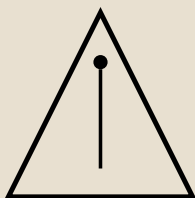

THE ETERNAL COURT
FILE · EC · CHARAC · EDITION I · MDCCXCIII



Character Sheets

for Daggerheart

*Pre-built agents of Kormor Kirak, statted for Daggerheart –
domains, ancestries, and ties to the city.*

KORMOR KIRAK · VIDEK · ANNO 1793

FORMAT
Sheets · A5

SYSTEM
Daggerheart

USE
At Table

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CAPITULUM

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Introduction

These character sheets translate the cast of *The Eternal Court* into playable Daggerheart characters, compatible with the Daggerheart Core

Rulebook published by Darrington Press. Daggerheart uses a system called the Duality Dice, where each action roll consists of 2d12: one die representing Hope and one representing Fear. The faces of these dice combine to create a graded success system where the Hope die determines success or failure while the Fear die modifies the consequences, rewards, or complications that accompany those outcomes.

Each Daggerheart character is defined by six Traits that represent their fundamental capabilities: Agility, Strength, Finesse, Instinct,

Presence, and Knowledge. These Traits range from +2 (exceptional) to -1 (severely deficient), and their modifiers are added to the relevant die when resolving actions. Characters advance through levels, gaining improvements to Hit Points, Stress, Evasion, and increasing their Trait modifiers through careful distribution.

Every class accesses two Domains, each representing a card-based ability pool. Domains grant tactical options, special effects, and thematic abilities that reinforce the character's core fantasy. A Rogue might use the Midnight domain to uncover secrets and the Grace domain to manipulate social situations. A Bard could command the Codex domain for versatile magic and Grace for social dominance. These domains are the primary source of mechanical flexibility and allow characters to tackle challenges through multiple angles.

Experiences are personal, story-driven modifiers that grant a +2 bonus when applied to relevant rolls. Rather than generic "+2 to

Investigation," experiences emerge from character backstory and personal goals. Olivia might say "I spent years analyzing financial records," applying her bonus when scrutinizing accounts or detecting lies hidden in ledgers. These experiences ground mechanics in narrative and help players understand their character's competencies.

Levels have been assigned based on narrative competence and the character's role in the campaign. Newer characters operating within their first major conflicts are typically Tier 2 (levels 1-4), while veterans with multiple campaigns behind them occupy Tier 3 (levels 5-8).

The broader Daggerheart level range spans 1 through 10, divided across four tiers, with Proficiency increasing at each tier threshold. A Tier 2 character has Proficiency 2, meaning they roll two weapon dice per attack. By Tier 3, Proficiency increases to 3, representing seasoned mastery.

Supporting cast members and antagonists included in this document receive abbreviated profiles focusing on their mechanical role and key narrative hooks rather than complete character sheets. Kiraline, the

Vampire Queen, receives special focus as she represents the campaign's central antagonistic force and the thematic heart of The Eternal Court.

Whether running these characters as player characters in a traditional campaign or as compelling non-player characters in a world of your own design, these sheets provide a foundation for bringing the The Eternal Court to life using Daggerheart's elegant, story-forward mechanics.

Player Characters

Olivia Faren



Level 3 Rogue (Syndicate) || Human || Loreborne || Tier 2

Olivia Faren is the campaign's investigator and moral compass, a human woman whose sharp mind and sharper eyes have saved her companions from

ruin more times than they realize. Raised in the Albion orphanage, she trained as an accountant in the Counting House, where numbers became her language and order became her religion. Every ledger tells a story; every discrepancy reveals a lie. She is the first among these characters to leave her homeland, and the journey has already cost her certainties she can never reclaim. Rogue fits Olivia perfectly: she operates through precision and information gathering, her role as accountant-spy drawing connections that others miss. Her analytical precision translates beautifully to Finesse-based deception and investigation. The Grace domain captures her ability to read people like balance sheets, finding the inconsistencies in their words and demeanor. Midnight allows her to uncover hidden truths, to see the darkness that others hide behind pleasant facades, and to move through shadows both literal and social.

Traits

AGILITY +0 STRENGTH -1 FINESSE +2

INSTINCT +1 PRESENCE +0 KNOWLEDGE +2

Daggerheart Profile

CLASS: Rogue

FOUNDATION: Syndicate

ANCESTRY: Human

COMMUNITY: Loreborne

LEVEL / TIER: 3 / Tier 2

PROFICIENCY: 2

Defenses

HIT POINTS: 7 / 12 (base 6 + 1 advancement)

STRESS: 6 / 12

EVASION: 13 (base 12 + 1 advancement)

ARMOR: Leather armor (Armor Score 2, Damage Thresholds: Minor 3 /

Major 6 / Severe 11)

Domains

Midnight grants Olivia tools for uncovering secrets, shadow-tinged investigation abilities, and the capacity to see through deception with the clarity of moonlight on fresh snow. Grace provides social manipulation, the ability to read people like living ledgers, and diplomatic subtlety that serves her role as a covert investigator.

Together these domains make her a master of information, capable of extracting secrets from the reluctant and turning personal vulnerabilities into weapons.

Experiences

”I SPENT YEARS ANALYZING FINANCIAL RECORDS IN THE COUNTING HOUSE” (+2)

”I NOTICE THE ONE DETAIL THAT DOESN’T BELONG” (+2)

”NUMBERS NEVER LIE, BUT PEOPLE ALWAYS DO” (+2)

Class Features

The Syndicate foundation reflects Olivia's role as an accountant operating within and between power structures. Criminal Network provides underworld contacts and information sources, which in her case manifest as her Counting House connections and the vast bureaucratic network of

Albion's financial infrastructure. She calls in favors with clerks, merchants, and financial officials as easily as a traditional rogue might visit a thieves' den. Sneak Attack translates into precise, devastating strikes that target vulnerabilities she has identified through observation. Her daggers find the gaps in armor or defenses that her careful analysis has revealed.

Weapons

TWO DAGGERS (ONE-HANDED): Proficiency 2, 2d6 physical damage

SHORTBOW: Proficiency 2, 2d6 physical damage, Far range

Equipment

Leather armor, two daggers, shortbow with 20 arrows, thieves' tools, hand-held mechanical calculator (treasured possession), locket containing an illustration of the Albion Prince and Terrasian Princess,

Gladstone bags, explorer's pack, calligrapher's supplies, 15 gold pieces.

Roleplaying Notes

PERSONALITY: "I'm not a lady. I'm an accountant." Precise, earnest, compulsively detail-oriented. Counts things when nervous.

IDEAL: Order. Numbers do not lie, and neither should the systems that govern people's lives.

BOND: The locket I carry represents the only genuine hope I have ever allowed myself to feel.

FLAW: When uncertainty overwhelms me, I retreat into calculations and shut out the people who need me most.

SPEECH: Olivia speaks in short declarative sentences with a street accent the Counting House never quite polished away. She repeats the Albion oath -- "By his grace, I rise" -- as a mantra when frightened, when proud, or when reminding herself what she owes the empire. She claims Albion has better versions of everything she encounters, a habit that is annoying and endearing in equal measure.

COUNTING METHODS: Beyond her mechanical calculator, Olivia knows Chis-anbop finger counting, beaded string calculations, and knotted cord encoding. These older methods are her comfort tools -- she reaches for them when the machines fail or when counting itself becomes a way to manage anxiety.

SOCIAL HOOK: Olivia builds friendships through service. She helps Eppy balance the inn's books, untangles Rozito's market accounts, and finds errors in merchants' figures. This is how a stranger earns trust in a foreign city.

Barron Whitehallow



Level 7 Bard (Wordsmith) \ Human \ Highborne \ Tier 3

Barron Whitehallow has spent forty years learning to make people believe in something larger than themselves. The Foreign Minister of Albion commands councils and Parliament with the precision of a conductor shaping an orchestra. He descends the Parliament steps in a modified uniform with blood-red lining, answers his critics with mathematics and philosophy in equal measure, and carries the weight of a dying body with the grace of a man who has made peace with his mortality. The Terrassian gas at the Mounds of Barrow has scarred his lungs beyond healing, a constant reminder that his time is borrowed. The Bard's Wordsmith foundation captures his nature perfectly: a leader who inspires through carefully chosen words, whose greatest weapon is his ability to shift the emotional temperature of a room. The Codex domain channels his accumulated knowledge of diplomacy, strategy, and the hidden connections between power structures. Grace gives him the social dominance of a master diplomat, capable of charming enemies or cutting rivals down with a single devastating phrase.

Traits

AGILITY +0 STRENGTH -1 FINESSE +1

INSTINCT +2 PRESENCE +2 KNOWLEDGE +2

Daggerheart Profile

CLASS: Bard

FOUNDATION: Wordsmith

ANCESTRY: Human

COMMUNITY: Highborne

LEVEL / TIER: 7 / Tier 3

PROFICIENCY: 3

Defenses

HIT POINTS: 8 / 12 (base 5 + 3 advancements)

STRESS: 8 / 12 (base 6 + 2 advancements)

EVASION: 12 (base 10 + 2 advancements)

ARMOR: Diplomatic attire, minimal protection (Armor Score 1, Damage

Thresholds: Minor 2 / Major 9 / Severe 14)

Domains

Codex gives Barron the accumulated knowledge of a lifetime spent navigating the intersection of diplomacy, military strategy, and personal compromise. His domain cards grant versatile spellcasting options including counter-magic and dispelling, representing knowledge weaponized through understanding. Grace captures his unparalleled social mastery: the ability to charm, persuade, deceive when necessary, and shift the mood of any room he enters. A single carefully spoken word from Barron can redirect armies or topple allies from their pedestals.

