

## MAGMIN BLAZER

Level 5 ♦ Elemental • Fire

AC 18  
FORT 16  
REF 16  
WILL 16

**ATTACKS**  
⊕ **Fiery Touch:** +10 vs. Reflex; 10 fire damage AND 5 ongoing fire damage (save ends).

**POWERS**  
**Immune Fire**  
❑ **Blaze of Glory:** *Immediate action, on this creature's turn:* Each adjacent ally and each adjacent enemy takes 20 fire damage. Then, destroy this creature.  
**Illuminator:** Allies and enemies within 6 squares of this creature are not invisible.

SPEED 5

HP 30  
BLOOD 15

❖ Use with Monster Menagerie III: Magmin

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## MAGMA MEPHIT

Level 5 ♦ Elemental • Fire • Earth

AC 20  
FORT 18  
REF 16  
WILL 16

**ATTACKS**  
⊕ **Claw:** +12 vs. AC; 10 damage.  
☞ **Ignan Breath:** (blast 3) +10 vs. Reflex; 10 fire damage AND 5 ongoing fire damage. Hit or miss, each square adjacent to this creature gains smoke terrain until the start of its next turn.

**POWERS**  
**Resist 15 Fire**  
❑ **Magma Tube:** *Move action:* Move up to current speed with Burrow.  
❑ **Vesuvian Burst:** *Immediate action, whenever destroyed:* Each adjacent ally and each adjacent enemy takes 5 fire damage.

SPEED F5

HP 35  
BLOOD 15

❖ Use with Monster Menagerie III: Mephit - Red

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## MUD MEPHIT

Level 5 ♦ Elemental • Aquatic • Earth

AC 20  
FORT 18  
REF 16  
WILL 16

**ATTACKS**  
⊕ **Claw:** +12 vs. AC; 10 damage.  
☞ **Mud Slinger:** (range 3) +10 vs. Fortitude; Immobilized (save ends).

**POWERS**  
❑ **Disguise Self:** *Use during Setup:* This creature is invisible until it resolves an attack.  
❑ **Death Burst:** *Immediate action, whenever destroyed:* Each adjacent ally and each adjacent enemy is Slowed.  
**Gathering Mud:** *Minor action, when adjacent to, but not occupying, river terrain:* This creature heals 5 HP.

SPEED B5

HP 40  
BLOOD 15

❖ Use with Monster Menagerie III: Mephit - Brown

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## STIRGE

Level 3 ♦ Vermin

AC 19  
FORT 14  
REF 16  
WILL 14

**ATTACKS**  
⊕ **Proboscis:** +9 vs. AC; 5 damage AND 5 ongoing damage (save ends).

**POWERS**  
**Swooper:** +5 attack when charging a non-Flying target.  
**Blood Siphon:** *Use at the end of this creature's turn:* One adjacent enemy with ongoing damage takes 5 damage.  
**Hide:** If this creature has ranged cover other than from intervening creatures vs. a nonadjacent enemy, it is Invisible to that enemy.

SPEED F6

HP 30  
BLOOD 15

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## GAZER

Level 4 ♦ Beholder

AC 14  
FORT 14  
REF 15  
WILL 15

**ATTACKS**  
☞ **Eye Ray:** *Minor action:* (range 6) +10 vs. Reflex; Roll 1d20 and apply the effect listed:  
1-5: 10 cold damage  
6-10: 5 psychic damage  
11-15: Dazed  
16-20: Slide target up to 2 squares

**POWERS**  
**Inspired Mover:** *Minor action:* Moves up to its current speed.  
**Beholder Enhanced:** +5 damage when in a warband with a Beholder ally.

SPEED F4

HP 35  
BLOOD 15

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## GOBLIN WITH TORCH

Level 3 ♦ Goblin • Arcane

AC 15  
FORT 14  
REF 14  
WILL 16

**ATTACKS**  
⊕ **Torch:** +10 vs. AC; 5 fire damage.  
☞ **Spitfire:** (range 4) +10 vs. Reflex; 10 fire damage AND 5 ongoing fire damage.

