

GIANT RAT FAMILIAR

Level 1 ♦ Beast • Aquatic

AC 14
FORT 12
REF 12
WILL 12
SPEED 5
HP 15
BLOOD 5

ATTACKS
⊕ **Little Incisors:** +8 vs. AC; 5 damage AND this creature may shift 1 square.

POWERS
Resist 5 Poison, Resist 5 Psychic
Hole in the Wall: Invisible to nonadjacent enemies when adjacent to a wall.
❑ **Familiar:** Use at set up: Choose an Arcane ally that has not been chosen by another creature with the Familiar power. Until end of battle, that Arcane ally may use its own space or this creature's space when checking line of sight to targets and when determining if target has ranged cover.

❖ Use with Monster Menagerie II: Rat

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KOBOLD SCALE FANATIC

Level 3 ♦ Kobold • Rage

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

ATTACKS
⊕ **Spike Club:** +5 vs. AC; 10 damage. +2 attack and +5 damage (maximum +10 damage) for each Rage ally within 4 squares of this creature.

POWERS
Immune Dominated
Expendable: Whenever there is a Dragon champion in this creature's warband: This creature is worth 0 VP when destroyed.
❑ **Inspired:** Use when starting a turn within 4 squares of a Dragon ally: +2 speed and +5 damage until end of round.

❖ Use with Monster Menagerie II: Kobold (spiked club)

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GOBLIN FOLK HERO

Level 5 ♦ Goblin • Stealth

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

ATTACKS
⊕ **Captured Mansword:** +11 vs. AC; 15 damage.

POWERS
❑ **Confidence:** Use when this creature hits with an attack: Heal 15 HP.
❑ **Clan Warcry:** Use at start of round: Goblin allies of level 5 or lower have +5 damage until end of round.
Natural Leader: Use when rolling initiative, if your opponent does not have a Champion on the battle map: Roll an extra d20 for initiative.
Wild Raiders: Warband Building: All Small Goblins are legal in your warband.

❖ Use with Monster Menagerie II: Goblin (sword)

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ROGUE LEADER

Level 4 ♦ Halfling • Stealth

CR 1

AC 17
FORT 15
REF 18
WILL 15
SPEED 6
HP 40
BLOOD 20

ATTACKS
⊕ **Tiny Dagger:** +10 vs. AC; 5 damage.
➤ **Red Stone:** (range 6) +12 vs. AC; 5 damage AND target immediately provokes an opportunity attack from one of this creature's allies (choose one ally adjacent to target).

POWERS
Sneak Attack 10: +10 damage vs. targets granting this creature combat advantage.
Low Shadows: Invisible to nonadjacent enemies when adjacent to a wall.

CHAMPION POWERS ❑
❖ Use when a halfling ally makes an attack or save: Roll 2d20 and use the higher result.
❖ Use at start of round: Until end of round, each Small ally has +5 damage.

❖ Use with Monster Menagerie II: Halfling Rogue

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BULLYWUG AMBUSER

Level 5 ♦ Aquatic • Bullywug • Primal

AC 18
FORT 16
REF 16
WILL 16
SPEED 5
HP 45
BLOOD 20

ATTACKS
⊕ **Spear:** +11 vs. AC; 10 damage.

POWERS
Swamp Dweller: While this creature occupies river terrain, enemies 6 or more squares away from it cannot trace line of sight to it.
Hop: Move action, once per turn: Moves up to its speed, with Flight.
Leaping Charge 5: +5 damage and Flight while charging.

❖ Use with Monster Menagerie II: Bullywug

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DROW SLAVER

Level 10 ♦ Drow • Aquatic

AC 23
FORT 21
REF 21
WILL 21
SPEED 7
HP 60
BLOOD 30

ATTACKS
⊕ **Deep Kraken Mancatcher:** +17 vs. AC; 10 damage AND Immobilized.
❑ **Ink Jet:** (line 3) +16 vs. Reflex; 5 acid damage AND Blinded.

POWERS
Immune Immobilized
Conceal 6
Constriction: Use at start of this creature's turn: Each adjacent Immobilized enemy takes 10 damage.
❑ **Ink Cloud:** Immediate action, use any time: Choose a square within 6 of this creature. Until the start of this creature's next turn, that square and each square adjacent to it gain smoke terrain.

❖ Use with Monster Menagerie II: Drow Elite Warrior

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ORC SIEGEHAMMER

Level 9 ♦ Orc • Rage

AC 19
FORT 21
REF 21
WILL 19
SPEED 7
HP 70
BLOOD 35

ATTACKS
⊕ **Fistknife:** +14 vs. AC; 10 damage.
⊕ **Siegehammer:** (can use while charging) +13 vs. Fortitude; 25 damage (Ignores Resist) AND push 1.

