

BODAK

Level 8 ♦ Undead • Shadow

AC 22
FORT 20
REF 20
WILL 20
SPEED 6
HP 50
BLOOD 25

ATTACK POWERS
Ⓡ Claws: +13 vs. AC; 10 damage.
Ⓡ Invade Shadow: (range 10) +12 vs. Reflex; 10 necrotic damage AND place this creature adjacent to target AND this creature gains Insubstantial until end of round.
Ⓡ Withering Gaze: (range 10, living target only) +12 vs. Fortitude; 20 Ongoing Necrotic Damage.

GENERAL POWERS
Aura of Fatality: (aura 1) Enemies in aura grant combat advantage.

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DERRO - VOLO'S AND MORDENKAINEN'S

Level 1 ♦ Derro • Stealth

AC 15
FORT 13
REF 14
WILL 13
SPEED 6
HP 15
BLOOD 5

ATTACK POWERS
Ⓡ Hooked Spear: (range 3) +6 vs. AC; 10 damage AND Medium or smaller target is Dazed.

GENERAL POWERS
Diirinka's Blessing: Use when this creature would be hit by an attack: Roll 1d20. If the result is a prime number, that attack is a miss instead.

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GNOLL - VOLO'S AND MORDENKAINEN'S

Level 2 ♦ Gnoll

AC 18
FORT 16
REF 14
WILL 14
SPEED 6
HP 30
BLOOD 15

ATTACK POWERS
Ⓡ Bite: +7 vs. AC; 10 damage.
Ⓡ Longbow: (sight) +7 vs. AC; 10 damage.

GENERAL POWERS
Yeenoghu's Satiation: Use when an enemy is destroyed adjacent to this creature, if no other enemy is adjacent: Score +5 VP.

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CHITINE - VOLO'S AND MORDENKAINEN'S

Level 4 ♦ Spider

AC 19
FORT 16
REF 17
WILL 16
SPEED 6
HP 35
BLOOD 15

ATTACK POWERS
Ⓡ Stab: +9 vs. AC; 5 damage. On hit, repeat this attack (max 3 per turn).
Ⓡ Throw Dagger: (range 4) +9 vs. AC; 5 damage.

GENERAL POWERS
Web Step: Use at end of round: Place this creature adjacent to web terrain or a Spider ally.

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ORC CLAW OF LUTHIC

Level 7 ♦ Orc • Divine

AC 21
FORT 21
REF 19
WILL 21
SPEED 6
HP 60
BLOOD 30

ATTACK POWERS
Ⓡ Infected Claws: +13 vs. AC; 5 + 10 poison damage AND -2 attack (save ends).

GENERAL POWERS
Snake's Swiftness: Attack action: Nearest ally makes a Ⓡ attack as an immediate action.
Cure Wounds: Attack action: An Orc ally within 5 squares heals 15HP.

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TURTLE

Level 2 ♦ Turtle • Primal

AC 18
FORT 15
REF 15
WILL 15
SPEED 5
HP 25
BLOOD 10

ATTACK POWERS
Ⓡ Spear: +7 vs. AC; 10 damage.

GENERAL POWERS
Withdraw into Shell: Immediate action, when targeted by attack: +4 AC and Resist 5 All until it moves or attacks.

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IRON COBRA - VOLO'S AND MORDENKAINEN'S

Level 5 ♦ Construct

AC 20
FORT 16
REF 18
WILL 16
SPEED 7
HP 45
BLOOD 20

ATTACK POWERS
Ⓡ Bite: +12 vs. AC; 5 + 5 Ongoing Poison Damage.

GENERAL POWERS
Immune Poison
Poisonous Cloud: Minor action, once per turn: 1 adjacent square gains damaging terrain (poison) until end of round.
Treasure Chest: Minor action: 1 adjacent ally has +2 attack or +2 AC (choose one) until end of round.

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MEENLOCK

Level 6 ♦ Fey

AC 18
FORT 16
REF 16
WILL 17
SPEED 6
HP 50
BLOOD 25

ATTACK POWERS
Ⓡ Claws: +12 vs. AC; 10 + 5 psychic damage.

