

FORGE

A Daggerheart™ Compatible Domain

Designed and illustrated by Christophe Zerr



Forge is the domain of ingenuity and crafting. Through fire and metal, smithing and alchemy, the inventors change the world, build new weapons, and even create Clank people! Forge offers never seen before powers to those with patience, sharp minds and a good hand.

Hand Crafting – Gunnery – Powders and Fuel – Machinery – Destruction

This new Domain contains **21 hand-illustrated cards**. There are 21 Domain cards as per usual: 3 level 1 cards, and then 2 cards per level up to level 10.

The Forge Domain uses a lot of tokens of a few different types that need to be distinguishable for better clarity and resource tracking.

You will find all printable cards on the three first pages and then a few pages with just the cards' wording for easy quick reference.

This Domain is used by the **Saboteur Class** (sold separately).

Version 1.0 May 2025

- *First public release*

Version 1.1 August 2026

- *Little adjustments in wording and style*
- *Balance and tweaks on Alchemical Charge and War Machine*
- *Printable cards have bleed now, for better looking edges*

Special thanks to Blade Bound, Tyson Monagle and Jeff.

Illustrations and the Forge symbol are under CC-BY-NC-SA 4.0 Christophe Zerr. Contact: cxzman@free.fr

This product includes materials from the Daggerheart System Reference Document 1.0, © Critical Role, LLC. under the terms of the Darrington Press Community Gaming (DPCGL) License. More information can be found at <https://www.daggerheart.com>.

There are no previous modifications by others.

Darrington Press™ and the Darrington Press authorized work logo are trademarks of Critical Role, LLC and used with permission.



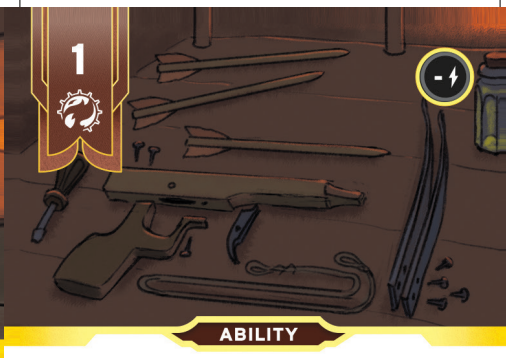
ABILITY

BLACKSMITH

You make good armors and also easily maintain those that you wear.
During a rest, when you choose to repair your armor as a downtime move, your allies also clear an Armor Slot.

You may vault this card instead of marking an Armor Slot to reduce damage with your Armor.

Illus. CC BY-NC-SA 4.0 Christophe Zerr Daggerheart™ Compatible. Terms at Daggerheart.com



ABILITY

GUNSMITH

While this card is in your Loadout, give 2 out of 4 bonuses to a single physical ranged weapon you possess:

- **Visor:** +2 to Attack rolls with it but makes it Two Handed.
- **Magazine:** must have Reloading, makes the Reloading die a 1d12 instead of a 1d6.
- **Fine tune:** add your Finesse to damage.
- **Range finder:** makes Far range become Very Far range.

You can change which of your weapons it applies to and which bonuses it has with 1 Work on a Project move.

You cannot Recall this card outside of Downtime.

Illus. CC BY-NC-SA 4.0 Christophe Zerr Daggerheart™ Compatible. Terms at Daggerheart.com



ABILITY

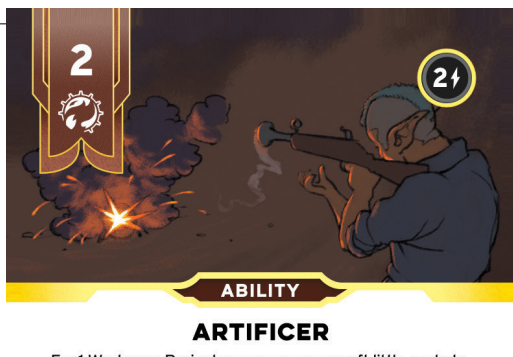
SPRING LOADER GEAR

During a rest, you can equip an extra Primary or Secondary weapon. It's not readily available, but once per rest, you can use the Spring Loaded Gear to immediately activate that weapon, dropping whatever you already had in your hand.

When retracted, the weapon is otherwise hard to spot. Noticing it on you requires a successful Instinct roll, Difficulty 10 + your Level.

You cannot Recall this card outside of Downtime.