POWERS
Heavy Hammer: On natural attack rolls of 19 or 20, target is Dazed (hit or miss).
❑ **Punch:** Immediate action, when an adjacent enemy declares an attack; Make a Fistknife attack against that enemy.
Das Siegehammer: Move action, when adjacent to secret door terrain: An adjacent square of secret door terrain becomes clear terrain until end of battle.

❖ Use with Monster Menagerie II: Orc (hammer)

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GHOST TOMB STALKER

Level 6 ♦ Undead

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

ATTACKS
⊕ **Claw** +12 vs. AC; 10 damage AND immobilized.
⊕ **Bite:** Minor action: (Immobilized target only) +10 vs. AC; 10 damage AND Dazed.

POWERS
Resist 5 Necrotic
Sprint Attack +2 Speed while charging.
Grave Stench: (aura) Adjacent Living creatures have -2 attack.
Taste the Air: Use when a Living enemy is adjacent: Ignore Invisible and Ignore Conceal on that enemy.

❖ Use with Monster Menagerie II: Ghost

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HUMAN CLERIC

Level 8 ♦ Human • Divine

CR 2

ATTACKS

- ⚔ **Sword:** +12 vs. AC; 15 damage.
☞ **Hold Person:** (range 6) +11 vs. Will; Helpless.

POWERS

- ☞ **Holy Water:** *Minor Action.* An adjacent Undead enemy takes 10 damage.
☞ **Healing:** *Minor Action.* An adjacent ally heals 15 HP.

CHAMPION POWERS ☐ ☐

- ❖ *Use when an adjacent ally starts its turn:* End an effect or condition on that ally.
❖ *Use at start of round:* Until end of round, allies have +2 attack while within 5 of this creature.

AC 21
FORT 19
REF 18
WILL 20
SPEED 6

HP 45
BLOOD 20



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HUMAN MONK

Level 5 ♦ Human • Ki

ATTACKS

- ⚔ **Fist:** +12 vs. AC; 5 damage.
☞ **Ki Strike:** +11 vs. Fortitude; 15 damage AND Stunned.

POWERS

- Immune Stunned**
Leaping Charge 5: +5 damage and Flight while charging.
Mind Blank: *Use when this creature is targeted by an attack vs. Will;* +10 Will vs. that attack.

HP 40
BLOOD 20



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ELF AMBASSADOR

Level 7 ♦ Elf • Mastermind

CR 3

ATTACKS

- ⚔ **Dwarf Hammer:** +12 vs. AC; 15 damage.

POWERS

- Profound Diplomat:** While this creature is not bloodied, Dwarf creatures in your warband gain the Elf keyword and Elf creatures in your warband gain the Dwarf keyword.
Envoy: You may include one Elf creature in your warband from the Wild faction.

CHAMPION POWERS ☐ ☐ ☐

- ❖ *Use when this creature is targeted by an attack:* Redirect that attack to an adjacent Elf ally.
❖ *Use at start of an Elf Ally's turn:* Slide that ally up to 4 squares.
❖ *Use with Monster Menagerie:* Elf Fighter

AC 20
FORT 18
REF 18
WILL 18
SPEED 6

HP 45
BLOOD 20



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BUGBEAR STALKER

Level 9 ♦ Bugbear • Goblin • Stealth

ATTACKS

- ⚔ **Axe:** +14 vs. AC; 20 damage.

POWERS

- Sneak Attack 10:** +10 damage vs. targets granting this creature combat advantage.
Hide: If this creature has ranged cover other than from intervening creatures vs. a nonadjacent enemy, it is Invisible to that enemy.

HP 70
BLOOD 35



❖ *Use with Monster Menagerie:* Bugbear (Axe)

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SAHUAGIN WARLEADER

Level 9 ♦ Sahuagin • Divine • Aquatic

CR 1

ATTACKS

- ⚔ **Trident:** +14 vs. AC; 20 damage.
☞ **Net:** (range 3) +14 vs. Reflex; Stunned.

POWERS

- Scout**
Bloodfrenzy: +5 damage while bloodied.
Warleader: (aura) Sahuagin allies within 5 squares of this creature have +2 attack.

CHAMPION POWERS ☐

- ❖ *Use at start of round:* Non-good Aquatic allies move up to their speed.
❖ *Use when an aquatic ally damages a bloodied enemy:* +20 damage on that attack.
❖ *Use with Monster Menagerie:* Sahuagin

AC 22
FORT 20
REF 20
WILL 20
SPEED 6

HP 60
BLOOD 30



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KOBOLD KING

Level 10 ♦ Kobold • Stealth

CR 2

ATTACKS

- ⚔ **Axe:** +15 vs. AC; 20 damage AND this creature may shift one square.
☞ **Sling:** (range 10) +17 vs. AC; 10 damage.

