

REAPER OF BHAAL

Level 6 ♦ Bhaal • Human • Stealth

ATTACK POWERS

- ⚔ **Dagger:** +12 vs. AC; 10 damage.

AC 20
FORT 18
REF 20
WILL 18
SPEED 6
HP 45
BLOOD 20

GENERAL POWERS

Sneak Attack 10

- ☐ **Shroud Self:** *Minor action:* Invisible until end of its next turn or until it resolves an attack.

Aura of Murder: (aura 2) Evil allies have +5 ⚔ and ⚔ damage vs. enemies in aura.

SPEED 6

HP 45
BLOOD 20



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NECROMITE OF MYRKUL

Level 3 ♦ Myrkul • Undead

ATTACK POWERS

- ⚔ **Rake:** +10 vs. AC; 10 damage.
- ⚔ **Reach from Beyond:** (range 10) +8 vs. Fortitude; 10 necrotic damage.

AC 15
FORT 15
REF 15
WILL 15
SPEED 6
HP 30
BLOOD 15

GENERAL POWERS

Delayed Appearance

Necrotic Gestation: While off the battlemat:

- ☐ **Incubate Death:** *Use at start of round:* Place an Invulcre token in any unoccupied square.
- ☐ **Eclasion:** *Use at end of round:* Choose an Invulcre token. Creatures adjacent to it take 10 necrotic damage, then replace it with this creature.

SPEED 6

HP 30
BLOOD 15



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FIST OF BANE

Level 9 ♦ Bane • Human • Martial

ATTACK POWERS

- ⚔ **Mace:** +14 vs. AC; 15 damage.
- ☐ **Bane's Wrath:** +15 vs. AC; 10 + 10 psychic damage AND Dazed. ⚔ on miss.

AC 24
FORT 22
REF 22
WILL 22
SPEED 6
HP 60
BLOOD 30

GENERAL POWERS

Punish Disobedience: +10 damage vs. enemies that have already activated this round.

Edict of Submission: Adjacent enemies cannot make opportunity attacks.

SPEED 6

HP 60
BLOOD 30



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OMELUUM

Level 8 ♦ Mind Flayer • Unique

ATTACK POWERS

- ⚔ **Tentacles:** +13 vs. AC; 10 damage.
- ⚔ **Psychic Lance:** (range 6) +12 vs. Will; 10 psychic damage AND slide 1.
- ☐ **Mind Blast:** (blast 5) +12 vs. Will; 15 psychic damage AND Stunned.

AC 22
FORT 21
REF 21
WILL 25
SPEED 6
HP 55
BLOOD 25

GENERAL POWERS

Resist 10 Psychic

Society of Brilliance: +5 damage vs. Underdark targets.

☐ **Trader:** *Attack action:* Opponent scores 5 VP, then equip an adjacent ally with a new item worth 5 VP or less.

☐ **Research Concluded:** *Use after Psychic Lance is resolved:* Hit or miss, your creatures have +2 attack vs. target until end of battle.

Knowledge is the greatest freedom Omeluum has ever known.



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SOVEREIGN GLUT

Level 9 ♦ Myconid • Plant • Unique

ATTACK POWERS

- ⚔ **Fist:** +13 vs. AC; 15 + 5 poison damage.

AC 21
FORT 22
REF 20
WILL 20
SPEED 5
HP 65
BLOOD 30

GENERAL POWERS

☐ **Animating Spores:** *Use when an enemy is destroyed within 3 squares:* Place a new Plant ally worth 10 VP or less in that enemy's space.

Usurper: +2 attack and +5 damage vs. champion enemies.

CHAMPION POWERS

- ❖ *Use at end of round:* Make a ⚔ attack.
- ❖ *Use when a champion enemy is destroyed:* Myconid allies have +5 damage until end of battle.

"A sovereign's fate is to reign."