**POWERS**  
**Illuminator:** Enemies and allies within 6 squares of this creature are not invisible.  
❑ **Alchemy:** *Attack action:* Choose one of Acid, Poison or Fire. An adjacent Goblin ally gains +5 damage of the type chosen on ⊕ attacks until end of battle.

**CHAMPION POWERS** ❑  
❖ *Use at the end of round:* Destroy a Goblin in your warband. Each ally and each enemy adjacent to the space last occupied by that Goblin takes 5 acid, 5 poison and 5 fire damage.

SPEED 6

HP 30  
BLOOD 15

❖ Use with Monster Menagerie III: Goblin

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## KOBOLD TAUNTER

Level 3 ♦ Kobold • Stealth

AC 17  
FORT 15  
REF 15  
WILL 15

**ATTACKS**  
⊕ **Sword:** +9 vs. AC; 10 damage.

**POWERS**  
**Sneak Attack 5**  
**Taunt:** *Attack action, when adjacent to an enemy:* Shift up to 3 squares, then pull that enemy up to 3 squares. Enemies with a Will defense of 20 or greater are immune.

SPEED 6

HP 30  
BLOOD 15

❖ Use with Monster Menagerie III: Kobold

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## GNOLL WITH TWO SWORDS

Level 6 ♦ Gnoll • Rage

AC 15  
FORT 15  
REF 13  
WILL 13

**ATTACKS**  
⊕ **Two Blades of the Beastmaster:** +10 vs. AC; 15 damage.

**POWERS**  
**Strength in Numbers 1:** Increase your warband's creature limit by 1.  
**Beastmaster:** (Aura 5) Beast allies in aura have +2 attack.  
**Pack Attack:** *Immediate action, when a Beast ally resolves a ⊕ attack vs. an adjacent enemy:* Make a ⊕ attack vs. that enemy.

SPEED 7

HP 55  
BLOOD 25

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## KUO-TOA - MANCATCHER

Level 8 ♦ Kuo-Toa • Aquatic • Rage

AC 22  
FORT 20  
REF 20  
WILL 20  
SPEED 6  
HP 60  
BLOOD 30

**ATTACKS**

- ⊕ **Mancatcher:** (reach 2) +13 vs. Reflex; 10 damage AND Slide target up to 1 square AND Medium or smaller target is Immobilized.

**POWERS**

- Resist 10 Lightning
- Infect Pain:** *Minor action:* An adjacent Medium or smaller Immobilized enemy takes 5 damage.
- Slick Maneuver:** *Move action, only when adjacent to an enemy:* Shift to another square adjacent to that enemy.

Use with Monster Menagerie III: Kuo Toa

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## DEATH DOG

Level 6 ♦ Magical Beast

AC 19  
FORT 17  
REF 17  
WILL 17  
SPEED 7  
HP 50  
BLOOD 25

**ATTACKS**

- ⊕ **Infested Bite:** +12 vs. AC; 10 damage AND 5 ongoing necrotic damage.

**POWERS**

- Immune Flanking
- Superior Senses: Ignores Conceal.
- Two-Head Attack:** *Attack action, usable on charge:* Make 2 ⊕ attacks.

Use with Monster Menagerie III: Death Dog

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## VAMPIRE SPAWN - BRIDE

Level 6 ♦ Undead • Vampire

AC 16  
FORT 14  
REF 14  
WILL 14  
SPEED 6  
HP 45  
BLOOD 20

**ATTACKS**

- ⊕ **Nails of the Vampire:** +11 vs. AC; 10 + 5 necrotic damage.
- ⊕ **Bite:** +11 vs. AC; 5 damage AND this creature heals 15 HP.

**POWERS**

- Immune Poison, Vulnerable 5 Radiant
- **Pin and Bite:** *Free action, when this creature hits with a ⊕ attack on its turn:* Make a Bite attack. On a hit, the target is also Immobilized.
- Bride of the Vampire:** +2 attack whenever your warband includes a Vampire ally of level 8 or greater.

