

ABOMINATION CLOAK

Level Any ♦ Arcane • Non-Good

POWERS**Demonic Tentacles:** Gains the Demon keyword and has reach 3 on † attacks.**Dark Seed:** If there are no Good creatures in this creature's warband, it gains the Evil alignment (if it does not already have it).

+3

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ADAPTIVE PROGRAM

Level 5-12 ♦ Simic

POWERS☐ **Reflexive Biomancy:** Use when when this creature takes lightning, cold, fire or acid damage: This creature gains Resist 10 vs. that damage type until end of battle.

+2

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ÆDDI'S ENTICING ILLUSION

Level 6-12 ♦ Wild • Arcane

POWERS☐ **Mesmerized:** Use when no enemy is adjacent to this creature and an enemy within 6 starts its turn: That enemy is Slowed.

+2

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ALLPULP'S ENDURING ALE

Level Any ♦ Divine • Orc

POWERS☐ **Fermented Courage:** Use at setup: Place an Orc Mash token on each adjacent Orc ally. The first time an ally with that token takes damage, ignore that damage, then remove the token.**Stagger:** Whenever an Orc with an Orc Mash token ends its turn, your opponent may slide it 1 square.

+4

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AMBUSER'S TRICKS

Level Any ♦ Underdark • Goblin or Bugbear

POWERS☐ **Ambush Blind:** Minor action, if adjacent to wall or forest terrain: Invisible until it moves or attacks.☐ ☐ ☐ **Ambush Tunnels:** Use at start of round, if no enemy has line of sight to this creature: Teleport 6.

+3

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AMULET OF BENEFICENCE

Level 9+ ♦ Divine • Good

POWERS**Dispel Aura:** Adjacent enemies are not Invisible.☐ **Protection from Evil:** Use at start of round: Until end of round, Good creatures have +2 AC, +2 Will AND Resist 10 Necrotic.

+2

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AMULET OF GRUUMSH

Level 6+ ♦ Orc • Martial or Primal

POWERS**Eye of Gruumsh:** Blindsight vs. adjacent creatures.

+2

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AMULET OF THE TITANS

Level 15-20 ♦ Borderlands

POWERS☐ **Shrug Off Pain:** Use when hit by an attack that deals 20 or less base damage: Ignore all effects of that attack. (Damage unaffected.) ☹ when this creature misses with a † or ⚔ attack.

+6

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AN EYE FOR SPEED

Level 10+ ♦ Mastermind

POWERS☐ **Meditative Quickening:** Minor action: ☹ one use of one of a rechargeable power.

+10

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ANCESTRAL WINGS

Level 8-10 ♦ Wild • Arcane • Non-flying

POWERS☐ **Featherburst:** Use when targeted with an attack: That attack automatically misses, instead.**Wings:** Has Flight while Featherburst has not been used.

+5

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ANGELIC WINGS

Level 4-12 ♦ Good • Divine or Martial • Non-Flying

POWERS☐ ☐ **Flyby Attack:** Attack action: Move up to 7 squares with Flight. You may make 1 ☹ or ☹ attack at any point during that move.

+4

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BADGE OF THE HORDE

Level 1-10 ♦ Orc

POWERS**Horde Tactics:** Minor action: Until end of turn, +1 † attack against a target adjacent to an Orc ally that is equipped with a Badge of the Horde item.

+1

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BASTION OF GOOD

Level 1-11 ♦ Divine • Good (Unique item)

POWERS☐ **Exemplar of Battle:** Use at start of turn: Pull 3 squares allies within 4 squares.**Shield of Radiance:** (aura 1) Allies in aura have +3 to all defenses against attacks from Evil creatures.

+3

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BAULDER'S GAIT

Level 1-10 ♦ Borderlands • Martial

POWERS**Confidence is Everything:** Whenever you win initiative, +2 speed until end of round.**Incompatible Stride:** The speed bonus granted by this item does not stack with other bonuses to speed.

+1

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BEAST-TOUCHED BOOTS

Level 4-10 ♦ Orc • Martial

POWERS☐ **Leaping Charge:** Use with Charge: +5 damage and flight until end of Charge.

+1

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BEHOLDER EYE MASTERY

Level 13-21 ♦ Beholder

POWERS☐ **Squint:** Use with a ⚔ attack: Double the range of that attack.**Disintegrate Terrain:** Attack action: Choose a non-Pit square within 8. If this creature has line of sight to a border of that square, it becomes clear terrain until end of battle.

+6

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BLACK LION TOTEM

Level 5+ ♦ Wild • Uthgar

POWERS☐ **Discipline:** Use when hit by an attack: Ignore all effects of that attack. (Damage unaffected.)**A Bit Civilized:** Loses the Primal keyword.

+1

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BLACK RAVEN TOTEM

Level 5+ ♦ Uthgar

POWERS**Leaping Charge 10:** +10 damage and flight while charging.

+2

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BLOOD OF DIMIR

Level 5+ ♦ Vampire

POWERS

House of Dimir: Gains the Dimir keyword.

Dark Shadows: Invisible to nonadjacent enemies while adjacent to wall terrain.

❑ **Fangs of the Nosferatu:** Use with a ♦ attack: Sneak Attack 10 on that attack.

+4

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BLOOD OF LATHANDER

Level 7-15 ♦ Divine • Medium (Unique item)

POWERS

Locked Item

❑ ◀ **Sunbeam:** (line 6) +11 vs. Fortitude; 15 radiant damage AND Blinded.

❑ **Blessed Mace:** Use when this creature would be destroyed: It is not destroyed and has 10 HP remaining instead. Then, allies within 2 squares heal 5 HP.

+5

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BLUE BEAR TOTEM

Level 5+ ♦ Uthgar

POWERS

Vulnerable 5 Radiant

Corruption: Gains the Evil alignment.

Dark Thralls: +5 damage when within line of sight of a Demon or Hag ally.

+2

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BOOTS OF DANCING

Level 1-12 ♦ Martial

POWERS

❑ **Dancing Defense:** Move action: +2 AC and +5 Reflex until the start of this creature's next turn.

Still Dancing: Does not grant combat advantage for being Dazed.

+2

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BOOTS OF SPEED

Level 1-5 ♦ Civilization

POWERS

Speed Boost: Move action: +2 speed until the end of this creature's next turn.

+1

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BOOTS OF STRIDING

Level 1-10 ♦ Half-Orc or Orc

POWERS

❑ **Spring:** Use at start of turn: Move up to 3 squares with Flight.

Stride: Immediate, when entering a difficult terrain square: Ignore the additional MP cost for entering that square.

+2

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BOOTS OF WATER WALKING

Level 1-11 ♦ Martial

POWERS

Riverwalk: Ignores additional MP cost for entering river terrain.

+2

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BRACERS OF SPEED

Level 1-11 ♦ Eladrin or Elf

POWERS

❑ **Swift Arm:** Minor action: Make a ⚡ or ☞ attack.

+2

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BRIGG'S BOLD BATTLESTANCE

Level 7-13 ♦ Borderlands • Martial

POWERS

❑ **Crane-Tiger-Monkey-Dragon:** Use at start of turn: Until end of round, this creature is Slowed and takes half damage from attacks and effects. ☹ when this creature enters a start area.

+3

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BROTHERS IN ARMS

Level Any ♦ Boros

POWERS

❑ **Legion Brother:** Use when this creature is hit by a ♦ or ☞ attack: An adjacent Boros ally takes the damage and other effects of the attack, instead.

+2

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BRUTAL WEAPON

Level 1-7 ♦ Primal • non-Beast • non-Magical Beast

POWERS

❑ **Brutal Strike:** Minor action: -5 attack on this creature's next attack. On hit, +10 damage and target is also Dazed.

+1

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BURIAL INCENSE

Level Any ♦ Any

POWERS

❑ **Burn Incense:** Use when this creature or an adjacent ally would deal poison damage: That damage is necrotic damage instead.

+2

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BURIED DRAGON HOARD

Level 10+ ♦ Dragon

POWERS

Claim the Hoard: Use at end of round, if this creature occupies your victory area when VP are scored for occupying a victory area: Score double VP for occupying a victory area this round.

+5

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CALTROPS

Level 1-5 ♦ Civilization • Stealth

POWERS

❑ **Scatter Caltrops:** Minor action: Up to 3 contiguous adjacent squares gain spike stones terrain.

Heavy Bag: -1 speed until Scatter Caltrops is used.

+2

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CAVALIER SADDLE

Level Any ♦ Any

POWERS

❑ **Saddle Straps:** Use when this creature's rider would be affected by a forced movement effect: It ignores that effect.

Choose Followers: Use when a rider mounts this creature: Choose a keyword of that rider.

Aura of Power: (aura 2) While in aura, allies of lower level than that rider and with the chosen keyword have +2 to all defenses.