GENERAL POWERS
Resist 10 Psychic
Immune Fear
Fearsome Presence: (aura 2) Enemies of level 10 or less in aura have -2 attack.
Shadow Step: Move action: Teleport 6 to a square adjacent to a wall. Ⓡ when first bloodied.

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WOOD WOOD - VOLO'S AND MORDENKAINEN'S

Level 6 ♦ Fey • Plant

AC 22
FORT 19
REF 18
WILL 18
SPEED 6
HP 50
BLOOD 25

ATTACK POWERS
Ⓡ Club: +11 vs. AC; 20 damage.

GENERAL POWERS
Vulnerable 5 Fire
Immune Sneak Attack
Woodland Protector: Immediate action, when an adjacent Elf, Fey, or Plant ally is targeted by an attack: Redirect that attack to this creature instead.

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CAVE FISHER

Level 6 ♦ Aberrant

AC 21
FORT 19
REF 19
WILL 19
SPEED 5
HP 50
BLOOD 25

ATTACK POWERS

- ⊕ **Claws:** *Minor action:* +11 vs. AC; 5 damage.
- **Sticky Filament:** (range 10, combat advantage only) +9 vs. Reflex; Immobilized AND pull 5.

GENERAL POWERS

Wandering Monster

Vulnerable 5 Fire

Cautious Hunter: +2 attack and +5 damage while no more than one enemy is adjacent.

Cave Creeper: Invisible to nonadjacent enemies while adjacent to a wall.

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KORRED

Level 11 ♦ Fey • Earth

AC 25
FORT 25
REF 23
WILL 23
SPEED B5
HP 85
BLOOD 40

ATTACK POWERS

- ⊕ **Earthen Fists:** +16 vs. AC; 25 damage.
- ⊖ **Ironhair:** *Minor action:* (reach 3) +14 vs. Reflex; Immobilized. ⊖ *when no creature is affected by this power.*

GENERAL POWERS

Tremorsense: Has Blindsight vs. enemies without flight.

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CHOKER - VOLO'S AND MORDENKAINEN'S

Level 4 ♦ Aberrant

AC 20
FORT 18
REF 18
WILL 18
SPEED 6
HP 35
BLOOD 15

ATTACK POWERS

- ⊕ **Tentacle Claw:** +8 vs. AC; 5 damage AND Immobilized.
- ⊖ **Choke:** (Immobilized target only) Automatic hit vs. AC; 10 damage.

GENERAL POWERS

Hide

Wall Walker: Has flight while adjacent to a wall.

⊖ **Body Shield:** *Immediate action, when targeted by an attack:* Redirect that attack to an adjacent Immobilized enemy other than the attacker, instead. ⊖ *when this creature hits with a ⊕ attack.*

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MEAZEL

Level 4 ♦ Stealth • Shadow

AC 17
FORT 15
REF 15
WILL 15
SPEED 6
HP 35
BLOOD 15

ATTACK POWERS

- ⊕ **Shortsword:** +11 vs. AC; 10 damage.
- ⊖ **Garrote:** (Medium or smaller living target that grants combat advantage only) +10 vs. AC; 10 damage AND Immobilized (save ends, or ends whenever this creature is not adjacent).

GENERAL POWERS

- ⊖ **Shadow Tag:** *Minor action:* An adjacent Immobilized enemy is marked until end of battle.
- ⊖ **Shadow Abduction:** Attack action, when adjacent to a marked enemy: This creature teleports 6 to a square adjacent to a wall, then place that enemy adjacent to this creature.

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GNOLL PACK LEADER

Level 8 ♦ Gnoll

AC 23
FORT 21
REF 21
WILL 21
SPEED 7
HP 70
BLOOD 35

ATTACK POWERS

- ⊕ **Halberd:** +12 vs. AC; 25 damage.

GENERAL POWERS

- ⊖ **Raging Attack:** *Use when this creature misses with a melee attack:* Roll that attack and ⊖ one use of this creature's champion powers.