Use with Monster Menagerie III: Vampire Spawn

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## GNOME WIZARD - DAGGER

Level 12 ♦ Gnome • Fey • Arcane

AC 23  
FORT 25  
REF 23  
WILL 25  
SPEED 6  
HP 60  
BLOOD 30

**ATTACKS**

- ⊕ **Winter Staff:** +15 vs. AC; 10 + 5 cold damage.
- ⤵ **Heartseeker Dagger:** (range 5) +17 vs. AC 10 damage AND 10 ongoing damage (save ends).
- □ ← **Enhanced Cone of Cold:** (blast 5) +16 vs. Reflex; 25 cold damage AND Immobilized.

**POWERS**

- Daggerspawn:** *Immediate action, after resolving a ⤵ attack:* Make a second ⤵ attack with range 10. The new target must be within 5 squares of the target of the initial attack.

**CHAMPION POWERS** □ □

- ♦ *Use when a Fey creature is attacked:* It may Teleport 3 as an immediate action.
- ♦ *Use at start of round:* Gnome and Fey creatures have +2 attack and +5 damage until end of round.

Use with Monster Menagerie III: Gnome Wizard

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## GNOME WIZARD - SPELL

Level 12 ♦ Gnome • Fey • Arcane

AC 23  
FORT 25  
REF 23  
WILL 25  
SPEED 6  
HP 60  
BLOOD 30

**ATTACKS**

- ⊕ **Staff of Embers:** +15 vs. AC; 10 + 5 fire damage.
- ⤵ **Firebolt:** (sight) +16 vs. Reflex; 15 fire damage.
- ✖ **Shatter:** (radius 2 within 10) +16 vs. Fortitude; 20 thunder damage AND Dazed. On miss, 10 thunder damage. ☹ when first bloodied.

**POWERS**

- □ **Twin Bolt:** *Use when declaring a ⤵ attack:* Make two ⤵ attacks against that target, instead.
- **Conjure Elemental:** *Use at end of round.* Place a new Elemental ally of cost 14 or less within 10 squares of this creature.
- **Elemental Guardian:** *Immediate action, when this creature is targeted by an attack:* Redirect the attack to an adjacent Elemental ally instead.

Use with Monster Menagerie III: Gnome Wizard

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## KRAKEN PRIEST

Level 11 ♦ Aquatic • Divine

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

**ATTACKS**

- ⊕ **Thunder Touch:** +14 vs. Fortitude; 20 thunder damage.
- ✖ **Dark Tentacles:** (radius 1 within 6) +14 vs. Reflex; 10 damage and Immobilized.
- ⊕ **Drown:** Living target only. +14 vs. Fortitude; 25 damage AND Helpless (save ends).

**POWERS**

- □ **Summon Sea Spawn:** *Use at end of round:* Place a new Aquatic or Tentacle ally of cost 11 or less within 3 squares of this creature.
- Sea Hunter:** +2 attack vs. targets that occupy river terrain.

**CHAMPION POWERS** □

- ♦ *Use at start of round:* All clear squares gain river terrain until end of round
- ♦ *Use when an Aquatic ally activates adjacent to river terrain:* that creature moves up to its speed.

Use with Monster Menagerie III: "Tridrone" (mislabel)

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## MEZZOLOTH

Level 10 ♦ Demon

AC 23  
FORT 21  
REF 21  
WILL 21  
SPEED 6  
HP 65  
BLOOD 30

**ATTACKS**

- ⊕ **Claws:** +15 vs. AC; 10 + 5 acid damage. On miss, 5 acid damage.
- ✖ **Cloudkill:** (radius 2 within 6) +16 vs. Fortitude; 5 poison damage AND ongoing 20 poison damage (save ends).

**POWERS**

- Resist 10 Acid, Poison
- **Dimension Door:** *Move action:* Teleport 10.
- **Dispel Magic:** *Immediate action, when an Arcane or Divine enemy declares a ⤵, ✖ or ← attack:* Roll 1d20: On a roll of 10+, that attack misses each of its targets.