+2

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CELESTIAL SANCTUM

Level Any ♦ Aasimar • Good

POWERS

Celestial Aura: (aura 3) Allies in aura have +1 attack.

❑ **Zone of Redemption:** Use at start of round: Until end of round, creatures in Celestial Aura may heal 20 HP as an immediate action after taking radiant damage.

+2

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CEMETERY SOIL

Level Any ♦ Vampire

POWERS

❑ **Power from the Earth:** Minor action, if in your victory area: Heal 10 HP.

+2

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CIRCLE OF PROTECTION

Level 5-14 ♦ Borderlands • Divine

POWERS

❑ **Warding Circle:** Full turn action: Place a Warding Circle token in an adjacent square. When adjacent to this token, this creature and allies of level 1-14 roll 2d20 for saving throws and use the higher result. (Ignore effects that require to take the lower result.)

+2

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CLOAK OF EYES

Level 10+ ♦ Arcane • Human

POWERS

Blindsight

+7

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CLOAK OF RESISTANCE

Level 1-8 ♦ Civilization

POWERS

☐ **Resistance:** Use after this creature takes damage from an attack: +1 to all defenses until end of battle.

+1

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CLOAK OF THE MANTA RAY

Level 5-11 ♦ Borderlands • Martial or Stealth

POWERS

Locked Item

☐ ♦ **Stinger:** Minor action: (reach 2) +12 vs. AC; 10 Ongoing Poison Damage.

Manta Wings: Ignores the additional MP cost for entering river terrain.

+3

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CONTINGENT EXTRACTION

Level 5+ ♦ Dimir • Stealth

POWERS

☐ **Fade Out:** Use when hit by a ♦ or ♣ attack: This creature is not hit by that attack. Instead, it takes 10 damage, then place this creature in a random victory area.

+2

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CROWN OF TERROR

Level 10+ ♦ non-Beast • non-Vermin (Unique item)

POWERS

☐ **Inspire Fear:** Use when this creature destroys an enemy: Push each enemy with the same name as the destroyed creature up to its speed (Fear).

+2

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CURE BLINDNESS POTION

Level 1-20 ♦ Any

POWERS

☐ **Apply Directly to Eyes:** Minor action: Remove the Blinded condition from this or an adjacent creature. That creature has Immune Blinded until start of its next turn.

+1

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CURSED ITEM: CHAOS WEAPON

Level 1-16 ♦ Rage or Primal • non-Beast • non-Magical Beast

POWERS

Furious Nature: -2 ♦ attack.
Capricious: +5 ♦ damage on an odd attack roll.

+2

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CURSED ITEM: CLIPPED WINGS

Level 10+ ♦ Devil or Angel • Flying (Unique item)

POWERS

Grounded: Loses flight, and may not gain flight until end of battle.

-2

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CURSED ITEM: LODESTONE

Level 7+ ♦ Non-flying • Non-burrowing

POWERS

Encumbered: -2 speed until end of battle. May not shift, gain flight, gain burrow or become a rider.

-2

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CURSED ITEM: ROT SCARAB

Level 3-5 ♦ Living

POWERS

Scarab Toxin: Dazed until end of battle. (This condition may not be removed or ended. This effect ignores Immune Dazed.)
Rotting Flesh: Starts the game at its bloodied HP value. Creature with no bloodied value is destroyed.
Rot Curse: May not be healed.

-2

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CURSED ITEM: SHINY RING

Level 2-3 ♦ Any

POWERS

Oblivious: Confused until end of battle. (This condition may not be removed or ended. This effect ignores Immune Confused.)

-2

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DARK CENTURION

Level 10+ ♦ Legion • Evil

POWERS

Unique: Gains the Unique keyword.
Champion: Treated as having a champion rating of 2 when determining initiative.
Martial Legion: Use at end of round: Each Devil ally within 3 squares of a Legion ally may shift 1.

+3

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DARK ELF OF RAVNICA

Level 5-10 ♦ Drow

POWERS

Devkarin: Gains the Golgari keyword.

+1

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DARK TOME OF VECNA

Level 10-15 ♦ Arcane or Divine • Evil (Unique item)

POWERS

☐ **Summon Vestige:** Use at end of round, only when this creature is in your victory area: Destroy an ally, worth 10 VP or more, that is within 5 of this creature. Place a new Lich Vestige ally in the space last occupied by that ally.

+12

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DARKFIRE ESSENCE

Level 1-20 ♦ Drow or Fey

POWERS

☐ **Darkfire Burst:** Minor action: Until end of round, all creatures ignore Invisible and Conceal on enemies within 2 squares.

+3

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DARKLORD OF THE DREAD DOMAIN

Level 11+ ♦ Evil • Immortal or Vampire (Unique item)

POWERS

Land of Despair: Whenever an enemy or ally first becomes bloodied, it takes 5 damage.
☐ **Raise the Mists:** Use at start of round: Until end of round, line of sight ends after 6 squares for all enemies and allies.

+6

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DARKMAGE'S DISGUISE

Level 1-20 ♦ Underdark

POWERS

☐ **Not Me:** Use at setup: This creature loses one of its keywords until end of battle. It may set up in a space within 2 squares of your start area.

+2

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DARY'S DIRECTIONS

Level Any ♦ Champion 2+

POWERS

☐ **Report In:** Use at start of round 1: Choose one creature that is in a victory area. Place that creature in its start area.

+2

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DEAD CEAH'S SHAWL

Level 2-6 ♦ Undead

POWERS

Dead Pool: Use when this creature destroys a living enemy within 5: Place 1 new Undead ally worth 6 VP or less in the space last occupied by that enemy.

+2

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DEADFALL TRAP

Level 2+ ♦ Kobold

POWERS

Set Trap: Minor action: Place a Deadfall Trap token in an adjacent square. Whenever an enemy enters a square containing a Deadfall Trap token, remove that token, then roll 1d20:
1-7 No effect.
8-15 Enemy takes 10 damage.
16-20 Enemy is Immobilized.

+1

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DEAL WITH THE DEVIL

Level 9-13 ♦ Devil

POWERS

Contract: Attack action, if in your victory area: Opponent chooses one of their creatures that gains +2 attack, heals 10 HP or loses a condition (opponent's choice). Then all other enemies within 6 squares of this creature gain 5 Ongoing Damage.
Revoked: Worth +5 VP if destroyed while Contract is unused.

+3

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DEFENSIVE AURA

Level 1-7 ♦ Divine

POWERS

Divine Aura: Use when this creature is targeted by an attack: Until end of round, it has: (aura 1) This creature and allies in aura have +2 to all defenses.

+2

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DEMONIC FRENZY

Level 6-12 ♦ Demon

POWERS

Blood Price: Use at start of round: Destroy a Rakdos creature in your warband (opponent scores as normal).
Maximum Overdrive: Use after a creature in your warband is destroyed at start of round: This creature has Multi-Activation 2 until end of round and gains 10 Ongoing Damage.

+3

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DEMONIC GLYPH

Level 7+ ♦ Borderlands • Evil • Divine or Gnom or Tiedling

POWERS

Place: Use at setup: Place a Demonic Glyph token in an unoccupied square at least 4 squares away from your opponent's start area.
Trigger: Whenever an enemy enters a square containing a Demonic Glyph token, remove the token, roll 1d20 and apply effect to enemy:
1-6 Fizzle: No effect.
7-12 Glyph of Fire: 15 fire damage.
13-18 Glyph of Madness: 10 psychic damage AND Dazed.
19-20 Glyph of Stunning: 5 damage AND Stunned.

+2

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DEMONOMICON OF IGGWILV

Level 8-15 ♦ Arcane or Divine or Hag • non-Good

POWERS

Planar Knowledge: +5 damage vs. Demon and Fey creatures.
Demon Summoning: Attack action, if in your victory area: Place 1 new Demon ally worth 10 VP or less within 5 squares.

+7

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DEMONRAGE WEAPON

Level 1-9 ♦ Rage

POWERS

Demonrage: Use when this creature makes a ⚔ attack: It takes 10 damage, then has +10 damage on that attack. ♫ when an adjacent ally is destroyed.

+2

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DIMENSIONAL ANCHOR

Level 8+ ♦ Arcane

POWERS

Dimensional Lock: Use at start of round: Until end of round, placement effects do not function.

Placement effects include "place", "switch" and "teleport".

+4

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DIMENSIONAL JAMMER

Level 10+ ♦ Mastermind

POWERS

Re-targeting: Immediate, after a placement effect is resolved: Slide the affected creature 1 square.

Placement effects include "place", "switch" and "teleport".

+5

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DJINN ERA FIGHTER

Level 9+ ♦ Borderlands • Martial

POWERS

Grounding Charm: Minor action: Resist 5 Lightning and Vulnerable 5 Acid until end of battle.
Buffering Charm: Minor action: Resist 5 Acid and Vulnerable 5 Lightning until end of battle.