CHAMPION POWERS ⊖

- ⊖ *Use at start of round:* Gnoll allies move up to their speed.
- ⊖ *Use at start of round:* Gnoll allies have +2 attack and +5 damage until end of round.

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TURTLE DRUID

Level 8 ♦ Turtle • Primal

AC 23
FORT 20
REF 20
WILL 22
SPEED 5
HP 50
BLOOD 25

ATTACK POWERS

- ⊕ **Spear:** +14 vs. AC; 10 damage.
- ⊖ **Greenflames:** (radius 1 within 8) +13 vs. Reflex; 10 fire + 10 poison damage.

GENERAL POWERS

- ⊖ **Withdraw into Shell:** *Immediate action, when targeted by an attack:* +4 AC and Resist 5 All until it moves or attacks.

CHAMPION POWERS ⊖ ⊖

- ⊖ *Use when declaring Greenflames:* On hit, targets cannot benefit from Invisible until end of round.
- ⊖ *Use at start of round:* Turtle and Beast creatures in your warband have +2 attack until end of round.

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SPRING ELADRIN

Level 13 ♦ Eladrin • Fey • Unique

AC 26
FORT 24
REF 24
WILL 24
SPEED 6
HP 75
BLOOD 35

ATTACK POWERS

- ⊕ **Beguiling Sword:** +17 vs. AC; 10 + 10 psychic damage.
- ⊖ **Revelry:** (burst 3) +15 vs. Will; Confused (save ends). ⊖ *when first bloodied.*

GENERAL POWERS

- ⊖ **Fey Step:** *Minor action:* Teleport 6.
- ⊖ **Vibrant Equinox:** *Minor action:* Remove all conditions from this creature and allies within 3.
- ⊖ **New Growth:** *Minor Action:* One square within 5 squares and other squares adjacent to it gain forest terrain.

Inspired: +1 ⊖ attack for each differently named Eladrin ally. If more than one ally has the same name, only count 1.

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AUTUMN ELADRIN

Level 13 ♦ Eladrin • Fey • Unique

AC 26
FORT 24
REF 24
WILL 24
SPEED 6
HP 75
BLOOD 35

ATTACK POWERS

- ⊕ **Healing Sword:** +17 vs. AC; 10 + 10 psychic damage AND one ally within 3 heals 5 HP.
- **Healing Bow:** (sight) +17 vs. AC; 10 + 10 psychic damage AND one ally within 3 heals 5 HP.

GENERAL POWERS

- ⊖ **Fey Step:** *Minor action:* Teleport 6.
- ⊖ **Twilight Equinox:** *Use when this creature is destroyed:* Allies that see it heal 10 HP.
- ⊖ **Feywild Defense:** *Use when this creature or an adjacent ally is targeted by an attack:* That target teleports 3 as an immediate action.

Inspired: +1 ⊖ attack for each differently named Eladrin ally. If more than one ally has the same name, only count 1.

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CHOLDRITH

Level 7 ♦ Spider

AC 21
FORT 17
REF 19
WILL 17
SPEED 6
HP 50
BLOOD 25

ATTACK POWERS

- ⊕ **Dagger:** +13 vs. AC; 5 + 10 Ongoing Poison Damage.

GENERAL POWERS

Wall Walker: Has Flight whenever adjacent to a wall.

- ⊖ **Loth's Guidance:** *Attack action:* One Spider ally within 6 makes a ⊕ attack.
- ⊖ **Web Caster:** *Attack action:* One square this creature can see within 6 gains web terrain.

CHAMPION POWERS ⊖

- ⊖ *Use at start of round:* Spider creatures have +2 attack and +5 damage vs. Immobilized targets until end of round.

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SKULL LORD - VOLO'S AND MORDENKAINEN'S

Level 13 ♦ Undead • Arcane

CR 2

AC 27
FORT 24
REF 23
WILL 24
SPEED 6

ATTACK POWERS
Ⓡ **Bone Staff:** +19 vs. AC; 15 damage AND Weakened.
➤ **Black Bolt:** (sight) +18 vs. Reflex; 20 necrotic damage.
☐ Ⓜ **Cone of Cold:** (blast 5) +18 vs. Reflex; 25 cold damage AND Immobilized.