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PRIESTESS GUT

Level 8 ♦ Divine • Goblin • Unique

ATTACK POWERS

- ☐ **Potion of Sleep:** +11 vs. Will; Helpless (save ends, damage ends). ⚔ on miss.
- Fiery Burst:** Choose ⚔ (range 10) or ⚔ (burst 1); +11 vs. Reflex; 10 fire damage.

AC 24
FORT 19
REF 19
WILL 21
SPEED 6
HP 45
BLOOD 20

GENERAL POWERS

☐ **Gut's Shield of Faith:** *Minor action:* An adjacent ally of level 15 or lower has +2 AC until end of battle.

True Soul: (aura 3) Lower-level allies in aura have +2 attack and +5 damage.

CHAMPION POWERS

- ❖ *Use at end of round:* Adjacent allies heal 10 HP.

"The Absolute sees you, and it wants you cleansed."



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DROR RAGZLIN

Level 11 ♦ Goblin • Hobgoblin • Unique

ATTACK POWERS

- ⚔ **Faithbreaker:** +16 vs. AC; 25 damage.

AC 24
FORT 26
REF 23
WILL 23
SPEED 7
HP 80
BLOOD 40

GENERAL POWERS

☐ **Absolute Power:** *Use when declaring a ⚔ attack:* That attack is a critical hit. On hit, push target 2 squares.

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

True Soul: (aura 3) Lower-level allies in aura have +2 attack and +5 damage.

CHAMPION POWERS

- ❖ *Use when this creature hits an enemy:* Allies within sight may shift 2.

"Boys, crush the heretic!"



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MERREGON

Level 8 ♦ Devil • Martial

ATTACK POWERS

- ⚔ **Polearm:** (reach 2) +15 vs. AC; 15 damage.

AC 23
FORT 20
REF 20
WILL 18
SPEED 6
HP 60
BLOOD 30

GENERAL POWERS

Resist 15 Fire

Tithe of Body: *Immediate, when an enemy targets an adjacent Devil ally with an attack:* Redirect that attack to this creature, instead.

Tithe of Mind: *Whenever this creature does not have line of sight to a champion ally:* -4 attack and -5 damage.

Tithe of Support: *Immediate, after an adjacent champion ally resolves a champion power:* Make a ⚔ attack.



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GNOLL - BALDUR'S

Level 6 ♦ Gnoll • Rage

ATTACK POWERS

- ⚔ **Battle Axe:** +12 vs. AC; 15 damage.

AC 21
FORT 19
REF 18
WILL 17
SPEED 7
HP 55
BLOOD 25

GENERAL POWERS

Rampage: *Immediate, after this creature damages a bloodied enemy:* Move up to 3 squares, then make a ⚔ attack.

☐ **Death Strike:** *Immediate, when destroyed:* Make a ⚔ attack.



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BROWN BEAR

Level 8 ♦ Beast

ATTACK POWERS
⚔ **Claws:** +15 vs. AC; 15 damage AND Slowed.
⚔ **Maul:** Slowed or Immobilized target only: +15 vs. Fortitude; 25 damage AND Immobilized.

GENERAL POWERS

AC 19
FORT 20
REF 16
WILL 15
SPEED 7
HP 75
BLOOD 35



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SPECTATOR

Level 9 ♦ Aberrant • Mastermind

ATTACK POWERS
⚔ **Wounding Ray:** (range 10) +13 vs. Reflex; 10 damage.
⚔ **Fear:** (range 10) +13 vs. Will; 10 Ongoing Psychic Damage (Fear).
⚔ **Confusion:** (range 6) +13 vs. Will; Confused (save ends). ⚔ as a move action.
⚔ **Paralysis:** (range 6) +13 vs. Fortitude; Helpless. ⚔ as a move action.

GENERAL POWERS

Loner: +10 damage while no ally is within 3 squares.
Shielded: +4 to all defenses vs. ⚔ attacks.