+2

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DRACONIC DOMINANCE

Level 1-15 ♦ Dragonborn

POWERS

Intense Breath Weapon: Use when declaring a ⚔ attack power: Hit or miss, each target attacked takes 5 damage.

+2

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DRACONIC HERITAGE 1

Level 7-13 ♦ Dragonborn • Martial

POWERS

Scaly Charisma: While this creature is not bloodied, Medium or smaller allies with the Dragon, Dragonborn and Spawn keyword have +2 attack.

+2

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DWARVEN ARMOR

Level 1-5 ♦ Dwarf • Martial

POWERS

Endurance Surge: Minor action: +1 speed until end of turn. ♫ when first bloodied.

+1

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EAGLE TOTEM

Level 9+ ♦ Totem

POWERS

Eagle Sight: Each ally has +2 ⤴ attack and ignores Conceal and Invisible while adjacent to a Totem token.
Perch: Minor action, if adjacent to forest terrain: Gain flight until end of turn.

+2

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EATS PREY ALIVE

Level 10+ ♦ Mastermind

POWERS

Feast on Prey: Use when this creature destroys an enemy with a ⚔ attack: Heal 10 HP.

+10

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ELEMENTAL BANE WEAPON

Level 8-15 ♦ Martial or Divine

POWERS

Locked Item
Elemental Bane: +2 attack vs. Air, Aquatic, Earth and Fire enemies.
Elemental Discharge: Use when this creature is hit by a ⚔ attack: Choose one of Cold, Fire, Lightning and Thunder: (burst 1) +11 vs. Reflex; 10 damage of the chosen type.

+3

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ELIXIR OF DRAGON BREATH

Level 3-11 ♦ Ki or Psionic or Spawn

POWERS

Locked Item
Acid Breath: (blast 3) + 12 vs. Reflex; 15 acid damage.

+3

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ELK TOTEM Level 5+ ♦ Uthgar POWERS Hide Sneak Attack 5 +2 ©2024 DDM Guild New Generation Item 66/216	ELVEN CLOAK Level 1-6 ♦ Elf or Stealth POWERS ☐ Stealth Boost: Attack action, only while not bloodied: Invisible until end of its next turn. +2 ©2024 DDM Guild New Generation Item 67/216	ETERNAL TRAINING: ↓ Level 5-10 ♦ Borderlands • Ki or Martial POWERS ☐ Chosen Enemy: Use at start of round: Choose a keyword. Until end of battle, +2 ↓ attack and +5 ↓ damage vs. targets with that keyword. +4 ©2024 DDM Guild New Generation Item 68/216
ETERNAL TRAINING: ↗ Level 5-10 ♦ Borderlands • Martial POWERS ☐ Aimed Shot: Move action: Until end of round, +5 ↗ damage. ⤴ as a move action. +4 ©2024 DDM Guild New Generation Item 69/216	EVERSMOKING BOTTLE Level 3-12 ♦ Arcane POWERS ☐ Unstopper: Use at start of round: Choose 1 square within 2 squares. That square and each square within 2 squares of that square gain smoke terrain until end of round. +3 ©2024 DDM Guild New Generation Item 70/216	EYES IN THE BACK OF ITS HEAD Level 10+ ♦ Mastermind POWERS Immune Flanking: Never considered to be flanked. +6 ©2024 DDM Guild New Generation Item 71/216
FAITHBREAKER Level 1-10 ♦ Hobgoblin (Unique item) POWERS Mighty Warhammer: +1 ⬇ attack. ☐ Absolute Power: Use when declaring a ⬇ attack: That attack is a critical hit. On hit, push target 2 squares. +5 ©2025 DDM Guild Baldur's Gate 3 Characters 2/10 (229/237)	FEATHER TOKEN Level 1-2 ♦ Martial POWERS ☐ Blown Clear: Immediate, when this creature is targeted by a ⬅ or ↘ attack: Slide this creature up to 3 squares, then this creature takes 5 damage and is Dazed. +1 ©2024 DDM Guild New Generation Item 72/216	FENRIR'S FABULOUS FIXATIVE Level Any ♦ Arcane POWERS ☐ Stickfast: Immediate, when an enemy this creature can see uses a power that would cause an attack to miss or fail to target, or to otherwise redirect an attack: That power does not function and has no effect. +4 ©2024 DDM Guild New Generation Item 73/216
FIENDSLAYER MISSILE Level 8-15 ♦ Martial POWERS ☐ Fire Missile: Use with a ↗ attack: +2 attack and +5 damage on that attack. ☐ Fiendslayer: Use with Fire Missile, if target is Evil and is also a Demon, Devil, Elemental, Immortal or Planar creature: On hit, it gains 10 Ongoing Damage. +2 ©2024 DDM Guild New Generation Item 75/216	FIRECLAN CHIEFTAIN'S CLOAK Level Any ♦ Ogre or Troll POWERS ☐ ☐ Fire Ablation: Use when this creature takes fire damage from an attack: -15 fire damage. +1 ©2024 DDM Guild New Generation Item 76/216	FOE STONE Level 1-7 ♦ Halfling • Martial POWERS ☐ Know Vulnerabilities: Use when this creature hits an enemy with a ↓ or ↗ attack: +2 attack vs. that enemy until end of battle. +1 ©2024 DDM Guild New Generation Item 78/216
FROG TOTEM Level 9+ ♦ Totem POWERS Frogfoot: Each ally that starts their turn adjacent to a Totem token gains flight for the first 5 squares it moves on its turn. Riverine: Gains the Aquatic keyword. Flycatcher: Can make opportunity attack vs. creatures with flight as if it had flight. +2 ©2024 DDM Guild New Generation Item 79/216	FROSTBRAND WEAPON Level 2-5 ♦ Martial POWERS Resist 5 Fire Cold Bite: +5 Cold ↓ damage while not bloodied. +1 ©2024 DDM Guild New Generation Item 80/216	GALLANT'S GORGET Level 10-14 ♦ Civilization • Martial POWERS Fortified: Use when an enemy scores a crit vs. this creature: That enemy must roll or reroll a new d20 attack roll instead. Achilles' Heel: Whenever that new attack roll (via Fortified) is again a crit: This creature is destroyed. +2 ©2024 DDM Guild New Generation Item 81/216
GARLIC Level 1-7 ♦ Halfling or Gnome or Goblin POWERS ☐ Bulbbrew Salve: Minor action: Heal 5 HP. Brandish: (aura 2) Squares in aura are difficult terrain for Vampire creatures. ☐ Dispose on Perimeter: Move action, if in a victory area: Until end of round, Vampire creatures may not enter that victory area. Destroy this item at end of round. +2 ©2025 DDM Guild Ravenloft 4/8 (241/245)	GAUNTLETS OF OGRE POWER Level 4-10 ♦ Dwarf or Human or Orc POWERS Ogre Strength: Attack + minor action: Make a ⬇ attack at +2 attack and +5 damage. +3 ©2024 DDM Guild New Generation Item 82/216	GHOST CHANDELIER Level Any ♦ Divine • Orzhov POWERS Step into the Light: Enemies and allies within 6 squares of this creature are not Invisible and do not benefit from Conceal. +2 ©2024 DDM Guild New Generation Item 83/216

GLOVES OF THIEVERY

Level 4-12 ♦ Stealth

POWERS

Locked Item

- ❑ **Pilfer:** *Minor action:* +13 vs. Reflex; destroy one non-cursed item assigned to target. ⌚ on miss.

+3

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GLUE GLOBE

Level Any ♦ Kobold

POWERS

- ❑ **Scaly Grenadier:** *Use with a ⤵ attack:* On hit, target is also Immobilized.
- Brak!** *Whenever this creature rolls a natural 1 on an attack roll:* It is Immobilized until end of its next turn.

+1

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GLUEFIRE

Level 4-10 ♦ Tiefling

POWERS

- ❑ **Firegift:** *Minor action, provokes opportunity attacks from adjacent enemies:* A creature within 3 squares and line of sight of this creature takes 5 fire damage and 5 Ongoing Fire Damage.
- Careful!** -1 speed while Firegift is unused.

+2

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GOBLIN OF RAVNICA

Level 3+ ♦ Goblin

POWERS

- ❑ **Ravnican:** *Use at setup:* Choose one pair of keywords: Boros & Martial, Gruul & Rage, Izzet & Arcane or Rakkos & Demon. This creature gains both keywords until end of battle.

+1

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GRAY WOLF TOTEM

Level 5+ ♦ Uthgar

POWERS

- Lycanthropy:** Gains the Shapeshifter keyword.
- Bloodthirsty 5:** +5 damage vs. bloodied targets.
- Wolfen Charge:** +2 speed while charging.