POWERS

- Kobold King:** Each Kobold ally has +5 damage.
Sneak Attack 10: +10 damage vs. targets granting this creature combat advantage.
☞ **Intuitive Dodge:** *Use when this creature is targeted with a < or > attack:* Slide this creature 3 squares.

CHAMPION POWERS ☐ ☐

- ❖ *Use at start of round:* Each Kobold ally gains Sneak Attack 10 until end of round.
❖ *Use when this creature is targeted by an attack:* The attack targets an adjacent Kobold ally instead.
❖ *Use with Monster Menagerie:* Kobold (axe)

AC 23
FORT 21
REF 21
WILL 20
SPEED 6

HP 65
BLOOD 30



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GOBLIN FANATIC

Level 6 ♦ Goblin • Bane • Rage

ATTACKS

- ⚔ **Rune Axe:** +11 vs. AC; 15 damage.
☞ **Bloodrage:** +10 vs. AC; 15 damage AND repeat this attack against a different target (once per turn).
☞ *whenever this creature starts a turn bloodied.*

POWERS

- ☞ **Headstrike:** *Use when this creature makes an attack with combat advantage:* The attack is an automatic hit and a critical hit.

CHAMPION POWERS ☐ ☐ ☐

- ❖ *Use with Monster Menagerie:* Goblin (axe)

AC 17
FORT 17
REF 17
WILL 17
SPEED 7

HP 45
BLOOD 20



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ORC SIEGE BOSS

Level 11 ♦ Orc • Martial

CR 2

ATTACKS

- ⚔ **Orc Bossblade:** +18 vs. AC; 15 damage AND until end of battle, Orcs have +2 attack vs. target.
☞ **Fistknife:** *Minor action:* +16 vs. AC; 10 damage.

POWERS

- War Boss:** (aura 5) Each non-champion Orc ally within 5 squares of this creature has +2 attack.
Siege Boss: Each Orc ally has +5 damage vs. constructs and objects.

CHAMPION POWERS ☐ ☐

- ❖ *Use at start of round:* Each Orc and Ogre ally moves up to its speed.
❖ *Use when an Orc ally hits with a < attack:* That ally may repeat that attack as a free action.
❖ *Use with Monster Menagerie:* Orc (sword)

AC 22
FORT 22
REF 22
WILL 22
SPEED 6

HP 75
BLOOD 35



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BUGBEAR FINISHER

Level 11 ♦ Bugbear • Goblin

ATTACKS

AC 22
FORT 22
REF 22
WILL 22

⚔ Executioner's Axe: +16 vs. AC; 20 damage.
☐ ⚔ Fearful Visage: *Minor action*: (range 6, level 10 or lower target) +14 vs. Will; Immobilized. ☹ as a move action.

POWERS

Easy Kill: +10 damage vs. Immobilized targets.
Finisher 10: +10 damage vs. Bloodied enemies.
Sneak Attack 10: +10 damage vs. targets granting this creature combat advantage.

HP 75
BLOOD 35

Use with Monster Menagerie II: Bugbear (Battleaxe)

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HOBGOBLIN HERO

Level 9 ♦ Hobgoblin • Bane

ATTACKS

AC 23
FORT 20
REF 20
WILL 20

⚔ Masterwork Longsword: +14 vs. AC; 15 damage AND 10 ongoing damage on critical hit.

POWERS

Fast Shield 10: Use when an enemy makes a ⚔ attack vs. AC: This creature or an adjacent Champion ally gains Resist 10 All vs. that attack.
☐ Into the Breach: Use at start of turn: This creature may take an extra attack action this turn.

HP 65
BLOOD 30

Use with Monster Menagerie II: Hobgoblin (sword and shield)

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HOBGOBLIN CHAMPION

Level 11 ♦ Hobgoblin • Bane

CR 1

ATTACKS

AC 23
FORT 21
REF 21
WILL 21

⚔ Twin Katanas: (make two attacks) +16 vs. AC; 15 damage AND 10 ongoing damage on critical hit.

POWERS

Fortified 15: Resist 15 All vs. critical hits.
Awareness: May make an opportunity attack when an adjacent enemy shifts.

CHAMPION POWERS ☐

Use when a Hobgoblin damages an enemy with a ⚔ attack: As a free action, it repeats the attack.
Use at start of round: Until end of round, each hobgoblin ally has +1 to attack for each Hobgoblin in your warband that that has not yet taken a turn this round.
Use with Monster Menagerie II: Hobgoblin (two swords)

HP 70
BLOOD 35

Use with Monster Menagerie II: Hobgoblin (two swords)

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ORCSPAWN OUTCAST

Level 3 ♦ Half-Orc • Primal

ATTACKS

AC 12
FORT 14
REF 12
WILL 12

⚔ Mallet: +10 vs. AC; 10 damage.

