

The logo for Dungeons & Dragons Miniatures Game. It features the words "DUNGEONS" and "DRAGONS" in a large, stylized, red font with a gold outline and a diamond-shaped gem in the center of each letter. A gold dragon head is positioned to the left of the "D" in "DRAGONS". Below "DRAGONS" is the text "MINIATURES GAME" in a smaller, white, sans-serif font. The entire logo is set against a white background with a thin red border.

DUNGEONS & DRAGONS[®] MINIATURES GAME

Item Compendium



[ddmguild](https://www.ddmguild.com)

DDM Guild Item Compendium Credits

Rules and Development

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Graphic Design and Artwork

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Thanks to the many people who have contributed to the **D&D Miniatures® Game** in tens of thousands of games worldwide.

Based on the 4th Edition of the **Dungeons & Dragons®** roleplaying game and inspired by earlier editions of the **D&D®** RPG and the **D&D Miniatures Game™**.

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Individual Set Credits:

Treasure Trove

Design: Kevin Tatroe Development: D.Garry Stupack, Kevin Tatroe

Drow's Fortune

Design: D.Garry Stupack, Development: Kevin Tatroe, D.Garry Stupack

Epic Arcana

Design: D.Garry Stupack Development: D.Garry Stupack, Kevin Tatroe

The Outfitter's Shop

Design: D.Garry Stupack, Darien Stupack Development: D.Garry Stupack, David Balder

Alchemy

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Shipwreck

Design: D.Garry Stupack, Darien Stupack Development: D.Garry Stupack, David Balder

Tokens: Joel Broveleit, D.Garry Stupack, Kevin Tatroe & Jared von Hindman.

Forward

The DDM Guild assumed the mantle of continuing to develop the Dungeons and Dragons® miniatures battle rules in the fall of 2008. We were pleased to be recognized as WoTC-sanctioned stewards of the miniatures game, and to gain the opportunity to implement new game ideas. We certainly wanted to leave our mark on the game, and to this end the rules have been, and will continue to be, clarified and optimized. A large part of this has resulted from our continued drive to design new and interesting blocks of statistics, that take the game in different directions.

We've pushed the boundaries of design as well, creating different ways to play the game. This compendium is dedicated to a legacy creation that is purely from the guild: **The Item**. Within the guild, Kevin Tatroe was the force behind introducing items, single-handedly designing the first set, Treasure Trove, in secret prior to its release at Dungeons and Dragons Experience during the winter of 2009. Since then, three sets have been released, with another half set distributed as promotional cards at Gen Con last year. This compendium consists of the first three sets, the complete fourth set, and a fifth and sixth set that have not been released in any form prior to now.

Creating this compendium did more than accomplish its primary goal, which was the creation of a centralized source where one can locate items. It also allowed us to re-examine the (necessarily) conservative costs of our initially released items. In simple terms, many of these items have decreased in cost, which may make some of them more attractive to include in your warbands. Finally, you will see that we have included a number of tokens on the final page. These can be used with these items, or even with powers or effects already present on other creatures in the game.

We hope you enjoy the collection.

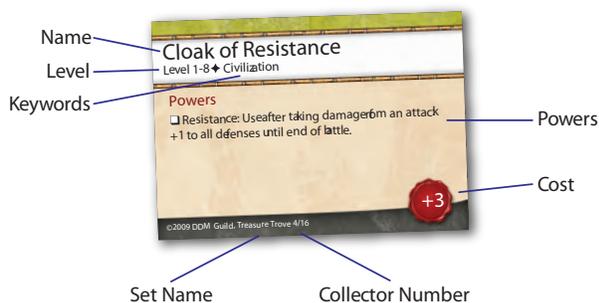
-the Guildmasters (dgs/db)

INTRODUCTION

Welcome to the Item Compendium, where all manner of items are available to equip your troops. Items are cards associated with a particular creature in your warband. They modify the the existing powers or abilities of the creature they are assigned to, and therefore also alter the cost of the creature. Items are flexible tools for tournament play, because they can be assigned to a different creature during the setup of each game. Once assigned, items may not be dropped or transferred between creatures unless specified by a power or effect.