CHAMPION POWERS

❖ **Use when this creature's save succeeds:** An enemy within 5 squares gains the condition(s) that save ended.
❖ **Use when an enemy misses this creature with a ⚔ attack:** The enemy repeats the attack vs. itself.



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HALSIN

Level 10 ♦ Elf • Primal • Unique

ATTACK POWERS
⚔ **Slam:** +15 vs. AC; 15 damage.
⚔ **Thunderwave:** (blast 3) +14 vs. Fortitude; 20 thunder damage AND push 2.

GENERAL POWERS

❑ **Bear Form:** *Minor action:* Until end of its next turn: +1 speed, Resist 5 All and +10 ⚔ damage, but cannot use Thunderwave.
Archdruid of the Emerald Grove: Beast and Primal allies have +2 attack and +5 damage while within 3 of this creature or in/within 3 of your victory area.

CHAMPION POWERS

❖ **Use when this creature declares Bear Form:** An adjacent ally heals 20 HP.
❖ **Use at end of turn:** End the Confused, Dazed and Stunned conditions on allies within 5 squares.

"The Oak Father preserves."



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ZEVLOR

Level 14 ♦ Martial • Tiefling • Unique

ATTACK POWERS
⚔ **Sword:** +17 vs. AC; 20 damage.

GENERAL POWERS

Resist 5 Fire
Hellrider Platoon: Increase your creature number limit by 2 if your warband includes at least 2 Tiefling allies.
Clan Leader: Tiefling allies have +2 attack and +5 damage.
❑ **Hellish Rebuke:** *Immediate, when this creature is damaged by an attack:* Attacker takes 15 fire damage. ⚔ when first bloodied.

CHAMPION POWERS

❖ **Use at end of turn:** Allies within 3 squares may each roll a save vs. one condition.
❖ **Use at end of round:** Tiefling allies in your victory area heal 20 HP.
Warband Building: All Tiefling creatures are legal in your warband.



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RAPHAEL

Level 17 ♦ Devil • Mastermind • Unique

ATTACK POWERS
⚔ **Devil's Claws:** +23 vs. AC; 20 + 10 necrotic damage.
❑ **Soul Extraction:** (range 10, Living target only) +20 vs. Fortitude; 40 necrotic damage AND Stunned.
❑ **Ravaging Inferno:** (radius 2 within 10) +20 vs. Reflex; 30 fire damage.

GENERAL POWERS

Immune Fire
Ascended Fiend: +10 damage while bloodied.
House of Hope: *Use at end of round, if in your victory area:* Heal 10 HP.

CHAMPION POWERS

❖ **Use at start of round:** Devil allies have +2 attack and +5 damage until end of round.
❖ **Use at end of round:** Each enemy adjacent to at least one of your Devil creatures takes 10 fire damage.

"Hope... such a tease."



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MINTHARA

Level 12 ♦ Divine • Drow • Unique

ATTACK POWERS
⚔ **Nightwarden's Maces:** Roll 2d20, use highest: +15 vs. AC; 20 damage.

GENERAL POWERS

Faerie Fire: (aura 5) Enemies in aura are not Invisible and do not benefit from Conceal.
Merciless: +10 damage vs. Immobilized targets.
True Soul: (aura 3) Lower-level allies in aura have +2 attack and +5 damage.

CHAMPION POWERS

❖ **Use when an ally within 3 squares misses with an attack:** It takes 5 damage to reroll that attack.
❖ **Use on a ⚔ attack hit:** Target takes +10 poison damage AND is Immobilized (save ends).

"Power does not corrupt. It reveals."



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JAHEIRA

Level 11 ♦ Half-Elf • Primal • Unique

ATTACK POWERS
⚔ **Twin Scimitars:** Make 2 attacks: +16 vs. AC; 10 damage.
❑ **Flame Strike:** (radius 2 within 10) +14 vs. Reflex; 15 fire + 10 radiant damage. On miss, 5 fire + 5 radiant damage.
❑ **Entangling Vines:** *Minor action:* (area 1 within 10) +14 vs. Fortitude; Immobilized.

