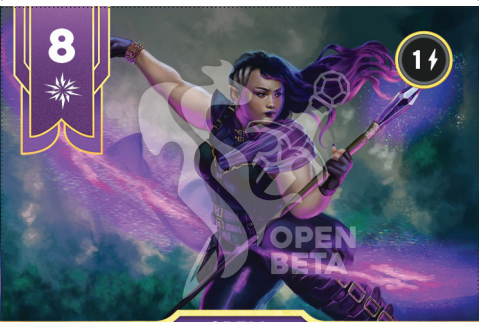




CONFUSING AURA

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. You may mark any number of **stress** to make that many additional layers. When an adversary makes an attack against you, roll a number of **d6** equal to the number of layers currently active. If any land on a **4+**, one layer of the aura is destroyed and you avoid the attack. If all are **3-**, you take the damage and the effect ends.

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ARCANE REFLECTION

Whenever you would take magic damage, if you choose not to reduce it using Armor, you may spend a **Hope** to roll an amount of **d6** equal to your Spellcast Trait. If any of the dice roll a result of **6**, the attack is reflected back onto the caster, dealing the damage to them instead.

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BATTLE CRY

Once per short rest, while you are charging into danger, you can muster a rousing shout or phrase that inspires your allies. You and all your allies that can hear you each clear a **Stress**, gain a **Hope**, and until you or an ally fails a roll with **Fear**, gain **+1** Proficiency.

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FRENZY

Once per long rest, you can go into a frenzied state until there are no more threats within sight. While frenzied, you cannot use Armor Slots, you have **+2** to your Proficiency, and your Severe Damage Threshold is increased by **+8**.

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BREAKING BLOW

When you make a successful attack, you may mark a **Stress** to make the next successful attack against that same target do an additional **2d12** damage.

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WRANGLE

Make an **Agility Roll** against all enemies close to you. You may spend a **Hope** to move any enemies you are successful against to any position within close range.

Use of this ability does not contribute a character token to the action tracker.

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GRIMOIRE

BOOK OF VYOLA

Memory Delve: Make a **Spellcast Roll** against a target within far range. On a success, you get into the mind of the creature and ask a question. The GM will describe any memories they have that pertain to the answer.

Shared Clarity: Once per long rest, **spend Hope** to choose two willing creatures. Whenever one of them should mark **stress**, they can choose between the two of them who marks it. This spell will automatically end at their next rest.

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SPELL

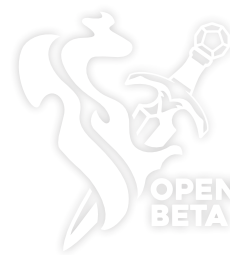
HAVEN

Spend **2 Hope** to summon your Haven, a large interdimensional home for you and your allies to take shelter in. When you do, a magical door appears somewhere within close distance of you and is only enterable by those you choose. 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 Haven, you can take an additional Downtime Action.

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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 it as though it were you, and can affect the world as though you were there. Anyone investigating this projection can tell it's of magical origin. This spell ends at your next short rest or when your projection takes any damage.

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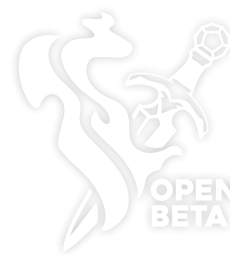
SPELL

MASS ENRAPTURE

Make a **Spellcast Roll** against all enemies within far range. Any you succeed against temporarily keep their attention on you, narrowing their field of view and drowning out any sound but your own. You may also mark a **Stress** to deal **Stress** to all targets who are enraptured.

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SPELL

RUNE THIEF

When you should take magic damage, place tokens on this card equal to the number of hit points that damage would do. Then, reduce the incoming damage in half (rounded up).

When you make a successful attack roll against a target, you can spend any number of the tokens from this card to deal an additional **1d6** magic damage per token. On your next rest, clear all tokens.