GENERAL POWERS
Resist 10 Necrotic
Disconnected: Unaffected by other creatures' champion powers.
☐☐☐ **Plotting Lords:** *Immediate action, use at the start of this creature's turn:* Gain one extra attack action this turn.

HP 85
BLOOD 40

CHAMPION POWERS ☐☐
❖ *Use at end of round:* Each Undead ally moves up to 3 squares.
❖ *Use when a living creature within sight heals:* -10 on that healing (minimum 0) and one other creature within sight takes 10 necrotic damage.

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MAUREZHI

Level 9 ♦ Demon

AC 24
FORT 22
REF 22
WILL 22
SPEED 7
HP 65
BLOOD 30

ATTACK POWERS
Ⓡ **Ripping Claws:** +14 vs. AC; 15 damage AND Immobilized.

GENERAL POWERS
☐ **Steal Form:** *Use at start of round:* This creature is invisible to non-adjacent enemies until it resolves an attack. Ⓜ *when an adjacent enemy is destroyed.*
Ambush 10: *Minor action:* Choose one enemy that does not have line of sight to this creature. Until end of turn, this creature has +10 damage vs. that enemy.

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SHADOW DANCER

Level 12 ♦ Shadar-Kai • Shadow

AC 25
FORT 23
REF 24
WILL 23
SPEED 6
HP 70
BLOOD 35

ATTACK POWERS
Ⓡ **Chain Dance:** (reach 2) +15 vs. AC; 10 damage AND shift 2 squares. On hit, repeat this attack (max 2 per turn).

GENERAL POWERS
Sneak Attack 10
☐ **Shadow Jump:** *Minor action:* Teleport 10 squares to a square adjacent to a wall. Ⓜ *when first bloodied.*
Concealing Shadows: Invisible to nonadjacent enemies while adjacent to a wall.

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SHADOW MASTIFF - VOLO'S AND MORDENKAINEN'S

Level 5 ♦ Shadow

AC 19
FORT 17
REF 17
WILL 17
SPEED 7
HP 40
BLOOD 20

ATTACK POWERS
Ⓡ **Bite:** +11 vs. AC; 15 damage.
☐ Ⓜ **Frightful Bay:** (burst 3) +9 vs. Will; Dazed (Fear).

GENERAL POWERS
☐ **Disappear into Shadows:** *Minor action:* Invisible until after it resolves an attack.
Pack Tactics: Allies have combat advantage vs. enemies adjacent to this creature.

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BANDERHOBB

Level 8 ♦ Shadow

AC 21
FORT 24
REF 19
WILL 19
SPEED 6
HP 65
BLOOD 30

ATTACK POWERS
Ⓡ **Bite:** +13 vs. AC; 20 damage.
Ⓡ **Tongue:** (reach 3, Medium or smaller target only) +13 vs. AC; 10 necrotic damage AND pull 2 squares AND Immobilized.
☐ Ⓡ **Swallow:** (Immobilized Medium or smaller creature only) +13 vs. AC; 20 damage AND Swallowed Whole (ends when this creature is bloodied or destroyed). On miss, Ⓜ this power.

GENERAL POWERS
Immune Fear
Hide
☐ **Shadow Step:** *Move action:* Teleport 6 to a square adjacent to a wall.

Swallowed Whole: (condition) Afflicted creature is removed from the battle map and takes no turns. At the end of each round, it takes 10 necrotic damage. When this condition ends, place afflicted creature adjacent to the creature that caused it.

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BARGHEST - VOLO'S AND MORDENKAINEN'S

Level 8 ♦ Shapeshifter • Goblin

AC 23
FORT 21
REF 21
WILL 21
SPEED 8
HP 70
BLOOD 35

ATTACK POWERS
Ⓡ **Bite:** +15 vs. AC; 15 damage.
☐ Ⓡ **Terror Strike:** +13 vs. Will; 10 + 10 psychic damage AND Dazed (save ends).