Use with Monster Menagerie III: Mezzoloth

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## WINGED KOBOLD

Level 4 ♦ Kobold • Dragon

AC 17  
FORT 17  
REF 17  
WILL 17  
SPEED F6  
HP 40  
BLOOD 20

**ATTACKS**

- ⊕ **Sword:** +11 vs. AC; 10 damage.

**POWERS**

- Draconic Blessing:** +5 damage whenever it is within 6 squares of a Dragon ally.
- Flyby:** This creature moves up to its speed and makes a ⊕ attack at any time during its move.
- Pack Tactics:** Enemies grant combat advantage to this creature whenever they are adjacent to an ally of this creature.

Use with Monster Menagerie III: Winged Kobold

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## NILBOG

Level 4 ♦ Goblin • Nilbog • Unique

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

**ATTACKS**

- ⊕ **Vicious Mockery:** (range 6) +10 vs. Will; 10 psychic damage AND -2 attack.
- ☐ ↗ **Hideous Laughter:** (sight) +10 vs Will; 15 psychic damage and Dazed.

**POWERS**

- ☐ **Reversal of Fortune:** *Immediate action, use when this creature would take damage from an attack: an adjacent enemy takes that damage instead.*
- ☐ **New Host:** *Use at the end of any round in which this creature is destroyed:* Destroy a Goblin in your warband (enemy scores points normally). Place a new Nilbog ally in that Goblin's space.

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## GNOLL FLESH GNAWER

Level 7 ♦ Gnoll • Rage

AC 16  
FORT 16  
REF 14  
WILL 14  
SPEED 6  
HP 55  
BLOOD 25

**ATTACKS**

- ⊕ **Short Sword:** +11 vs. AC; 10 damage.
- ⊕ **Heavy Flail:** Treats targets with AC greater than 25 as AC 25: +9 vs. AC; 15 damage.
- ⊕ **Gnaw Flesh:** Minor action, once per turn. Bloodied target only: +11 vs. AC; 5 damage.

**POWERS**

- Frenzy:** *Full turn action:* Make one Short Sword and one Heavy Flail attack.

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## KUO-TOA - BULLWHIP

Level 9 ♦ Kuo-Toa • Aquatic • Rage

AC 22  
FORT 20  
REF 20  
WILL 20  
SPEED 6  
HP 60  
BLOOD 30

**ATTACKS**

- ⊕ **Whip:** (reach 3) +14 vs. Reflex; 5 + 10 lightning damage AND Immobilized (save ends).

**POWERS**

- Resist 10 Lightning**
- Crack the Whip:** (Aura 3) *Move action:* Until end of round, each Kuo-Toa ally has +2 attack and +5 damage vs. each enemy in aura.
- Slickest Maneuver:** *Move action, when adjacent to an enemy:* Shifts up to its speed.

♦ Use with *Monster Menagerie III: Kuo Toa Whip*

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## QUADRONE

Level 11 ♦ Construct • Modron

AC 24  
FORT 22  
REF 22  
WILL 22  
SPEED F5  
HP 65  
BLOOD 30

**ATTACKS**

- ⊕ **Inevitable Longbow:** This attack may not be redirected: (sight) +15 vs. Reflex; 20 damage.

**POWERS**

- Immune Confused, Dominated**
- Blindsight:** Ignores Conceal; Ignores Invisible.
- ☐ **Clockwork Attack:** *Use at end of round:* Each lower level Modron ally may use an immediate action to make a ⊕ or ⊗ attack.

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## HUMAN BARD - CHAIN

Level 11 ♦ Human • Arcane

CR 2

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

**ATTACKS**

- ⊕ **Warchain:** (reach 2) +17 vs. AC; 20 damage.
- ⊕ **Trip Attack:** (reach 2) +16 vs. Reflex; 10 damage and Dazed.
- ☐ ✨ **Confusion:** (radius 2 within 12) +16 vs. Will; Confused (save ends).

**POWERS**

- ☐ **Healer:** *Minor action:* An adjacent ally heals 10 HP.
- ☐ **Chaindancer:** *Attack action:* This creature shifts up to 3 squares. After entering each new square, it may make a ⊕ attack against a target within reach.