Every creature may not use every item. Items are created with a list of specific levels, factions, alignments and other factors that specify which creatures may benefit after being assigned an item. However, any creature can usually carry a given item, even if it cannot benefit from it (See Set Up).

HOW TO READ AN ITEM STAT CARD



Look at the stat card displayed above. An item stat card is roughly divided into four sections, each detailing a separate kind of information about the item.

Definition Block

Located at the top of the card, the definition block gives an overview of the item. It includes the following:

Name: The name of the item, and whether it is a cursed item. Cursed items have special restrictions described under the "Assigning Items" section.

Level: This number represents how powerful a creature the item can be used by. The creature must be in the range of levels listed on the stat card.

Keywords: An item can only be used by a creature that has the appropriate keywords, and that matches the faction alignments listed in this block. Only one of each item with the 'unique item' keyword may be included in a warband.

Warband Construction

The warband construction block, located at the bottom of the card, gives additional details relevant to constructing a warband, most notably its cost.

Cost: The cost is the number of points you pay to add an item to your warband. This is also the number of additional victory points your opponent earns when the creature that this item is assigned to is destroyed.

Actions

The bulk of the card shows the additional powers provided by the item to the creature it's assigned to.

Powers: This section covers a wide range of effects. Powers sometimes require an action to use, but may also be triggered automatically, or may even be continuously active. See Powers and Effects on page 7 of the DDM Guild's Dungeons and Dragons Miniatures Battle rules for more on how these powers are adjudicated.

Interactions with other powers and effects: Once assigned to a creature, if the creature can use that item, all powers are considered as if they were listed on the actual creature's card. Therefore, effects that permit creatures to use or recharge powers could apply to those listed on an item carried by that creature.

Other Information

A stat card may also have other information, not valid to using that item in battle.

Set Name: The set name tells you which set the item belongs to, such as the Treasure Trove set.

Collector Number: The collector number lists the item's place within the set's numbering and the total number of items in the set.

Set-up: Assigning Items

Items are assigned during your set-up, after your opponent's warband has been revealed to you.

Items: As part of your set-up, you must declare which items in your warband (if any) are assigned to which creature. An item can be assigned to any creature, but only a creature of the appropriate level, and which has the keywords listed on the item's stat card, is actually permitted to use that item.

Assignment to an invalid creature: A player may assign an item to a creature that cannot use it, if it does not violate that creature's item limit. In this case, the item is simply carried, and may not be used, though it does increase the victory points scored for destroying the creature carrying that item.

Unassigned items: A player may decline to assign an item in his warband, in which case the opposing player scores points for it at the completion of the set-up phase.

Exception: *Cursed Items must be assigned to a creature that can use them at set up; they may never be assigned to an invalid creature simply to carry them.*

TREASURE TROVE

Treasure Trove was the first set of items designed for the Dungeons and Dragons Miniatures® game. The set included here reproduces the original set of items, with altered cost structures.

BOOTS OF DANCING

Level 1–12 F Martial

POWERS

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

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

+5

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DWARVEN ARMOR

Level 1–5 F Dwarf • Martial

POWERS

Endurance Surge: Minor action: +1 speed until end of turn. ☹ when this creature first becomes bloodied.

+2

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POTION OF FORESIGHT

Level 1–8 F Underdark

POWERS

Quaff Potion: Use at start of an enemy's turn, only while this creature is not adjacent to enemy: This creature shifts up to 2 squares as a free action.

+4

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BOOTS OF SPEED

Level 1–5 F Civilization

POWERS

Speed Boost: Replaces attack action, only while this creature is not damaged: +2 speed until the end of this creature's next turn.

+3

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FOE STONE

Level 1–7 F Halfling • Martial

POWERS

Know Vulnerabilities: Use when this creature hits an enemy with a ⚔ or ⚔ attack: This creature has +2 attack against that target until end of battle.

+3

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ROD OF FIRST BLOOD

Level 1–7 F Arcane

POWERS

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

+4

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BRUTAL WEAPON

Level 1–5 F Primal

POWERS

Brutal Weapon: Minor action: -5 attack on this creature's next attack; if that attack hits, +10 damage on that attack and the target is stunned until the start of this creature's next turn.