POWERS

Humanoid Bane 10: +10 damage vs. Kobold, Orc, Goblin, and Hobgoblin enemies.
Learns by Example: Whenever this creature is in a warband with a Human champion, it gains the Human keyword; whenever this creature is in a warband with an Orc Champion, it gains the Orc keyword.

HP 40
BLOOD 20

Use with Monster Menagerie II: Half-Orc Barbarian

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GNOLL RAGE SPAWNER

Level 10 ♦ Gnoll • Demon • Rage

ATTACKS

AC 20
FORT 22
REF 22
WILL 22

⚔ Demonic Bite: +15 vs. AC; 20 damage.
⚔ Raging Attack: +13 vs. AC; 15 damage AND repeat this attack. ☹ when a new gnoll ally joins your warband.

POWERS

Bring it down!: Gnoll and demon allies have +2 attack vs. Bloodied enemies.
☐ Blood Cackle: Use when a gnoll ally destroys a living enemy: Each Gnoll ally and each Gnoll enemy has +2 attack until end of battle.
☐ ☐ Spawn: Use when a Gnoll ally destroys a living enemy: Add a new Gnoll or Demon ally worth 5 VP or less to your warband. The new ally is considered to have taken its turn this round, and is placed in the space occupied by the destroyed enemy.

HP 80
BLOOD 40

Use with Monster Menagerie II: Gnoll

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GNOLL FLAILBEARER

Level 12 ♦ Gnoll • Divine

CR 1

ATTACKS

AC 22
FORT 22
REF 22
WILL 24

⚔ Ripping Bite: +17 vs. AC; 20 damage.
☐ ☐ Demonflail: (attack target twice) +18 vs. AC; 15 damage. ☹ when this creature destroys an enemy.

POWERS

Immune Dazed
Flail Aura: (aura 5) Gnolls within aura have +2 ⚔ attack and are Immune Dazed.
☐ Flailstrike: Use when this creature hits with a Demonflail attack: Each Gnoll ally and each Rage ally within 5 squares of this creature makes a ⚔ attack as a free action.

CHAMPION POWERS ☐

Use at start of turn: Until end of round, enemy Champion powers do not function with 5 squares of this creature.

HP 80
BLOOD 40

Use with Monster Menagerie II: Gnoll (Flail)

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BLACK WIZARD

Level 13 ♦ Human • Arcane

ATTACKS

AC 26
FORT 24
REF 24
WILL 28

⚔ Magestaff: +16 vs. AC; 15 damage.
☐ ⚔ Soul Drain: (range 6) +20 vs. Fortitude; 15 ongoing necrotic damage (until end of battle).
☠ Blue Flame Blast: (radius 1, nearest) +18 vs. AC; 10 fire + 10 necrotic damage AND this creature heals 5 HP for each target destroyed.

POWERS

Resist 10 necrotic
Blindsight: Ignores Invisible; Ignores Conceal.
Necromancy: Undead allies have +2 attack.
☐ Teleport: Move action: Place this creature in a square it can see.

HP 70
BLOOD 35

Use with Monster Menagerie II: Human Wizard

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SEA HAG

Level 6 ♦ Hag • Aquatic

ATTACKS

AC 16
FORT 14
REF 14
WILL 20

⚔ Hag Pinch: +12 vs. AC; 5 damage AND 5 ongoing necrotic damage.
⚔ Death Glare: (range 4) +9 vs. Will; 20 damage.
☐ ☠ Entangle: (radius 1 within 6) +9 vs. Will; Immobilized AND 5 ongoing damage (save ends both).

POWERS

Conceal 11
Covenwork: +2 attack whenever this creature has at least two hag allies within 10 squares.
Water Attuned: +2 attack vs. targets adjacent to river terrain.

HP 35
BLOOD 15

Use with Monster Menagerie II: Hag (Aquatic)

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BRASS WYRMLING

Level 6 ♦ Dragon • Fire

CR 1

ATTACKS

Ⓡ **Bite:** +13 vs. AC; 5 + 5 fire damage.

☐ **Sleep Breath:** (blast 3) +9 vs. Fortitude; Helpless (save ends, or ends when target takes damage).

☐ **Fire Breath:** (line 4) +12 vs. AC; 10 fire damage.

POWERS

Resist 10 Fire

SPEED
F6

CHAMPION POWERS ☐

❖ Use when this creature ends a round in your opponent's start area: Score 5 VP.

❖ Use when this creature ends a round next to an enemy worth 12 VP or less: Roll 1d20. On an 11+, eliminate both creatures (score normally).