Experiences

”I HAVE NAVIGATED THE COURTS OF TWO EMPIRES FOR FORTY YEARS” (+2)

”I READ THE ROOM BEFORE THE ROOM READS ME” (+2)

”THE MATH OF PEACE ALWAYS OUTWEIGHS THE MATH OF WAR” (+2)

”I SURVIVED THE MOUNDS OF BARROW AND CARRY ITS SCARS” (+2)

”I KNOW KORMOR KIRAK’S SECRETS BETTER THAN I ADMIT” (+2)

Class Features

The Wordsmith foundation grants Rousing Speech, allowing Barron to add a d4 when using Presence to help allies clear Stress, turning inspiration into mechanical support. Heart of a Poet provides additional social influence and support abilities that multiply his presence on any battlefield. Make a Scene allows him to spend 3 Hope to Distract a target within Close range, imposing a -2 penalty to their next action.

Rally grants himself and all allies a Rally Die (d8 at his level) once per session, usable for clearing Stress, adding to rolls, or boosting damage output. These features make Barron the party’s emotional anchor and tactical coordinator.

Special Condition: Scarred Lungs

Barron rolls with disadvantage on any Strength-based action roll. After any combat encounter, he must succeed on a Difficulty 12 Strength roll or mark 2 Stress. If he begins a session with more than half his Stress marked, he must mark an additional Hit Point. This condition cannot be cured by ordinary means and represents the lasting damage from

Terrassian gas at the Mounds of Barrow, a physical manifestation of his sacrifice and the price of his years of service.

Weapons

RAPIER (ONE-HANDED): Proficiency 3, 3d8 physical damage

Equipment

Modified Foreign Minister's uniform with blood-red lining, rapier, signet ring (opens Albion vaults, can function as a spellcasting focus), gold medallion with dragon's head and amber eyes (grants access to Torony Castle), coded message equipment, diplomat's pack, bloodstained handkerchiefs, 200 gold pieces.

Roleplaying Notes

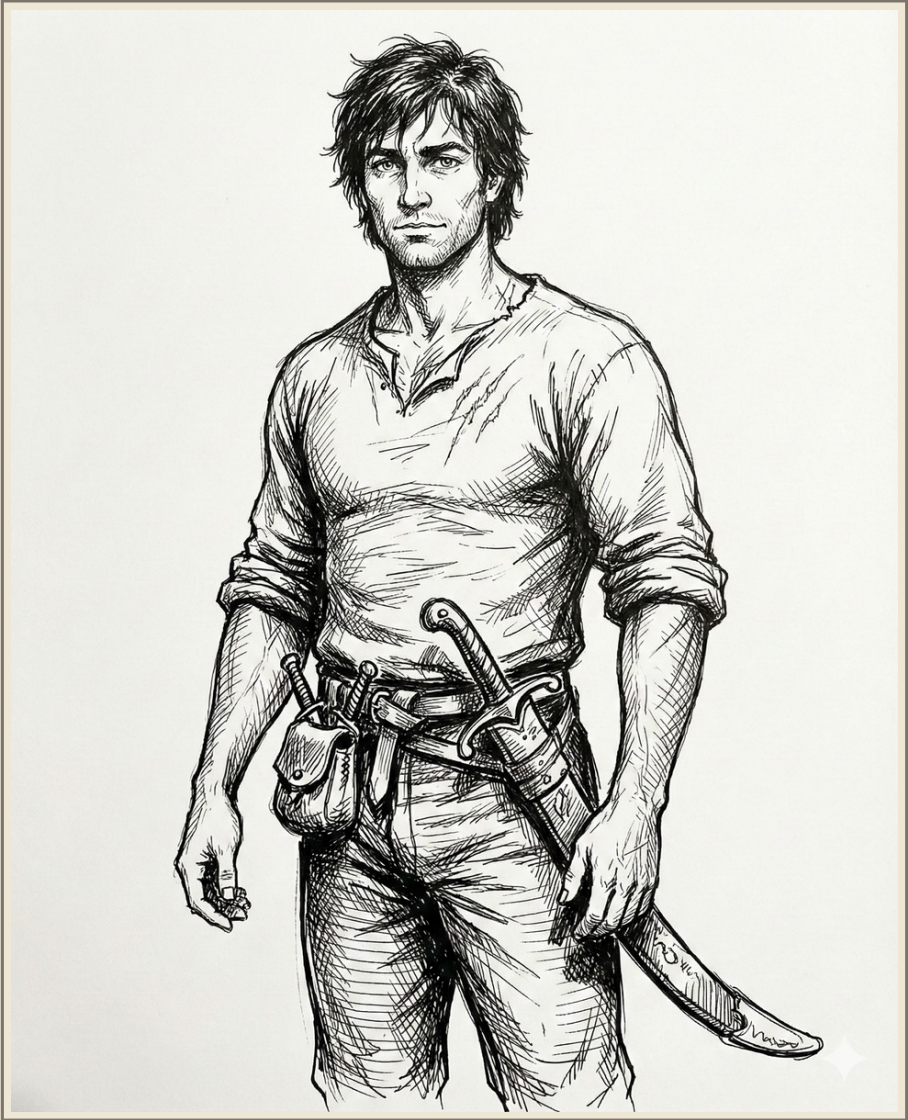
PERSONALITY: "Follow the math. Where hate and violence reduce our numbers, love consistently does the reverse."

IDEAL: Peace. The suffering of innocents must end, whatever the personal cost.

BOND: Kormor Kirak holds my past, and I have returned to settle debts I cannot yet name.

FLAW: My history with Kiraline clouds my judgment in ways I refuse to examine honestly.

Jack Winbow



*Level 5 Warrior (Call of the Brave) \\ Human (Lycanthrope) \\

Wanderborne \ Tier 3*

Jack Winbow is introduced cleaning stables, but the casualness is a deliberate disguise for a man of lethal capability. An athletic war veteran in his thirties with unkempt hair and kind eyes, he moves expecting violence at any moment and responds with grace born of years of practice in a dozen battlefields. When a Cavalry Count strikes a stallion with brutal intent, Jack stops him with a shove so gentle it looks accidental, yet the Count finds himself on the ground, gasping and humbled. Jack carries a curved Shamsir, throwing daggers, and a folding

Spetum that transforms from a portable length of iron into a glaive worthy of a two-handed grip. The Warrior's Call of the Brave foundation captures his protective nature and tactical mastery, the way he reads a fight before it happens and positions himself to shelter those weaker than himself. The Blade domain grants weapon expertise that reinforces his mastery over three distinct fighting styles. Bone provides battlefield control and tactical awareness that reflects his supernatural senses.

Traits

AGILITY +2 STRENGTH +2 FINESSE +0

INSTINCT +2 PRESENCE +0 KNOWLEDGE -1

Daggerheart Profile

CLASS: Warrior

FOUNDATION: Call of the Brave

ANCESTRY: Human (Lycanthrope)

COMMUNITY: Wanderborne

LEVEL / TIER: 5 / Tier 3

PROFICIENCY: 3

Defenses

HIT POINTS: 9 / 12 (base 7 + 2 advancements)

STRESS: 7 / 12 (base 6 + 1 advancement)

EVASION: 10 (base 9 + 1 advancement)

ARMOR: Studded leather (Armor Score 3, Damage Thresholds: Minor 4 / Major 9 / Severe 15)

Domains

Blade domain gives Jack mastery over his weapons: the curved Shamsir, the folding Spetum, and his throwing daggers. His domain cards represent combat techniques refined through years of warfare, positioning, and moment-to-moment tactical decisions. Bone domain grants him control of the battlefield itself, reading enemy movements, predicting attacks, and turning aggression into openings that he exploits with surgical precision. Together these domains make him the most dangerous conventional fighter in the party.

Experiences

”I HAVE FOUGHT IN MORE BATTLES THAN I CARE TO COUNT” (+2)

”HORSES TRUST ME AND I TRUST THEM” (+2)

”I READ A FIGHT BEFORE IT HAPPENS” (+2)

”THE BEAST INSIDE ME SHARPENS EVERY SENSE” (+2)

Class Features

Call of the Brave foundation lets Jack stand tall in the face of danger and embolden himself and allies. When an ally within Close range takes damage, Jack can mark a Stress to reduce the Hit Points they mark by 1.

His Warrior class features include reliable damage output and the ability to take additional actions in critical moments by spending Hope, turning him into a force multiplier. At Tier 3, his Proficiency of 3 means he rolls three weapon dice per attack, representing his lethal precision and the way his attacks consistently find vulnerable targets.

Special Condition: Lycanthropy

Jack is afflicted with lycanthropy, the curse of the werewolf. On nights of the full moon, he transforms involuntarily into his hybrid form. He can also transform voluntarily once per long rest, maintaining the hybrid form for up to one hour. In hybrid form: his Strength gains an additional +1 (effective +3), his movement speed increases, he gains natural weapon attacks with Claws dealing 3d6 physical damage and Bite dealing 3d10 physical damage, and he gains advantage on Instinct rolls relying on hearing or smell. He retains his personality and control in hybrid form, though his emotional intensity becomes heightened and his protective instincts are magnified. When involuntarily transformed during a full moon, he must succeed on a Difficulty 15 Instinct roll each hour or be driven by hunting instinct, though even then he will not harm his companions.

Weapons

SHAMSIR (SCIMITAR, ONE-HANDED): Proficiency 3, 3d8 physical damage

FOLDING SPETUM (GLAIVE, TWO-HANDED): Proficiency 3, 3d10 physical damage

THROWING DAGGERS (ONE-HANDED, FAR RANGE): Proficiency 3, 3d6 physical damage

Equipment

Studded leather armor, Shamsir (scimitar), folding Spetum (glaive), 6 throwing daggers, explorer's pack, smith's tools, belt pouch, 30 gold pieces.

Roleplaying Notes

PERSONALITY: "If something you encounter scares the hell out of you, run." Direct, warm beneath the scars, and more patient than he looks. Treats horses better than people.

IDEAL: Protection. The young should practice for the dance floor, not the battlefield.

BOND: Barron trusts me with his mission and his people. That trust is sacred.

FLAW: I isolate myself from those who care about me, believing my burden must be carried alone.

COMBAT STYLE: Jack's first instinct is always to de-escalate. He positions himself between threats and the people he protects, using body language and calm voice before reaching for a blade. When de-escalation fails, a berserker fury takes over that has frightened allies as much as enemies.