GENERAL POWERS
Vulnerable 5 Fire
Sneak Attack 10
Soul Feast: *Immediate action, use when an adjacent living creature is destroyed:* This creature heals 10 HP and Ⓜ Terror strike.

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BONECLAW - VOLO'S AND MORDENKAINEN'S

Level 12 ♦ Undead • Shadow

AC 25
FORT 24
REF 24
WILL 23
SPEED 7
HP 70
BLOOD 35

ATTACK POWERS
Ⓡ **Claws:** (reach 3) +17 vs. AC; 30 damage.

GENERAL POWERS
Resist 10 Necrotic
Conceal 6
Threatening Reach: Can make opportunity attacks vs. enemies within reach.
Flesh Render: *Use after this creature resolves an opportunity attack, if it hit:* Make a Ⓡ attack.
☐ **Rejuvenation:** *Use when this creature would be destroyed, if it has a champion ally on the battle map:* It is not destroyed and has 20 HP remaining instead. Place it adjacent to that ally.

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LEUCROTTA

Level 7 ♦ Magical Beast

AC 23
FORT 22
REF 21
WILL 20
SPEED 8
HP 50
BLOOD 25

ATTACK POWERS
Ⓡ **Serrated Bite:** +14 vs. AC; 10 damage. On a critical hit, +10 damage.
Ⓡ **Hooves:** +13 vs. AC; 15 damage AND this creature shifts 1.

GENERAL POWERS
☐ **Mimicry:** *Minor action:* Slide 1 enemy within 6 up to 2 squares.
Stench: Adjacent creatures without Stench have -2 attack.
Deathdealer: Whenever this creature destroys an enemy, Evil allies that see this creature have +2 attack until end of round.

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STEEL PREDATOR - VOLO'S AND MORDENKAINEN'S

Level 14 ♦ Construct • Planar

AC 28
FORT 26
REF 26
WILL 26
SPEED 8
HP 90
BLOOD 45

ATTACK POWERS
Ⓡ **Bite and Claws:** +20 vs. AC; 20 damage.
☐ Ⓜ **Stunning Roar:** (blast 5) +20 vs. Fort; 25 thunder damage AND Stunned (save ends).

GENERAL POWERS
Resist 5 All
Immune Lightning, Thunder
Blindsight

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VENOM TROLL

Level 10 ♦ Troll

AC 21
FORT 24
REF 19
WILL 17
SPEED 6
HP 75
BLOOD 35

ATTACK POWERS
Ⓡ Claws: +15 vs. AC; 20 damage.
Ⓡ Blood Spray: (blast 3) +13 vs. Fortitude; 15 poison damage + 10 Ongoing Poison Damage. After all attacks are resolved, this creature takes 10 damage. Ⓡ when first bloodied.

GENERAL POWERS
Vulnerable 10 Fire
Immune Poison
Regeneration 10: Use at start of this creature's turn: Heal 10 HP.
Poisonous Blood: Whenever this creature is hit by an attack: Adjacent creatures take 5 poison damage.

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TRAPPER

Level 7 ♦ Aberrant

AC 18
FORT 17
REF 16
WILL 16
SPEED 3
HP 60
BLOOD 30

ATTACK POWERS
Ⓡ Smother: +13 vs. Reflex; 10 Ongoing Damage AND Immobilized AND Blinded (save ends all, also ends if this creature is not adjacent).

GENERAL POWERS
Hide
Delayed Appearance: Starts off the battle map during setup.
Ⓡ Ambush: Use when an enemy enters difficult terrain or a victory area, if this creature is off the battle map: Place this creature adjacent to that enemy and make a Ⓡ attack as an Immediate action.
Ⓡ Lie in Wait: Use at end of round, if this creature is not on the battle map: Place this creature in an opponent's victory area.
Glittering Bait: Move action, once per turn: Pull an enemy within 5 up to 4 squares.