**CHAMPION POWERS** ☐ ☐

- ♦ *Use at start of round:* Human and Elf allies have +2 attack and +5 damage until end of round.
- ♦ *Use at end of round:* Each ally adjacent to this creature rolls a saving throw to end each condition that a save can end.
- ♦ *Use with Monster Menagerie III: Human Bard - Chain*

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## HUMAN BARD - LUTE

Level 3 ♦ Human • Arcane

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

**ATTACKS**

- ⊕ **El Kabong:** +10 vs. AC; 10 damage.
- ☐ ⚡ **The Lightning Lute:** (line 10) +8 vs. Reflex; 15 lightning damage.

**POWERS**

- Cacophony:** Champions within 10 squares of this creature may not use Champion powers.
- ☐ **Thunder Lute:** *Attack action:* Each ally and each enemy within 3 squares of this creature takes 5 thunder damage AND this creature heals 10 HP.
- ☐ **Pyrotechnics:** *Use at end of this creature's turn:* Until start of its next turn, each square within 3 squares of this creature is smoke terrain.

♦ *Use with Monster Menagerie III: Human Bard - Lute*

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## DRAGONBORN FIGHTER - SWORD

Level 4 ♦ Dragonborn • Martial

AC 21  
FORT 18  
REF 18  
WILL 18  
SPEED 5  
HP 40  
BLOOD 20

**ATTACKS**

- ⊕ **Sword:** +11 vs. AC; 15 damage.
- ☐ ⚡ **Lightning Breath:** (line 6) +10 vs. Reflex; 15 lightning damage. On miss, 5 lightning damage.

**POWERS**

- Shield Allies:** (Aura 1) Allies in aura have +1 AC.
- ☐ **Scale Rune:** *Immediate action, when an attack scores a Critical hit vs. an adjacent ally:* The attack scores a normal hit, instead.

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## DRAGONBORN FIGHTER - AXE

Level 9 ♦ Dragonborn • Martial

CR 2

AC 26  
FORT 24  
REF 24  
WILL 24  
SPEED 5  
HP 70  
BLOOD 35

**ATTACKS**

- ⊕ **Darksouls Axe:** +16 vs. AC; 15 + 5 necrotic damage.
- ☐ ⚡ **Fire Breath:** (blast 3) +14 vs. Reflex; 20 fire damage. On miss, 10 fire damage.

**POWERS**

- ☐ **Force March:** *Use at end of round:* Martial allies move up to their speed.

**CHAMPION POWERS** ☐ ☐

- ♦ *Use when a Martial ally hits with a ⊕ attack:* +10 damage on that attack.
- ♦ *Use when you score VP for occupying a victory area:* One creature from your warband in that victory area heals 10 HP.

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## GRAY SLAAD EXECUTIONER

Level 14 ♦ Slaad

AC 27  
FORT 25  
REF 25  
WILL 25  
SPEED 7  
HP 85  
BLOOD 40

**ATTACKS**

- ⊕ **Claws:** +19 vs. AC; 20 damage.
- ☞ **Enhanced Power Word, Blind:** (range 3) Automatic hit; Blinded (save ends).
- ☐☐ **Fireball:** (radius 2 within 10) +18 vs. Reflex; 30 fire damage. On miss, 10 fire damage.

**POWERS**

- Leap:** *Move action, once per turn:* Moves up to its speed with Flight.
- Chaotic Regeneration:** *Immediate action, whenever a natural 13 is rolled by either player:* Heal 10 HP.
- Executioner:** *Immediate action, use at end of an adjacent bloodied enemy's turn:* Make a ⊕ vs. that enemy.

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## WEREBOAR

Level 7 ♦ Shapeshifter • Primal • Rage

AC 18  
FORT 20  
REF 18  
WILL 18  
SPEED 6  
HP 65  
BLOOD 30

**ATTACKS**

- ⊕ **Gore:** *Minor action:* +13 vs. AC; 10 damage.
- ⊕ **Mighty Swing:** +13 vs. AC; 15 damage.

