

ASTARION

Level 4 ♦ Stealth • Vampire • Unique

AC 19

FORT 17

REF 19

WILL 17

SPEED 6

HP 35

BLOOD 15

ATTACK POWERS

⚔ Dagger: +10 vs. AC; 10 damage.
‡ Bite: +10 vs. AC; 5 necrotic damage AND this creature heals 5 HP.

GENERAL POWERS

Hide

Sneak Attack 10

☐ Happy: Whenever this creature hits with Bite vs. a Living enemy: +2 attack until end of battle.

☐ Backstab: Use when targeting an enemy flanked by this creature: +10 damage on that attack.

"Old habits die hard, darling. Surely you know that."
— Astarion

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GALE

Level 12 ♦ Arcane • Human • Unique

AC 23

FORT 21

REF 21

WILL 25

SPEED 6

HP 65

BLOOD 30

ATTACK POWERS

⚔ Staff: +15 vs. AC; 10 damage.
☐ ⚡ Thunderwave: (blast 3) +15 vs. Reflex; 20 thunder damage AND push 2.
☐ ⚡ Lightning Bolt: (line 10) +15 vs. Reflex; 20 lightning damage. On miss, 10 lightning damage.
☐ ⚡ Netherese Orb: (burst 3) +17 vs. Fortitude; 20 damage. On miss, 10 damage. Hit or miss, destroy this creature.
☐ ❄ Ice Storm: (radius 3 within 10) +15 vs. Fortitude; 15 cold damage AND Slowed.

GENERAL POWERS

Precise Casting: Can ignore any number of allies in the area of effect of its ⚡ or ❄ attack powers.

Secrets of the Weave: Immediate, at start of round, if in your victory area: ♪ one attack power.

"Let me recite their demise!"
— Gale of Waterdeep

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KARLACH

Level 6 ♦ Rage • Tiefling • Unique

AC 17

FORT 19

REF 16

WILL 16

SPEED 7

HP 50

BLOOD 25

ATTACK POWERS

⚔ Greataxe: +12 vs. AC; 15 damage.

GENERAL POWERS

Resist 5 Fire

Infernal Fury: +5 fire damage while bloodied.

☐ Barbarian Rage: Minor action: Resist 5 All until end of its next turn.

☐ Infernal Engine Overheat: Use with a ⚔ attack: Take 10 damage (ignore Resist) to gain +10 fire damage on that attack.

"I've got you, soldier!"
— Karlach Cliffgate

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LAE'ZEL

Level 6 ♦ Githyanki • Martial • Unique

AC 23

FORT 21

REF 19

WILL 19

SPEED 6

HP 50

BLOOD 25

ATTACK POWERS

⚔ Githyanki Greatsword: +14 vs. AC; 10 + 5 psychic damage.

GENERAL POWERS

Great Weapon Master: Immediate, with a ⚔ attack: -5 attack and +10 damage on that attack.

☐ Misty Step: Minor action: Teleport 6.

☐ Githyanki Creche: Minor action, if in your victory area: Heal 10 HP.

☐ Riposte: Immediate, when an enemy declares a ⚔ attack vs. this creature: Make a ⚔ attack vs. that enemy.

"Indolence breeds madness."
— Lae'zel of Creche K'iir

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SHADOWHEART

Level 9 ♦ Divine • Half-Elf • Unique

AC 24

FORT 21

REF 20

WILL 25

SPEED 6

HP 55

BLOOD 25

ATTACK POWERS

⚔ Spear of Evening: +14 vs. AC; 15 damage AND make an Orison of Loss attack.
Ⓢ Orison of Loss: (sight) +12 vs. Fortitude; 10 psychic damage.

GENERAL POWERS

Immune Blinded

Fear of Wolves: -2 attack while within 3 squares of a Wolf creature. (Fear)

Night's Mantle: Minor action: This creature or an ally within 5 squares has Hide until end of round.

☐ ☐ Shar's Blessing: Minor action: This creature heals 10 HP OR one ally within 5 squares heals 10 HP and loses Blinded.

☐ Edge of Darkness: Use on a hit with Orison of Loss: Target is also Blinded.

"My faith will guide me."
— Shadowheart

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WITHERS

Level 11 ♦ Immortal • Undead • Unique

AC 24

FORT 24

REF 24

WILL 24

SPEED 6

HP 45

BLOOD -

ATTACK POWERS

Ⓢ Unfathomable Fate: (range 10) +15 vs. Will; 10 psychic damage.

GENERAL POWERS

Resist 10 All

Folklore Heroes: Your warband may not contain champions of level 13+.

☐ ☐ Snake's Swiftmess: Attack action: Nearest ally makes one ⚔ attack.

☐ Raise Dead: Use when an ally within 5 squares would be destroyed: It is not destroyed and has 5 HP remaining instead.

☐ Hirelings: Attack action: Place up to 2 new Divine, Martial or Arcane allies (choose for each) worth a total of 10 VP or less adjacent to this creature.

CHAMPION POWERS ☐ ☐ ☐

❖ Use at start of round: Unique allies have +2 attack and +5 damage until end of round.

❖ Use with a Ⓢ attack: On hit, target is also Stunned.

"I am an arbiter of certain matters. A servant to obligation."
— Withers

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WYLL

Level 10 ♦ Devil • Noble • Unique

AC 24

FORT 22

REF 22

WILL 24

SPEED 6

HP 70

BLOOD 35

ATTACK POWERS

⚔ Magic Rapier: +15 vs. AC; 10 + 5 necrotic damage.
⚡ Repelling Blast: (sight) +13 vs. Reflex; 15 damage AND push 1.

GENERAL POWERS

The Blade of Frontiers: +2 attack and +5 damage vs. Borderlands enemies.

Dark One's Blessing: Whenever this creature destroys an enemy: Heal 5 HP.

☐ Dark One's Own Luck: Use when this creature rolls a d20: +5 on that roll.

☐ Duellist's Prerogative: Use at any time on an enemy's turn: Make a ⚔ attack vs. that enemy. ♪ as a minor action.

"Provoke the blade, and suffer its sting."
— Wyll Ravengard

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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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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

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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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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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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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MIND PLAYER PARASITE

Level 10-14 ♦ Unique

POWERS
Tadpoled: Gain the Mind Player 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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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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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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BALDUR'S GATE 3 CHARACTERS

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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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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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