+3

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HEALING POTION

Level 1–10 F Any

POWERS

Quaff Potion: Replaces attack action: This creature heals 20 HP.

+5

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SPINESNAP TRAP

Level 1–5 F Kobold

POWERS

Trapsetter: Replaces attack action; provokes opportunity attacks from adjacent enemies: Put a trap token in a square adjacent to this creature. Whenever a non-Kobold enemy enters a square with a trap token, make a ⚔ attack against it: +10 vs Reflex; 20 damage AND dazed (Remove trap token from battle map).

+3

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CLOAK OF RESISTANCE

Level 1–8 F Civilization

POWERS

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

+3

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OINTMENT OF RESTORATION

Level 1–12 F Divine

POWERS

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

+5

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SYMBOL OF SANCTIFICATION

Level 1–10 F Good • Divine

POWERS

Sanctify: Replaces turn, only while this creature occupies a victory area: Until end of battle, this creature, non-Evil enemies and non-Evil allies have +2 attack whenever making an attack while occupying that victory area.

+5

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DEFENSIVE AURA

Level 1–3 F Divine

POWERS

Divine Aura: Use when this creature takes damage from an attack: +2 defenses until start of this creature's next turn.

+2

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PORTABLE WALL

Level 5–15 F Civilization • Arcane

POWERS

Place Wall: Replaces attack action: Up to 3 unoccupied, clear squares adjacent to this creature are wall terrain until start of this creature's next turn. ☹ when this creature takes damage from an attack.

+7

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THORNWALKER SLIPPERS

Level 1–11 F Primal

POWERS

Thornwalk: Minor action: This creature can move normally through difficult terrain until end of its turn. ☹ when this creature ends its turn in clear terrain.

+4

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UNBROKEN WEAPON

Level 1–7 F Martial

POWERS

Unbroken Weapon: Use after this creature misses with a \downarrow attack: Target of that attack takes 5 damage. \cup when an ally adjacent to this creature is destroyed.

+3

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End Treasure Trove.



Drow's Fortune

Set 2, Drow's Fortune, was released in 2009.

The set had a general theme of stealth and misdirection that seemed perfect for the Drow. In fact, many of the items in the set could be used by Drow Characters. This reproduction of Drow's Fortune includes all of the items included in the original set, although certain items may not be as they originally appeared. After all, the Drow are nothing if not devious.



AMULET OF THE TITANS

Level 15–20 F Borderlands

POWERS

Shrug Off Pain: Use when this creature is hit by an attack that deals 20 or less base damage: This creature ignores all non-damage effects of that attack. \cup when this creature misses with a \downarrow or \rightarrow attack.

+6

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EVERSMOKING BOTTLE

Level 3–12 F Arcane

POWERS

Unstopper: Use during start of round: Choose 1 square within 2 squares of this creature. Each square within 2 squares of that square is smoke terrain until start of this creature's next turn.

+9

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SPIRIT WINGS

Level 1–12 F Wild • Beast or Primal

POWERS

Ride the Wind: Use at start of this creature's turn: This creature has Flight and -2 Speed until end of turn. \cup when this creature first becomes bloodied.

+4

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BOOTS OF WATER WALKING

Level 1–11 F Martial

POWERS

Riverwalk: Ignores the extra cost for entering river terrain.

+3

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FIRECLAN CHIEFTAIN'S CLOAK

Any F Ogre or Troll

POWERS

Fire Ablation: Use when this creature takes fire damage from an attack: This creature takes 15 less fire damage from that attack.

+4

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STATUE PORTAL

Level 1–9 F Stealth

POWERS

Open Portal: Replaces move action: This creature teleports up to 10 squares (must end in a space adjacent to statue terrain), then moves up to 2 squares.

+5

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DARKMAGE'S DISGUISE

Level 1–20 F Underdark

POWERS

Not Me: Use during your set-up: This creature loses one of its keywords until end of battle. This creature can set-up in a space within 2 squares away of your start area.

