



BLOOD SPIKE

Make a **Spellcast Roll** against a target within Far range. On a success, **mark a Stress** to deal **d10** magic damage to the target using your Proficiency. On a success with Hope, the target also marks a Stress. On a roll with Fear, **mark a Stress**.

[Artist Name TK]

The Void v1.5 | Terms at Daggerheart.com



BLOOD SPIKE

Make a **Spellcast Roll** against a target within Close range. On a success, **spend a Hope** to deal **d8+2** magic damage to the target using your Proficiency, and the target marks a Stress. If you have at least 3 Hit Points marked, the damage die is a **d10** instead.

[Artist Name TK]

The Void 2026-07-09 | Terms at Daggerheart.com



LIFEBLOOD TALISMAN

Mark a Hit Point to conjure a talisman infused with your life essence. The talisman appears in your hand, and whoever carries the talisman gains its benefit: Whenever the talisman's bearer marks 2 or more Hit Points, they can **spend a Hope** to reduce the number of Hit Points marked by 1. The talisman disappears if you have no Hit Points marked or you use this spell again.

[Artist Name TK]

The Void v1.5 | Terms at Daggerheart.com



LIFEBLOOD TALISMAN

Mark a Hit Point to conjure a talisman infused with your life essence. When the bearer of the talisman would take Severe or greater damage, they can destroy the talisman and reduce the damage by two thresholds. The talisman otherwise disappears when you take a rest or cast this spell again.

[Artist Name TK]

The Void 2026-07-09 | Terms at Daggerheart.com



POWER THROUGH PAIN

If you have at least one Hit Point marked, you gain a bonus to your damage rolls. The bonus equals twice your number of marked Hit Points.

[Artist Name TK]

The Void v1.5 | Terms at Daggerheart.com



POWER THROUGH PAIN

When you mark a Hit Point, place a token on this card. On a successful attack, you can spend any number of tokens from this card to gain a 1d6 damage bonus on the attack for each token spent. This card can hold a maximum number of tokens equal to your Spellcast trait. Clear all tokens from this card when you take a long rest.

[Artist Name TK]

The Void 2026-07-09 | Terms at Daggerheart.com



BRAND OF CASTIGATION

When you deal damage to a creature, **mark a Stress** to sear a red, magical mark on them. Until this mark disappears, you always know the direction of the marked creature relative to you, and that creature marks a Stress each time it deals damage to you or an ally of yours within Very Close range of you. The mark disappears when you use this spell again.

[Artist Name TK]

The Void v1.5 | Terms at Daggerheart.com



BRAND OF CASTIGATION

When you succeed on an attack roll against a target, you can **mark a Stress** to *Brand* them until you take a long rest or cast this spell again. You always know the direction of the *Branded* target. If the *Branded* target deals damage to you, you can remove the *Branded* condition to make them mark 2 Stress.

[Artist Name TK]

The Void 2026-07-09 | Terms at Daggerheart.com



SPELL

VITALITY MANIPULATION

Make a **Spellcast Roll** against a target within Very Close range. If you cast this on an ally, make the roll with advantage. On a success, **mark a Stress**, and choose one of the following effects:

- The target grows calmer and clears a Stress. On a success with Hope, they clear 2 Stress.
- The target grows more anxious and marks a Stress. On a success with Hope, they mark 2 Stress.

[Artist Name TK]

The Void v1.5 | Terms at Daggerheart.com



SPELL

PALPITATIONS

When you or an ally makes an action roll to frighten or intimidate a creature within Close range, you can **spend a Hope** to give the roll advantage. On a success, the target marks a Stress.

Additionally, once per long rest, you can **spend a Hope** to calm yourself or a willing creature within Close range, letting the target clear 2 Stress.

[Artist Name TK]

The Void 2026-07-09 | Terms at Daggerheart.com



SPELL

BLOOD PUPPET

Make a **Spellcast Roll** against a creature (living or dead) within Far range. On a success, **spend a Hope** to control the target by causing them to move, attack, or both. If you do both, you choose the order. If you cause the creature to move, they move to a location you choose that's within Close range of them. If you cause the creature to attack, make a **Spellcast Roll** against a target within Melee range of them. On a success, deal **d10** physical damage using your Proficiency.

[Artist Name TK]

The Void v1.5 | Terms at Daggerheart.com



SPELL

BLOOD PUPPET

Make a **Spellcast Roll** against an adversary within Close range. On a success, spend a Hope to do any of following in the order you choose:

- You move the target up to Close range from their current position. To move the target into dangerous terrain, you must spend another Hope.
- The target makes a standard attack against another target of your choice within the attack's range.