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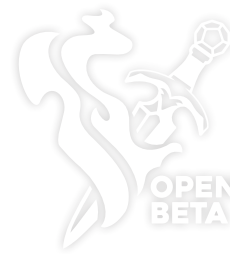
ABILITY

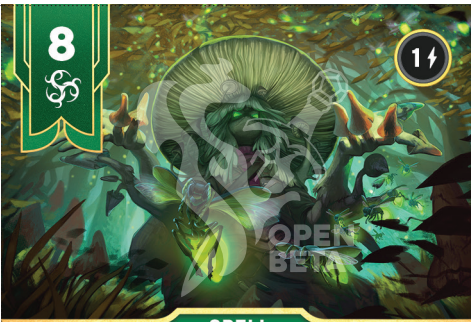
SHADOWHUNTER

Under the cover of shadow, your prowess is enhanced. While you are shrouded in low light or darkness, you gain +1 Proficiency to your weapon attacks and you can add your Spellcast trait to your Evasion.

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SPELL

REJUVENATION BARRIER

Make a **Spellcast Roll (15)**. On a success, once per short rest, you can create a temporary barrier of protective energy around you. You and all allies within very close range of you when it is first cast heal **1d4 Hit Points**. While the barrier is up, you and all allies within have Resistance to physical damage. This barrier follows you as you move and lasts until the GM spends **2 Fear** to end it.

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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 that appear wherever you choose within far range, distracting enemies and aiding allies. Describe what form they take.

Attack Rolls against an enemy within melee range of a Sprite gain +3. Any allies who mark an Armor Slot while in melee range of a Sprite add +3 to their Armor Score.

A Sprite vanishes after granting a bonus or taking any damage.

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SPELL

STUNNING SUNLIGHT

Make a **Spellcast Roll** against any enemies in front of you within far distance as you unleash powerful rays of burning sunlight. Spend a **Hope** for each enemy you succeed against that you want to affect, and they must make a **Reaction Roll (14)**.

On a success, they take **4d20** magic damage.

On a failure, they take **4d20** magic damage and are temporarily stunned, keeping them from taking actions until the GM spends a **Fear** to remove this condition.

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SPELL

SHIELD AURA

Mark a **Stress** to cast Shield Aura on a creature you can touch. Whenever they use an Armor Slot, they roll a **d12** and add its value to their Armor Score. If the **d12** result is equal to or above their current level, this spell ends. If the **d12** result is below their current level, it stays active.

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ABILITY

FULL SURGE

Once per long rest, mark **3 Stress** to push your body to its limits, increasing all of your Character Traits by **+2**. This lasts until your next rest.

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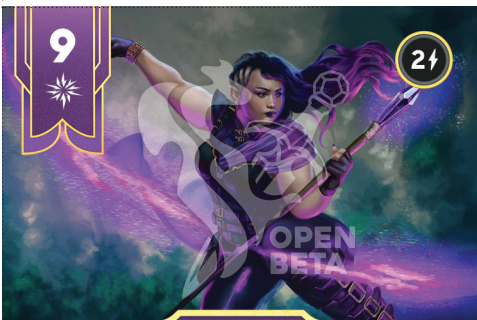
ABILITY

GROUND POUND

Spend **2 Hope** to strike the ground where you stand and roll with Strength against any enemies within very close range of you. All you succeed against are thrown back to far range and must make a **Reaction Roll (17)**. On a failure, they also take **4d10** damage. On a success, they take half damage instead (rounded up).

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SPELL

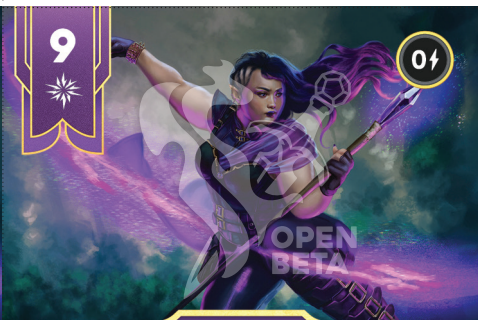
EARTHQUAKE

Make a **Spellcast Roll (16)**. Once per short rest, on a success all creatures within very far range of your choice must make a **Reaction Roll (18)**. On a failure, they take **3d10** physical damage and are Vulnerable. On a success, they take half damage (rounded up).

When you successfully cast this spell, all terrain within very far range of you becomes difficult to move through, and structures within this range may sustain damage or crumble.