+1

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GREAT WORM TOTEM

Level 5+ ♦ Uthgar

POWERS

- Pure:** Gains the Good alignment.
- Evil Bane 5:** +5 damage vs. Evil targets.
- ❑ **Great Worm Armor:** *Use at setup:* Choose one of Acid, Cold, Fire, Lightning or Thunder. This creature gains Resist 10 vs. that damage type until end of battle.

+2

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GREATER HEALING POTION

Level 10-15 ♦ Any

POWERS

- ❑ **Quaff Potion:** *Attack action:* Heal 30 HP.

+4

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GRIFFON TOTEM

Level 5+ ♦ Uthgar

POWERS

- ❑ **Favor of Uthgar:** *Use when this creature is hit by an attack while it occupies a victory area:* That attack misses, instead.

+1

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GUYEFFS CACOPHONY

Level 8+ ♦ Borderlands • Arcane

POWERS

- ❑ **Confusion in the Ranks:** *Use at start of round:* Until end of battle, champion powers require line of sight from the champion to the target of their effect. Creatures the champion cannot see are unaffected by the power.

+4

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HAG'S FIREPROOF OIL

Level 1-15 ♦ Plant

POWERS

- ❑ **Apply:** *Minor action:* Resist 15 Fire until end of battle.
- Worn Off:** *Use when this creature would take fire damage:* Resolve that damage, then cumulatively reduce its resistance to fire by 5 until end of battle.

+1

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HAINSU'S BAG OF TRICKS

Level 4+ ♦ Borderlands • Stealth

POWERS

- ❑ **Invisibility:** *Attack action:* This creature or an ally within 5 gains Invisible until affected creature attacks or until the end of its next turn.
- ❑ **Slide:** *Attack action:* Slide 2 an ally or enemy within 5.
- ❑ **Snake's Swiftess 15:** *Attack action:* Nearest ally of level 15 or lower makes a Ⓢ attack as an immediate action.

+4

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HEALING POTION

Level 1-10 ♦ Any

POWERS

- ❑ **Quaff Potion:** *Attack action:* Heal 20 HP.

+3

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HELLDUSK ARMOR

Level 5-15 ♦ Half-Elf or Half-Orc or Dragonborn (Unique item)

POWERS

- Resist 5 Fire**
- Superior Armor:** +1 AC.
- Infernal Retribution:** Whenever this creature succeeds on a save, one enemy within 5 squares gains 5 Ongoing Fire Damage.
- ❑ **Fly:** *Use at start of turn:* Flight until end of turn.

+5

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HELLSCAPE

Level 10+ ♦ Devil or Divine • Evil

POWERS

- ❑ **Sulfur and Ash:** *Attack action:* Creatures in smoke terrain take 5 poison + 5 acid damage. A creature damaged by this power has -2 to all defenses until end of round.
- ❑ **Eruption:** *Use at end of round:* Creatures adjacent to pit terrain take 5 fire damage.

+4

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HELM OF BALDURAN

Level 6-15 ♦ Martial • Living • non-Big (Unique item)

POWERS

- Immune Stunned**
- Fortified 20:** Resist 20 All vs. critical hits.
- Balduran's Vitality:** *Immediate, at start of turn:* Heal 5 HP.

+5

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HELM OF COMMAND

Level 6+ ♦ Borderlands • Martial

POWERS

- ❑ **High Champion:** May use one champion power without expending a use of that power.
- Strategist:** +1 champion rating when making champion tests.

+7

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HOLY WATER

Level 1-9 ♦ Divine • non-Evil

POWERS

- ❑ **Sprinkle Holy Water:** *Attack action:* Choose 1 effect:
 - Singe:** An adjacent Undead, Devil or Demon enemy takes 5 radiant damage.
 - Heal:** An adjacent Angel or Good Planar ally heals 5 HP.

+1

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HOLY WEAPON OF DISRUPTION

Level 6+ ♦ Divine • non-Evil

POWERS

- ❑ **Smiting:** *Use on a ⚔ attack hit:* Target also gains 5 Ongoing Radiant Damage.
- ❑ **Disruption:** *Use on a ⚔ attack hit vs. a level 1-3 Undead or Demon creature:* Destroy that creature.

+2

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HORDE STAFF

Level Any ♦ Evil • Champion • Arcane or Divine or Undead

POWERS

- ❑ **Unleash the Horde:** *Use at start of round 1:* Undead allies of level 1-5 move up to their speed.
- ❑ **Call the Horde:** *Use at start of round:* Pull Undead allies of level 1-5 within 10 squares up to 3 squares.

+2

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HORN OF BONE

Level 8-14 ♦ Primal (Unique item)

POWERS

Locked Item

- ❑ **Screaming Spirits:** (blast 3) +13 vs. Will; Dazed. Hit or miss, this creature and each target takes 5 psychic damage. (Fear)

+3

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HORN OF FOG

Level 6-9 ♦ Aquatic or Stealth (Unique item)

POWERS

- ❑ **Covering Fog:** *Use at start of round:* Until end of round, line of sight ends after 6 squares.

+4

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HORN OF THE CLANS

Level 2-8 ♦ Gruul

POWERS

- ❑ **Call to Raze:** *Use before rolling initiative on round 1:* Place this creature and up to 2 allies of lower level in difficult terrain within 5 squares of your start area.

+1

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HORN OF VALHALLA

Level 8-13 ♦ Borderlands • Divine or Martial or Primal

POWERS

- ❑ **Blow Horn:** *Use at end of round, if in your victory area:* Roll 1d20. On 1-2, nothing happens. On 3-14, place 1 new Primal ally worth 11 VP or less within 3 squares. On 15+, place 2 instead.

+6

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HUNTER'S COLLAR

Level 1-8 ♦ Beast or Dragon

POWERS

- Hunter's Scent:** Blindsight vs. adjacent creatures.

+1

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ICON OF FIRE RESISTANCE

Level 1-8 ♦ Gnoll or Kobold or Lizardfolk

POWERS

- Resist Fire:** *Minor action:* Resist 5 Fire until end of round.

+2

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ILLUSORY CORRELATION

Level 10+ ♦ Mastermind

POWERS

- ❑ **Passing Confusion:** *Use when you win initiative:* Choose a keyword. All creatures lose that keyword until end of round.

+5

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JAVELIN OF LIGHTNING

Level 1-10 ♦ Borderlands • Martial

POWERS

- ❑ **Lightning Burst:** *Use when this creature makes a ⤵ attack:* +10 lightning damage on that attack.

+2

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JAYCUE'S JUJU

Level 1-15 ♦ Stealth or Shadow

POWERS

- ❑ **Shadow Threat:** *Use with a ⚡ or ⤵ attack:* Attack the target's Will instead of the defense listed in the attack power. ⚡ on a hit with a ⚡ or ⤵ attack that does not target Will.

+1

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JUST JOVIAN GRAVITAS

Level 7+ ♦ Borderlands • Divine

POWERS

- ❑ **Make Weight Great:** *Use at start of any round after round 1:* All allies and enemies gain Slowed until end of round. No creature may fly or burrow this round. **Personal Burden:** Speed -1.

+5

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KINDOC'S KILNBLAST

Level 10+ ♦ Construct

POWERS

- ❑ **Pinocchio Blast:** *Use when destroyed:* All creatures within 4 take 10 fire damage. All creatures within 2 take 10 additional fire damage. Place a new Living ally worth up to 4 VP in the space previously occupied by this creature.

+4

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KOBOLD'S NOOK

Level Any ♦ Kobold

POWERS

- ❑ **Go to Ground:** *Minor action, if adjacent to wall or difficult terrain:* Until it moves or attacks, this creature is Invisible, has +4 to all defenses and takes half damage from ⚡ and ⚔ attacks.

+1

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LATENT CURSE

Level 10+ ♦ Mastermind

POWERS

- ❑ **Long Laid Plans:** *Use when you win initiative:* Choose one effect:
 - ❖ Each creature carrying a Cursed Item is Immobilized (save ends).
 - ❖ Each creature carrying a Cursed item gains 10 Ongoing Damage.

+5

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LESSER HEALING SALVE

Level 1-4 ♦ Martial

POWERS

- ❑ **Apply Salve:** *Minor action, provokes opportunity attacks:* Heal 5 HP, or 10 HP if bloodied.

+1

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LESSER JUSTICE CHARM

Level 1-5 ♦ Divine

POWERS

- ❑ **Justice Weapon:** *Use after this creature takes damage from an enemy's attack:* That enemy has Vulnerable 5 All (save ends, also ends if this creature is destroyed).

+2

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LESSER VITALITY CHARM

Level 1-6 ♦ Wild or Primal

POWERS

- Warding:** Resist 5 Necrotic while not bloodied.

+1

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LIGHTNING ROD

Level 1-15 ♦ Civilization or Underdark

POWERS

- ❑❑❑ **Attractor:** *Immediate, when an enemy targets an adjacent ally using an attack that causes lightning damage:* Attack this creature, instead.