GENERAL POWERS

Harper Network: *Use when you win initiative:* Your creatures have +1 speed and +2 attack until end of round.

CHAMPION POWERS

❖ **Use at start of an adjacent ally's turn:** Remove one condition on that ally.
❖ **Use on a ⚔ attack hit:** Target gains 10 Ongoing Fire Damage.

"I've survived worse than you."



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DAME AYLIN

Level 13 ♦ Aasimar • Immortal • Unique

ATTACK POWERS
⚔ **Greatsword:** +20 vs. AC; 20 damage.
⚔ **Abjure Foes:** (burst 3, enemies only) +18 vs. Will; 15 psychic damage AND Dazed.

GENERAL POWERS

Resist 10 Radiant
❑ **Radiant Smite:** *Use on a ⚔ attack hit:* +15 radiant damage on that attack. ⚔ when first bloodied.
Child of the Moonmaiden: Resist 5 All vs. attacks by Evil enemies.
Nightsony: (aura 3) Good allies in aura have +2 attack and +5 radiant damage.

"Your end is written in light."



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ULDER RAVENGARD

Level 8 ♦ Human • Martial • Noble • Unique

ATTACK POWERS
⚔ **Longsword:** +15 vs. AC; 15 damage.

GENERAL POWERS

Flaming Fist Marshal: Increase your creature number limit by 2 if your warband includes at least 2 lower-level Martial allies.
Battle Formation: (aura 3) Martial allies in aura have +2 AC.
❑ **City Watch Command:** *Attack action:* Nearest Martial ally makes an opportunity attack.

CHAMPION POWERS

❖ **Use at start of round:** Martial allies move up to their speed.
❖ **Use on a ⚔ attack hit:** Target gains Immobilized (save ends) or 10 Ongoing Damage (choose one).



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VOLO

Level 4 ♦ Arcane • Human • Unique

ATTACK POWERS

Ⓢ **Vicious Mockery:** (range 6) +9 vs. Will; 10 psychic damage AND -2 attack.

Ⓢ **Color Spray:** (blast 3) +9 vs. Fortitude; Blinded (save ends).

GENERAL POWERS

□ **Grease:** *Attack action:* Choose one square within 10. Until start of turn, that square and those within 2 of it become difficult terrain.

□ **Eye Implant:** *Attack action:* An adjacent ally takes 5 damage to ignore Invisible until end of battle.

Volo's Guide to Survival: Whenever you are adjacent to a higher-level enemy, be careful.

"Hold still—this may sting a little."

SAREVOK ANCHEV

Level 14 ♦ Bhaal • Human • Unique

ATTACK POWERS

Ⓢ **Greatsword:** +18 vs. AC; 20 damage.

□ **Power Word, Kill:** (range 3, enemy with 35 HP or less) Automatic hit vs. Fortitude; destroyed.

GENERAL POWERS

Executioner's Blade: +4 Ⓢ attack and +10 Ⓢ damage vs. bloodied targets.

Murder Tribunal: (aura 5) Enemies in aura that miss with an attack take 10 psychic damage.

Bhaal's Judgement: (aura 5) Allies in aura have +2 attack and +5 damage vs. bloodied targets. Bhaal allies have +4 attack and +10 damage instead.

Purity of Murder: (aura 5) This creature and allies in aura that destroy an enemy heal 10 HP.

"Mercy is the weapon of the weak."

YURGIR

Level 14 ♦ Devil • Unique

ATTACK POWERS

Ⓢ **Spiked Crossbow:** +16 vs. AC; 20 damage.

□ **Concussive Burst:** (burst 1) +17 vs. Fortitude; 20 thunder damage AND Dazed (save ends).

✱ **Orthon Explosive Bolt:** (radius 1, nearest) +17 vs. Reflex; 10 + 10 fire damage AND slide 1.