LANGUAGES: Jack speaks Common, Terrassian, and fragments of four other languages picked up from years traveling the empire with the military. He uses this knowledge to make pointed anti-empire comments that needle Olivia without quite crossing the line.

HABITS: He drinks too much and manages the habit rather than controls it. His love of animals runs deep from years working the stables at the Battle Academy before Barron recruited him. He understands horses, dogs, and even rats in a way that goes beyond training into something instinctual.

Princess Szeret Veresz



*Level 4 Druid (Warden of Renewal) \\ Katari (Dhampir Heritage) \\

Highborne \ Tier 2*

Szeret gallops out of the castle gate on horseback, racing through the nighttime streets while her people cheer and then fall silent. She is dark and menacing in appearance, cheery and delightful in spirit, a walking contradiction who strips to her garter in a dressmaker's shop because she has spotted a leather bodysuit she prefers to any gown designed for royal bearing. She has never seen the ocean, does not know what mathematics is, and finds Olivia's mechanical calculator more fascinating than any jewel in her family's vault. The Druid's Warden of Renewal foundation captures her shapeshifting through the Beastform ability, while the Defender feature reflects her protective instincts toward those she claims as hers. Her Katari ancestry represents her feline nature and her ability to transform into a leopard with supernatural grace. Her Dhampir heritage, inherited from her vampire mother, is noted as a special condition reflecting bloodline magic and abilities that transcend ordinary mortality.

Traits

AGILITY +2 STRENGTH +2 FINESSE +0

INSTINCT +1 PRESENCE +1 KNOWLEDGE -1

Daggerheart Profile

CLASS: Druid

FOUNDATION: Warden of Renewal

ANCESTRY: Katari (Dhampir Heritage)

COMMUNITY: Highborne

LEVEL / TIER: 4 / Tier 2

PROFICIENCY: 2

Defenses

HIT POINTS: 8 / 12 (base 6 + 2 advancements)

STRESS: 6 / 12

EVASION: 11 (base 10 + 1 advancement)

ARMOR: None (supernatural resilience). Damage Thresholds: Minor 2 /

Major 6 / Severe 11

Domains

Sage domain connects Szeret to the primal, predatory forces of nature that fuel her shapeshifting and give her leopard form its terrifying grace. Her domain cards manifest as feral abilities: enhanced senses that let her perceive the world as her beast form perceives it, territorial awareness that turns any space into her hunting ground, and the raw power of the leopard form itself. Arcana domain channels the volatile supernatural energy of her vampire heritage, granting her access to instinctual magic that operates on feeling and hunger rather than study and books.

Experiences

”I HAVE BEEN A CAGED PRINCESS MY ENTIRE LIFE” (+2)

”MY BODY IS A WEAPON, CLAWS AND TEETH INCLUDED” (+2)

”I SEE PEOPLE AS THEY TRULY ARE, NOT AS THEIR TITLES SAY” (+2)

Class Features

Beastform is the core of Szeret's character. By marking a Stress, she transforms into a leopard-like predator of her tier or lower. In

Beastform, she gains natural weapons and enhanced physical capabilities including increased movement speed and the ability to see in darkness.

Evolution allows her to spend 3 Hope to transform without marking Stress and temporarily raise one Trait by +1 until she drops the form. As

Warden of Renewal, her Defender feature means that when in Beastform and an ally within Close range marks 2 or more Hit Points from a single source, she can mark a Stress to reduce the Hit Points they mark by 1.

Wildtouch allows her to perform subtle natural effects at will, though for Szeret these manifest as predatory instincts rather than traditional plant magic: the ability to move silently across any terrain, to sense living creatures around her, to communicate simple concepts to beasts.

Special Condition: Dhampir Heritage

Szeret's vampire mother has left an indelible mark on her blood. She does not need to breathe and can remain submerged indefinitely without suffocation. She can climb difficult surfaces at full speed as though moving across flat ground (Spider Climb). Once per long rest, she can make a bite attack that heals her for damage dealt up to her

Proficiency. She has advantage on Instinct rolls made in darkness or dim light. These abilities are always active and do not require transformation. When under extreme emotional duress, she must succeed on a Difficulty 12 Instinct roll or involuntarily enter Beastform for one round.

Weapons

NATURAL WEAPONS (BEASTFORM, CLAWS): Proficiency 2, 2d8 physical damage

NATURAL WEAPONS (BEASTFORM, BITE): Proficiency 2, 2d10 physical damage

Szeret carries no manufactured weapons. Her body is the weapon she was born to wield.

Equipment

Dark formal gown (rarely worn), leather bodysuit (preferred), telescope (from her castle bedroom, collected for its beauty), Olivia's mechanical calculator (borrowed permanently and treasured fiercely), fine clothes, 50 gold pieces.

Roleplaying Notes

PERSONALITY: "Szeret loves dancing. Szeret hates rules." Refers to herself in third person. Rates everything by food names when evaluating situations (Mushroom, Tomato, Lettuce, Peach). Says

"Flirty-Flirt-Flirt" when amused or flirtatious.

IDEAL: Freedom. The world beyond these castle walls calls to me, and I will answer it.

BOND: Olivia sees me as I truly am, not as a princess to protect and not as a monster to fear.

FLAW: I trust too easily and assume everyone shares my capacity for joy and my freedom from propriety.

LITERACY: Szeret cannot read or write when first encountered. She does not know what mathematics is. Learning these things from Olivia becomes one of the emotional threads of their friendship.

ORIENTATION: Szeret is bisexual and polyamorous, loving freely across the boundaries her mother's court considers proper. This openness is both her strength and a constant source of tension with Kiraline.

SURVEILLANCE: When strangers arrive in Kormor Kirak, Szeret follows them. She shapeshifts into birds, cats, or other small creatures and tracks newcomers through the streets, watching with animal eyes that carry an intelligence no beast should possess. This is how she first encounters Olivia and Jack -- as a pair of bright eyes on a rooftop.

MOVEMENT: Her preferred mode of travel through the city is parkour -- leaping between rooftops, scaling walls, dropping from heights that would kill a human.

CAPITULUM

DEBORAH RICE



Level 5 Wizard (School of War) \ Human \ Orderborne \ Tier 3

Note that Daggerheart has no Artificer class, so Koss is translated as a

Wizard (School of War), the closest match for his engineering mind applied to combat. His left arm is a masterwork of Terrassian clockwork engineering, visible gears and articulated joints, a mechanical replacement that clicks and whirs. Lost the original at Schaffen Platz (or somewhere else; specifics change depending on trust). Soldier, engineer, card player whose pragmatism counterweighs Albion idealism.

Provides Terrassian machinery for the theater reconstruction. The School of War Wizard applies Knowledge to combat, which maps perfectly to Koss's engineering approach to everything.

Traits

AGILITY +0 STRENGTH +0 FINESSE +2

INSTINCT +2 PRESENCE -1 KNOWLEDGE +2

Daggerheart Profile

CLASS: Wizard

FOUNDATION: School of War

ANCESTRY: Human

COMMUNITY: Orderborne

LEVEL / TIER: 5 / Tier 3

PROFICIENCY: 3

Defenses

HIT POINTS: 8 / 12 (base 5 + 3 advancements)

STRESS: 6 / 12 (base 6, no advancements)

EVASION: 11 (base 10 + 1 advancement)

ARMOR: Breastplate equivalent (Armor Score 4, Damage Thresholds:

Minor 5 / Major 10 / Severe 17)

Domains

Codex and Valor. Codex represents his engineering knowledge, versatile problem-solving, and the depth of his technical expertise. Valor captures his military training and the protective instincts that drive him to rebuild rather than destroy.

Experiences

”I LOST MY ARM TO WAR AND REBUILT IT WITH MY OWN HANDS” (+2)

”TERRASSIAN MACHINERY SPEAKS A LANGUAGE I UNDERSTAND” (+2)

”A GOOD CARD PLAYER NEVER REVEALS HIS HAND” (+2)

”I HAVE SEEN WHAT HAPPENS WHEN ENGINEERS SERVE GENERALS INSTEAD OF PEACE” (+2)

Class Features

School of War grants ability to apply magical knowledge to combat, blending offense and defense through study. Prestidigitation for minor magical effects (reflavored as clockwork tinkering). Strange Patterns lets him choose a number 1-12; when it appears on his d12, he clears a

Stress or gains a Hope (representing the satisfying click of gears aligning). His clockwork arm functions as an integrated tool and spellcasting focus.

Special Abilities

Clockwork Prosthetic Arm: Koss's left arm is functional clockwork with integrated tools. Grants advantage on Finesse rolls involving fine manipulation and mechanical work. Can store one small object in a concealed compartment. Functions as a spellcasting focus for his Codex domain cards.

Weapons

LONGSWORD (ONE-HANDED): 3d8 physical, enhanced with clockwork

HAND CROSSBOW (ONE-HANDED, FAR RANGE): 3d6 physical, self-loading mechanism

Equipment

Breastplate, longsword with clockwork enhancements, hand crossbow with repeating mechanism, clockwork prosthetic arm, tinker's tools, smith's tools, thieves' tools, clockwork automaton (small construct companion),

Terrassian military jacket, playing cards, 75 gold pieces.

Roleplaying Notes

PERSONALITY: "The least remarkable element of my identity."

Clipped, efficient, stripped of flourish.

IDEAL: Pragmatism. War keeps the opposition separated, but peace keeps the engineers employed.

BOND: My arm reminds me every day of what war costs. The theater must be rebuilt.

FLAW: I cannot determine whether I serve peace or Terrassian strategy, and I have stopped trying to figure it out.

CAPITULUM

EPY FLENDEN



Level 6 Druid (Warden of the Elements) \ Elf \ Wildborne \ Tier 3

Owner of the Bastion Inn, woman of earthy aesthetic and pointed ears who mixes cocktails from grandmother’s recipes in a language no living scholar can

identify. Her ancestors ruled the world so long ago the world forgot they existed. Knows what Jack is and doesn't flinch. Knows the history of the comet on her ceiling. Warm, unhurried, deeply dangerous when her people or home are threatened. The Warden of the

Elements foundation captures her connection to the mountain valley's ancient power, with Wildtouch manifesting as subtle natural effects tied to the old magic.

