

ARTEFACTS OF DEVOTION

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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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BRACERS OF SPEED

Level 1-11 ♦ Eladrin or Elf

POWERS

☐ **Swift Arm:** *Minor action:* Make a Ⓡ or Ⓢ attack.

+2

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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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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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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

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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 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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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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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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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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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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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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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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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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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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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.

+3

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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.)

+2

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