**POWERS**

- Powerful Charge 10:** +10 damage while charging.
- Swine Flu:** *Whenever this creature's ⊕ attack causes an enemy to be bloodied;* that enemy is also Slowed.

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## SEA SPAWN

Level 3 ♦ Aquatic

AC 19  
FORT 17  
REF 17  
WILL 17  
SPEED 5  
HP 40  
BLOOD 20

**ATTACKS**

- ⊕ **Slam:** +11 vs. AC; 15 damage.

**POWERS**

- Kraken Pact:** +5 poison damage when adjacent to river terrain or when adjacent to an Aquatic ally.
- Kraken Curse:** Takes 5 damage at the start of each of its turns, unless adjacent to River terrain or adjacent to an Aquatic ally.

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## GIBBERING MOUTHER

Level 9 ♦ Aberrant

AC 16  
FORT 24  
REF 18  
WILL 20  
SPEED 4  
HP 80  
BLOOD 40

**ATTACKS**

- ⊕ **Many Mouths of Mayhem:** +12 vs. AC; 10 + 5 psychic damage AND target is Dazed.
- ☐☞ **Blinding Spittle:** (radius 1 within 4) +14 vs. Reflex; Blinded. ☹ *when this creature is damaged.*

**POWERS**

- Immune Dazed**
- Wandering Monster**
- Aberrant Terrain:** *Minor action:* Adjacent allies and adjacent enemies are Immobilized.
- Consumption:** *Use when this creature destroys an adjacent enemy:* +2 attack (cumulative) until end of battle.
- Lesser Gibber:** (Aura 2) Allies and enemies that end a turn in Aura are Dazed (until the end of their next turn).
- Greater Gibber:** (Aura 6) Enemies within aura may not make ☞, ☞, or ☞ attacks against this creature.

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## EMPYREAN

Level 17 ♦ Divine

CR 3

AC 31  
FORT 31  
REF 29  
WILL 30  
SPEED 8  
HP 150  
BLOOD 75

**ATTACKS**

- ⊕ **Hammer:** (reach 3) +24 vs. AC; 40 damage. On a hit, make a Bolt attack as a free action.
- ☞ **Bolt:** (sight) +20 vs. Reflex; 25 radiant damage.

**POWERS**

- Immune Dazed**
- Divinian:** Takes no extra damage from critical hits.
- Major Bless:** (Aura 10) Allies in aura have +5 attack.
- ☐ **Typhoons & Tremors:** *Use at start of round:* All creatures are Slowed until end of round.
- Towering:** Can occupy statue terrain. Can move into squares occupied by Medium or smaller enemies.

**CHAMPION POWERS** ☐☐☐

- ❖ *Use before rolling the d20 on this creature's turn:* The result of that die roll is an 11, instead.
- ❖ *Use at start of round:* Roll an extra d20 for initiative this round.

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## CYCLOPS - HIGHBORNE

Level 14 ♦ Fey

AC 22  
FORT 28  
REF 24  
WILL 24  
SPEED 7  
HP 120  
BLOOD 60

**ATTACKS**

- ⊕ **Smash:** (reach 3) +18 vs. AC; 30 damage.
- ☐☞ **Massive Boulder:** (range 6) +15 vs. AC; 30 damage.

**POWERS**

- New Rock:** *Move action, when adjacent to difficult or statue terrain:* ☹ Massive Boulder.
- ☐ **Fey Curse:** *Immediate action, when this creature is Blinded or destroyed by an enemy:* Choose an enemy champion. That champion loses all remaining uses of its champion powers.

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## MOUTH OF GROLANTOR

Level 11 ♦ Giant

AC 22  
FORT 23  
REF 21  
WILL 18  
SPEED 7  
HP 110  
BLOOD 55

**ATTACKS**

- ☞ **Berserk Attack:** (burst 2) +16 vs. AC; 25 damage.