+4

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GREATER HEALING POTION

Level 10–15 F Any

POWERS

Quaff Potion: Replaces attack action: This creature heals 30 HP.

+6

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THIEVES' GLOVES

Level 1–7 F Civilization • Stealth

POWERS

Filch: Minor action, no more than once per turn: If this creature occupies one of your victory areas, you score 5 VP.

+8

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DEMONRAGE WEAPON

Level 1–9 F Rage

POWERS

Demonrage: Use when this creature makes a \downarrow attack: This creature takes 10 damage, then has +10 Damage on that attack. \cup when an adjacent ally is destroyed.

+5

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JAVELIN OF LIGHTNING

Level 1–10 F Borderlands • Martial

POWERS

Lightning Burst: Use when this creature makes a \rightarrow attack: +10 lightning Damage on that attack.

+5

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WEB TRAP

Any F Drow

POWERS

Set Trap: Replaces attack action, provokes opportunity attacks: Put a web trap token in a square adjacent to this creature. If a non-Drow enemy enters a square with a web trap token, each square within 2 squares of that square is web terrain until end of battle, then remove trap token from the battle map.

+8

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Epic Arcana

Set 3, Epic Arcana, was released in 2010.

This set was originally going to be released alongside and as part of Set E1. The concept was that the Guild might be able to co-release both items and creatures within a single set. This was tested in Beta, and eventually abandoned as a concept, keeping items and creatures in separate sets. This was also the initial set to explore a whether items could be used as modifiers for very limited groups of creatures.



ANCESTRAL WINGS

Level 7-9 F Wild • Arcane

POWERS

Featherburst: Use when this creature is attacked: that attack automatically misses.

Wings: Whenever Featherburst has not been used: this creature has flight.

+7

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CIRCLE OF PROTECTION

Level 5+ F Borderlands • Divine

POWERS

Warding Circle: Replaces turn: Place a warding token circle token in an adjacent square. Allies adjacent to this token roll 2d20 for saving throws, and use the higher result. (Ignore effects that require a creature to take the lower result).

+8

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FIENDSLAYER MISSILE

Level 10+ F Martial

POWERS

High Champion: Use when declaring a \curvearrowright attack: +2 to that attack. On a hit, Evil targets with one of the following keywords also take 15 ongoing damage (save ends).

Target Keywords: *Demon, Devil, Elemental, Immortal, Planar.*

+6

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RING OF PHASING

Level 5-15 F Underdark • Arcane

POWERS

Ghost step: Use at the start of this creature's turn: This creature gains phasing and is invisible until end of turn.

+6

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CLOAK OF EYES

Level 10+ F Human • Arcane

POWERS

Blindsight: this creature ignores Conceal, and invisible creatures are visible to this creature. This creature ignores smoke terrain.

+7

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HELM OF COMMAND

Level 6+ F Borderlands • Martial

POWERS

High Champion: This creature may use one of its champion powers, without expending a use of that power.

Strategist: This creature has +1 champion rating when making champion tests.

+9

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SHADOW WEB CLOAK

Level 6-15 F Underdark • Drow

POWERS

Shadowswath: Minor Action; Use when adjacent to a wall: This creature is invisible to nonadjacent enemies until it makes an attack. \cup when this creature takes damage.

+8

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ETERNAL TRAINING: \downarrow

Level 5-10 F Borderlands • Martial or Ki

POWERS

Chosen Enemy: Use at start of round: Choose a keyword. Against targets with that keyword, this creature has +2 \uparrow attack and +5 \uparrow damage until end of battle.

+5

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OBSCENE WEALTH

Level 11+ F Civilization

POWERS

Patron Outfitter: Use during your set-up: Choose a keyword. Allies with that keyword of level 10 or lower gain +1 attack and +1 to all defenses until end of battle.

+10

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SPHERE OF ANNIHILATION

Level 16+ F Arcane or Mastermind

POWERS

Call Sphere: Replaces 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 (maximum 30 damage/turn).

Move Sphere: Replaces attack action. Slide a sphere token within 4 squares up to 2 squares.

