

Daggerheart Monster Hub

Home

Monsters

Monsters & Dice Rolls

Welcome to Daggerheart Monster Hub

If you're a fan of Daggerheart just like me and looking for the ultimate tool to organize your monsters and roll dice, you've come to the right place. At Daggerheart Monster Hub, we provide an intuitive and powerful experience for all tabletop RPG masters and players.

How It Works

Monsters:

In the "Monsters" tab, input and manage details of all the monsters for your Daggerheart campaigns. Keep track of names, attributes, abilities, and more.

Monsters & Dice Rolls:

In the "Monsters & Dice Rolls" tab, manage your monsters and roll dice simultaneously for a seamless gameplay experience.

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Monsters

Monsters & Dice Rolls

Monster(s):

Tier:

Type:

Difficulty:

Attack Modifier:

Main Attack:

Minor | Major | Severe

HP: | ☐☐☐☐☐☐☐☐☐☐☐☐☐☐

Stress: | ☐☐☐☐☐☐☐☐☐☐☐☐☐☐

Expirence:

Features:

Features
Terrible Knowledge - Passive
The Oracle of Doom instantly knows a personal nightmare of every mortal that comes within their sight.

Vengeful Fate - Reaction
Any time this adversary marks HP from an attacker within Very Close range, mark a Stress to send the attacker flying back to Far range, dealing them 5d10 phy damage. Damaged targets may mark a Stress to make an Agility Reaction Roll (20) to take half damage instead.

Walls Closing In - Passive
Any time a target within Very Far of Oracle of Doom rolls a failure, they mark a Stress.
Pronounce Fate - Action - Fear
Spend a Fear to present a target within Far range with a vision of their personal nightmare. The target must make a Knowledge Reaction Roll (20) or lose all Hope and take 3d20+10 magic damage that cannot be reduced by armor. On a success, they take half damage and lose only 1 Hope.
Summon Tormentors - Action (2)
Summon 2d4 minions relevant to one of the PC's personal nightmares at Close range to the PC (Tier 2 or below). This can only be performed once per party member.

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- 0 +



- 0 +



- 0 +



- 0 +



- 0 +



- 0 +

Duality Dice

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HOPE