❖ Use with Monster Menagerie II: Brass Dragon Wyrmling

HP
40
BLOOD
20



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WHITE WYRMLING

Level 5 ♦ Dragon • Cold

CR 1

ATTACKS

Ⓡ **Bite:** +10 vs. AC; 5 + 5 cold damage.

☐ **Cold Breath:** (blast 3) +9 vs. AC; 10 cold damage.

POWERS

Resist 10 Cold

Kinship: +2 attack whenever adjacent to an ally with the Cold OR Dragon keywords, or +3 if the ally has both.

SPEED
F6

CHAMPION POWERS ☐

❖ Use at start of turn: This creature and each ally within 3 gains Resist 5 Fire until end of round.

❖ Use when an enemy takes cold damage: Target is also Immobilized.

❖ Use with Monster Menagerie II: White Dragon Wyrmling

HP
40
BLOOD
20



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BLACK PUDDING

Level 10 ♦ Ooze • Acid

ATTACKS

Ⓡ **Slam:** (reach 2) +14 vs. AC; 10 + 10 acid damage AND 10 ongoing acid damage.

POWERS

Phasing

Immune Acid

Immune Cold

Lightning Cured: Whenever this creature would take lightning damage: It heals 5 HP instead.

Blindsight: Ignores Conceal, Ignores Invisible.

Ooze: Takes half damage from Ⓡ and Ⓢ attacks.

Sight 8: Its line of sight ends after 8 squares.

Spider Climb: Use when this creature starts a turn adjacent to a wall: This creature has flight until end of turn.

SPEED
4

HP
50
BLOOD
25



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BERSERK CLAY GOLEM

Level 11 ♦ Construct • Demon • Rage

ATTACKS

Ⓡ **Clay Fists:** +16 vs. AC; 20 damage.

POWERS

Acid Cured: Whenever this creature would take acid damage: It heals 5 HP instead.

Possessed: Whenever it starts a turn without line of sight to a Demon ally: Confused until end of turn.

Kill-Kill-Kill: Use whenever this creature starts a turn adjacent to an enemy: Make a Clay Fists attack with combat advantage against each adjacent enemy and each adjacent ally.

SPEED
6

HP
70
BLOOD
-



❖ Use with Monster Menagerie II: Clay Golem

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HELLRAIDER HIPPOGRIFF

Level 9 ♦ Beast • Celestial

ATTACKS

Ⓡ **Claws:** +14 vs. AC; 10 + 5 radiant damage.

☐ **Ripping Beak:** Minor action: +14 vs. AC; 10 damage. Ⓢ as a move action.

POWERS

Charger: When this creature resolves a charge: Its rider can make a Ⓡ attack against the target of the charge, at +10 damage, as a free action.

Trained Mount: May have a Good, Medium-sized Human or Dwarf as a rider.

☐ **Radiant Burst:** Use at start of turn: This creature and adjacent allies Heal 10 HP; adjacent enemies take 5 radiant damage.

SPEED
F7

HP
60
BLOOD
30



❖ Use with Monster Menagerie II: Hippogriff

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ANCIENT IRON GOLEM

Level 12 ♦ Construct

ATTACKS

Ⓡ **Rusty Blade:** (may use on charge) +17 vs. AC; 25 damage.

POWERS

Resist 10 Cold

Resist 20 Fire

Immune Poison

Immune Psychic

Delayed Appearance: Starts off the battlemap.

☐ **Arise from Buried:** Use at start of any round: Place this creature adjacent to, but not occupying, a victory area.

Leaks Noxious Gas: Allies and enemies that start their turn adjacent to this creature take 5 poison damage.

SPEED
4

HP
80
BLOOD
-



❖ Use with Monster Menagerie II: Iron Golem

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PLANETAR

Level 13 ♦ Celestial • Angel • Planar

ATTACKS

Ⓡ **Holysword:** +18 vs. AC; 15 + 10 radiant damage.

☐ **Godstorm:** (sight, radius 2) +22 vs. Reflex; 10 radiant + 10 fire damage AND Slide 1 AND -2 attack until end of round.

POWERS

Resist 5 All

Dependent: Whenever this creature does not have a Good ally in their warband; lose Resist All.

☐ **Heal:** Minor action: An adjacent ally heals 20 HP and loses all conditions affecting it.

SPEED
F8

HP
75
BLOOD
35



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STONE GOLEM GUARDIAN

Level 12 ♦ Construct

ATTACKS

Ⓡ **Stone Fist:** (reach 2) +17 vs. AC; 20 damage.

Ⓢ **Slow:** Minor action: (range 2) +17 vs. Will; Slowed (save ends)

POWERS

Resist 10 Cold

Resist 10 Fire

Immune Poison

Immune Psychic

Scout

Solid Footing: Ignores Push, Pull and Slide effects.