[Artist Name TK]

The Void 2026-07-09 | Terms at Daggerheart.com



SPELL

BURNING BLOOD

Make a **Spellcast Roll (12)**. On a success, **mark a Hit Point** as you conjure a bead of blood, which you lob at a point within Far range. A wave of heat fills the area within Very Close range of that point, igniting the internal vitals of those caught within. Each target within the area marks 1 Hit Point. On a success with Hope, each target within the area instead marks 2 Hit Points.

[Artist Name TK]

The Void v1.5 | Terms at Daggerheart.com

SPELL

BURNING GORE

Make a **Spellcast Roll (13)**. On a success, **mark a Hit Point** to inflame a group's lifeblood within Far range, making each target **mark a Hit Point**. If you have at least 3 Hit Points marked, each target marks 2 Hit Points instead.

[Artist Name TK]

The Void 2026-07-09 | Terms at Daggerheart.com



SPELL

GRISLY HARPOON

You launch a harpoon of blood at a location or creature within Far range. If the target is a location, make a **Spellcast Roll (13)**. On a success, **mark a Stress** to pull yourself to a position within Melee range of it.

If the target is a creature, make a **Spellcast Roll** against it. On a success, **mark a Stress** to deal **3d8** magic damage to the target. You then pull the target straight toward yourself or pull yourself straight toward the target, ending within Melee range of each other.

[Artist Name TK]

The Void v1.5 | Terms at Daggerheart.com

SPELL

GRISLY HARPOON

Make a **Spellcast Roll** against a creature within Far range. On a success, **mark a Stress** to throw a conjured harpoon of magic blood at the target, dealing **d10** magic damage using your Proficiency. Then you can pull yourself into Melee range with the target or pull the target into Melee range with you.

Alternatively, if you target an unheld object or terrain within Far range, make a **Spellcast Roll (13)**. On a success, you pull the object to you, or you pull yourself to the terrain.

[Artist Name TK]

The Void 2026-07-09 | Terms at Daggerheart.com



WEAVE THE FLESH

Once per rest, **mark a Hit Point** to allow each ally within Close range to clear a Hit Point or a Stress. You can **mark a Stress** to allow those allies to clear one of each.

[Artist Name TK]

The Void v1.5 | Terms at Daggerheart.com



WEAVE THE FLESH

Once per long rest, you can **mark a Hit Point** to clot, suture, and fortify others with your own lifeblood. Each willing target within Very Close range clears a Hit Point and an Armor Slot.

[Artist Name TK]

The Void 2026-07-09 | Terms at Daggerheart.com



MUTUAL SUFFERING

When an attack from a creature causes you to mark one or more Hit Points, you can make a **Reaction Roll** using your Spellcast trait against the creature. On a success, the creature marks the same number of Hit Points as you did, and you can't use this spell again until you finish a rest.

[Artist Name TK]

The Void v1.5 | Terms at Daggerheart.com



VISCOUS FORM

Mark a Stress to place a number of tokens equal to your Spellcast trait onto this card and transform into a pool of blood. Remove a token each time you make an action roll or take damage. You drop out of this form when you remove the last token on this card. While in blood form, you gain resistance to physical damage and can slither through any space a liquid can traverse.

[Artist Name TK]

The Void 2026-07-09 | Terms at Daggerheart.com



PARASITE OF THE WILL

Make a **Spellcast Roll** against a creature within Very Far range. On a success, **mark a Hit Point** to conjure a tiny magical bloodworm that burrows into the target. On a success with Hope, the target isn't aware of the worm within.

You have advantage on any Presence roll against the target, and whenever they make a roll, you can **spend a Hope** to give the roll disadvantage. You can destroy the bloodworm to cause the target to mark a Hit Point.

[Artist Name TK]

The Void v1.5 | Terms at Daggerheart.com



PARASITE OF THE WILL

Make a **Spellcast Roll** against an adversary within Close range. Once per rest on a success, **mark a Hit Point** to *Infect* the target with a tiny magical bloodworm.

Presence Rolls against the *Infected* target have advantage. When the *Infected* target makes an attack roll, you can **spend a Hope** to give the roll disadvantage. The *Infected* condition lasts until you take a rest or you sacrifice the bloodworm to make the *Infected* target mark a Hit Point.

[Artist Name TK]

The Void 2026-07-09 | Terms at Daggerheart.com



BLOOD BIND

Make a **Spellcast Roll** against a target within Far range. On a success, **mark a Stress** as you slow the target's vitality. The target is temporarily *Restrained* and temporarily *Vulnerable*. Each time the target is spotlighted while either of these conditions persists on them, the target takes **d10** magic damage using your Proficiency. The spell ends early on the target if you use it again.