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SPELL

SENSORY PROJECTION

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. 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 and you will drop out of this vision immediately upon taking damage or casting another spell.

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ABILITY

GORE AND GLORY

Whenever you deal enough Weapon damage to defeat an enemy, you can gain a **Hope** or clear a **Stress**. When you roll a Critical Success on a weapon attack, you gain an additional **Hope** or clear an additional **Stress**.

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ABILITY

REAPER STRIKE

You may declare you are using Reaper Strike. Spend a **Hope** and make an **Attack Roll**. The GM will tell you any enemy it would succeed against in range of your weapon. Once per long rest, choose one of these enemies, and immediately deal **5 Hit Points** of damage to them.

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ABILITY

LAST LEG

When you have 2 or less Hit Points remaining, always add your proficiency to your Evasion.

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ABILITY

A THOUSAND CUTS

Make an **Attack Roll** against all enemies in your weapon's range. On a success against any targets, once per long rest, you may roll a number of weapon damage dice equal to double your proficiency plus your Finesse Trait. You can distribute this damage however you wish between any enemies you are successful against.

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GRIMOIRE

BOOK OF RONIN

Transform: Make a **Spellcast Roll (15)**. On a success, immediately transform into the shape of an inanimate object you can picture in your mind no larger than twice your normal size. You can remain in this shape until you take Hit Point damage. You can move in this form, but it might draw attention.

Stable Portal: Once per long rest, mark a **Stress** and choose two points within very far distance of you. A temporary portal will open up at both of those points, and any creature may use this portal to move between these two points freely. The spell will end at your next short rest.

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SPELL

DISINTEGRATION WAVE

Make a **Spellcast Roll (14)** On a success, once per long rest, the GM will tell you what enemies within far range have a difficulty of 14 or lower. You may mark a **Stress** for each one you wish to hit with this spell. They are immediately killed and cannot come back to life by any means.

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ABILITY

MASTER OF THE CRAFT

Add **+3** to any two of your Experiences, or **+5** to any one of your Experiences. Then permanently put this card into your Vault.

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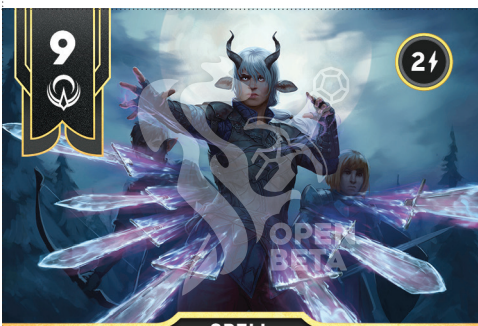
SPELL

COPYCAT

Once per long rest, this card can mimic the features of any other active Domain card in another player's loadout of Level **8** or lower. You must spend **Hope** equal to half the card's level (rounded up), and this lasts until your next short rest.

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SPELL

NIGHT TERROR

Once per short rest, choose any targets within close range. For them, your visage changes into something of nightmarish horror. They must make a successful **Reaction Roll (16)** or become temporarily Horrified. While Horrified, they are Vulnerable and group together as closely as possible. You steal an amount of **Fear** from the GM equal to the number targets that are Horrified (or as many as they have, if it's not enough). For each **Fear** stolen, roll a **d6** and deal that much damage to each Horrified target. Discard the stolen **Fear**.

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ABILITY

TWILIGHT TOLL

Choose a target within far range to mark. Each time you succeed on any **Action Roll** against them that doesn't result in making a damage roll, place a token on this card. When you roll damage against this target, you can spend any number of tokens to deal an additional **1d12** per token spent. You may only hold Twilight Toll on one creature at a time.

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SPELL

PLANT DOMINION

Make a **Spellcast Roll (18)**. On a success, you reshape the natural world, changing the surrounding plant life within very far distance of you. You can grow trees instantly, clear a path through dense vines, create a wall of thick roots, etc.

If you create a hostile environment, anyone who moves into or through it takes **5d10** physical damage.

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ABILITY

FANE OF THE WILDS

After a long rest, place a number of tokens equal to how many Sage Domain cards you have in your Loadout and Vault on this card.