+2

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LOANSOUL ARMOR

Level 1-7 ♦ Human • Divine or Martial

POWERS

- ☐ **Spirit Shield:** *Minor action:* +2 AC until end of round. ⚡ when this creature destroys an adjacent enemy.

+1

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MAGE'S TOOL KIT

Level 5+ ♦ Arcane

POWERS

- ☐ ☐ **Mending Magic:** *Minor action, once per turn:* An adjacent Construct or Spell ally heals 10 HP.
- ☐ **Improve Vision:** *Minor action:* An adjacent Construct ally gains Blindsight 6 until end of battle.

+3

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MEDALLION OF THE FAITH

Level 9-14 ♦ Divine (Unique item)

POWERS

Locked Item

Pilgrimage: This creature may not be healed.

- ☐ **Self-Sacrifice:** (Treats Will values of greater than 25 as 25) +13 vs. Will; on hit, this creature and target both take damage equal to their bloodied value. (This attack cannot be redirected.)

+4

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MENHIR OF BLOOD

Level 10+ ♦ Demon • Evil

POWERS

- ☐ **Icon of Rage:** *Attack action:* Choose a square of statue terrain. As an immediate action, each Rage ally within 4 of the chosen square may make a ⚡ attack.
- Blood Spill:** Whenever Icon of Rage is declared, each square within 4 of the chosen square gains blood rock terrain.

+4

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MIGHTY OAK

Level 5+ ♦ Primal • Selesnya

POWERS

- ☐ **Great Tree:** *Use at start of round:* Choose a square within line of sight that is at least 3 squares away from any wall or pit terrain. That square becomes wall terrain and each square adjacent to that square gains forest terrain.

+2

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MIND FLAYER PARASITE

Level 10-14 ♦ Unique

POWERS

Tadpoled: Gain the Mind Flayer keyword.

Psionic Overload: *Immediate, with a ⚡ or ⚡ attack:* Take 5 damage to deal +5 psychic damage on that attack.

- ☐ **Black Hole:** *Attack action:* Choose one square of clear terrain within 6. Slide enemies within 3 squares of the chosen square up to 2 squares each towards the chosen square.

+5

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MINOR HEALING POTION

Level 1-10 ♦ Any

POWERS

- ☐ **Quaff Potion:** *Minor action:* Heal 5 HP and roll a save vs. 1 Ongoing Damage condition.

+2

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MINOR MAGIC WEAPON

Level 1-3 ♦ Martial

POWERS

- Weapon Enchantment:** +1 ⚡ attack.
- ☐ **Power Surge:** *Use with a ⚡ attack:* +5 damage.

+1

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MINOR WALL OF FORCE

Level 15+ ♦ Aberrant

POWERS

- ☐ **Ablation:** *Use when an enemy this creature can see targets this creature with an attack:* Resist 10 All vs. that attack. ⚡ at end of round.

+15

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MIRROR OF D'MITRIOS

Level 6+ ♦ Unique

POWERS

- ☐ **Shared Fate:** *Use when an enemy makes a line attack vs. this creature:* The result of that attack roll is used to make an attack against both this creature and the attacker.

+4

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MYSTIC STONE

Level 1-8 ♦ Halfling

POWERS

- ☐ **Cause Vulnerability:** *Use after this creature damages an enemy with a ⚡ attack:* The target gains Vulnerable 5 All (save ends).

+2

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NECKLACE OF FANGS

Level Any ♦ Shapeshifter • Champion (Unique item)

POWERS

Lycanthropy Outbreak: Select one faction at setup. Shapeshifter creatures of that faction are legal in your warband.

Inspire Beasts: Lower level Shapeshifter and Wolf allies have +1 speed and +1 to non-AC defenses.

+3

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NECROMANCER'S BONE

Level 1-5 ♦ Undead • Non-Good

POWERS

- ☐ **Imbued Attack:** *Use when this creature hits with a ⚡ attack:* +5 necrotic damage.

+1

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NECROMANCER'S NAIL

Level 1-5 ♦ Undead • Non-Good

POWERS

- Directed Attack:** +1 ⚡ attack.

+1

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NEUTRALIZE POISON POTION

Level 1-10 ♦ Any

POWERS

- ☐ **Quaff Potion:** *Minor action:* Remove Ongoing Poison Damage conditions, then gain Resist 5 Poison until end of battle.

+2

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NOW FOR PLAN "A"

Level 15+ ♦ Mastermind • Champion 2+

POWERS

- ☐ **Extra Power:** *Use when you use one of this creature's champion powers:* Expend this check box instead of expending one of the champion power checkboxes.

+8

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OBSCENE WEALTH

Level 11+ ♦ Civilization

POWERS

- ☐ **Patron Outfitter:** *Use at setup:* Choose a keyword. Allies with that keyword of level 10 or lower gain +1 attack and +1 to all defenses until end of battle.

+6

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OINTMENT OF RESTORATION

Level 1-12 ♦ Divine

POWERS

- ☐ **Apply Ointment:** *Minor action:* End one condition or effect on an adjacent ally, or heal this creature and an adjacent ally 5 HP.

+4

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ORB OF SHADOWS

Level 5-11 ♦ Underdark • Bugbear or Duergar or Human

POWERS

Vulnerable 5 Radiant; Conceal 6

❑ **Throw Orb:** *Minor action:* Place a Darkness token within 6 squares. At end of round, destroy this item and remove that Darkness token.

Zone of Darkness: Line of sight cannot be traced out of or into any square within 2 of a Darkness token.

+2

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ORC BLOOD

Level 3-8 ♦ Half-Orc (Unique item)

POWERS

Bloodline: Gains the Orc and Unique keywords.

❑ **Ancestral Strength:** *Use with a ⚔ attack:* +2 attack and +5 damage on that attack.

+1

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ORC LIQUOR

Level 4-10 ♦ Orc • Primal (Unique item)

POWERS

❑ **Mighty Draught:** *Move action:* This creature or an adjacent Orc ally takes 5 poison damage, then gains Resist 5 All until the start of its next turn.

+2

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ORPHIC HAMMER

Level Any ♦ Githyanki (Unique item)

POWERS

Shatter Object: +5 ⚔ damage vs. Object and Construct creatures.

❑ **Unshackle:** *Minor action:* Remove Immobilized, Stunned or Helpless from an adjacent ally.

+4

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ORZHOV THRULL PACT

Level 7+ ♦ Orzhov

POWERS

❑ **Pact:** *Use at setup:* Choose an adjacent ally of level 5 or less. That ally gains the Orzhov keyword.

❑ **Animate Thrull:** *Use when the chosen ally is destroyed:* Choose one effect:

Slave: Ally is not destroyed. Place it in its start area with HP equal to its bloodied value, instead.

Sacrifice: This creature heals 10 HP.

+3

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PAST LICH'S TOOL

Level 7-13 ♦ Underdark • non-Good

POWERS

❑ **Channel Sorrow:** Whenever this creature would take damage, you may choose to have an adjacent Living ally take that damage, instead. ⚔ as an attack action.

+3

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PATRON OF ILNEVAL

Level 7-15 ♦ Orc • Martial • Champion

POWERS

❑ **Ilneval's Distraction:** *Attack action:* Choose 2 Orc allies within 6 squares of this creature that have not taken a turn this round. Those allies switch places.

Tactician: Treat this creature's champion rating as 1 higher when determining initiative.

+3

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PAWN OF RAVNICA 1

Level 4-6 ♦ Human • Martial

POWERS

Legionnaire: Gains the Boros keyword.

+1

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PHALAR ALUVE

Level 5-12 ♦ Elf or Drow or Eladrin (Unique item)

POWERS

❑ **Singing Longsword:** *Minor action:* Until end of round, this creature has: (aura 2) Allies in aura have +2 attack.

❑ **Shrieking Longsword:** *Minor action:* Until end of round, this creature has: (aura 2) Enemies that start their turn in aura take 5 thunder damage.

+5

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PHANTOM POWER

Level 10+ ♦ Mastermind

POWERS

❑ **Slider:** *Minor action:* Slide an enemy within 10 squares up to 2 squares. ⚔ when this creature destroys an enemy.

+5

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PIPE OF SMOKE MONSTERS

Level 1-8 ♦ Halfling or Tabaxi

POWERS

Illusory Monsters: Adjacent creatures of Will 20 or less cannot take immediate actions.

+1

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POISON TRAP

Level 2+ ♦ Kobold

POWERS

Set Trap: *Minor action:* Place a Poison Trap token in an adjacent square. Whenever an enemy enters a square containing a Poison Trap token, remove that token, then roll 1d20:

1-7 No effect.

8-15 Enemy gains 5 Ongoing Poison Damage.

16-20 Enemy is Dazed.