GENERAL POWERS

Resist 10 Fire, Cold, Poison

Ambusher 5: +5 damage vs. enemies that have not yet activated this round.

□ **Invisibility:** *Minor action:* Invisible until it resolves an attack. Ⓢ as a move action.

PHASE SPIDER

Level 8 ♦ Beast • Spider

ATTACK POWERS

Ⓢ **Bite:** +15 vs. AC; 10 + 10 poison damage.

✶ **Spit Poison:** (range 5) +13 vs. Fortitude; 10 poison damage.

✶ **Web:** (range 10) +13 vs. Reflex; Immobilized.

GENERAL POWERS

□ **Ethereal Jaunt:** *Move action:* Teleport 10. Ⓢ when first bloodied.

SLAYER OF BHAAL

Level 17 ♦ Aberrant • Bhaal

ATTACK POWERS

Ⓢ **Claws:** Make 4 attacks: (reach 2) +18 vs. AC; 10 damage.

Ⓢ **Murderous Lunge:** Move up to 6 squares with flight, then attack: +20 vs. AC; 25 damage AND Dazed.

□ **Sanguine Lash:** *Immediate, when targeted by an attack:* (blast 3) +18 vs. AC; 10 damage AND 10 Ongoing Damage AND push 2. Ⓢ when first bloodied.

GENERAL POWERS

□ **Unstoppable:** *Whenever this creature is hit by an attack:* It takes no damage from that attack.

Bhaal's Boon: *Whenever this creature destroys an enemy:* Cumulative +2 AC until end of battle (max +4).

KETHERIC THORM

Level 15 ♦ Myrkul • Undead • Unique

ATTACK POWERS

Ⓢ **Slam:** +21 vs. AC; 15 damage AND make a Ⓢ attack.

Ⓢ **Myrkul's Judgment:** (range 5) +17 vs. Will; 10 radiant + 10 necrotic damage.

GENERAL POWERS

Resist 10 Necrotic, Poison

□ **Condemnation:** *Use when an enemy within sight hits with an attack:* Make a Ⓢ attack vs. that enemy. Ⓢ at start of turn.

General of Moonrise: *Use at end of round, if in your victory area:* Evil allies may shift 3.

□ **Chosen of Myrkul:** *Use when this creature would be destroyed:* It is not destroyed, has 35 HP remaining and has +10 Ⓢ damage until end of battle, instead.

CHAMPION POWERS □ □

✶ *Use at start of round:* Evil allies gain +2 attack and +5 damage until end of round.

"Death is not a defeat. It is a promotion."

ENVER GORTASH

Level 16 ♦ Arcane • Bane • Human • Unique

ATTACK POWERS

Ⓢ **Fist of Bane:** (range 5) +21 vs. AC; 20 damage.

GENERAL POWERS

Chosen of Bane: *Immediate, on a Ⓢ attack hit (only while bloodied):* Target is also Stunned.

Concussive Grenade: *Minor action:* Place a Grenade token in a non-wall square within 10.

Explosion: *Minor action:* Choose a grenade token. Test each creature adjacent to that Grenade token: +18 vs. Fortitude; 15 thunder damage AND Slowed. Then, remove that Grenade token.

Wall Incinerator: *Minor action:* Test each creature in a 2x2 area adjacent to a wall square within 10: +18 vs. Reflex; 10 fire damage.

CHAMPION POWERS

 □ □ □

✶ *Use at start of round:* Construct allies have +2 attack and +5 damage until end of round.

✶ *Use at end of round:* Use Concussive Grenade or Explosion or Wall Incinerator.

"The people don't need freedom. They need order."

ORIN THE RED

Level 16 ♦ Bhaal • Shapeshifter • Unique

ATTACK POWERS

Ⓢ **Bloodthirst:** (crits on 19-20) +20 vs. AC; 15 damage AND 5 Ongoing Damage.