+12

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ETERNAL TRAINING: \curvearrowright

Level 5-10 F Borderlands • Martial

POWERS

Aimed Shot: Replaces move action: Until end of round, +5 damage with \curvearrowright attacks. \cup as a move action.

+5

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POTENT POISON

Level 2-9 F Stealth

POWERS

Just a scratch... Use when this creature misses a living target with a natural roll of 15-20: the target takes ongoing 5 poison damage.

Poison Edge: This creature gains +5 poison damage against living targets granting it combat advantage.

+5

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WOODLAND STAFF

Level 6+ F Wild • Human • Primal

POWERS

Plant Growth: Replaces attack action: Add forest terrain to up to 3 contiguous squares within 10 squares of this creature.

Forestwalk: Ignores the movement penalty for entering forest terrain.

+9

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The Outfitter's Shop

Set 4, The Outfitter's Shop, was never released but was distributed promotionally at GenCon in 2010.

The Outfitter's Shop was called "Mundane Items" at one point during design, reflecting the desire of the designers to create simple items for use by low level creatures. The intent was to invoke the nostalgia of low level dungeon crawls. The entire set is included here, and is notable for containing many very low cost magic items. The set includes the first items with a cost below 3 points. This marks the first time anything cost less than 3 points for warband construction.

BOOTS OF STRIDING

Level 1-10 F Orc or Half-Orc

POWERS

☐ **Spring:** Use at start of this creature's turn: Move up to 3 squares with flight.

Stride: Useable once per turn, during this creature's move action: This creature may enter a difficult terrain square without paying the extra movement cost.

+3

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CALTROPS

Level 1-5 F Civilization • Stealth

POWERS

☐ **Scatter Caltrops:** Minor Action: Place a caltrops token in an adjacent square. Squares containing a caltrops token gain spike stones terrain. A creature adjacent to a caltrops token may remove it from the battle map as a replaces attack action.

Heavy Bag: -1 speed until Scatter Caltrops used.

+2

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GLUE GLOBE

Level Any F Kobold

POWERS

☐ **Scaly Grenadier:** Use when this creature declares a ⚔ attack: On a hit, that attack does no damage; the target is immobilized instead.

Brak: Whenever this creature rolls a natural 1: it is immobilized until the end of its next turn.

+1

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LESSER HEALING SALVE

Level 1-3 F Martial

POWERS

☐ **Apply Salve:** Minor action; provokes opportunity attacks from adjacent enemies: This creature heals 5 HP, or 10 HP if bloodied.

+2

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CURE BLINDNESS POTION

Level 1-20 F Any

POWERS

☐ **Apply Directly to Eyes:** Minor action: This creature loses the blinded condition and may not be blinded until the beginning of its next turn.

+3

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GLUEFIRE

Level 4-10 F Tiefling

POWERS

☐ **Firegift:** Replaces attack action; provokes opportunity attacks from adjacent creatures: A creature within 3 squares and line of sight of this creature takes 5 fire damage and 5 ongoing fire damage (save ends).

Careful!: -1 speed while Firegift is unused.

+3

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LESSER VITALITY CHARM

Level 1-6 F Wild or Primal

POWERS

☐ **Warding:** Use when this creature is hit by an attack that deals necrotic damage: This creature takes 5 less necrotic damage from that attack. ♻ when this creature is first bloodied.

+1

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DARKFIRE ESSENCE

Level 1-20 F Drow or Fey

POWERS

☐ **Darkfire Burst:** Minor action: Enemies within 2 squares of this creature are not invisible and do not benefit from Conceal. Effect lasts until end of round.

+3

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HOLY WATER

Level 1-9 F Divine • Non-Evil

POWERS

☐ **Sprinkle Holy Water:** Replaces attack action: An adjacent Undead, Devil or Demon enemy takes 5 radiant damage.

+2

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MINOR MAGIC WEAPON

Level 1-2 F Martial

POWERS

First Magic Weapon: This creature has +1 ⚔ attack.

