

©2022 DDM Guild Volo's and Mo

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.

6

ΗР

75

35

©2022 DDM Guild Volo's and Mor

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

1

nkainen's Foes 18/44

- 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.

1

n's Foes 19/44

ΗP

BLOOD

35

©2022 DDM Guild Volo's and Me

46

1

end of round.

Use at start of round: Spider creatures have +2

attack and +5 damage vs. Immobilized targets until

P

26

U Web Caster: Attack action: One square this

creature can see within 6 gains web terrain.

CHAMPION POWERS

46

SPEED

6

ΗP

50

BLOOD

25



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

^{REF}

3

ΗP

60

30

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.

> T 0

n's Foes 31/44 ♦ 1

21

73

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

Ŧ

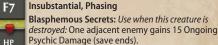
©2022 DDM Guild Volo's and Morde n's Foes 33/44 ★ M

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)

27

FORT

ref 25

WILL

29

SPEED

F5

ΗP

95

BLOOD

45

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

40

BLOOD

20

88

1

30

7

ΗP

75

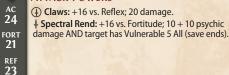
BLOOD

35



SPIRIT TROLL Level 13 + Troll

ATTACK POWERS



WILL **GENERAL POWERS** 23

ΗP

65

BLOOD

30

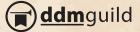
Insubstantial, Phasing Vulnerable 5 Psychic Spiritual Regeneration 10: Immediate action, SPEED 6

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



Design: Darien Stupack, Antti Kostiainen, Seppo Saarela Development: Louis Martineau, Bradley Shugg, D. Garry Stupack Special Thanks: DDM Guild's supporters, Wizards of the Coast

FOES



Dungeons & Dragons, D&D, D&D Miniatures, Wizards of the Coast are trademarks of Wizards of the Coast, Inc. and used with permission. All Wizards character names, and the distinct likenesses thereof are property of Wizards of the Coast, Inc. This material is protected under the copyright laws of the United States of America. © 2022 DDM Guild and Wizards of the Coast

This DDM Guild product contains no Open Game Content.

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

©2022 DDM Guild Volo's and Mordenkainen's Foes Item 1/1