+1

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PORTABLE HOLE

Level 5-12 ♦ Halfling or Gnome or Goblin

POWERS

❑ **Place Hole:** *Minor action:* Choose 1 effect:

On ground: An adjacent unoccupied square of non-pit, non-wall terrain becomes pit terrain until end of round (it then regains its previous terrain types).

On wall: This creature gains phasing until end of turn. ⚔ as an attack action.

+2

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PORTABLE WALL

Level 5-15 ♦ Civilization • Arcane

POWERS

❑ **Place Wall:** *Minor action:* Up to 3 unoccupied, clear squares adjacent to this creature gain wall terrain until end of round.

+3

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POTENT POISON

Level 2-9 ♦ Stealth

POWERS

❑ **Just a Scratch:** *Use when this creature misses with a ⚔ or ⚔ attack:* Target gains 5 Ongoing Poison Damage.

Poison Edge: +5 poison damage vs. targets granting it combat advantage.

+3

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POTION OF BLINDSIGHT

Level 1-9 ♦ Any

POWERS

❑ **Quaff Potion:** *Minor action:* Blindsight until this creature takes damage.

+1

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POTION OF FORESIGHT

Level 1-8 ♦ Underdark

POWERS

❑ **Quaff Potion:** *Use at start of an enemy's turn:* Shift up to 2 squares as a free action.

+3

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POTION OF STRENGTH

Level 1-9 ♦ Any

POWERS

❑ **Quaff Potion:** *Move action:* +5 ⚔ damage until this creature takes damage.

+2

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POWER CACHE

Level Any ♦ Arcane • Izzet

POWERS

Nivix Wave: While occupying a victory area, this creature has +1 attack and +5 radiant damage.

+1

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PUZZLE BOX

Level 10+ ♦ Arcane (Unique item)

POWERS

Solve: *Move action:* If this creature occupies a victory area, roll 1d20: On a roll of 16-20 you score 20 VP. On a roll of 1 or 13, destroy this item.

+5

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QUICK RECOVERY

Level 5-9 ♦ Martial

POWERS

☐ **Nimble Blade:** *Use when this creature misses with a ⚔ attack:* Reroll that attack instead. ♻ when this creature destroys an enemy.

+2

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RAKDOS BRUTE

Level 6+ ♦ Ogre

POWERS

☐ **Demonic Inscription:** *Use at setup:* This creature has +5 damage and 5 Ongoing Damage until end of battle.

Cult Cluestone: This creature gains the Rakdos and Rage keywords. It loses all other keywords, except Ogre.

+1

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RAKDOS THRULL PACT

Level 7+ ♦ Rakdos

POWERS

☐ **Pact:** *Use at setup:* Choose an adjacent ally of level 5 or less. That ally gains the Rakdos keyword.

☐ **Animate Thrull:** *Use when the chosen ally is destroyed:* That ally is not destroyed. It has 10 HP, instead, and has +10 fire damage until end of battle.

+3

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REBIRTH

Level 5+ ♦ Golgari • Primal

POWERS

☐ **Arise:** *Use when an adjacent ally is destroyed:* That ally is not destroyed and has 10 HP, instead. That ally loses its keywords; it gains the Vermin keyword and is Weakened until end of battle.

+2

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RED PONY TOTEM

Level 5+ ♦ Uthgar

POWERS

Blindsight

Metamorphosis: Gains the Grimlock keyword.

Grimlock Rush: *Minor action:* Move 2 squares.

+2

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RED TIGER TOTEM

Level 5+ ♦ Uthgar

POWERS

☐ **Tiger Form:** *Use when first bloodied:* Until end of battle, this creature has +2 speed and gains the following attack power:

⚔ **Claws:** *Minor action:* +16 vs. AC; 10 damage.

+2

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RING OF FIRE RESISTANCE

Level 5-14 ♦ Arcane or Divine or Stealth

POWERS

Resist 5 Fire

+2

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RING OF FREE ACTION

Level 1-15 ♦ Half-Elf or Half-Orc or Tiefling

POWERS

Immune Immobilized

☐ **Unhindered:** *Use at start of turn:* Does not pay additional MP cost to enter terrain until end of turn.

+2

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RING OF IMMOVABILITY

Level 8+ ♦ Any

POWERS

Ghost Anchor: Not affected by forced movement or placement effects, and may not shift.

+2

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RING OF PHASING

Level 5-15 ♦ Underdark • Arcane

POWERS

☐ **Ghost Step:** *Use at start of this creature's turn:* Phasing and Invisible until end of turn.

+3

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RING OF THE APPRENTICE

Level 1-10 ♦ Arcane

POWERS

Contingency: *Whenever this creature would be destroyed:* It is not destroyed and has its bloodied HP value, instead. Place it in your start area, then destroy this item. Your opponent scores +5 VP for this item (total 10 VP).

+5

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RING OF THE WILL O'WISP

Level 8-15 ♦ Arcane

POWERS

☐ ⚡ **Bioshock:** +15 vs. Reflex; 10 lightning damage and this creature heals 10 HP.

Grounded: Whenever targeted by an attack that causes lightning damage, this creature has Insubstantial vs. that attack.

+3

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RING OF WARMTH

Level 1-14 ♦ Human or Dwarf or Halfling

POWERS

Resist 5 Cold

+2

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ROBE OF STARS

Level 11-14 ♦ Arcane • non-Spell

POWERS

☐ ⚡ **Magic Missile:** *Attack action:* (sight, ignore Insubstantial) Automatic hit vs. Reflex; 15 damage.

☐ **Ethereal Travel:** *Move action:* Remove this creature from the battle map. At end of round, place it within 10 squares of its last position.

+5

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ROD OF FIRST BLOOD

Level 1-7 ♦ Arcane

POWERS

☐ ☐ **First Blood:** *Use when this creature hits an undamaged enemy with a ⚔ attack:* +5 damage on that attack.

+2

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RUBY EYE

Level 10+ ♦ Construct

POWERS

Locked Item

Blindsight 6

☐ ⚡ **Stop the Thief:** *Minor action, target in a victory area only:* (range 10) +12 vs. Reflex; 15 radiant damage.

Steal the Eye: Whenever this item is destroyed by an adjacent enemy, opponent scores +5 VP.

+2

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RUNE OF GOND

Level 6-12 ♦ Warforged (Unique item)

POWERS

❑ **Trace Rune:** *Use at end of round, if in a victory area:* Place a Healing Rune token in an adjacent clear terrain square.

Prayer: Warforged creatures in your warband may heal 5 HP as a minor action once per turn while adjacent to a Healing Rune token.

Erased: An enemy adjacent to a Healing Rune token may remove it as an attack action.

+3

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SCEPTRE OF CORONATION

Level 11-15 ♦ Human or Elf or Dwarf • Champion

POWERS

❑ **Enthroned:** *Use at end of round, if in your victory area:* Score +10 VP and Heal 10 HP.

Mantle of Protection: Allies of level 1-10 have Resist 5 All vs. attacks by enemies of level 16+.

Thwarted Coronation: Whenever this creature is destroyed, opponent scores +10 VP or each enemy heals 5 HP (opponent's choice).

+5

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SCROLL: COMPRESS SPELL

Level 8-15 ♦ Arcane or Divine

POWERS

❑ **Metamagic Focus:** *Use with an ⚡ attack power:* -1 radius, +2 attack, +10 damage and ignores all other bonuses. (A radius 0 targets only the origin square.)

+3

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SCROLL: DARK WHISPERS

Level 8+ ♦ Arcane or Mind Flayer or Psionic

POWERS

Locked Item

❑ ⚡ **Madness:** (radius 4, nearest, non-Rage targets only) +12 vs. Will; 5 Ongoing Psychic Damage AND target may not use immediate actions (save ends both).

+3

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SCROLL: ELEMENTAL WARD

Level 8-15 ♦ Arcane or Divine

POWERS

❑ **Protection from Elements:** *Use at start of round:* Resist 10 Cold, Fire, Lightning and Thunder until end of round.

❑ **Repel Elementals:** *Minor action:* Push 3 squares Air, Aquatic, Earth and Fire creatures that are within 3 squares.

+2

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SCROLL: INCENDIARY CLOUD

Level 12+ ♦ Arcane or Fire

POWERS

Locked Item

❑ ⚡ **Rain of Fire:** (radius 5 within sight) +9 vs. Reflex; 10 fire damage.

+3

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SCROLL: MASS CHARM

Level 9-15 ♦ Arcane or Fey

POWERS

Locked Item

❑ ⚡ **Mass Charm:** (burst 3, enemies only) +13 vs. Will; Slide up to 3 squares AND Slowed.

+3

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SCROLL: TELEPORT TRAP

Level 10+ ♦ Arcane or Demon

POWERS

Locked Item

❑ **Sparkly Bait:** *Minor action:* Choose an enemy creature that occupies a victory area to test: *Test:* +8 vs. Will; On a success, place that enemy adjacent to this creature.