Traits

AGILITY +0 STRENGTH -1 FINESSE +0

INSTINCT +2 PRESENCE +2 KNOWLEDGE +2

Daggerheart Profile

CLASS: Druid

FOUNDATION: Warden of the Elements

ANCESTRY: Elf

COMMUNITY: Wildborne

LEVEL / TIER: 6 / Tier 3

PROFICIENCY: 3

Defenses

HIT POINTS: 8 / 12 (base 6 + 2 advancements)

STRESS: 8 / 12 (base 6 + 2 advancements)

EVASION: 11 (base 10 + 1 advancement)

ARMOR: Hide armor (Armor Score 3, Damage Thresholds: Minor 4 / Major 10 / Severe 16)

Domains

Sage and Arcana. Sage connects her to the natural world of the Videk

Mountains, granting abilities tied to plants, animals, and the land itself. Arcana channels the raw, ancient magic that predates both empires, volatile power that she alone understands how to wield safely.

Experiences

”MY ANCESTORS RULED THIS WORLD BEFORE HUMANS LEARNED TO BUILD” (+2)

”I KNOW EVERY CREATURE THAT WALKS THE VIDEK MOUNTAINS” (+2)

”THE BASTION INN IS MY SANCTUARY AND MY WATCHTOWER” (+2)

”I BREW DRINKS THAT HEAL THE BODY AND LOOSEN THE TONGUE” (+2)

”I RECOGNIZE SUPERNATURAL CREATURES BY SCENT AND SHADOW” (+2)

Class Features

Beastform lets her transform into creatures of her tier or lower (favors mountain creatures: hawks, wolves, bears). Warden of the Elements grants

Wildtouch (harmless natural effects at will: flowers growing, wind gusts, starting campfires) and elemental nature. At Tier 3, her

Beastform is powerful enough to take on serious combat forms. Evolution lets her spend 3 Hope to transform without marking Stress.

Special Abilities

Lore of the Ancients: Eppy gains advantage on Knowledge rolls related to the Old World, the comet, necromantic traditions, and supernatural creatures of the Videk region. This represents knowledge passed down through millennia.

Weapons

WOODEN STAFF (TWO-HANDED): 3d8 physical

PRODUCE FLAME EQUIVALENT (ARCANA DOMAIN, CLOSE RANGE): 3d6 magic damage

Equipment

Hide armor, wooden staff (quarterstaff), herbalism kit, brewer's supplies (for Dewrder Hylifol), cook's utensils, healer's kit, component pouch, the Bastion Inn (her property), collection of lost objects, 120 gold pieces.

Roleplaying Notes

PERSONALITY: "If I was easy to offend, I'd be in the wrong job."

Warm, unhurried, occasionally knowing in ways that unsettle people.

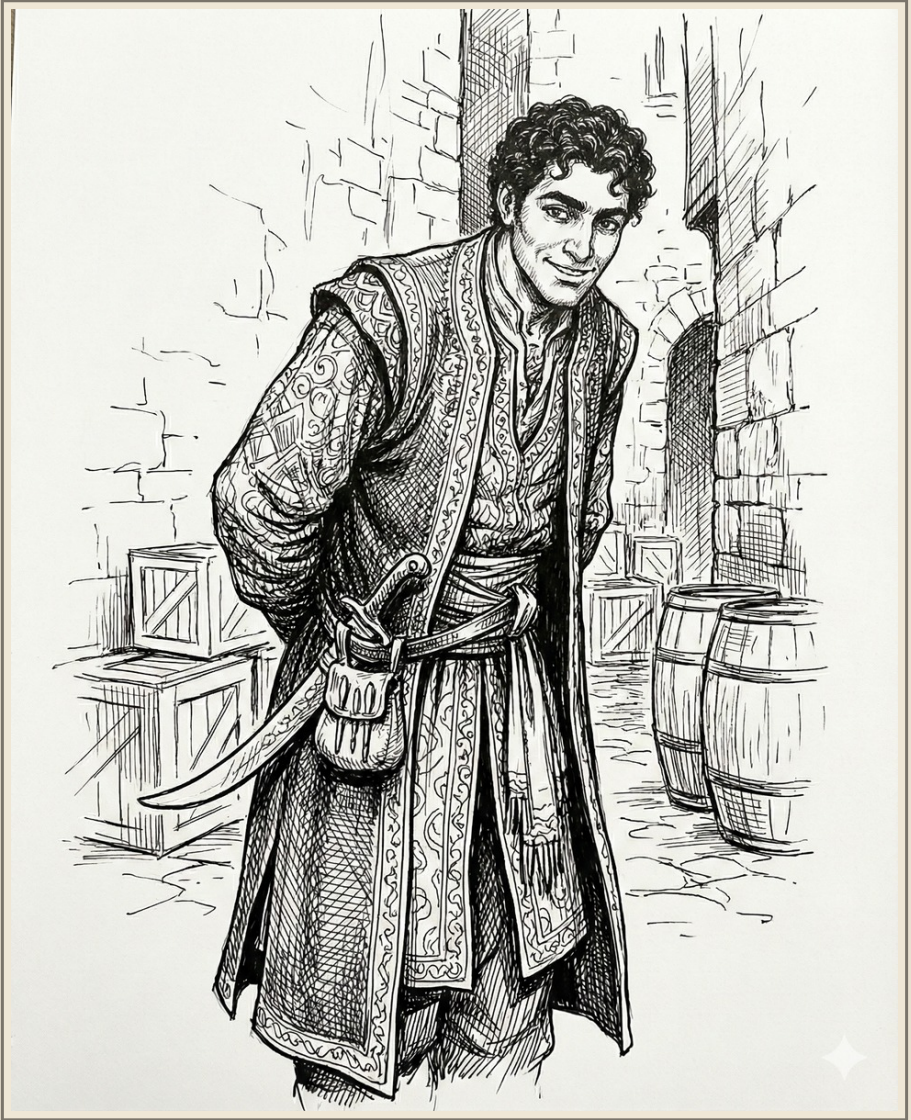
IDEAL: Preservation. The old world must survive, even if it must hide.

BOND: The Bastion Inn is my sanctuary. Those who shelter here are under my protection.

FLAW: I care too deeply about individuals. It has gotten people killed before.

CAPITULUM

ROSEBUD VALERDROSD



Level 5 Rogue (Nightwalker) \ Human \ Underborne \ Tier 3

Resident fixer of Kereskedo Market, position granted by the queen.

Eclectic foreign fabrics, forced smiles that never reach his eyes.

Shifts nervously around royals, maintains obsequious public face masking a different private agenda. The mask drops when alone in the Hallaset

Fields, producing elegant scalpels to carve necromantic runes into dead flesh. The Nightwalker foundation captures his shadow-walking nature perfectly: disappearing into darkness, reappearing where least expected, cloaked in secrecy. The Midnight domain channels his necromantic abilities.

Traits

AGILITY +0 STRENGTH -1 FINESSE +2

INSTINCT +0 PRESENCE +2 KNOWLEDGE +2

Daggerheart Profile

CLASS: Rogue

FOUNDATION: Nightwalker

ANCESTRY: Human

COMMUNITY: Underborne

LEVEL / TIER: 5 / Tier 3

PROFICIENCY: 3

Defenses

HIT POINTS: 7 / 12 (base 6 + 1 advancement)

STRESS: 7 / 12 (base 6 + 1 advancement)

EVASION: 13 (base 12 + 1 advancement)

ARMOR: Leather armor (Armor Score 2, Damage Thresholds: Minor 3 /

Major 8 / Severe 13)

Domains

Midnight and Grace. Midnight is the heart of Rozito's power: shadow manipulation, dark magic, necromantic resonance, and the ability to vanish into darkness. Grace provides the social mask, the ability to charm, deceive, and present whatever face the situation requires.

Experiences

"I KNOW EVERY MERCHANT AND CRIMINAL IN THE KERESKEDO MARKET" (+2)

"THE QUEEN APPOINTED ME, AND I SERVE WHICHEVER MASTER KEEPS ME ALIVE" (+2)

"I READ NECROMANTIC RUNES IN A LANGUAGE I SHOULD NOT KNOW" (+2)

"I HAVE CARVED MY WAY OUT OF SITUATIONS THAT SHOULD HAVE KILLED ME" (+2)

Class Features

Shadow Stepper lets Rozito mark a Stress to disappear into darkness and reappear in another shadow within Far range, arriving Cloaked. This is how he moves unseen through Kormor Kirak at night. At Tier 3, he can create a Dark

Cloud (Spellcast Roll, Difficulty 15) covering an area within Close range, blocking vision in both directions.

Special Abilities

Necromantic Ritual: Rozito can perform a 10-minute ritual to carve necromantic runes into a corpse. This is a narrative ability tied to his

Midnight domain. Requires his scalpels and a freshly dead body. Effects vary: creating necromantic beacons, opening portals, or preparing corpses for reanimation. The GM determines the specific outcome.

Weapons

TWO ELEGANT SCALPELS (DAGGERS, ONE-HANDED): 3d6 physical

HIDDEN BLADE (SHORTSWORD, ONE-HANDED): 3d8 physical

Equipment

Leather armor, two elegant scalpels (daggers), hidden blade (shortsword), poisoner's kit, disguise kit, thieves' tools, necromantic journal, forgery kit, fine merchant clothes in foreign fabrics, 85 gold pieces.

Roleplaying Notes

PERSONALITY: "Have I told you how grateful I am for your protection?" Jovial in public, precise and cold when alone.

IDEAL: Influence. I must matter, or I am nothing.

BOND: The Queen appointed me, and I serve. But whom do I truly serve?

FLAW: Fear of being discarded drives me to commitments whose consequences I do not fully understand.