Guardian: Use with Stone Fist, when this creature occupies a victory area: Hit or miss, make another Stone Fist attack (maximum once per turn).

SPEED
5

HP
90
BLOOD
-



❖ Use with Monster Menagerie II: Stone Golem

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WORG LEADER

Level 10 ♦ Beast • Primal

AC 18
FORT 24
REF 20
WILL 20
SPEED 8
HP 80
BLOOD 40

ATTACKS
Ⓢ **Ripping Maw:** +15 vs. AC; 15 damage AND 5 ongoing damage.

POWERS
❑ **Worg Howl:** *Minor Action:* Each Living enemy of level 5 or less takes 5 ongoing psychic damage. A creature who saves against Worg Howl ignores the Worg Howl power until the end of battle.
Trained Mount: Can have a Medium or smaller Orc or Goblin Champion as a Rider.
❑ **Pinning Attack:** Use when this creature hits with a Ⓢ attack: Target is also Immobilized and grants Combat Advantage to adjacent enemies (save ends both; effect also ends if this creature moves).
Blindsight: Ignores Conceal; Ignores Invisible.

❖ Use with Monster Menagerie II: Worg

GALEB DUHR

Level 10 ♦ Earth • Primal

AC 20
FORT 26
REF 16
WILL 20
SPEED 4
HP 40
BLOOD 20

ATTACKS
Ⓢ **Bash:** +15 vs. AC; 15 damage.
❑ Ⓢ **Animate Boulder:** (range 12, target adjacent to statue terrain or difficult terrain) +15 vs. AC; 15 damage. Ⓢ as a move action.

POWERS
Resist 15 All
Immune Petrified
Tremorsense: Ignores Conceal on creatures without Flight; Treats invisible creatures without Flight as visible.
Momentum: Use while charging if this creature moves at least 4 squares during the charge: +2 attack +10 damage on that charge.

❖ Use with Monster Menagerie II: Galeb Duhr

MIND FLAYER ENSLAVER

Level 10 ♦ Mind Flayer • Psionic • Unique

AC 24
FORT 20
REF 22
WILL 26
SPEED F6
HP 60
BLOOD 30

ATTACKS
Ⓢ **Tentacles:** +14 vs. AC; 15 damage.
❑ Ⓢ **Dominate:** *Minor action:* (range 5, Stunned target only) +15 vs. Will; Dominated (save ends) AND target loses the Stunned condition.
❑ Ⓢ **Mind Blast:** (blast 5) +15 vs. Will; Stunned.

POWERS
Resist 10 Psychic
Brain Eater: *Immediate action, when this creature destroys an enemy with a Ⓢ attack:* Heal 10 HP.
❑ ❑ ❑ **Psi Pool:** Use at start of this creature's turn, once per turn: Ⓢ Dominate or Mind Blast.
Thralls: Warband Building: You may include two creatures from the Borderlands faction in your warband.

❖ Use with Monster Menagerie II: Mind Flayer

MIND FLAYER SKIRMISHER

Level 10 ♦ Mind Flayer • Psionic • Unique

AC 25
FORT 22
REF 22
WILL 25
SPEED 6
HP 65
BLOOD 30

ATTACKS
Ⓢ **Tentacles:** +16 vs. AC; 15 damage.
❑ Ⓢ **Focused Mind Blast:** *Minor action:* (range 5) +15 vs. Will; Stunned (save ends).
❑ Ⓢ **Psi Claw:** +16 vs. AC; 10 + 10 psychic damage AND 10 ongoing psychic damage.

POWERS
Resist 10 Psychic
Brain Eater: *Immediate action, when this creature destroys an enemy with a Ⓢ attack:* Heal 10 HP.
❑ **Psi-step:** *Immediate action, when damaged by an attack, or at start of this creature's turn:* Teleport 6.
❑ ❑ ❑ **Psi Pool:** Use at start of this creature's turn, once per turn: Ⓢ Focused Mind Blast or Psi Claw.

Are you sure that's a mind flayer?
I thought they let their slaves fight for them...

❖ Use with Monster Menagerie II: Mind Flayer (claw)

TIEFLING WARLOCK LORD

Level 13 ♦ Tiefling • Arcane • Unique

CR 2

AC 26
FORT 25
REF 25
WILL 26
SPEED F6
HP 80
BLOOD 40

ATTACKS
Ⓢ **Eldritch Ray:** (sight) +18 vs. AC; 20 damage.

POWERS
Resist 10 Fire
Possess Ally: *Full turn action.* Until start of this creature's next turn it is Dazed. Choose an ally within 5 squares of this creature that has not taken a turn this round. That ally makes an Eldritch Ray attack, as if it had that power, then it is considered to have taken a turn for this round.
Agonizing Blast: +10 damage vs. Living targets.