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OGRE BATTERING RAM

Level 9 ♦ Ogre

AC 22
FORT 24
REF 21
WILL 19
SPEED 7
HP 80
BLOOD 40

ATTACK POWERS
Ⓡ Bash: +13 vs. AC; 25 damage AND push 2.
Ⓡ Clear the Path: Move up to its speed, each square further away from its original position, and make up to 1 attack vs. each adjacent enemy during its move: +13 vs. AC; 15 damage AND push 2. Ⓡ when first bloodied.

GENERAL POWERS
Broad Targets: +2 attack vs. Big creatures.
Batter: +5 damage vs. Construct and Object creatures.
Crowdbreaker: Resist 5 All vs. opportunity attacks.

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OGRE BOLT LAUNCHER

Level 9 ♦ Ogre

AC 22
FORT 24
REF 21
WILL 19
SPEED 7
HP 80
BLOOD 40

ATTACK POWERS
Ⓡ Fist: +14 vs. AC; 10 damage.
Ⓡ Arbalest: (sight) +15 vs. AC; 25 damage. Ⓡ as a move action.

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ALHOON

Level 15 ♦ Mastermind • Mind Player • Undead

AC 25
FORT 24
REF 24
WILL 27
SPEED F6
HP 75
BLOOD 35

ATTACK POWERS
Ⓡ Extract Psyche: (Living target only) +18 vs. AC; 10 necrotic damage AND this creature heals 10 HP.
Ⓡ Black Tentacles: (radius 1 within 10) +16 vs. Reflex; 20 necrotic damage AND Slowed.
Ⓡ Mind Blast: (blast 5) +17 vs. Will; 15 damage AND Stunned.
Ⓡ Phantasmal Killer: (sight) +17 vs. Will; 25 Ongoing Psychic Damage AND Dazed (save ends both).

GENERAL POWERS
Immune Dominated; Resist 10 Necrotic
Blindsight
Ⓡ Mirror Image: Use when this creature would be hit with a Ⓡ or Ⓡ attack: That attack is a miss, instead.

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GITHZERAI ANARCH

Level 16 ♦ Githzerai • Ki

AC 28
FORT 28
REF 28
WILL 28
SPEED F9
HP 90
BLOOD 45

ATTACK POWERS
Ⓡ Punch: +20 vs. AC; 15 damage.
Ⓡ Psionic Lance: (sight) +20 vs. AC; 25 damage AND push 2.
Ⓡ Change Gravity: (radius 2 within 10) +18 vs. Reflex; 25 damage. Hit or miss, slide 3 each creature in area of effect, with each square further from the origin square of this area of effect. Ⓡ when first bloodied.

GENERAL POWERS
Flurry of Blows: Attack action: Make 3 Ⓡ attacks.
Ⓡ Psionic Shield: Immediate action, when an attack is declared: Until end of round, the border of this creature's space is considered to be gridline wall.

CHAMPION POWERS Ⓡ Ⓡ Ⓡ
Ⓡ Use at start of round: Slide 1 all creatures within 10.
Ⓡ Use at start of any creature's turn: End one condition on that creature.

CR 3
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MORKOTH

Level 15 ♦ Aberrant • Aquatic

AC 27
FORT 25
REF 25
WILL 29
SPEED F5
HP 95
BLOOD 45

ATTACK POWERS
Ⓡ Beak: +20 vs. AC; 20 damage.
Ⓡ Tentacles: Minor action: (reach 2) +20 vs. AC; 10 damage AND Immobilized.
Ⓡ Hypnotize: (blast 5) +18 vs. Will; Dazed (save ends).
Ⓡ Lightning Bolt: (line 10) +18 vs. Reflex; 30 lightning damage. On miss, 15 lightning damage.

GENERAL POWERS
Master of Currents: +4 speed and Hide while occupying river terrain.
Ⓡ Summon Fog: Use at start of round: River terrain gains smoke terrain until end of round.
Flooded Lands: While this creature is on the battle map, victory areas gain river terrain.