CAPITULUM

NYE SEVE BLEDER

CAPITULUM

QUEEN ROYALTY
VERGES ERDGEZARDE



Vampire Queen of Kormor Kirak \ Adversary \ Difficulty 30+

Kiraline enters a room and every person takes a knee, not because protocol demands it but because her presence compels it. Aglow with preternatural

charisma, serene and weightless, moving through her castle as though physics are suggestions beneath her attention. When the mask drops, her jaw unhinges to reveal rows of serrated teeth and a snaking tongue with independent will. She is the campaign's concealed antagonist, presented here as a Daggerheart adversary rather than a player character build.

Adversary Profile

TYPE: Solo Adversary (Vampire Queen)

DIFFICULTY: 30+ (adjustable by GM)

HIT POINTS: 20

STRESS: 12

EVASION: 18

DAMAGE THRESHOLDS: Minor 10 / Major 20 / Severe 30

Traits

AGILITY +3 STRENGTH +3 FINESSE +2

INSTINCT +2 PRESENCE +4 KNOWLEDGE +2

Actions (per GM turn)

Multiattack: Kiraline takes two actions per GM turn. **Claw:** Melee attack, 4d8 physical damage, and she can grapple the target (Difficulty 18

Strength to escape). **Bite:** Melee attack against a grappled or willing target, 4d6 physical damage plus 3d6 necrotic damage. The target's maximum HP is

reduced by 1 for each necrotic damage die that rolls 4 or higher. Charm (Recharge 5+): One target within Close range must succeed on a Difficulty 19 Presence roll or become charmed, regarding Kiraline as a trusted ally.

Special Abilities

Legendary Resilience (3/session): When Kiraline would mark Hit Points, she can choose to mark 0 instead. Shapechanger: She can transform into a cloud of mist as an action. In mist form, she can only move and has resistance to all damage. Misty Escape: When reduced to 0 HP outside her resting place, she transforms into mist and must reach her resting place within 2 hours or be destroyed. Regeneration: At the start of each GM turn, Kiraline clears 1 Hit Point unless she is in sunlight or running water. Spider Climb: She moves across any surface without penalty.

Teleportation: She can teleport up to Far range as part of her movement.

Spellcasting

Kiraline can use Midnight and Grace domain abilities as a 14th-level equivalent spellcaster. Her effects include Charm Person, Darkness, Hold

Person, Animate Dead, Counterspell, Dominate Person, and Finger of Death equivalents. Spellcast trait: Presence (+4).

Weaknesses

Sunlight: Kiraline marks 2 Hit Points at the start of any turn she begins in direct sunlight, and she rolls with disadvantage on all action rolls. Stake to the Heart: A wooden piercing weapon driven into her heart while she is incapacitated paralyzes her until removed. Running

Water: She marks 2 Hit Points if she ends her turn in running water.

Lair Actions

When fighting inside Torony Castle, Kiraline can take a lair action once per round: summon shadows to restrain a creature within Far range (Difficulty 17 Strength), extinguish all nonmagical light within the castle, or open a portal to another room.

CAPITULUM

SUPPORTING CAST

The following characters are presented in abbreviated format with essential mechanical details and narrative hooks for GM reference.

CAPITULUM

LNND
(BENJI)

WDSGTER

Bard (Wordsmith) \ Human \ Highborne \ Level 2

Chief Accountant at the Counting House. Sixties, manicured, eccentric, shady. Calls Barron "Benji." Collects indigenous artifacts looted from war zones.

TRAITS: AGI +0, STR -1, FIN +0, INS +1, PRE +1, KNO +2

DEFENSES: HP 6, Stress 6, Evasion 10

KEY ROLLS: Knowledge +2 (history, appraisal), Presence +1 (deception, persuasion)

EQUIPMENT: Fine clothes, ornate desk, display cases, hidden ledger, 500 gold pieces

CAPITULUM

SYNDICATE

Rogue (Syndicate) \ Human \ Orderborne \ Level 3 \ DECEASED

Albion's former Counsel in Kormor Kirak. Thirties, panicked. Burned the Theater with Molotov cocktails. Encoded a warning, sent it by homing pigeon, died with two crossbow bolts in his back. Body later found suspended in a necromantic trellis with eighty-eight ritual wounds.

TRAITS: AGI +0, STR -1, FIN +2, INS +1, PRE +0, KNO +1

DEFENSES: HP 7, Stress 6, Evasion 13

EQUIPMENT: Leather armor, dagger, cipher machine, homing pigeon, consulate vault key

CAPITULUM

WARRIOR

*Warrior (Call of the Brave) \\ Human (possibly non-human) \\

Wanderborne \\ Level 3*

Local roughneck and construction crew leader. Vocal, skeptical, supernaturally perceptive. Sniffs the air when Jack enters, suggesting senses beyond ordinary human capacity. Demands protection for night work.

TRAITS: AGI +0, STR +2, FIN +0, INS +1, PRE +0, KNO -1

DEFENSES: HP 8, Stress 6, Evasion 10

SPECIAL: Keen Smell: advantage on Instinct rolls relying on scent

EQUIPMENT: Chain armor, battleaxe, handaxe, mason's tools

CAPITULUM

325532

Warrior (Call of the Brave) \\ Human \\ Wanderborne \\ Level 3

Nero's partner on the crew. Professional, practical, less vocal but equally capable. Handles logistics while Nero handles confrontations.

TRAITS: AGI +1, STR +1, FIN +1, INS +0, PRE +0, KNO -1

DEFENSES: HP 8, Stress 6, Evasion 10

EQUIPMENT: Chain shirt, longsword, light crossbow, carpenter's tools

CAPITULUM

THE MAN WITH THE CLOCKWORK ARM

Wizard (School of War) \ Human \ Orderborne \ Level 4

Unnamed figure operating the Automatic Assassin laboratory in the Terrassian Consulate attic. Thirties, scarred, methodical. His right arm is clockwork. Builds and maintains mechanical killers, monitors Kormor Kirak through a mechanical radar system.

TRAITS: AGI +1, STR +0, FIN +1, INS +0, PRE -1, KNO +2

DEFENSES: HP 6, Stress 6, Evasion 11

EQUIPMENT: Arcane armor (integrated clockwork), tinker's tools, smith's tools, clockwork radar device, automaton parts

CAPITULUM

THE QUIBBY MODEL

Commoner \ Human \ Highborne

Tall, nervous young woman who models dresses at the Kereskedo Market dressmaker shop. Catches Szeret's attention. Later found dead, arranged in a necromantic trellis in Kiraline's private room, covered in ritual runes.

TRAITS: AGI +0, STR -1, FIN +1, INS +0, PRE +1, KNO +0

DEFENSES: HP 3, Stress 4, Evasion 8

CAPITULUM

THE QUIBBLERY COURT

Warrior (no foundation) \ Human \ Highborne \ Level 1

Late teens, arrogant, untested. Attempts to beat a stallion and is casually displaced by Jack. Represents the privileged class that sends others to die while knowing nothing of combat.

TRAITS: AGI +0, STR +2, FIN +0, INS -1, PRE +1, KNO +0

DEFENSES: HP 7, Stress 6, Evasion 9

EQUIPMENT: Chain mail, longsword, riding crop, warhorse (poorly managed), fine riding gear

CAPITULUM

WARRIOR

Warrior (Call of the Brave) \ Human (Werewolf) \ Underborne \ Level 4

A werewolf secretly working for the conspiracy. Town drunk at the Bastion Inn. Large, hairy, disheveled, with a booming laugh that fills the room. He was promised a cure for his lycanthropy and accepted a task to prove his usefulness to his new masters. Killed the previous tax collector on their orders. Always present in the background, nursing drinks and listening. His drinking is not weakness but cover -- the more sloppy he appears, the less seriously people take him.

TRAITS: AGI +1, STR +2, FIN +0, INS +2, PRE +0, KNO -1

DEFENSES: HP 9, Stress 6, Evasion 10

SPECIAL CONDITION: LYCANTHROPY -- Can transform into hybrid werewolf form once per long rest, gaining Strength +1, natural claw and bite weapons (2d6 and 2d8 respectively), and advantage on Instinct rolls for scent and hearing. Involuntary transformation on full moons requires Difficulty 15 Instinct roll.

KEY ROLLS: Strength +2 (intimidation, physical tasks), Instinct +2 (tracking, sensing magic)

EQUIPMENT: Worn clothes, drinking glasses, dagger, hidden coin purse



Aggodas: Ranger (Pathfinder) \ Human \ Orderborne \ Level 3

Boldogg: Priest (Oath-Bearer) \ Human \ Orderborne \ Level 3

Corrupt city law enforcement working together as partners at the city gates and throughout Kormor Kirak. They run protection rackets under the guise of tax collection and "security assessments." Aggodas is lean and wiry, using narcotic herbs for enhanced perception and spirit-sensing; his eyes often have a dilated, otherworldly quality. Boldogg is broad-shouldered and intimidating, capable of summoning minor spirits and enforcing obedience through fear and superstition. Together they control entry to the city and collect informal taxes from merchants, threatening trouble if payments are not made.

CAPITULUM

AGGODAS

TRAITS: AGI +1, STR +0, FIN +1, INS +2, PRE +1, KNO +0

DEFENSES: HP 6, Stress 6, Evasion 11

KEY ROLLS: Instinct +2 (perception, spirit-sensing), Presence +1 (intimidation)

SPECIAL ABILITIES: Herbal Perception -- Aggodas can sense supernatural creatures and magical effects within Close range. His narcotic enhancement grants advantage on Instinct rolls for detecting deception.

EQUIPMENT: Light armor, shortsword, collection of narcotic herbs in leather pouches, extortion ledger

CAPITULUM

BOLDOGG

TRAITS: AGI +0, STR +2, FIN +0, INS +1, PRE +2, KNO -1

DEFENSES: HP 8, Stress 7, Evasion 9

KEY ROLLS: Strength +2 (intimidation, enforcement), Presence +2 (commanding presence, fear-based authority)

SPECIAL ABILITIES: Spirit Summoning -- Boldogg can summon minor spirits (shadows, whispers, phantasms) that serve as enforcers, creating advantage on intimidation rolls and allowing him to track targets through the city using spectral eyes.