GENERAL POWERS

Sneak Attack 15

Chosen of Bhaal: +15 damage vs. bloodied enemies.

□ **Shroud Self:** *Minor action:* Invisible until end of its next turn or until it resolves an attack.

□ **Impersonation:** *Use when targeted by a Ⓢ or ✶ attack:* Switch places with an adjacent enemy, then that enemy is targeted instead.

□ **Bloodthirst Riposte:** *Immediate, when targeted by a Ⓢ attack:* Make a Ⓢ attack vs. the attacker.

CHAMPION POWERS

 □ □ □

✶ *Use when this creature destroys an enemy:* Ⓢ one of its powers.

"I don't just kill. I create."

SHADOWHEART - BALDUR'S

Level 15 ♦ Divine • Half-Elf • Unique

ATTACK POWERS

Ⓢ **Spear of Selûne:** (ignores Conceal) +21 vs. AC; 20 radiant damage.

✶ **Moonbeam:** (sight) +19 vs. Fortitude; 20 radiant damage.

GENERAL POWERS

Spirit Guardians: (aura 2) Squares in aura are considered radiant and difficult terrain for enemies.

□ **Heal:** *Attack action:* One ally within 6 squares heals 50 HP and loses all conditions.

□ **Selûne's Grace:** *Use when targeted by an attack:* +4 to all defenses vs. that attack. Ⓢ at start of turn.

"You cannot cast a shadow without light."

THE EMPEROR

Level 15 ♦ Mind Player • Psionic • Unique

CR
2

ATTACK POWERS
 ⚡ **Invasive Tentacles:** +20 vs. AC; 20 + 10 psychic damage AND ⚡ Cognitive Disruption or Mind Blast.
 ⚡ **Cognitive Disruption:** Make 2 attacks: (range 10) +19 vs. Will; 15 psychic damage AND slide 2.
 ⚡ **Mind Blast:** (blast 5) +18 vs. Will; 25 psychic damage AND Stunned.

GENERAL POWERS
 Resist 10 Psychic
Astral Shield: (aura 3) This creature and allies in aura cannot gain Confused or Dominated.
 ⚡ **Cerebral Seizure:** Use when an enemy within 5 squares declares a power: That power fizzles.

CHAMPION POWERS ⚡
 ♦ Use at start of an ally's turn: That ally has flight until end of turn.
 ♦ Use at start of round: Until end of round, allies have +2 attack and +5 damage vs. enemies that have not yet activated this round.

"I am not a monster. I am a solution."

AC
28

FORT
26

REF
26

WILL
30

SPEED
F7

HP
85

BLOOD
40

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MIZORA

Level 13 ♦ Devil • Unique

ATTACK POWERS
 ⚡ **Cambion Claws:** +18 vs. AC; 15 damage.
 ⚡ **Hellfire Bolt:** (sight) +18 vs. Reflex; 10 necrotic + 10 fire damage.

GENERAL POWERS
 Resist 10 Fire
 ⚡ **Patron's Pact:** Use at setup: An adjacent Living ally gains +5 ⚡ and ⚡ fire damage until end of battle, but is worth +5 VP when destroyed.
 ⚡ **Non-Interference Clause:** Use at start of any creature's turn: It cannot attack this creature this turn.
 ⚡ **Temptress:** Immediate, when an enemy within 5 declares an attack: It may choose to gain +2 to that attack, but if it does it takes 10 damage on miss.
 ⚡ at start of turn.
Infernal Fine Print: Immediate, when opponent wins initiative: Deal 10 damage to an enemy of opponent's choice.

"It's always the terms and conditions that get you."

AC
26

FORT
24

REF
24

WILL
26

SPEED
F6

HP
75

BLOOD
35

DMG

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ADVENTURES FROM BALDUR'S GATE

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AMULET OF RESTORATION

Level 9+ ♦ Divine

POWERS
 ⚡ **Healing Word:** Minor action: This creature or one ally within 3 squares heals 10 HP.
 ⚡ **Mass Healing Word:** Minor action: This creature and all allies within 3 squares heal 10 HP.