+1

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FEATHER TOKEN

Level 1-2 F Martial

POWERS

☐ **Blown Clear:** Use when this creature is targeted by an ⚔ or ⚔ attack: Slide this creature up to 3 squares as an immediate action, then this creature takes 5 damage and is dazed until the end of its next turn.

+3

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HUNTER'S COLLAR

Level 1-3 F Beast or Dragon

POWERS

Scent: When making a ⚔ attack, this creature ignores Conceal. Invisible enemies within 6 squares of this creature are visible to it.

+2

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THIEVE'S TOOLS

Level 5+ F Stealth

POWERS

Disarm Trap: Replaces attack action, provokes opportunity attacks: Remove an adjacent trap token from the battlemap.

Cautious: Ignores damage caused by occupying dangerous terrain.

+1

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Alchemy

Set 5, Alchemy, was released in 2011.

Alchemy was a set based on the concept of the Alchemist; the ability to transmute the physical properties of a user, to cure poison, and render an opponent vulnerable to attacks. Rather than aid the Arcane, the set provides arcane aid in the form of potions, bombs and charms.

BEHOLDER EYE MASTERY

Level 13-21 F Beholder

POWERS

Squint: Use with \curvearrowright attack: Double the range of that attack.

Disintegrate Terrain: Replaces 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.

+7

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ELVEN CLOAK

Level 1-6 F Elf or Stealth

POWERS

Stealth Boost: Replaces attack action; use only when this creature is not bloodied: This creature is invisible until the end of its next turn.

+3

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MYSTIC STONE

Level 1-8 F Halfling

POWERS

Cause Vulnerability: Use after this creature damages an enemy with a \curvearrowright attack: The target gains vulnerable 5 all (save ends).

+3

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STICKY PITCH BOMB

Level 3-9 F Stealth

POWERS

Set the trap: Replaces attack action; provokes opportunity attacks: Put a trap token in an adjacent square. At the end of round, the trap token makes a \leftarrow attack (burst 2); +10 vs Reflex; 10 ongoing fire damage (save ends) AND remove trap token from the battle map.

+2

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ICON OF FIRE RESISTANCE

Level 1-8 F Arcane

POWERS

Resist Fire: Minor action: Until end of round, this creature has resist 5 fire.

+3

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NEUTRALIZE POISON POTION

Level 1-10 F Any

POWERS

Quaff Potion: Replaces attack action; provokes opportunity attacks: End all ongoing poison damage on this creature; this creature has resist 5 poison until end of battle.

+4

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TERROR WEAPON

Level Any F Primal

POWERS

Terrify: Minor action: Enemies that start their turn adjacent to this creature take 5 psychic damage. Effect ends at the end of round. \curvearrowright when this creature destroys an enemy.

+4

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LESSER JUSTICE CHARM

Level 1-5 F Divine

POWERS

Justice Weapon: Use after this creature takes damage from an enemy's attack: That enemy enemy has vulnerable 5 all (save ends). Effect ends when this creature is destroyed.

+3

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POTION OF BLINDSIGHT

Level 1-9 F Any

POWERS

Sip Potion: Minor action: This creature has blindsight (ignores smoke terrain, ignores Conceal; treats invisible creatures as visible) until it takes damage.

+3

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UNBLOCKABLE WEAPON

Level 1-7 F Martial

POWERS

Unblockable Weapon: Use when declaring a \dagger attack: This creature attacks Reflex instead of AC on this attack. \curvearrowright when this creature misses with an attack.

+3

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LOANSOUL ARMOR

Level 1-7 F Human • Divine or Martial

POWERS

Spirit Shield: Minor action: This creature gains +2 AC until end of round. \curvearrowright when this creature destroys an adjacent enemy.

+3

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POTION OF STRENGTH

Level 1-9 F Any

POWERS

Quaff Draught: Replaces attack action; only while not bloodied and no enemies are adjacent: This creature has +5 \dagger damage until it takes damage.

+3

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ZOMBIE CURSE CHARM

Level 6-12 F Borderlands • Evil • Living

POWERS

Rise Again: Use when this creature is destroyed: Place a new, allied undead creature of 4 points or less in this creature's space. That creature is considered to have taken its turn this round.