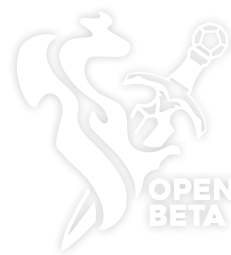
Whenever you would make a **Spellcast Roll**, you may spend any number of these tokens before the roll to add **+1** to the result per token.

Whenever you roll a Critical Success on a **Spellcast Roll** for a Sage spell, gain a token.

When you take a long rest, clear all tokens.

[Artist Name TK]

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SPELL

OVERWHELMING AURA

Make a **Spellcast Roll (15)** to temporarily embody powerful presence. On a success, spend **2 Hope** to make your Presence score equal to your Spellcast Trait until your next long rest.

When you're attacked while you have Overwhelming Aura active, the GM must always spend a **Fear** to target you.

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SPELL

SALVATION BEAM

Make a **Spellcast Roll (15)**. On a success, mark any amount of **Stress** to clear that many Hit Points on a line of allies within far range.

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ABILITY

HOLD THE LINE

Spend a **Hope** to take a defensive stance that lasts until you move or fail a roll with **Fear**. While in this stance, note the area within close range of you. If any enemy ever occupies that area, they are immediately put into melee with you and are temporarily Restrained.

The Restrained condition can only be ended if the GM spends **2 Fear** to do it.

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ABILITY

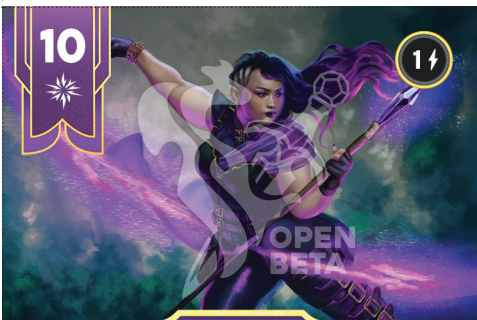
LEAD BY EXAMPLE

Whenever you mark an Armor Slot, you can choose an ally who can see or hear you to gain a **Hope** or clear a **Stress**.

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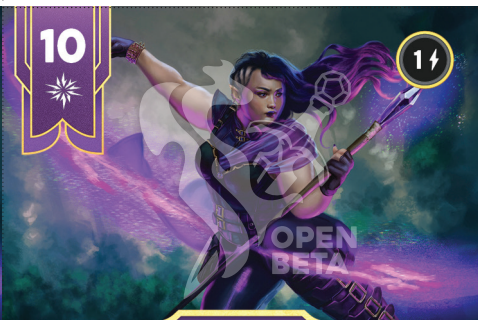
SPELL

FALLING SKY

Make a **Spellcast Roll** against all enemies within far range. Mark any number of **Stress** to make shards of arcana rain down from above, dealing **1d20** damage per each **Stress** you marked to any targets you succeed against.

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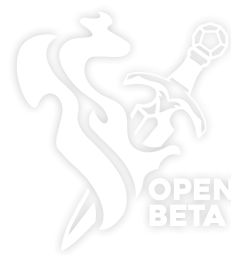
SPELL

ADJUST REALITY

After a dice roll, you may spend **5 Hope** to change the results of that roll to a result of your choice instead. The result must be plausible within the range of the dice.

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ABILITY

BATTLE MONSTER

When you make a successful attack against an enemy, instead of rolling for damage you may spend **5 Hope** to deal the target a number of **Hit Points** equal to the amount of **Hit Points** you currently have marked.

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ABILITY

ONSLAUGHT

When you successfully hit, your weapon attacks never deal damage beneath a target's **Major Damage Threshold** (you will always deal a minimum of **2 Hit Points** of damage).

In addition, whenever an enemy within weapon range deals damage to an ally with an attack that doesn't include you, you can mark a **Stress** to immediately deal weapon damage to the enemy at half **Proficiency** (rounded up).

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ABILITY

UNFLAPPABLE

After you successfully evade an attack, you may clear a **Stress**. If you successfully evade an attack and have no **Stress** to clear, instead gain a **Hope**.