**POWERS**

- Wandering Monster**
- Famished:** *Whenever this creature ends a turn:* It takes 5 damage.
- Feed:** *Use when this creature destroys a living ally or a living enemy:* Ignore Famished until end of battle.
- Towering:** Can occupy statue terrain. Can move into squares occupied by Medium or smaller enemies.

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## MOUNTAIN GIANT SHAMAN

Level 14 ♦ Giant

AC 24  
FORT 27  
REF 22  
WILL 26  
SPEED 6  
HP 120  
BLOOD 60

**ATTACKS**

- ⊕ **Runespear:** (reach 2) +18 vs. AC; 25 damage AND 5 ongoing damage (save ends).

**POWERS**

- Towering:** Can occupy statue terrain. Can move into squares occupied by Medium or smaller enemies.
- Overwhelming Size 10:** +2 attack and +10 damage vs. Medium or smaller enemies.
- Rune Magic:** *Minor action, once per turn:* Choose one effect:
  - ☐ **Uven Öt Liv:** Adjacent enemies take 10 damage.
  - ☐ **Ferd:** An ally moves up to its speed.

❖ *Use with Monster Menagerie III: Hill Giant (Spear)*

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## MOUNTAIN GIANT (UNARMED)

Level 11 ♦ Giant

AC 24  
FORT 26  
REF 22  
WILL 22  
SPEED 6  
HP 100  
BLOOD 50

**ATTACKS**  
⊕ **Grab:** (reach 2) +16 vs. AC; 20 damage AND Immobilized.  
☐ ⤴ **Boulder:** (range 12) +16 vs. AC; 20 damage.

**POWERS**  
**Towering:** Can occupy statue terrain. Can move into squares occupied by Medium or smaller enemies.  
**Overwhelming Size 10:** +2 attack and +10 damage vs. Medium or smaller enemies.  
**Into the Backpack:** *Move action, once per turn:* Choose a medium or smaller Immobilized enemy within reach. Remove it from the battlemap, then this creature moves up to three squares.  
**Escapee:** *Whenever a turn in which this creature used Into the Backpack ends:* Place the affected creature on the battlemap, adjacent to this creature.

♦ Use with Monster Menagerie III: Hill Giant (Unarmed)

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## STONE GIANT DREAMWALKER

Level 16 ♦ Giant • Earth

AC 29  
FORT 29  
REF 27  
WILL 27  
SPEED 8  
HP 110  
BLOOD 55

**ATTACKS**  
⊕ **Dream Weapon:** +22 vs. AC; 25 damage AND slide 2 squares.  
☐ ⤴ **Rock:** (sight) +20 vs. Reflex; 35 damage AND Stunned.  
☐ ⊕ **Petrifying Touch:** (reach 2, Dazed creatures only) +20 vs. Fortitude; Dazed target is Petrified (save ends) instead. ☪ when first bloodied.  
☐ ⊕ **Dreamwalker's Charm:** *Immediate action, use when an enemy activates:* (reach 2) +20 vs. Will; Dazed. ☪ as a minor action.

**POWERS**  
**Immune Confused**  
**Immune Dazed**  
**Immune Immobilized**  
**Towering:** Can occupy statue terrain. Can move into squares occupied by Medium or smaller enemies.

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## FIRE GIANT DREADNOUGHT

Level 16 ♦ Fire • Giant

AC 31  
FORT 30  
REF 28  
WILL 28  
SPEED 7  
HP 105  
BLOOD 50

**ATTACKS**  
⊕ **Ild Rune Shield:** +21 vs. AC; 20 +10 fire damage.  
⤵ **Shield Plow:** *Replaces turn:* This creature moves up to its speed. Each time it enters a new square it attacks: (burst 1) +18 vs. Fortitude; 20+10 fire damage. Hit or miss, push each target 2 squares. *May only attack each creature once on each turn.*

**POWERS**  
**Immune Fire**  
**Shield Wall:** Line of sight and line of effect can enter, but not pass through, this creature's space.  
**Tower of Iron:** *Attack Action:* This creature has +3 AC until the start of its next turn.