EQUIPMENT: Heavy armor, morningstar, spiritual fetishes and talismans, fear-inducing masks

CAPITULUM

BESTIARY

These Daggerheart adversary stat blocks are for common enemies encountered in the The Eternal Court campaign. Each entry uses

Daggerheart's Difficulty, HP, Evasion, and Damage Threshold system to provide challenging and memorable encounters. This bestiary focuses exclusively on the Daggerheart rules system, with creatures organized by threat level and type.

Street-Level Threats

Kereskedo Market Ruffian



Medium humanoid (human), neutral evil

The night markets of Kormor Kirak attract more than merchants and tourists. Pickpockets, extortionists, and hired muscle prowl the alleys between stalls, preying on distracted foreigners and locals alike. These ruffians work in pairs or small gangs, operating under the protection of figures like Rozito who control the market's shadow economy. They favor intimidation over combat but will draw blades if cornered or desperate.

TYPE: Standard Adversary (Humanoid)

DIFFICULTY: 8

HIT POINTS: 3

EVASION: 9

DAMAGE THRESHOLDS: Minor 2 / Major 5 / Severe 9

Actions

CLUB: 1d6 physical damage

DAGGER (MELEE OR CLOSE RANGE): 1d6 physical damage

Tactics

Ruffians attack in groups and flee when outnumbered. They gain advantage on attack rolls when an ally is within Melee range of their target.

Gangster Lieutenant

Medium humanoid (human), neutral evil

The organized criminal element in Kormor Kirak operates through lieutenants who manage territories, collect debts, and eliminate competition. These individuals are experienced fighters with access to better equipment and tactical training. A gangster lieutenant commands three to six ruffians and answers to a boss who controls an entire district of the city's underground economy. They are smarter and more dangerous than common thugs, willing to negotiate but equally prepared to kill.

TYPE: Standard Adversary (Humanoid)

DIFFICULTY: 12

HIT POINTS: 5

EVASION: 12

DAMAGE THRESHOLDS: Minor 3 / Major 8 / Severe 14

Actions

SHORTSWORD: 2d8 physical damage

HAND CROSSBOW (FAR RANGE): 2d6 physical damage

Special

Sneak Attack: When attacking a target that is also adjacent to one of the lieutenant's allies, add 1d8 to the damage roll.

Military Forces

Red Guard

Medium humanoid (human), lawful neutral

The Red Guards are Queen Kiraline's personal military force, distinguished by their crimson uniforms and rigid discipline. They enforce the queen's law throughout Kormor Kirak, patrol the castle grounds, and accompany the royal family on public appearances. A Red

Guard answers only to the queen and her court. They operate in pairs on patrol, squads of six for enforcement actions, and companies of twenty for military operations. Most are competent soldiers, though they are trained to fight human threats, not supernatural ones. When the Necrotic

Bulk erupted from the Hallaset Fields, two Red Guards were torn apart before they could draw their weapons.

TYPE: Standard Adversary (Humanoid)

DIFFICULTY: 10

HIT POINTS: 4

EVASION: 10

DAMAGE THRESHOLDS: Minor 4 / Major 8 / Severe 14

Actions

LONGSWORD: 1d8 physical damage

HEAVY CROSSBOW (VERY FAR RANGE): 1d10 physical damage

Tactics

Red Guards fight in disciplined formations. When two or more guards are adjacent to the same target, they each gain +1 to their attack

Difficulty against that target.

Red Guard Captain

Medium humanoid (human), lawful neutral

Red Guard Captains command squads and oversee key installations within

Kormor Kirak. They earned their rank through loyalty to the crown and competence in combat, though their ultimate allegiance is to Queen

Kiraline rather than any abstract concept of justice. A captain carries a decorated longsword and wears a crimson cloak over polished plate armor. They are tactically capable and will coordinate their squad's movements, using flanking maneuvers and shield walls to control the battlefield.

TYPE: Leader Adversary (Humanoid)

DIFFICULTY: 14

HIT POINTS: 7

EVASION: 13

DAMAGE THRESHOLDS: Minor 5 / Major 10 / Severe 17

Actions

LONGSWORD: 2d8 physical damage

Special

Command: Once per round, the captain can order an allied Red Guard within Close range to immediately make one attack. **Rally:** Once per encounter, all allied Red Guards within Close range clear 1 Stress each.

Cavalry Soldier

Medium humanoid (human), lawful neutral

Mounted cavalry soldiers patrol the roads between cities and serve as rapid response forces during wartime. In Kormor Kirak, cavalry units are stationed at the Southern Gate and escort important figures along the

Queen's Road. These soldiers are trained to fight from horseback with lance and saber, using their mount's speed and mass to devastating effect against infantry. On foot, they are competent but unremarkable fighters. Their warhorse acts independently in combat.

TYPE: Standard Adversary (Humanoid, Mounted)

DIFFICULTY: 10

HIT POINTS: 5

EVASION: 11 (mounted)

DAMAGE THRESHOLDS: Minor 4 / Major 8 / Severe 14

Actions

LANCE (MOUNTED ONLY): 1d12 physical damage. Advantage against unmounted targets.

SABER: 1d8 physical damage

Mount: Warhorse

HP: 4

EVASION: 10

HOOVES: 1d8 physical damage

Mechanical Threats

Clockwork Scout

Small construct, unaligned

The Terrassian Consulate's attic laboratory holds more than Automatic Assassins. Smaller clockwork constructs serve as scouts and surveillance devices, mechanical birds or rats with glass eyes that transmit visual information back to a control station. These devices are fragile but nearly silent, scuttling through vents and across rooftops to observe targets. Koss deploys them to monitor the theater construction site, the

Kereskedo Market, and the movements of key individuals throughout the city. Destroying one alerts its controller immediately.

TYPE: Minion Adversary (Construct)

DIFFICULTY: 7

HIT POINTS: 1

EVASION: 12

Actions

BITE: 1d4 physical damage

SELF-DESTRUCT: 1d8 fire damage to all creatures within Very Close range

Special

Alert: When destroyed, the scout's controller is immediately aware of its location and the identity of whoever destroyed it.

Automatic Assassin

Medium construct, unaligned

The Automatic Assassin is Terrassian engineering at its most lethal: a humanoid mechanical construct with clockwork eyes whirring behind a shrouded face, hydraulic limbs capable of bending metal with a single strike, and a pneumatic crossbow integrated into its forearm. These machines pursue their targets with relentless, mindless precision. The first one breached the Albion Consulate's reinforced door with one blow, then chased Feeney across rooftops before putting two bolts through his chest. A second unit armed with explosive glass-tipped arrows nearly destroyed Barron's carriage before something tore it apart on the rooftops. Koss maintains spare parts in his laboratory.

There are always more.

TYPE: Solo Adversary (Construct)

DIFFICULTY: 16

HIT POINTS: 8

EVASION: 13

DAMAGE THRESHOLDS: Minor 5 / Major 12 / Severe 18

Actions (2 per turn)

SLAM: 2d8 physical damage

PNEUMATIC CROSSBOW (VERY FAR RANGE): 2d8 physical damage

EXPLOSIVE BOLT (ONCE PER ENCOUNTER): 2d8 physical damage to target plus 2d6 fire damage to all within Close range

Special

Relentless: When the Automatic Assassin successfully damages a target, it gains advantage on its next attack against that same target.

Construct Immunities: Immune to poison, fear, charm, and psychic effects.

Breacher: Can force open locked doors and barriers without a roll.

Undead & Necromantic Threats

Undead Shambler

Medium undead, neutral evil

The Hallaset Fields cemetery extends for miles, and not all of its residents rest peacefully. Necromantic energy seeping through the soil animates individual corpses into shamblers: mindless, rotting bodies that drag themselves upright and stumble toward the living. They are slow and stupid but difficult to put down, absorbing punishment that would kill a living creature. A lone shambler is a nuisance. A dozen emerging from the tall grass at dusk is a different proposition entirely. The Lich Cult uses them as sentries, tripwires, and distractions while performing more dangerous rituals nearby.

TYPE: Minion Adversary (Undead)

DIFFICULTY: 7

HIT POINTS: 3

EVASION: 7

DAMAGE THRESHOLDS: Minor 3 / Major 7 / Severe 12

Actions

SLAM: 1d6 physical damage

Special

Undead Fortitude: The first time the shambler would be destroyed, it instead survives with 1 HP unless the killing blow was radiant damage or a critical success. **Slow:** Shamblers always act last in initiative order.

Necrotic Bulk

Large undead, chaotic evil

The Necrotic Bulk is necromancy at its most horrifying: a creature made from the discarded parts of multiple corpses, reanimated limbs writhing and entwining into a mass of dead flesh that moves with terrible purpose. When Rozito carved his runes into the dead carriage driver's chest, the thing that rose was roughly the shape of a human but composed of dozens of separate body parts, all moving independently, all reaching. It tore through two armored Red Guards before they could scream. Jack and Eppy fought it in the Hallaset Fields while Olivia ran for help, and even their combined skill barely held it at bay. The Bulk collapsed only when Szeret killed Rozito and severed his concentration.

It cannot be permanently destroyed while necromantic energy flows through the Hallaset Fields.

TYPE: Solo Adversary (Undead)

DIFFICULTY: 15

HIT POINTS: 8

EVASION: 10

DAMAGE THRESHOLDS: Minor 5 / Major 12 / Severe 18

Actions (2 per turn)

SLAM: 2d8 physical damage, reach extends to Close range

ENGULF (ONCE PER ENCOUNTER): Target within Melee range must succeed on Difficulty 14 Strength roll or become Restrained. Restrained targets take 2d6 necrotic damage at the start of each turn.

Special

Linked to Creator: If the necromancer who created the Bulk is killed, the Bulk immediately collapses. **Hallaset Regeneration:** While in the

Hallaset Fields, the Bulk clears 1 HP at the start of each GM turn.

Undead Immunities: Immune to poison, fear, charm, and psychic effects.