Illus. CC BY-NC-SA 4.0 Christophe Zerr Daggerheart™ Compatible. Terms at Daggerheart.com



ABILITY

ARTIFICER

For 1 Work on a Project move, you may craft little packets of pyrotechnics and fill this card with Powder tokens up to your Finesse trait +2. Keep tokens until spent.

When you hit with a physical projectile weapon attack, you may spend 1 Powder token to add one of these effects:

- **Explosive:** also deals half-damage as magical to everyone within Very Close range of the target.
- **Fire:** catches things on fire, also next time the target activates, it suffers half this damage as magical.
- **Flash:** the target and everyone with sight around in Very Close range have disadvantage on their next activation.
- **Smoke:** everyone within Very Close range of the impact temporarily gets the Hidden condition.

Illus. CC BY-NC-SA 4.0 Christophe Zerr Daggerheart™ Compatible. Terms at Daggerheart.com



ABILITY

BETWEEN BREATHS

As long as you don't move and don't switch weapons this turn, and you attack with a weapon at Far or Very Far range, you may mark 1 Stress to attack with double that weapon's Trait bonus to the roll, and add that weapon's Trait to the damage.

Illus. CC BY-NC-SA 4.0 Christophe Zerr Daggerheart™ Compatible. Terms at Daggerheart.com



ABILITY

MECHANIZED WEAPON

One of your weapons is now Mechanized! You can only use it while this card is in your loadout. During a Long rest, max out this card with Fuel tokens, up to your Level. Keep tokens until spent

When you attack with the Mechanized weapon, you may spend 1 Fuel token from this card to roll its damage dice with Proficiency +1 and add your Level to the total damage. You may spend another Fuel token from this card to add these bonuses a second time. Without spending any Fuel token, the Mechanized weapon only deals half damage.

You may change which weapon is Mechanized for 1 Work on a Project move.

Illus. CC BY-NC-SA 4.0 Christophe Zerr Daggerheart™ Compatible. Terms at Daggerheart.com



SPELL

POCKET WORKSHOP

Have a carry-around small magical set of light tools to work on the go.

During a rest, you can use the Repair Armor or Repair All Armor actions 1 additional time for free.

Also you can do 1 more Work on a Project move per Long rest for free if it implies crafting or repairing something.

Illus. CC BY-NC-SA 4.0 Christophe Zerr Daggerheart™ Compatible. Terms at Daggerheart.com

FORGE CARDS

1 BLACKSMITH

Ability – Recall 2

You make good armors and also easily maintain those that you wear.

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

You may vault this card instead of marking an Armor Slot to reduce damage with your Armor.

1 GUNSMITH

Ability – Recall -

While this card is in your Loadout, give 2 out of 4 bonuses to a single physical ranged weapon you possess:

- **Visor:** +2 to Attack rolls with it but make it Two Handed.
- **Magazine:** must have Reloading, make it a 1d12 instead of a 1d6.
- **Fine tune:** add your Finesse to damage.
- **Range finder:** makes Far range become Very Far range.

You can change which of your weapons it applies to and which bonuses it has as a single Work on a Project move.

Also, you cannot Recall this card outside of Downtime.

1 SPRING LOADED GEAR

Ability – Recall -

During a rest, you can equip an extra Primary or Secondary weapon. It's not readily available, but once per rest, you can use the Spring Loaded Gear to immediately activate that weapon, dropping whatever you already had in your hand.

When retracted, the weapon is otherwise hard to spot. Noticing it requires a successful Intuition roll, Difficulty 10 + your Level.

You cannot Recall this card outside of Downtime.

2 ARTIFICER

Ability – Recall 2

For 1 Work on a Project move, you may craft little packets of pyrotechnics and max out this card with Powder tokens up to your Finesse trait +2. Keep tokens until spent.

When you hit with a physical projectile weapon attack, you may **spend 1 Powder token** to add one of these effects:

- **Explosive:** also deals half-damage as magical to everyone within Very Close range of the target.
- **Fire:** catches things on fire, also next time the target activates, it suffers half this damage as magical.
- **Flash:** the target and everyone with sight around in Very Close range have disadvantage on their next Action Roll.
- **Smoke:** everyone within Very Close range of the impact temporarily gets the Hidden condition.

2 BETWEEN BREATHS

Ability – Recall 1

As long as you don't move and don't switch weapons this turn, and you attack with a weapon at Far or Very Far range, you may **mark 1 Stress** to attack with double that weapon's Trait bonus to the roll, and add that weapon's Trait to the damage.