CHAMPION POWERS ❑ ❑
❖ Use when a Beast or Demon ally damages an enemy: +15 necrotic damage on that attack.
❖ Use at start of round: Tiefling and Elemental allies have +2 attack and +5 damage until end of round.

❖ Use with Monster Menagerie II: Tiefling Warlock

YOUNG GRICK

Level 4 ♦ Beast • Aberration

AC 16
FORT 13
REF 13
WILL 17
SPEED 6
HP 30
BLOOD 15

ATTACKS
Ⓢ **Tentacle Grab:** (roll 2d20 and use the higher) +8 vs. AC; 10 damage.
Ⓢ **Beak:** *Minor action, only if this creature hit with tentacle grab this turn:* +10 vs. AC; 10 damage.

POWERS
Resist 5 All
Fade to Stone: Invisible to nonadjacent enemies when occupying difficult terrain.

❖ Use with Monster Menagerie II: Grick

HALF GOLD DRAGON SORCERER

Level 15 ♦ Dragon • Arcane

AC 28
FORT 26
REF 28
WILL 28
SPEED F6
HP 75
BLOOD 30

ATTACKS
Ⓢ **Smiting Rod:** +19 vs. AC; 5 +15 radiant damage.
Ⓢ **Rimefire:** (minor action, once per turn, range 9) +19 vs. Fortitude; 10 cold + 10 fire damage.
Ⓢ **Bigby's Hand:** (sight) +20 vs. AC; 15 damage OR Choose 1 of: ❑ 25 damage AND Push 3, ❑ 10 ongoing damage AND Immobilized (save ends both).
❑ Ⓢ **Mixed Breath:** (blast 4) +17 vs. Reflex; 20 fire damage AND Weakened.

POWERS
Resist 10 Fire
❑ ❑ **Mirror Image:** Use when this creature is hit by a Ⓢ or Ⓢ attack: That attack is a miss, instead.

❖ Use with Monster Menagerie II: Half Gold Dragon Sorcerer

GOLD WYRMLING

Level 8 ♦ Dragon • Fire

CR 1

AC 23
FORT 21
REF 21
WILL 19
SPEED F8
HP 50
BLOOD 25

ATTACKS
Ⓢ **Bite:** +13 vs. AC; 10 + 10 fire damage.
❑ Ⓢ **Weakness Breath:** (blast 3) +12 vs. Fortitude; Weakened.
Ⓢ **Fire Breath:** (blast 3) +13 vs. AC; 15 fire damage.

POWERS
Resist 15 Fire
Kinship: +2 attack whenever adjacent to a Good ally or a Dragon ally, or +3 if the ally is both.

CHAMPION POWERS ❑
❖ Use when an enemy declares an opportunity attack: That attack misses.
❖ Use at start of round: Players score double VP for occupying victory areas this round.

❖ Use with Monster Menagerie II: Gold Dragon Wyrmling

RED DRAGON WYRMLING

Level 7 ♦ Dragon • Fire

CR 1

ATTACKS

- ⊕ **Bite:** +12 vs. AC; 10+5 fire damage.
↵ **Fire Breath:** (blast 3) +10 vs. AC; 15 fire damage.

AC 20
FORT 20
REF 18
WILL 18

POWERS

- Resist 15 Fire
Kinship: +2 attack whenever adjacent to an ally with the Fire or Dragon keywords, or +3 if the ally has both.

SPEED F7

CHAMPION POWERS

- ❖ **Use when a Dragon charges an enemy:** +5 damage on that dragon's attack.
❖ **Use when an enemy takes fire damage:** That enemy also has 5 ongoing fire damage.

HP 50
BLOOD 20



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YOUNG BLACK DRAGON

Level 10 ♦ Dragon • Stealth

CR 1

ATTACKS

- ⊕ **Bite:** +16 vs. AC; 10+10 acid damage.
↵ **Acid Breath:** (line 5) +16 vs. AC; 15 acid damage.

AC 23
FORT 21
REF 21
WILL 21

POWERS

- Resist 10 Acid
❑ **Deep Darkness:** *Minor action:* Until start of this creature's next turn, it may not attack or be attacked.
Acid Splash: *Use after missing with Acid Breath, if the d20 roll was 11+:* The target takes 5 acid damage.

SPEED F7

CHAMPION POWERS

- ❖ **Use when an enemy takes acid damage:** That enemy also takes 10 ongoing acid damage.
❖ **Use when an ally takes damage:** That ally moves up to its speed as an immediate action.