Lich Cult Acolyte

Medium humanoid (human), chaotic evil

The Cult of the Lich operates in the shadows of Kormor Kirak, its members embedded in the city's population as merchants, servants, and laborers. An acolyte is a low-ranking cultist who has learned basic necromantic rituals: how

to carve preservation runes, how to prepare corpses for reanimation, how to maintain the dark marks that serve as portal anchors. They carry concealed ritual daggers and wear the symbol of the cult beneath their clothing. Most are desperate people who turned to the cult for power, protection, or revenge. They fight with fanaticism when cornered but prefer to flee and report to their superiors.

TYPE: Standard Adversary (Humanoid)

DIFFICULTY: 10

HIT POINTS: 4

EVASION: 10

DAMAGE THRESHOLDS: Minor 2 / Major 6 / Severe 11

Actions

RITUAL DAGGER: 1d6 physical + 1d4 necrotic damage

CHILL TOUCH (CLOSE RANGE): 1d8 necrotic damage

Special

Fanaticism: Lich Cult Acolytes have advantage on saving throws and rolls against being frightened or charmed. **Dark Knowledge:** Can read and inscribe necromantic runes for ritual purposes (non-combat utility).

Lich Cult Necromancer

Medium humanoid (human), chaotic evil

The necromancers of the Lich Cult are the cult's true power, practitioners who have mastered the art of carving runes into flesh and binding dead matter to their will. They operate the ritual frameworks: arranging corpses into trellis patterns that serve as portals, beacons, and power sources. Feeney's body was found suspended in one such trellis with eighty-eight ritual wounds. A necromancer can animate corpses, create Necrotic Bulks, and open temporary portals between locations anchored by prepared corpses. They are dangerous spellcasters who prefer to fight behind their undead servants.

TYPE: Leader Adversary (Humanoid)

DIFFICULTY: 14

HIT POINTS: 6

EVASION: 12

DAMAGE THRESHOLDS: Minor 3 / Major 8 / Severe 14

Actions

NECROTIC SCALPEL: 1d6 physical + 2d6 necrotic damage

RAY OF SICKNESS (FAR RANGE): 2d8 necrotic damage

ANIMATE DEAD (RITUAL, 10 MINUTES): Creates 1 Undead Shambler or 1

Necrotic Bulk from available corpses

Special

Undead Thralls: The necromancer can control up to 4 Undead Shamblers or 1 Necrotic Bulk. If the necromancer is killed, all controlled undead immediately collapse. **Portal Ritual:** Given 1 hour and two prepared corpses, the necromancer can create a temporary portal between their locations lasting 10 minutes.

Supernatural Adversaries

Vampire Spawn

Medium undead, neutral evil

When Kiraline feeds and chooses to turn rather than simply drain, the result is a vampire spawn: a lesser creature bound to her will, retaining enough intelligence to follow orders but lacking the full power and independence of a true vampire. These creatures serve as infiltrators and enforcers within the castle, appearing human until they reveal their fangs. During the masquerade ball, prisoners were taken to the dungeons where Kiraline and Szeret fed, and some of those victims rose again as spawn. They haunt the castle corridors at night, silent and patient, waiting to be unleashed.

TYPE: Solo Adversary (Undead)

DIFFICULTY: 16

HIT POINTS: 8

EVASION: 14

DAMAGE THRESHOLDS: Minor 4 / Major 10 / Severe 16

Actions (2 per turn)

CLAWS: 2d6 physical

BITE: 1d8 physical plus 2d6 necrotic; target's maximum HP is reduced by 1

Special

Regeneration: clears 1 HP at the start of each GM turn unless the spawn is in direct sunlight. **Spider Climb:** can move across any surface without an ability check. **Sunlight Weakness:** takes 1 mark per turn while in direct sunlight and has disadvantage on all rolls while exposed to sunlight.

Mountain Wolf

Medium beast, unaligned

The Videk Mountains surrounding Kormor Kirak are home to packs of grey wolves that grow larger and more aggressive than lowland breeds. They hunt elk and mountain goats in the high passes but are drawn to the valley by the scent of livestock and, occasionally, something else. Eppy knows their patterns well from her centuries running the Bastion Inn. A wolf pack typically has 4 to 8 members led by an alpha. They avoid open ground and prefer ambush tactics, using the tall grass of the Hallaset

Fields or the treeline along the mountain roads. Wolves become especially dangerous during winter months and full moons, when Jack's presence might agitate them.

TYPE: Minion Adversary (Beast)

DIFFICULTY: 7

HIT POINTS: 2

EVASION: 10

DAMAGE THRESHOLDS: Minor 2 / Major 5 / Severe 9

Actions

BITE: 1d8 physical; if damage exceeds the target's Evasion by 5 or more, the target is knocked prone

Special

Pack Tactics: gains advantage when another wolf is within Melee range of the target. Keen Senses: advantage on Instinct rolls for hearing or smell.

Alpha Wolf

Large beast, unaligned

The alpha of a Videk Mountain wolf pack is noticeably larger than its subordinates, scarred from territorial fights and hunts that would kill lesser animals. An alpha coordinates the pack's movements through body language and low vocalizations, directing flanking maneuvers and choosing when to press an attack or retreat. They are cunning enough to test a target's defenses before committing and will withdraw if the fight turns against them, dragging their pack with them. An alpha will fight to the death only to protect pups or if cornered with no escape.

TYPE: Standard Adversary (Beast)

DIFFICULTY: 12

HIT POINTS: 5

EVASION: 12

DAMAGE THRESHOLDS: Minor 3 / Major 8 / Severe 14

Actions

BITE: 2d8 physical; if the attack hits, the target must succeed on a

Difficulty 12 Strength save or be knocked prone

HOWL (ONCE PER ENCOUNTER): all enemies within Close range must succeed on a Difficulty 12 Presence save or become frightened, rolling with disadvantage for 1 round

Special

Pack Leader: all allied wolves within Close range gain +1 to their attack Difficulty while the alpha is conscious and not incapacitated.

CAPITULUM

APPENDIX:
SUPERNATURAL
CONDITIONS

CAPITULUM

LYCANTHROPY IN THE ETERNAL COURT

Lycanthropy functions as a curse that binds the victim to primal animal nature. Involuntary transformation occurs on full moons, requiring a

Difficulty 15 Instinct roll at moonrise to resist; failure means the character must make another roll each hour or be overwhelmed by predatory instincts and lose voluntary control. Voluntary transformation may occur once per long rest and lasts for one hour. In hybrid form, the character gains: Strength increases by 1, movement speed increases substantially, natural weapons become available (Claws with Proficiency d6 physical damage, Bite with Proficiency d8 physical damage), advantage on Instinct rolls related to hearing and smell, and resistance to nonmagical physical damage not inflicted by silver weapons. The curse may be removed through powerful healing magic if the character is willing to accept the cure, though such magic is rare and difficult to obtain.

CAPITULUM

VAMPIRISM IN THE ETERNAL COURT

Vampires are apex predators who have transcended death through supernatural means. Kiraline demonstrates the full scope and terrifying potential of this condition. When a vampire's Bite strikes true, the victim's maximum HP is reduced, representing the slow erosion of life force. Vampirism operates on bloodline logic rather than simple transmission: Kiraline, as a true vampire of ancient lineage, can create lesser versions of herself, but those she turns become eternally dependent on her. The campaign deals with Barron's potential turning through gradual erosion: failed saves against Charm magic, accepting the vampire's Bite during moments of weakness, and eventually crossing a threshold where the victim's will becomes subordinate to the vampire's own.

CAPITULUM

SHAPESHIFTING IN THE ETERNAL COURT

Szeret's shifter nature goes beyond mechanical transformation provided by Beastform; it represents a violent, total reconfiguration of the body. The shift from bipedal to quadrupedal leopard form involves bones breaking and reforming, fur erupting through skin, teeth changing shape and number. The campaign applies a house rule: when Szeret is reduced to half her maximum Hit Points or experiences extreme emotional distress, she must succeed on a Difficulty 12 Instinct roll or involuntarily enter

Beastform against her conscious wishes. This reflects both the predatory nature seeking escape and the psychological toll of maintaining human form under trauma.

CAPITULUM

NECROMANCY IN THE ETERNAL COURT

Necromancy in this campaign transcends the mechanical boundaries of standard spellcasting. It involves ritual practice far more ancient and terrible: carving necromantic runes into flesh using precision instruments, arranging corpses in elaborate trellis frameworks that bind their essence to places and purposes, using corpses as portals between locations or as animated weapons. The Necrotic Bulk serves as one example of this art: a Large undead adversary of Difficulty 15 with 8

Hit Points and Evasion 10, possessing Damage Thresholds of Minor 5,

Major 12, and Severe 18. It attacks twice per turn with slam attacks dealing 2d8 plus 4 physical damage each. The Bulk is immune to poison and necrotic damage. It collapses and becomes inert after 10 rounds or immediately when its creator is killed. However, it cannot be permanently destroyed while necromantic energy continues to flow through the Hallett Fields, giving it a terrible resurrection capability.

CAPITULUM

ADAPTING SUPERNATURAL ELEMENTS DIGGERHEART



Daggerheart's Hope and Fear system adds fascinating dimensions to supernatural conditions and transformations. When Jack enters a room and

Nero instinctively senses predatory presence, the GM might trigger Fear rolls that manifest as primal warnings in the character's nervous system. When Szeret involuntarily transforms under extreme stress, the

Fear system could represent the loss of control and the predatory instincts taking dominance. Rozito's necromantic rituals might require spending accumulated Fear rather than Hope, representing the cost of channeling darkness itself. The upcoming Hope and Fear expansion by

Darrington Press (expected 2026) will include detailed transformation cards for Werewolves and Vampires that can serve as official mechanical frameworks for these supernatural conditions, providing concrete rules for managing transformations and the psychological impact on characters who undergo them.

