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en's Foes 9/44 🔍 N



Vibrant Equinox: Minor action: Remove all conditions from this creature and allies within 3. SPEED New Growth: Minor Action: One square within 5 squares and other squares adjacent to it gain forest terrain.

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Inspired: +1 4 attack for each differently named Eladrin ally. If more than one ally has the same name, only count 1. BLOOD

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- Fey Step: Minor action: Teleport 6. Twilight Equinox: Use when this creature is destroyed: Allies that see it heal 10 HP. SPEED **Feywild Defense:** Use when this creature or an

6 adjacent ally is targeted by an attack: That target teleports 3 as an immediate action.

**Inspired:** +1 4 attack for each differently named Eladrin ally. If more than one ally has the same 75 name, only count 1.

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end of round.

Use at start of round: Spider creatures have +2

attack and +5 damage vs. Immobilized targets until

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U Web Caster: Attack action: One square this

creature can see within 6 gains web terrain.

CHAMPION POWERS

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SPEED

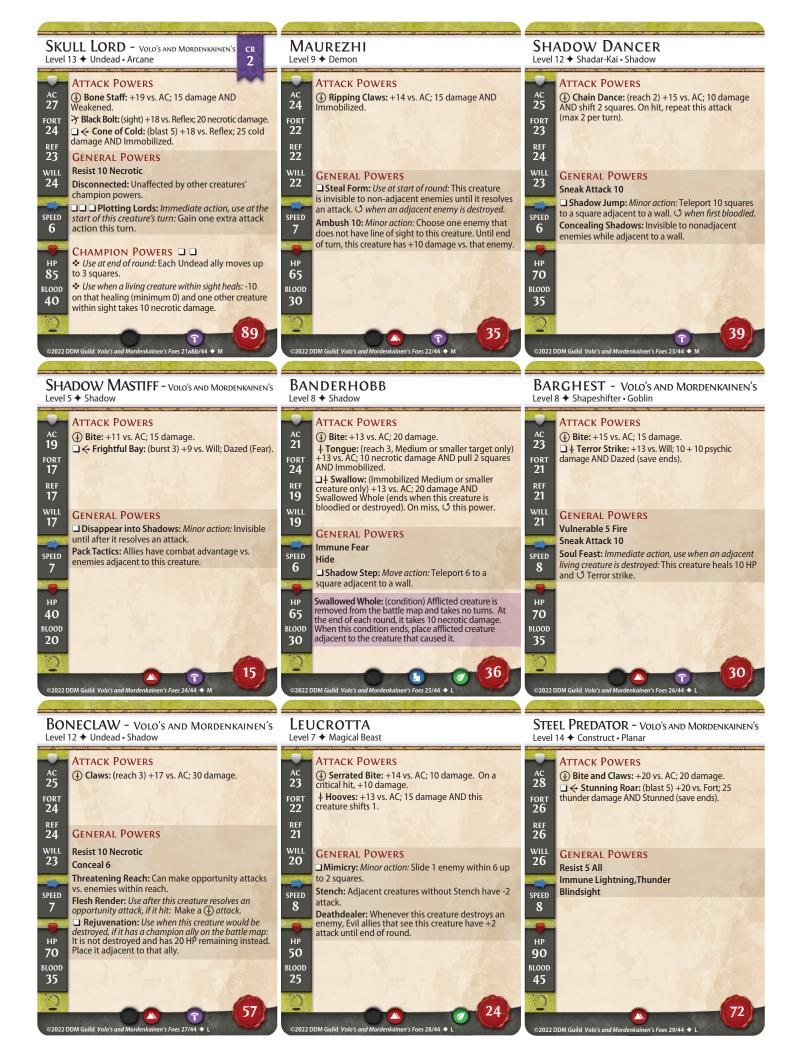
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BLOOD

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## Venom Troll Level 10 + Troll



## Ogre Bolt Launcher Level 9 🔶 Ogre



## Trapper Level 7 + Aberrant

## ATTACK POWERS

AC 18 Smother: +13 vs. Reflex; 10 Ongoing Damage AND Immobilized AND Blinded (save ends all, also ends if this creature is not adjacent). FORT 17

## **GENERAL POWERS**

#### witt Hide

<sup>REF</sup>

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16 Delayed Appearance: Starts off the battle map during setup

Ambush: Use when an enemy enters difficult SPEED terrain or a victory area, if this creature is off the battle map: Place this creature adjacent to that enemy and make a 4 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 BLOOD enemy within 5 up to 4 squares.

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## Alhoon

Level 15 + Mastermind • Mind Flayer • Undead

## ATTACK POWERS

- ас 25 () 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. AND Stunned.

> Phantasmal Killer: (sight) +17 vs. Will; 25 Ongoing Psychic Damage AND Dazed (save ends both).

#### SPEED **GENERAL POWERS** F6

Immune Dominated; Resist 10 Necrotic Blindsight

 Mirror Image: Use when this creature would be ΗP hit with  $a \downarrow or \nearrow$  attack: That attack is a miss, instead. 75

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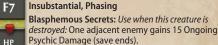
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## ALLIP

Level 8 + Undead

#### ATTACK POWERS ас 22 Maddening Touch: +12 vs. Reflex; 15 psychic damage > Whispers of Madness: (range 10) +11 vs. Will; FOR1 18 10 psychic damage AND Dazed. REF 20 +11 vs. Will; 10 psychic damage AND Stunned. On miss, 5 psychic damage only. will 20 **GENERAL POWERS** Resist 10 Necrotic, Poison

SPEED



# OGRE BATTERING RAM



□ Wrathful Fury: Attack action: Shift up to its speed, then make 1 ⊕ attack vs. each adjacent enemy. ♂ when first bloodied. SPEED Fearsome Presence: Adjacent enemies have -2 attack.

Inspired: +1 4 attack for each differently named Eladrin ally. If more than one ally has the same name, only count 1



Morkoth Level 15 + Aberrant • Aquatic

(save ends)

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WILL

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SPEED

F5

ΗP

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BLOOD

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**ATTACK POWERS** 

**GENERAL POWERS** 

occupying river terrain.

(+) Beak: +20 vs. AC; 20 damage.

10 damage AND Immobilized.

Tentacles: Minor action: (reach 2) +20 vs. AC;

→ Lightning Bolt: (line 10) +18 vs. Reflex; 30 lightning damage. On miss, 15 lightning damage.

Master of Currents: +4 speed and Hide while

gains smoke terrain until end of round.

map, victory areas gain river terrain.

Summon Fog: Use at start of round: River terrain

Flooded Lands: While this creature is on the battle

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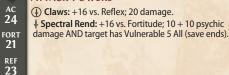
BLOOD

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## SPIRIT TROLL Level 13 + Troll

## **ATTACK POWERS**



#### WILL **GENERAL POWERS** 23

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BLOOD

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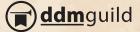
Insubstantial, Phasing Vulnerable 5 Psychic Spiritual Regeneration 10: Immediate action, SPEED 6

when a living creature within 5 squares is destroyed: Heal 10 HP



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FOES



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These cards are current as of September 1st, 2022.

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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