+3

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SENSE DANGER

Level 6+ ♦ Champion (Unique item)

POWERS

❑ **Reconfigure:** *Use at start of round 1:* Slide each creature in your warband, of level 5 or less, up to 4 squares.

+2

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SENTIENT AMULET

Level Any ♦ Ki (Unique item)

POWERS

Locked Item

❑ **Ki Restoration:** *Minor action:* Restore 1 use of one of this creature's powers with the word Ki in it.

❑ ⚡ **Shatter:** (radius 1 within 8) +11 vs. Fortitude; 10 thunder damage AND destroy a non-cursed item assigned to target. Hit or miss, this creature takes 5 psychic damage.

+4

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SHADOW CONSTRICTOR

For use with Tiefling Sorcerer (Male or Female)

POWERS

❑ **Shadow Serpent:** *Use when you damage an enemy with a ⚡ attack:* That enemy gains 5 Ongoing Damage until this creature is destroyed.

Shadowbound: Shadow allies have +2 attack vs. targets taking ongoing damage.

+3

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SHADOW POISON

For use with Tiefling Sorcerer (Male or Female)

POWERS

Conceal 6

❑ **A Shadow is Enough:** *Use when this creature misses with a ⚡ attack:* Target gains 5 Ongoing Necrotic Damage (save ends).

+2

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SHADOW WEB CLOAK

Level 6-15 ♦ Underdark • Drow

POWERS

❑ **Shadowswath:** *Minor action, when adjacent to a wall:* This creature is invisible to nonadjacent enemies until it makes an attack. ⚡ *when this creature takes damage.*

+6

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SILVER SWORD OF THE ASTRAL PLANE

Level 1-12 ♦ Githyanki (Unique item)

POWERS

Resist 5 Psychic

Psionic Weapon: +5 ⚡ psychic damage.

Soulbreaker: *Use when this creature hits with a natural 18-20 on a ⚡ attack:* Target is also Stunned.

+4

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SIROKAN'S SEVENTH SIGIL

Level 12-24 ♦ Arcane • Human or Undead

POWERS

❑ **Inscribe:** *Move action:* Place a Seventh Sigil token in a square of this creature's space.

Faster Caster: Level 12-25 Arcane Undead and Arcane Human creatures within 3 squares of a Seventh Sigil token may make ⚡ attacks as a minor action once per turn.

Erased: Any creature adjacent to a Seventh Sigil token may remove it as a move action.

+8

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SIROKAN'S SIXTH SIGIL

Level 5-10 ♦ Arcane

POWERS

Inscribe: *Minor action, once per turn:* Place a Sixth Sigil token in a square of this creature's space.

Faerie Fire: All creatures ignore Invisible and Conceal on creatures within 3 squares of a Sixth Sigil token.

Erased: Any creature adjacent to a Sixth Sigil token may remove it as a move action.

+2

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SIX SHOOTER

Level 10-16 ♦ Arcane • Non-Spell (Unique item)

POWERS

Locked Item

❑❑❑❑❑ ⚡ **Bullet:** *Minor action:* (range 8, critical hit on 19-20) +14 vs. Reflex; 10 damage.

Misfire: On a natural roll of 1 on Bullet, destroy this item.

+6

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SKY PONY TOTEM

Level 5+ ♦ Uthgar

POWERS

❑❑ **Rage of Tempus:** *Immediate, when this creature hits with a ⚡ attack:* Shift 2 squares then make a ⚡ attack vs. a different target.

+3

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SKY SCRAPPING BOOTS

Level 7-14 ♦ Unique

POWERS

- ☐ **Cloud Stride:** *Use at start of round:* This creature has flight until end of round.
- Elevate:** Is considered to have flight when determining if an enemy provokes opportunity attacks. Enemies with flight may not transit its space.

+1

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SLAAD TADPOLE

Level 1-6 ♦ Borderlands or Wild • Elf or Human

POWERS

- Minion:** Gains the Slaad keyword.
- Seed of Chaos:** Confused whenever no level 7+ Slaad ally is on the battlemat.
- Unstable Host:** *Whenever any creature rolls a natural 13 on an attack or save:* This and adjacent creatures take 5 psychic damage. (Ignores Resist and Immune on this creature.)

+1

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SLAVER'S COLLAR - HUMAN

Level 5+ ♦ Neogi or Raider

POWERS

- ☐ **Enslave:** *Attack action:* Choose an adjacent enemy that has 10 HP or less. That enemy is Dominated until end of battle. While Dominated, it may not attack.
- ☐ **Slaver's Profit:** *Use when the chosen enemy occupies your start area:* Destroy it and score +10 VP.

+5

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SNICKER-SNACK

Level 7-15 ♦ Medium or Small • non-Evil • Divine

POWERS

- Keen Critical 19:** Scores crits on ↓ natural rolls of 19-20.
- Sentient Purpose:** +5 damage vs. Evil and Dragon creatures.
- Vorpal Sword:** Triple damage on ↓ critical hits.
- Fickle:** Whenever this creature rolls a natural 1 on a ↓ attack roll, destroy this item.

+4

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SOUL COIN

Level 12+ ♦ Devil

POWERS

- ☐ **Interrogate Soul:** *Use when rolling initiative:* Roll 1 extra d20.
- ☐ **Infernal Currency:** *Minor action:* Choose one effect:
By Contract: Slide an adjacent Devil creature up to 4 squares.
Drain: An adjacent enemy takes 10 necrotic damage.
Tap Soul: Heal an adjacent Devil ally 15 HP.

+3

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SPHERE OF ANNIHILATION

Level 16+ ♦ Arcane or Mastermind

POWERS

- ☐ **Call Sphere:** *Attack action:* Place a Sphere token in an unoccupied, adjacent square. Any creature that enters or begins a turn in a square with a Sphere token takes 15 damage (max 30 damage/turn).
- Move Sphere:** *Attack action:* Slide a Sphere token within 4 squares up to 2 squares.

+12

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SPINESNAP TRAP

Level 1-5 ♦ Kobold

POWERS

- ☐ **Trapsetter:** *Attack action, provokes opportunity attacks:* Put a Spinesnap Trap token in an adjacent square. Whenever a non-Kobold enemy enters a square with a Spinesnap Trap token, make a test against it: +10 vs. Reflex; 20 damage AND Dazed. Then, remove that token.

+2

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SPIRIT WINGS

Level 1-12 ♦ Wild • Beast or Primal

POWERS

- ☐ **Ride the Wind:** *Use at start of turn:* Flight and -2 speed until end of turn. ☹ *when first bloodied.*

+1

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SPLENDID BEAST

Level 1-8 ♦ Beast or Magical Beast

POWERS

- ☐ **Hardy:** *Use at setup:* This creature's maximum HP increases by 10. (Do not change the bloodied value.)

+2

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STAFF OF WITHERING

Level 6-15 ♦ Underdark • Divine • Evil

POWERS

- ☐ ☐ **Wither:** *Use with a ⬆ attack:* On hit, target also gains 10 Ongoing Necrotic Damage.

+3

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STAG TOTEM

Level 9+ ♦ Totem

POWERS

- Gore:** Allies adjacent to a Totem token when declaring a Charge have +2 attack and +5 damage on that charge.
- Fling:** *Use with Charge:* Hit or miss, slide 2 the target.
- Forest Walk:** Does not pay extra MP for entering forest terrain.

+2

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STATUE PORTAL

Level 1-9 ♦ Stealth

POWERS

- ☐ **Open Portal:** *Move action:* Teleport 10 to a space adjacent to statue terrain, then move up to 2 squares.

+2

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STICKY PITCH BOMB

Level 3-9 ♦ Stealth

POWERS

- ☐ **Set Trap:** *Attack action, provokes opportunity attacks:* Put a Sticky Trap token in an adjacent square. At end of round, make a straight test vs. each creature on that square and within 2 squares of that square: +10 vs. Reflex; 10 Ongoing Fire Damage. Then, remove that token.

+2

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SUMMON STONES

Level 6-13 ♦ Arcane or Earth or Primal

POWERS

- ☐ ☐ **Raise the Earth:** *Minor action:* Choose a square in line of sight that is 5 or more squares away from all spike stones and statue terrain. That square gains spike stones or statue terrain (choose one).

+3

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SUPERNATURAL RESILIENCE

Level 8-21 ♦ Immortal • non-Spider

POWERS

- ☐ **Ignore Mortal Coil:** *Use when this creature is hit by an attack:* This creature ignores all non-damage effects of that attack.

+3

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SWALLOWED WHOLE

Level 15+ ♦ Any • Gargantuan or Colossal

POWERS

- Gulp:** *Use on a ⬇ attack hit vs. a Medium or smaller creature:* Target is Swallowed Whole until this creature is bloodied or destroyed.
- Swallowed Whole:** (condition) Affected creature is removed from the battle map and takes no turns. At the end of each round, it takes 10 + 10 acid damage. When this condition ends, place affected creature adjacent to the creature that caused it.