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ABILITY

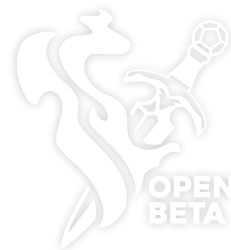
DEATHRUN

Spend **3 Hope** to run an open path through the battlefield and make an **Attack Roll** against all enemies within weapon range along your path. Of your successful targets, choose the order in which you deal damage. For the first, roll your weapon damage at **+1 Proficiency**. Then, remove one die from your pool and deal the remaining damage to the next target in descending order until you're out of damage dice or enemies.

You cannot target the same creature more than once.

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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 automatically resumes the next time you make an action roll that targets another creature or after a number of minutes equal to your Knowledge Trait.

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

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TRANSCENDENT UNION

Once per long rest, spend **5 Hope** to cast this spell on two or more willing creatures that wish to be bonded. Until your next short rest, any creatures that have this union with each other can always share Hit Points Slots and Stress Slots between them.

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NOTORIOUS

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

This card must remain in your loadout, but doesn't count towards your domain card maximum.

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ENCORE

When an ally within close distance of you deals damage to an enemy, you may make a **Spellcast Roll** against that same enemy. On a success, you immediately do the same amount of damage to them as your ally dealt. If your **Spellcast Roll** succeeds with **Fear**, place this card into your Vault afterward.

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SPECTER OF THE DARK

Mark a **Stress** to move like a ghost. While in this form, you are visible but can float and pass through solid objects for a number of minutes equal to your Spellcast Trait. During this time, you are immune to physical damage.

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ECLIPSE

Make a **Spellcast Roll (16)**. On a success, once per long rest, spend **3 Hope** to plunge the entire area within far range into magical shadow that moves with you. Whenever you or an ally within this shadow should be damaged by an attack or spell, roll **1d6**. On a result of **5+**, the attack or spell misses.

In addition, when you or an ally rolls a successful **Attack Roll** with **Hope** against an enemy that is within this shadow, the enemy takes a **Stress**.

This spell lasts for until the GM spends **3 Fear**, or you take Severe damage.

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TEMPEST

Choose one of the following tempests and make a **Spellcast Roll** against all targets in far range. Any you are successful against experience its effects until the GM spends **3 Fear** to end this spell:

Blizzard - Immediately deal **2d20** magic damage and make them **vulnerable**.

Hurricane - Immediately deal **3d10** magic damage. Choose a direction the wind is blowing. Targets can't move against the wind.

Sandstorm - Immediately deal **5d6** magic damage and any ranged attacks are now at disadvantage.

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FORCE OF NATURE

You can mark a **Stress** to transform into a hulking nature spirit, gaining the following benefits:

You gain **+2 Strength**, **+2 Agility**, and **+2 Finesse**.

- *Whenever you successfully hit with an Attack or Spell, you deal an additional 1d10 damage.*
- *When you defeat a creature within close range, you absorb them and clear an Armor Slot.*
- *You cannot be restrained.*

Before you make an **Action Roll**, you must spend a **Hope**. If you cannot, you revert to your normal form.

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INVIGORATION

When you or an ally close to you has used an ability or spell that has an exhaustion limit (once per short rest, once per long rest, etc.), you and any of these allies may spend any amount of **Hope** to roll that many **d6**. On a **6**, you or your ally regain use of that ability or spell.

This spell doesn't work on any abilities or spells that have been permanently placed in your Vault.

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RESURRECTION

Make a **Spellcast Roll (20)**. On a success, you may restore one creature who has been dead no longer than **100** years. Then roll a **1d6**. On a **1-5**, put this card into your Vault permanently.

On a failure, this cannot be attempted again for at least a week, and the consequences of failing such powerful magic can have unexpected effects on the dead.

[Artist Name TK]

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UNBREAKABLE

When you mark your last Hit Point, instead of making a death move, you may roll a **1d6** and clear that many marked Hit Points. Then put this card into your Vault.

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UNYIELDING ARMOR

Anytime you mark an Armor Slot, roll an amount of **d6s** equal to the Armor Slots you currently have marked. If any result in a **6**, you don't have to mark it.

[Artist Name TK]

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