

DAGGERVAULT

110 NEW DOMAIN SPELLS AND ABILITIES LEVELS 1-10



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For **design notes** about the domain cards in this supplement, its FAQ, musings about Daggerheart, news on future projects and other homebrew content, visit **Daggerquill.com**

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■ RIPPLE

Level 1 Arcana Ability

Recall Cost: 0

When you cast a spell from the Arcana domain, you send out an arcane ripple. Choose one ally within Very Close range: they gain advantage on their next Spellcast Roll.

■ ARCANE FLICKER

Level 1 Arcana Spell

Recall Cost: 1

Spend a Hope to teleport to any point within Very Close range you can see. You may also teleport an object you're touching within Very Close range if it's no larger than you.

■ SNATCH

Level 2 Arcana Spell

Recall Cost: 1

Pull a small object within Close range into your hand. The object must fit in one hand. If a creature is holding the object, **spend a Hope** to make a Spellcast Roll against them to wrench it free.

■ ELEMENTAL BLAST

Level 3 Arcana Spell

Recall Cost: 2

Spend a Hope and make a **Spellcast Roll** against a target within Far range. On a success, elemental energy erupts from the target's location. The target and all creatures within Very Close range of them must make a Reaction Roll (13). Targets who fail take **d12+4** magic damage using your Proficiency and are knocked down, temporarily *Vulnerable*. Targets who succeed take half damage.

■ MAJOR ILLUSION

Level 4 Arcana Spell

Recall Cost: 2

Make a **Spellcast Roll (14)**. On a success, create a detailed illusion at a point within Far range. The illusion fills an area within Close range of that point and can include sounds, smells, and movement. The illusion lasts until the end of the scene or you cast Major Illusion again. A creature can make a Reaction Roll (14) when they first interact with the illusion. On a success, they perceive it as an illusion. On a failure, they believe it's real until they have clear evidence otherwise.

■ SPECTRAL PROJECTION

Level 5 Arcana Spell

Recall Cost: 1

Spend a Hope to project an intangible image of yourself to any location within Far range you can see. You can hear, see and speak through it until the end of the scene or you cast another spell. The image is visibly magical and intangible. It can't be affected by physical objects or creatures.

■ ARCANE SHIELD

Level 6 Arcana Spell

Recall Cost: 2

When you would take damage, you can **spend a Hope** to conjure a shimmering shield of raw arcane energy between yourself and the attack. Make a reaction roll using your Spellcast trait, then subtract the total result from the damage you would take.

■ WILD CASTING

Level 7 Arcana Spell

Recall Cost: 3

Once per long rest, **mark a Stress** to place a number of tokens equal to your Spellcast trait on this card. When you would spend Hope or Stress to make a Spellcast Roll for an Arcana spell, spend a token instead, letting the magic run wild. Roll with Hope: the spell is cast normally. Roll with Fear: something nearby breaks, ignites, or warps as the backlash tears through you. Mark a Hit Point of direct damage and lose all remaining tokens on this card. Clear all unspent tokens on your next long rest.

■ UNLEASH DEVASTATION

Level 8 Arcana Spell

Recall Cost: 2

At the beginning of a session, place tokens equal to your Spellcast trait on this card. Make a **Spellcast Roll** against a target within Very Far range and spend any number of tokens to unleash devastating arcane energy. On a success, roll a number of **d12s** equal to twice the tokens you spent and deal that much magic damage to the target. **Mark a Stress** to replenish this card with tokens (up to your Spellcast trait). At the end of each session, clear all unspent tokens.

■ ARCANE ARCHIVE

Level 9 Arcana Ability

Recall Cost: 1

Once per long rest, touch an object, location, or creature and access the arcane echoes imprinted upon it. You experience a vision of the most significant magical event connected to it within the past year. The GM describes what you witness. This vision is always true, though it may be symbolic or fragmented. You can ask up to three questions about what you saw to the GM.

■ ARCANE VOID

Level 10 Arcana Spell

Recall Cost: 3

Once per long rest, surround yourself with an arcane void, becoming immune to magic damage and unaffected by magical effects until the end of the scene. While immune, you can't use spells, magical abilities or magic items. You can end this effect at any time.

■ FEINT AND STRIKE

Level 1 Blade Ability

Recall Cost: 0

When you miss a weapon attack against a target, you learn their pattern. Your next attack against that same target before the end of the scene has advantage.

■ KILLING EDGE

Level 1 Blade Ability

Recall Cost: 0

When you deal enough damage to defeat a creature with a weapon attack, clear a Stress as the thrill of victory sharpens your focus. You can only clear one Stress per Spotlight this way.

■ WEAPON MASTERY

Level 2 Blade Ability

Recall Cost: 0

When you choose this card, select a weapon type (bows, swords, axes, etc.). When using that weapon type, one damage die of your choice always counts as its maximum value. Place this card in your vault permanently.

■ CALLED SHOT

Level 3 Blade Ability

Recall Cost: 1

Spend a Hope to call your shot before making a ranged weapon attack (eye, hand, leg, etc.). On a hit, describe the effect: you double one damage die, the target drops what they're holding, they have disadvantage on their next action roll, or their movement is reduced by one range step until your next rest.

■ TWIN SHOT

Level 4 Blade Ability

Recall Cost: 2

Mark a Stress to simultaneously shoot two adversaries within Very Close range of each other, using a single attack roll against both.

■ EXECUTIONER'S EDGE

Level 5 Blade Ability

Recall Cost: 1

When you attack a creature that has marked at least 2 Hit Points, you can **spend a Hope** to add an extra **2d8** to your damage roll as you exploit their wounds.

■ BLADE OATH

Level 6 Blade Ability

Recall Cost: 2

Swear a personal oath about how you fight (never strike a downed foe, never draw first, never fight for coin...). While you hold to it, gain a permanent +1 bonus to your proficiency. If you ever break the oath, this card goes to your vault and cannot be recalled until you find a way to atone, worked out with the GM.

■ TRICK SHOT

Level 7 Blade Ability

Recall Cost: 2

Mark a Stress to make an extraordinary trick shot with a ranged weapon attack (through a keyhole, bouncing off three surfaces, etc.). On a hit against a creature, deal an extra **2d10** damage.

■ VETERAN'S INSIGHT

Level 8 Blade Ability

Recall Cost: 0

During a long rest, spend time training one ally in your combat techniques. Choose one of your Blade domain cards you have access to with a level equal to or less than half your level. Until your next long rest, that ally can use that card once as if it were their own, using their own traits and proficiencies. This card does not count against their loadout limit. After they use it or if you take a long rest, the card returns to you.

■ LEGENDARY WEAPON

Level 9 Blade Ability

Recall Cost: 3

Once per long rest, awaken your weapon's legend. When you unsheathe it, all allies within Close range gain a Hope and all adversaries within Close range must mark a Stress as its reputation precedes it. Until the end of the scene, gain +2 to your Proficiency for this weapon's damage rolls.

■ PERFECT SHOT

Level 10 Blade Ability

Recall Cost: 3

Once per long rest, line up a perfect shot against a target within Far range. The shot automatically hits. The target must mark 3 Hit Points, ignoring any defensive features or abilities.