+4

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Shipwreck

Set 6, Shipwreck, was released in 2011.

The Shipwreck set was themed towards disaster at sea. Perhaps a planned disaster, as dark forces act against those on a courier's quest mission. Even the bravest and best prepared can be no match for an angry sea. They have left their bounty, and two new types of items, for others to find.



BASTION OF GOOD

Level 1-11 F Divine • Good • (Unique Item)

POWERS

☐ **Exemplar of Battle:** *Use at start of this creature's turn:* Slide allies within 4 squares up to 3 squares, must end adjacent to this creature.

Shield of Radiance: (Aura 1) Allies in aura have +3 to all defenses against attacks from Evil creatures.

+3

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CLOAK OF THE MANTA RAY

Level 1-11 F Borderlands • Martial or Stealth

POWERS

☐ **Stinger:** *Minor Action:* This creature's next \downarrow attack has a reach of 2. On a hit, after all other effects and damage are resolved, the target also takes 5 ongoing poison damage (save ends).

Manta Wings: Ignores the extra cost for entering river terrain.

+4

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HOLY WEAPON OF DISRUPTION

Level 6+ F Divine • Non-Evil

POWERS

☐ **Smiting:** *Use after hitting with this creature's \downarrow attack:* undead target takes 5 ongoing radiant damage.

Disruption: *Whenever this creature rolls a natural 16 or more on a \downarrow attack roll:* if the target is undead and level 1, 2, or 3, it is destroyed.

+3

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CURSED: CHAOS WEAPON

Any F Non-beast • Non-dragon • Non-magical beast

POWERS

Furious Nature: This creature has -2 attack if it is not a Primal or Rage creature.

Capricious: On a successful \downarrow attack, this creature does +5 damage if the natural roll was an odd number, or -5 damage if the natural attack roll was an even number (*minimum 5 damage*).

+2

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DARK TOME OF VECNA

Level 10-15 F Divine or Arcane • 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 points or more, that is within 5 of this creature. Place a new allied Lich Vestige creature in the space occupied by that ally.

+15

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HORN OF FOG

Level 6-9 F Stealth or Aquatic

POWERS

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

+6

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CURSED: LODESTONE

Level 7+ F Any • Non-flying • Non-burrowing.

POWERS

Encumbering: When this creature is subjected to push, pull, slide or teleport forced movement, it moves one fewer square than indicated in the power.

Very, Very Slow: This creature has speed -1 and may not gain flight, burrow or become a rider. This creature has speed 1 while slowed.

-2

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DIMENSIONAL ANCHOR

Level 8+ F Arcane

POWERS

☐ **Dimension Lock:** *Use at start of round:* Until end of round, teleport and place effects do not function; teleport terrain does not function.

+5

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WAND OF FROST

Level 1-9 F Arcane • Good

POWERS

Ice Shapes: *Minor action, once per turn:* choose a target square within 10 of this creature, and apply 1 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.

+2

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CURSED: ROT SCARAB

Level 2-5 F Any

POWERS

Scarab Toxin: -2 attack.

Rotting flesh: *Whenever not bloodied:* this creature takes 5 damage at the start of its turn (*effect may not be removed or ended; ignores resist all*).

-2

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ELIXIR OF DRAGON BREATH

Level 3-11 F Psionic or Ki or Spawn

POWERS

☐ **Quaff and Breath:** *Minor action:* Until end of turn, as a replaces attack action, this creature can make an \leftarrow attack. \leftarrow (blast 3) +12 vs. Reflex; 15 acid damage.

+3

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WAND OF WATER

Level 4-8 F Divine or Primal

POWERS

Jet of Water: *Use with \rightarrow attack against a target within 5 squares:* that attack does no damage; instead, push target up to 2 squares AND fire creatures take 10 damage.

Douse: *Replaces attack action:* 1 square of fire terrain within 5 of this creature loses fire terrain.

+2

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CURSED: SHINY RING

Level 2-3 F Any

POWERS

Oblivious: This creature is confused until end of battle (*this condition may not be removed or ended; this effect ignores immune confused*).

-2

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Tokens





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