[Artist Name TK]

The Void v1.5 | Terms at Daggerheart.com



BLOOD BIND

Make a **Spellcast Roll** against an adversary within Close range. On a success, **mark a Stress** as you slow the target's vitality. The target is temporarily *Restrained* and *Vulnerable*.

Each time the target is spotlighted while either of these conditions persists on them, the target marks a Stress.

[Artist Name TK]

The Void 2026-07-09 | Terms at Daggerheart.com



VITAL WARD

Mark a **Hit Point** to trace a circle of blood around yourself at Very Close range. While in the circle, you have resistance to your choice of physical or magic damage (choose when you cast the spell). Allies also gain this benefit while in the circle. The circle disappears if you move out of it, mark 2 or more Hit Point, or cast this spell again.

[Artist Name TK]

The Void v1.5 | Terms at Daggerheart.com



LIFE LINK

Make a **Spellcast Roll (14)**. Once per rest on a success, you conjure a magical tether between yourself and a willing target within Close range that lasts until the end of the scene.

When either tethered creature would mark a Hit Point, the other tethered creature can mark a Hit Point instead.

[Artist Name TK]

The Void 2026-07-09 | Terms at Daggerheart.com



BLOOD-TOUCHED

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

- When you take enough damage to mark 2 or more Hit Points, gain a Hope.
- For every 3 Hit Points you have marked, gain a +1 bonus to your Evasion.

[Artist Name TK]

The Void v1.5 | Terms at Daggerheart.com



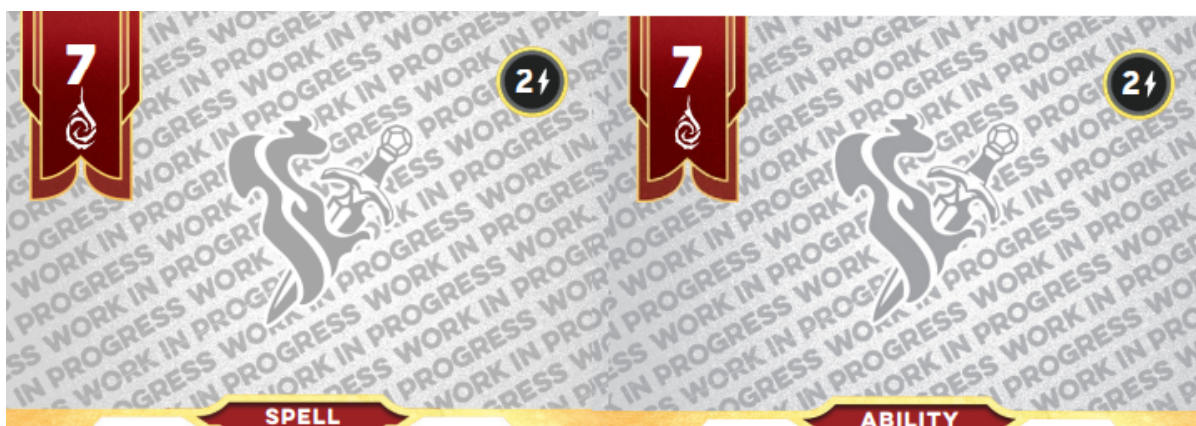
BLOOD-TOUCHED

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

- You gain a Hope when you take Major or greater damage.
- When you make a Spellcast Roll, you can spend a Hope to gain a bonus equal to the number of Hit Points you have marked.

[Artist Name TK]

The Void 2026-07-09 | Terms at Daggerheart.com



VAMPIRIC STRIKE

When you make a successful attack roll against an adversary and cause them to mark 2 or more Hit Points, you can **spend a Hope** to clear a Hit Point or Stress.

[Artist Name TK]

The Void v1.5 | Terms at Daggerheart.com

VAMPIRIC STRIKE

When you deal Major or greater damage to an adversary within Close range, you can **mark a Stress** to clear a Hit Point.

[Artist Name TK]

The Void 2026-07-09 | Terms at Daggerheart.com



LIFE LEASH

Spend a Hope to allow yourself and a willing ally within Far range to redistribute marked Hit Points between the two of you. You then can't target that ally again with Life Leash until you finish a rest.