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ALLIP

Level 8 ♦ Undead

AC 22
FORT 18
REF 20
WILL 20
SPEED F7
HP 40
BLOOD 20

ATTACK POWERS
Ⓡ Maddening Touch: +12 vs. Reflex; 15 psychic damage.
Ⓡ Whispers of Madness: (range 10) +11 vs. Will; 10 psychic damage AND Dazed.
Ⓡ Howling Babble: (burst 2, living creatures only) +11 vs. Will; 10 psychic damage AND Stunned. On miss, 5 psychic damage only.

GENERAL POWERS
Resist 10 Necrotic, Poison
Insubstantial, Phasing
Blasphemous Secrets: Use when this creature is destroyed: One adjacent enemy gains 15 Ongoing Psychic Damage (save ends).

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SUMMER ELADRIN

Level 13 ♦ Eladrin • Fey • Unique

AC 26
FORT 24
REF 24
WILL 24
SPEED 7
HP 75
BLOOD 35

ATTACK POWERS
Ⓡ Blazing Sword: +17 vs. AC; 10 + 10 fire damage.
Ⓡ Sunbeam: (sight) +16 vs. Reflex; 10 fire + 10 radiant damage.
Ⓡ Sweltering Solstice: Minor action: (burst 3) +16 vs. Fortitude; 10 fire damage.

GENERAL POWERS
Ⓡ Fey Step: Minor action: Teleport 6.
Ⓡ Wrathful Fury: Attack action: Shift up to its speed, then make 1 Ⓡ attack vs. each adjacent enemy. Ⓡ when first bloodied.
Fearsome Presence: Adjacent enemies have -2 attack.
Inspired: +1 Ⓡ attack for each differently named Eladrin ally. If more than one ally has the same name, only count 1.

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WINTER ELADRIN

Level 13 ♦ Eladrin • Fey • Unique

AC 26
FORT 24
REF 24
WILL 24

ATTACK POWERS

- Ⓢ **Frost Sword:** +17 vs. AC; 10 + 10 cold damage.
- **Winterbow:** (sight) +17 vs. AC; 10 + 10 cold damage.
- ❄️ **Ice Storm:** (radius 3 within 10) +17 vs. AC; 20 cold damage AND Slowed.

GENERAL POWERS

- ❑ **Fey Step:** *Minor action:* Teleport 6.
- ❑ **Freezing Solstice:** *Use at start of round:* Enemies and allies are Slowed until end of round.
- 🔥 **Inspired:** +1 ⚔️ attack for each differently named Eladrin ally. If more than one ally has the same name, only count 1.

SPEED 6
HP 75
BLOOD 35

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BLUE ABISHAI

Level 14 ♦ Devil • Arcane

AC 27
FORT 26
REF 24
WILL 26

ATTACK POWERS

- Ⓢ **Bite:** +18 vs. AC; 10 + 15 lightning damage.
- ⚡ **Chain Lightning:** (nearest) +17 vs. Reflex; 25 lightning damage AND nearest 2 enemies within 3 squares of target take 15 lightning damage.
- ❄️ **Cone of Cold:** (blast 5) +17 vs. Reflex; 25 cold damage AND Immobilized.

GENERAL POWERS

- 🛡️ **Immune Lightning, Poison**
- ❑ **Invisibility:** *Minor action:* Invisible until it resolves an attack.
- 🔮 **Occult Knowledge:** *Immediate action, when this creature destroys an enemy:* ⓪ one of this creature's non-rechargeable powers.

SPEED F7
HP 90
BLOOD 45

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GITHYANKI SUPREME COMMANDER

Level 16 ♦ Githyanki • Psionic

CR 3

AC 29
FORT 27
REF 26
WILL 26

ATTACK POWERS

- Ⓢ **Silver Greatsword:** +21 vs. AC; 15 + 15 psychic damage.
- ❑ **Mass Suggestion:** (blast 5) +18 vs. Will; Confused (save ends).

GENERAL POWERS

- ❑ **Astral Leap:** *Move action:* Teleport 10, then make a Ⓢ attack. ⓪ when first bloodied.
- 👥 **Githyanki Legion:** (aura 6) Githyanki and Dragon allies in aura have +2 attack and +5 damage.