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BRANDING IRON

Level Any ♦ Champion • Drow or Goblin or Hobgoblin

POWERS
Brand of the Absolute: Attack action: An adjacent ally takes fire 5 damage to roll a save vs. one condition (max. once per creature per game).

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CLOAK OF THE WEAWE

Level 1-15 ♦ Arcane

POWERS
Elemental Absorption: Immediate, when this creature takes lighting, cold or fire damage: It takes -5 damage of that type, and gains +5 damage of that type against the target of its next attack.

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DRUIDIC RUNE

Level Any ♦ Beast

POWERS
 ⚡ **Thorn Ward:** Use when hit by a ⚡ attack from an adjacent enemy: Attacker takes 5 damage.

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ELIXIR OF BLOODLUST

Level 6-14 ♦ Gnome or Rage

POWERS
 ⚡ **Quaff Elixir:** Minor action: This creature is Imbued until end of its next turn.
 ⚡ **Bloodlust:** (Only while Imbued) Use when this creature destroys an enemy: Heal 10 HP, then make a ⚡ attack as an immediate action.

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GLOVES OF MISSILE SNARING

Level 5-15 ♦ Half-Elf or Halfling or Half-Orc

POWERS
Deflect Missile: -5 damage from ⚡ attacks that target AC or Reflex.

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HELLDUSK BOOTS

Level 7-15 ♦ Dragonborn or Half-Elf or Half-Orc

POWERS
 ⚡ **Hellcrawler:** Minor action, only if adjacent to an enemy: Teleport 6, then adjacent creatures take 10 fire damage.
 ⚡ when first bloodied.

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IDOL OF THE GROVE

Level 10+ ♦ Primal (Unique item)

POWERS
 ⚡ **Sacred Idol:** Use at start of round: Place an Idol token in any square of a victory area.
Sanctuary of Sylvanus: Beast and Primal creatures in or within 5 squares of an Idol token have Resist 5 All vs. attacks.
Steal Idol: An enemy adjacent to an Idol token may remove it as an attack action.

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LUMP'S WAR HORN

Level Any ♦ Champion or Hag (Unique item)

POWERS
 ⚡ **Blow Horn:** Up to 3 Ogre allies may set up within 6 squares of your start area.

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MIND FLAYER TADPOLE

Level 9-15 ♦ Duergar or Human or Tiefling

POWERS
 Locked Item
Infiltrate Brain: Gains the Mind Flayer keyword.
 ⚡ **Bend the Mind:** (range 5) +11 vs. Will; Confused.

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POISONER'S ROBE

Level Any ♦ Arcane or Primal

POWERS
 ⚡ **Enhance Poison:** Use when declaring a ⚡ or ⚡ attack that deals poison damage: +5 poison damage on that attack.

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PSYCHIC SPARK AMULET

Level 9+ ♦ Mind Flayer (Unique item)

POWERS
 Locked Item
 ⚡ **Magic Missile:** (sight) Automatic hit vs. Reflex; 15 damage.

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RING OF SHADOWS

Level 8+ ♦ Primal



POWERS

❑ **Pass Without Trace:** *Attack action:* Until end of its next turn, this creature has: (aura 2) This creature and allies in aura have Hide.

+3

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SYNAPTIC NETWORK

Level 8+ ♦ Mind Flayer



POWERS

Vulnerable 5 Psychic

Psionic Nature: Gains the Psionic keyword.

Hive Mind: Your Mind Flayer and Psionic creatures have +1 attack and +1 to all defenses while they are within 3 squares of a Mind Flayer or Psionic ally.

+3

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THE GRACEFUL CLOTH

Level 1-11 ♦ Medium or smaller • Stealth



POWERS

Cat's Grace: +1 AC and +1 Reflex.

+2

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