[Artist Name TK]

The Void v1.5 | Terms at Daggerheart.com



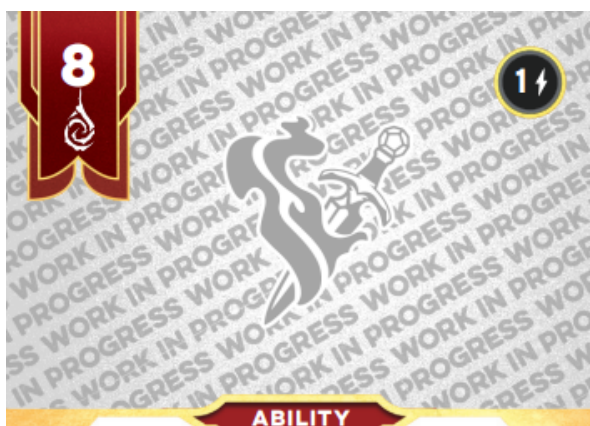
VITAL WARD

Choose the physical or magic damage type, and make a **Spellcast Roll (15)**. On a success, you trace a Very Close circle of blood on the ground around you that grants creatures of your choice inside it resistance against that damage type.

The circle lasts until you take Major or greater damage, move outside the circle, or cast this spell again.

[Artist Name TK]

The Void 2026-07-09 | Terms at Daggerheart.com



RUNIC ADRENALINE

Your practice of blood magic has seeped into your bloodstream, enhancing your vitals in moments of urgency. When you roll with advantage, use a **d8** instead of a d6 as your advantage die if you have 1 or more Hit Points marked.

After you make a Strength, an Agility, or a Finesse roll, you can **mark a Hit Point** to roll 1d8 and add it to the result.

[Artist Name TK]

The Void v1.5 | Terms at Daggerheart.com



BLEEDING TREE

Once per long rest, when an adversary within Close range is defeated, you can cause their body to erupt with a twisting, veiny tree that oozes life force. Place a number of tokens on this card equal to your Spellcast trait.

A PC within Melee range of the tree can spend a token from this card to siphon life force from the tree and clear a Hit Point.

[Artist Name TK]

The Void 2026-07-09 | Terms at Daggerheart.com



BLOODBATH

Once per rest, **spend a Hope** to unleash waves of blood around yourself. Make a single **Spellcast Roll** against each adversary within Close range. On a success, a target marks a Hit Point and a Stress. On a failure, a target marks a Stress.

Each ally within Close range marks a Stress but clears a Hit Point.

[Artist Name TK]

The Void v1.5 | Terms at Daggerheart.com



ICHOR WAVE

Mark a Hit Point to make a **Spellcast Roll** against all targets within Close range in front of you. On a success, deal **d10** magic damage using the number of Hit Points you have marked instead of your Proficiency. On a failure, deal half damage.

[Artist Name TK]

The Void 2026-07-09 | Terms at Daggerheart.com



SPELL

GLYPH OF HEMORRHAGING

Make a **Spellcast Roll** against a creature within Far range. On a success, **mark a Hit Point** to sear the target with a magical glyph that lasts until the GM spends 2 Fear to remove it or you take Severe damage. Whenever the target marks any Hit Points while the glyph remains, you can **mark a Stress** to make them mark an additional Hit Point.

[Artist Name TK]

The Void v1.5 | Terms at Daggerheart.com



SPELL

GLYPH OF HEMORRHAGING

Make a **Spellcast Roll** against a target within Close range. On a success, **spend a Hope** to mark the target with a magical glyph that causes them to bleed profusely. Until the glyph fades, damage the target takes is increased by one threshold.

The glyph fades when you take a rest, you cast this spell again, or the target takes Severe or greater damage.

[Artist Name TK]

The Void 2026-07-09 | Terms at Daggerheart.com



ABILITY

CRIMSON ADAMANCE

When you would mark your last Hit Point, **spend a Hope** to **mark a Stress** instead.

[Artist Name TK]

The Void v1.5 | Terms at Daggerheart.com



ABILITY

SCABROUS ADAMANCE

Your wounds seal into armored scabs. When you mark 2 or more Hit Points from an attack, clear an Armor Slot.

[Artist Name TK]

The Void 2026-07-09 | Terms at Daggerheart.com



SANGUINE FEAST

Make a **Spellcast Roll** against an adversary within Close range. On a success, **spend 2 Hope** to mark 1-3 Hit Points, and the target marks twice the number of the Hit Points you marked. If this causes the target to mark their last Hit Point, you can clear the Hit Points you marked to cast this spell.

✍ [Artist Name TK]

The Void v1.5 | Terms at Daggerheart.com



SANGUINE FEAST

Make a **Spellcast Roll** against an adversary within Close range. Once per rest on a success, roll a number of **d6s** equal to the number of Hit Points you have marked, and you can mark an additional Hit Point to reroll any number of these dice. The target marks a Hit Point for each result of 4 or higher.

✍ [Artist Name TK]

The Void 2026-07-09 | Terms at Daggerheart.com