CAPITULUM

APPENDIX CHARACTER RELATIONSHIPS

A:

Olivia and Jack: Bodyguard and Charge

Their bond is forged in necessity but strengthened by mutual respect. Jack was hired to keep Olivia alive in a hostile city, and he excels at that job despite the darkness he carries. Olivia, trained to follow orders and find purpose in service, relies on his judgment in ways she doesn't quite trust her own yet. As the campaign progresses, Jack becomes less the hired protection and more the person Olivia turns to when the world proves more complicated than calculations can solve. In Daggerheart terms, consider that Jack gains advantage on rolls made to protect Olivia, and Olivia gains advantage on Hope rolls when motivated by Jack's wellbeing. Their dynamic can also trigger Hope or Fear spends: Jack's presence grants Hope to Olivia, while separation or danger to Jack triggers Fear rolls.

Olivia and Szeret: Friendship Across the Divide

The accountant and the princess find unexpected common ground. Szeret, accustomed to thinking of humans as prey or playthings, becomes fascinated by Olivia's fierce devotion to making sense of chaos. Olivia, initially terrified of the shapeshifter, begins to see past the predatory form to the person

underneath -- equally lost, equally searching for meaning. Their friendship is fragile and potentially dangerous, but it is also genuine. A skilled GM can use this relationship as a conduit for character growth and moral quandary, particularly when Kiraline's darker intentions become clear. In mechanical terms, Szeret's involuntary transformations are less likely to harm Olivia, and Olivia can use community connections to learn about Szeret's nature.

Szeret and Kiraline: Mother and Daughter at Odds

The vampire queen created her daughter to be the perfect heir, but Szeret inherited her mother's strength and stubbornness without inheriting her willingness to be controlled. Kiraline sees Szeret as both treasure and threat -- a continuation of her own power, yet a wild thing that resists the leash. Szeret loves her mother and fears her in equal measure. This dynamic offers rich material for intrigue within the royal court: Szeret may become an ally or antagonist depending on how the campaign unfolds. In Hope and Fear terms, Szeret's presence triggers both -- the pull of family loyalty (Hope) warring against fear of her mother's control and rage.

Barron and Kiraline: Former Lovers in Betrayal

Once, they were bound by something that might have been love. Now, Barron carries the scar of that relationship -- infected with doubt about what was real and what was manipulation. Kiraline views him not as a lost lover but as a means to an end, a tool that proved more sentimental than useful. The campaign's eventual revelation of Barron's turning carries weight because of this history. His choice -- if offered one -- becomes a question not just of survival but of

whether he can reclaim agency after Kiraline has proven she was always the dominant force in their dynamic. In mechanical terms, interactions between Barron and Kiraline trigger powerful Hope and Fear spends for both parties.

Jack and Eppy: Drinking Buddies and Mutual Understanding

In a city of supernatural horrors, Jack finds solace in a simple person doing simple things: making tea, keeping the bar functional, existing without pretense or agenda. Eppy, for his part, recognizes in Jack a kindred soul -- someone who has survived hard things and carries scars that don't show. They don't share their deepest secrets, but they share space in a way that is its own kind of healing. This friendship can provide narrative breathing room in campaigns that grow dark, and Eppy's perspective as a "normal" person offers valuable grounding for player perspective. Mechanically, Eppy's presence can reset Jack's Fear accumulation or offer Hope refreshes.

Rozito and Everyone: The Merchant Who Connects

Rozito knows everyone and everyone knows Rozito -- or at least, they know his reputation. He is not loyal to any faction, only to the flow of commerce and information. He can be an information broker, a supplier of rare goods, or even a diplomatic intermediary for the party. Most importantly, Rozito represents the ordinary world continuing underneath the supernatural conflict. His networks can introduce side quests, provide resources, or complicate relationships by revealing what people have shared in confidence. A GM who uses Rozito well can create a rich underworld of intrigue that runs parallel to

the main conspiracy. His connections manifest in Daggerheart through successful Hope and Fear rolls that unlock community ties.

Koss: The Wild Card

Koss exists at the margins of the campaign, unpredictable and dangerous. His allegiances are unclear, his motivations opaque. For party dynamics, Koss can function as a catalyst -- his presence destabilizes, his actions force responses, his agenda remains hidden until the story demands its revelation. Whether he is antagonist, rival, ally, or something more complex depends entirely on the direction the campaign takes. GMs should feel free to use Koss as a tool to introduce moral ambiguity or to force the party to make difficult choices about who they can trust.

CAPITULUM

APPENDIX B: FEAR ADVANCEMENT GUIDE

As these characters advance through tiers of power in Daggerheart, their mechanical progression should reflect narrative development. The Hope and Fear economy shifts as characters grow more experienced and more damaged by the supernatural forces they encounter.

Olivia's Ascent: From Accountant to Authority

Olivia begins Tier 1 as a junior administrator with limited Hope generation and frequent Fear triggers. As she advances to Tier 2, her Hope recovery mechanisms should improve -- she finds confidence in her authority and begins to generate Hope through successful actions rather than relying on allies for reassurance. Her community connections expand to include court officials, merchants, and lower-ranking nobility. By Tier 3, Olivia should have heritage items tied to authority and record-keeping, and her heritage abilities should reflect her growing capacity to inspire confidence in others. Her Fear triggers shift from existential dread to professional anxiety -- failure, exposure, loss of control.

Jack's Reconciliation: Controlling the Beast

Jack's Fear accumulation in Tier 1 is constant -- the fear of losing control during transformations, of harming allies, of the beast overwhelming the man.

As he advances to Tier 2, his mechanical options should include ways to spend Fear constructively: using Fear to fuel temporary enhancements to his combat abilities, or to maintain control during involuntary transformations. By Tier 3, Jack should have heritage items and abilities that integrate his lycanthropy rather than fighting it. His Fear economy transforms from a liability into a currency he can manage. His Hope comes from moments of connection with others, from successfully protecting allies, from maintaining his humanity in the face of the beast.

Szeret's Sophistication: Predator Learning Culture

Szeret's advancement reflects her growing understanding of the social game. In Tier 1, she operates on instinct with limited emotional depth. By Tier 2, her Hope and Fear system becomes more nuanced -- she begins to experience genuine emotion, genuine loyalty, genuine conflict between her predatory nature and her human heart. Her community connections expand from "people I've met" to "allies and rivals I understand." Her heritage abilities should include enhanced social interaction mechanics and ways to use her Beastform abilities outside of combat. By Tier 3, she should have access to specialized heritage items that amplify her magical nature and offer her new ways to control her transformations.

Barron's Descent and Possible Redemption

Barron's trajectory in early tiers is one of declining Hope and accumulating Fear. The campaign should track his internal struggle through mechanics: Fear spends that represent his temptation by Kiraline, Hope losses that reflect his isolation and illness. If he is turned, his tier advancement becomes complicated.

A turned Barron functions as a vampire NPC with distinct mechanics. If the party attempts his redemption, mechanically it should require substantial Hope expenditure, community support rolls, and potentially the discovery or creation of specialized rituals. The cost of breaking Kiraline's hold should be significant: permanent Hope decreases, or the loss of heritage abilities that tied him to vampiric power.

Secondary Characters in the Party

If Eppy, Rozito, or Koss travel with the party as community members or companions, track their tiers and allow their heritage abilities to develop. Eppy's tier advancement reflects growing courage in the face of darkness. Rozito's advancement reflects expanding networks and information access. Koss's advancement should remain intentionally opaque to the players -- what he gains in power remains mysterious until his true agenda is revealed.

CAPITULUM

APPENDIX C: HOPE AND FEAR ACCUMULATION

Daggerheart's Hope and Fear system translates beautifully into the supernatural elements of this setting. This appendix explains how to use that system to amplify the horror and wonder of Kormor Kirak's supernatural conditions.

Lycanthropy and Fear Accumulation

When Jack approaches a full moon, the campaign can trigger automatic Fear rolls for other characters who know his condition. Allies must make Difficulty checks to maintain Hope as the transformation approaches. During involuntary transformations, Jack's companions gain temporary Fear, representing their uncertainty about whether the person they know will emerge from the beast. Successful rolls represent trusting Jack to retain his humanity; failure represents the fear becoming tangible. Jack himself accumulates Fear during involuntary transformations and can spend it to maintain control or to channel his rage into useful action. Between transformations, Jack regains Hope through moments of peaceful connection with allies.

Vampire Encounters and Hope Depletion

Encounters with vampires -- particularly Kiraline -- should systematically deplete party Hope and accumulate party Fear. Vampire charm abilities can be

represented as forcing Hope and Fear spends: characters must spend Hope to maintain their will, or accumulate Fear as they feel their agency slipping. When a character is bitten, they make immediate Fear rolls. If Barron is turned, his former allies must all make Hope and Fear rolls as they process his transformation. The final confrontation with Kiraline should be a cascade of Hope and Fear spending on both sides, representing the existential stakes of confronting a being of ancient power.

Shapeshifting as Dual Trigger

Szeret's involuntary transformations should trigger Hope and Fear for the entire party. The moment of her transformation from woman to beast is a moment of divided feeling: Hope that her predatory form can protect the party, Fear that the predator will consume them. Successful rolls represent the party maintaining trust in Szeret despite her terrifying form; failure represents that trust being shaken. Szeret herself spends Fear when involuntarily transforming and can spend accumulated Fear to maintain control. She generates Hope when her human form and predatory form work in harmony, and when her allies demonstrate continued trust despite her nature.

Necromantic Encounters and System Twist

Encounters with necromancy should fundamentally complicate the Hope and Fear system. When the party faces necromantic magic -- particularly Kiraline's ritual working or the Lich Cult's practices -- successful Fear rolls might unlock new community connections or heritage abilities related to fighting undead, rather than reducing Fear as normal. In other words, Fear of the undead should become a tool: characters who accumulate enough Fear from necromantic encounters gain bonuses to combat against undead or unlock special abilities designed to fight death magic. This represents the party's

growing understanding of and ability to confront supernatural horror. Failed rolls, by contrast, represent psychological trauma and the genuine threat of becoming overwhelmed by existential dread.

CAPITULUM

CRIMES AND LEGAL

Created by Jesse Alexander

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