CHAMPION POWERS ❑ ❑ ❑

- ❖ *Use at end of round:* An ally within 6 makes a Ⓢ attack as an immediate action.
- ❖ *Use at start of round:* Githyanki creatures in your warband Teleport 3.

SPEED 6
HP 100
BLOOD 50

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DEATH KISS

Level 12 ♦ Aberrant • Beholder

AC 24
FORT 22
REF 21
WILL 21

ATTACK POWERS

- Ⓢ **Tentacle:** *Minor action:* (reach 3) +15 vs. AC; 10 damage AND Immobilized.
- ⚡ **Blood Drain:** (reach 3, Immobilized target only) +14 vs. Fortitude; 20 lightning damage AND this creature heals 10 HP.

GENERAL POWERS

- 🛡️ **Immune Lightning**
- ⚡ **Lightning Blood:** *Whenever an adjacent enemy damages this creature with a Ⓢ attack:* That enemy takes 5 lightning damage.
- ⚡ **Death Discharge:** *Whenever this creature is destroyed:* Each creature within 2 takes 10 lightning damage.

SPEED F5
HP 80
BLOOD 40

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MARUT - VOLO'S AND MORDENKAINEN'S

Level 16 ♦ Construct • Planar

AC 29
FORT 30
REF 26
WILL 28

ATTACK POWERS

- Ⓢ **Slam:** (reach 2) +20 vs. AC; 35 damage.
- ❑ **Blazing Edict:** (blast 5) +18 vs. Fortitude; 30 radiant damage AND Stunned.

GENERAL POWERS

- Resist 5 All
- 🛡️ **Immune Dominated, Confused**
- ❑ **Sacred Protector:** *Use at end of round:* Teleport into any victory area.
- ❑ **Marked for Justice:** *Use during setup:* Choose one enemy in your opponent's warband with the highest cost. This creature has +4 attack and +5 damage vs. that enemy until end of battle.
- 🛡️ **Inevitable:** This creature's attacks cannot be redirected and its hits cannot be turned into misses.

SPEED F6
HP 110
BLOOD 55

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EIDOLON POSSESSED SACRED STATUE

Level 11 ♦ Construct • Unique

AC 26
FORT 24
REF 20
WILL 24

ATTACK POWERS

- Ⓢ **Bash:** +16 vs. AC; 25 damage.
- ❑ **Divine Dread:** (burst 3) +15 vs. Will; 10 psychic damage AND push 3 (Fear).

GENERAL POWERS

- 👁️ **Delayed Appearance**
- 🛡️ **Immune Necrotic, Poison**
- ❑ **Animate Statue:** *Use at end of round:* Place this creature in one of your opponent's victory areas.
- 🛡️ **Sacred Guardian:** While this creature occupies a victory area, enemies do not score VP for occupying that victory area.

SPEED 5
HP 80
BLOOD -

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SPIRIT TROLL

Level 13 ♦ Troll

AC 24
FORT 21
REF 23
WILL 23

ATTACK POWERS

- Ⓢ **Claws:** +16 vs. Reflex; 20 damage.
- ⚡ **Spectral Rend:** +16 vs. Fortitude; 10 + 10 psychic damage AND target has Vulnerable 5 All (save ends).

GENERAL POWERS

- 👁️ **Insubstantial, Phasing**
- 🛡️ **Vulnerable 5 Psychic**
- ❑ **Spiritual Regeneration 10:** *Immediate action, when a living creature within 5 squares is destroyed:* Heal 10 HP.

SPEED 6
HP 65
BLOOD 30

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VOLO'S AND MORDENKAINEN'S FOES

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RUBY EYE

Level 10+ ♦ Construct

POWERS

- 👁️ **Look Through Gem:** This creature gains Blindsight 6.
- ❑ **Stop the Thief:** *Minor action:* (range 6, Stealth or Invisible enemy only) +12 vs. Reflex; 15 radiant damage.
- 👁️ **Steal the Eye:** Whenever this item is destroyed by an adjacent enemy, opponent scores +5 VP.
- 🔒 **Locked Item:** May not benefit from other powers.

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