+15

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SYMBOL OF SANCTIFICATION

Level 1-10 ♦ Divine • Good

POWERS

- ☐ **Sanctify:** *Full turn action, only if in a victory area:* Until end of battle, non-Evil creatures have +2 attack while occupying that victory area.

+2

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TACTICAL DELAY

Level 10+ ♦ Mastermind

POWERS

- ☐ ☐ **Road Apples:** *Use when you would activate 1 or 2 creatures in a row:* You do not activate any creature, and it is your opponent's regular turn instead. ☹ *all checkboxes when you score VP.*

+9

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TATO'S TERRIFIC TWIN SWAP

Level 1-9 ♦ Stealth or Shadow

POWERS

❑ **Switcheroo:** *Minor action:* This creature and an ally with the same name switch places.

+2

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TERROR WEAPON

Level Any ♦ Primal

POWERS

❑ **Terrify:** *Minor action:* Until end of round, enemies that start their turn adjacent to this creature take 5 psychic damage. ☹ *when this creature destroys an enemy.*

+4

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THE HORDE

Level 1-5 ♦ Undead • Non-Good

POWERS

Join the Horde: Gains the Horde keyword.

Crowd Protection: Resist 5 All vs. ☹, ⚡ and ☹ attacks while adjacent to 2 Horde allies.

Horde Swarm: While an enemy is adjacent to this creature and 2 Horde allies, it is Immobilized.

+1

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THE VERDICT

Level 5-15 ♦ Azorius • Divine or Sphinx

POWERS

❑ **Time Served:** *Use when an attack misses this creature:* The attacker is Immobilized until the end of this creature's next turn.

+1

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THE WELL-TRAINED EYE

Level 10+ ♦ Mastermind

POWERS

Blindsight

+12

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THIEVES' GLOVES

Level 1-7 ♦ Civilization • Stealth

POWERS

Filch: *Minor action, once per turn:* Score +5 VP if this creature occupies your victory area.

+8

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THIEVES' TOOLS

Level 5-13 ♦ Stealth

POWERS

Disarm Trap: *Attack action:* Remove a token that is on an adjacent map square.

Cautious: Ignores damage caused by occupying dangerous terrain.

+1

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THORNWALKER SLIPPERS

Level 1-11 ♦ Primal

POWERS

❑ **Thornwalk:** *Minor action:* Ignores additional MP cost for entering difficult terrain until end of turn. ☹ *when ending a turn in clear terrain.*

+2

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THUNDERBEAST TOTEM

Level 5+ ♦ Uthgar

POWERS

❑ **Dinosaur Skin:** *Use at start of turn:* +5 AC until end of next turn.

Wolfbane 10: +10 ↓ damage vs. Wolf targets.

+2

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TICKET TO RAID

Level Any ♦ Gnoll or Orc

POWERS

Pillager: Gains the Raider keyword.

+1

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TRAPLINE

Level 3+ ♦ Borderlands • Gnoll or Human or Kobold

POWERS

❑ **Place:** *Use during setup:* Place a Trapline token in an unoccupied square at least 4 squares away from your opponent's start area.
Trigger: Whenever an enemy enters a square containing a Trapline token, remove the token, roll 1d20 and apply the effect to that enemy:
1-5 *Disarmed Trap:* No effect.
6-10 *Deadfall:* 15 damage.
11-15 *Snare:* Immobilized (save ends).
16-20 *Beartrap:* 10 damage and Immobilized.

+2

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TREE GHOST TOTEM

Level 5+ ♦ Uthgar

POWERS

Woodcraft: Invisible to non-adjacent enemies while occupying forest terrain.

Beast Affinity 5: +5 attack while adjacent to a Beast ally.

+2

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UNBLOCKABLE WEAPON

Level 1-7 ♦ Martial

POWERS

❑ **Unblockable Weapon:** *Use when declaring a ↓ attack:* That attack is vs. Reflex instead of AC. ☹ *when this creature misses with an attack.*

+1

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UNBROKEN WEAPON

Level 1-7 ♦ Martial

POWERS

❑ **Unbroken Weapon:** *Use after this creature misses with a ↓ attack:* Target takes 5 damage. ☹ *when an adjacent ally is destroyed.*

+1

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UNDEAD ARCHERY SQUAD

Level 1-2 ♦ Undead

POWERS

Squad Unit: Gains the Squad keyword.

Hold: Whenever this item is assigned, check Group Fire.

Squad Formation: +1 ☹ attack for each adjacent Squad ally.

❑ **Group Fire:** *Immediate, after an adjacent Squad ally resolves a ☹ attack:* Make a ☹ attack. ☹ *as an attack action.*

+1

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UNDEAD OF LEGEND

Level 8-15 ♦ Evil • Undead

POWERS

Terrifying Hit: *Immediate, when this creature hits with natural 18-20 on a attack:* Target is Dazed AND other enemies within 3 squares of target take 5 psychic damage. (Fear)

+2

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UNHOLY RELIC

Level Any ♦ Vampire

POWERS

Resist 5 Radiant

Darkness Within: +1 attack vs. Good creatures.

+2

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UNICORN HORN

Level 1-13 ♦ Wild • Good

POWERS

Breach the Barrier: *Use at end of turn, if within 2 squares of a victory area:* Teleport into that victory area.

+2

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VERNAL HEALING

Level 5+ ♦ Divine • Selesnya

POWERS

Taproot:

Use at start of turn, if in a victory area: Until it moves, this creature heals 10 HP at the end of each of its turns.

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+3

WAND OF FROST

Level 1-9 ♦ Arcane • Good

POWERS

Ice Shapes:

Minor action, once per turn: Choose a target square within 10 of this creature and apply one effect:

Square gains difficult terrain until end of battle

Square gains slippery terrain until end of battle

River square becomes clear terrain until end of battle

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+2

WAND OF WATER

Level 4-8 ♦ Divine or Primal

POWERS

Jet of Water:

Use with a ⚔ attack vs. a target within 5 squares: On hit, also push target up to 2 squares AND Fire creature takes 5 damage.

Douse:

Attack action: One square of fire terrain within 5 of this creature loses fire terrain.

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+2

WAR BANNER

Level Any ♦ Hobgoblin or War • Champion (Unique item)

POWERS

Raise It:

Minor action, if in a victory area: Place a Banner token in an adjacent clear terrain square.

Frenzy:

Hobgoblin and War creatures within 4 squares of a Banner token may make a ⚔ attack as a minor action once per turn.

Banner Fall:

Any creature adjacent to a Banner token may remove it as an attack action. If an enemy does, it scores 5 VP.

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+3

WEB TRAP

Level Any ♦ Drow

POWERS

Set Trap:

Attack action, provokes opportunity attacks: Put a Web Trap token in an adjacent square. Whenever an enemy enters a square with a Web Trap token, that square and each square within 2 squares of that square gain web terrain. Then, remove that token.

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+3

WHETSTONE OF YURTRUS

Level Any ♦ Orc (Unique item)

POWERS

Resist 5 Necrotic

Yurtrus Rot:

Speed -1.

The White Hand:

+5 necrotic ⚔ damage on natural attack rolls of 17+.

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+1

WOLF TOTEM

Level 9+ ♦ Totem

POWERS

Wolfpack:

While within 3 of a Totem token, creatures in your warband have +1 ⚔ attack for each ally that is adjacent to the target.

Scent:

Ignores both Conceal and Invisible on adjacent enemies.

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+2

WOODEN STAKE

Level 4-10 ♦ Divine

POWERS

Locked Item

Through the Heart:

Use when an adjacent Vampire creature uses a power to prevent its destruction: That power does not function instead.

⚔ Poke:

Minor action: +10 vs. AC; 5 damage.

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+1

WOODLAND STAFF

Level 6-13 ♦ Wild • Primal • non-Beast • non-Magical Beast

POWERS

Plant Growth:

Attack action: Up to 3 contiguous squares within 10 squares gain forest terrain.

Forest Walk:

Ignores additional MP cost for entering forest terrain.

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+3

ZIRCON GEMSTONE

Level 1-9 ♦ Underdark • Living

POWERS

Health Charm:

+2 Fortitude.

Deepstone Absorption:

Immediate, when this creature is hit by an attack: Take 10 damage AND destroy this item to ignore all effects from that attack. (Damage from the attack unaffected.)

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+2

ZOMBIE CURSE CHARM

Level 6-12 ♦ Borderlands • Evil • Living

POWERS

Rise Again:

Use when this creature is destroyed: Place a new Undead ally worth 4 VP or less in the space last occupied by this creature.

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+2

ALL DDM ITEMS

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