HP 60
BLOOD 30



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GYNOSPHERIX

Level 12 ♦ Magical Beast • Arcane

CR 1

ATTACKS

- ⊕ **Claw:** +19 vs. AC; 15 damage.
❑ ❑ **Compelling Riddle:** (blast 4) +18 vs. Will; 15 ongoing psychic damage AND Confused (save ends both).

AC 24
FORT 22
REF 22
WILL 28

POWERS

- Resist 10 Psychic
Immune Confused
Blindsight: Ignores Invisible; Ignores Conceal.
❑ **Banish:** *Minor action:* An Angel, Demon, Devil, Immortal or Planar enemy within 6 of this creature takes 20 ongoing damage.
❑ **Invisibility:** *Minor action:* This creature or an adjacent ally is Invisible until it resolves an attack.

SPEED F6

HP 80
BLOOD 40



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ANDROSPHINX

Level 13 ♦ Magical Beast • Divine

CR 2

ATTACKS

- ⊕ **Claw:** +19 vs. AC; 20 damage.
↵ **Roar:** (blast 5) +18 vs. Will; 15 psychic damage. *Hit or miss, this creature takes 10 damage.*
❑ ❖ **Flamestrike:** (radius 1 within sight) +16 vs. Reflex; 20 fire damage.

AC 27
FORT 27
REF 25
WILL 25

POWERS

- Resist 15 Psychic,
Immune Immobilized
Blindsight: Ignores Invisible; Ignores Conceal.
❑ ❑ **Fury 10:** *Use at start of turn if this creature is damaged:* +10 damage until end of turn.
❑ **Blood Fury 10:** *Use at start of turn if this creature is bloodied:* +10 damage until end of turn.
Lord Sire: This creature has the Dragonne keyword if it has Dragonne allies in its warband.

SPEED F6

HP 100
BLOOD 50



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THE XANATHAR

Level 14 ♦ Beholder • Mastermind • Unique

CR 4

ATTACKS

- ⊕ **Toothy Maw:** +16 vs. AC; 15 damage.
➤ **Eye Ray Barrage:** *Minor action:* (sight) +18 vs. Reflex; 5 cold + 5 fire + 5 necrotic damage.
↵ **Aegis Eyes:** *Minor action:* (blast 3) +18 vs. Will; Dazed. *Dazed targets are Stunned, instead.*

AC 27
FORT 25
REF 24
WILL 27

POWERS

- Antimagic:** (aura 8) Ignores invisible within aura; Arcane enemies have -4 attack while in aura.
Sneak Attack 10: +10 damage vs. targets granting this creature combat advantage.
❑ ❑ **Disintegration:** *Use with Eye Ray Barrage:* Target also has ongoing 20 damage.

SPEED 4

CHAMPION POWERS

- ❖ **Use at start of round:** Medium and Small Stealth allies have +5 damage until end of round.
❖ **Use at start of any turn:** Slide a creature 3 squares.
❖ **Use with Monster Menagerie:** Beholder

HP 90
BLOOD 45



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THE XANATHAR (EPIC)

Level 19 ♦ Beholder • Mastermind • Unique

CR 4

ATTACKS

- ⊕ **Toothy Maw:** +22 vs. AC; 15 damage.
➤ **Eye Ray Barrage:** *Minor action:* (sight) +22 vs. Reflex; 10 + 10 cold + 10 fire damage.
↵ **Aegis Eyes:** *Minor action:* (blast 3) +22 vs. Fortitude; Dazed. *Dazed targets are Helpless, instead.*

AC 32
FORT 30
REF 28
WILL 32

POWERS

- Antimagic:** (aura 10) Ignores invisible within aura. Arcane enemies have -4 attack while in aura.
Sneak Attack 10: +10 damage vs. targets granting this creature combat advantage.
❑ ❑ **Disintegration:** *Use with Eye Ray Barrage:* Target also has ongoing 20 damage.

SPEED 4

CHAMPION POWERS

- ❖ **Use at start of round:** Stealth allies have +2 attack and +10 damage until end of round.
❖ **Use at start of any turn:** Slide a creature 3 squares.
❖ **Use with Monster Menagerie:** Beholder

HP 150
BLOOD 75



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WARHORSE

Level 6 ♦ Beast

ATTACKS

- ⊕ **Hooves:** +13 vs. AC; 15 damage.

AC 22
FORT 18
REF 18
WILL 18

POWERS

- Trained Mount:** Can have a Medium or smaller Elf or Human ally as a rider.
Charger: *When this creature resolves a charge:* Its rider can make a ⊕ attack against the target of the charge, at +10 damage, as a free action.

SPEED 8

HP 45
BLOOD 20



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MONSTER MENAGERIE II

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Special Thanks: DDM Guild's supporters; Kierin Chase and Peter Lee at Wizards of the Coast.



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These cards are current as of September 15, 2017.