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## FROST GIANT - AXE

Level 15 ♦ Cold • Giant

AC 27  
FORT 26  
REF 26  
WILL 26  
SPEED 8  
HP 100  
BLOOD 50

**ATTACKS**  
⊕ **Frostbite Axe:** (reach 3) +19 vs. AC; 25 damage AND 10 ongoing cold damage (save ends).  
☐ ⤵ **Isë Vind Rune:** (Burst 2) +18 vs. Fortitude: 25 cold damage AND push 4. ☪ when first bloodied.

**POWERS**  
**Immune Cold**  
**Vulnerable 5 Fire**  
**Ice Floe:** (Aura 2) Slide any non-Cold creature that ends its turn in aura up to 1 square.  
**Towering:** Can occupy statue terrain. Can move into squares occupied by Medium or smaller enemies.

**CHAMPION POWERS** ☐  
♦ Use at start of round: Cold creatures in your warband deal +10 cold damage until end of round.

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## FROST GIANT - SWORD

Level 15 ♦ Cold • Giant

AC 27  
FORT 26  
REF 26  
WILL 26  
SPEED 8  
HP 100  
BLOOD 50

**ATTACKS**  
⊕ **Iceforge Sword:** (reach 3) +19 vs. AC; 20 + 10 cold damage; ignores Resist.  
☐ ⤵ **Isë Liv Rune:** (blast 5) +18 vs. Reflex; 25 cold damage. Hit or miss, Cold creatures heal 15 HP. ☪ when first bloodied.

**POWERS**  
**Immune Cold, Vulnerable 5 Fire**  
☐ **Isë Krig Rune:** *Use when this creature hits with a ⊕ attack:* Target and each ally and each enemy adjacent to the target takes 15 cold damage.  
**Towering:** Can occupy statue terrain. Can move into squares occupied by Medium or smaller enemies..

**CHAMPION POWERS** ☐  
♦ Use at start of round: Each Cold creature in your warband gains Immune Fire until end of round.

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## BEARDED DEVIL - ELITE

Level 11 ♦ Devil • Martial

AC 27  
FORT 24  
REF 24  
WILL 24  
SPEED 6  
HP 75  
BLOOD 35

**ATTACKS**  
⊕ **Glave:** (reach 2) +18 vs. AC; 15 damage AND Immobilized AND ongoing 5 damage (save ends all).  
⊕ **Beard:** *Minor action:* +16 vs. AC; 10 poison damage.

**POWERS**  
**Diabolic Maneuver:** *Minor action, when adjacent to an enemy:* Each creature in your warband that is adjacent to an enemy may slide up to 1 square as a free action.

♦ Use with Monster Menagerie III: Bearded Devil

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## ARCANALOTH

Level 14 ♦ Demon • Mastermind • Unique

AC 24  
FORT 24  
REF 25  
WILL 29  
SPEED 7  
HP 75  
BLOOD 35

**ATTACKS**  
⊕ **Claws:** +17 vs. AC; 10 +15 poison damage.  
☐ ⤴ **Enhanced Power Word, Kill:** Living target only: (range 5) Automatic hit; 60 damage.  
☐ ☐ ⤴ **Rain of Tarterus:** (radius 2 within 12) +19 vs. Fortitude; 10 acid + 10 poison damage.

**POWERS**  
**Immune Acid, Immune Poison**  
**Conceal 6**  
**Hypnotic Aegis:** *Use when an enemy fails a Conceal check against a Demon:* That enemy is Dazed (save ends).  
☐ **Gaseous Form:** *Immediate action, when this creature is targeted by an attack:* This creature gains Insubstantial until the end of its next turn.

**CHAMPION POWERS** ☐ ☐ ☐ ☐  
♦ Use at end of round: Destroy one ally, then one enemy, each of which has 20 or fewer HP.  
♦ Use at start of round: A Demon and a Devil in your warband switch places (Teleport).

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## TIEFLING ROGUE - SHADOWDANCER

Level 9 ♦ Tiefling • Stealth

AC 21  
FORT 20  
REF 23  
WILL 20  
SPEED 7  
HP 55  
BLOOD 25

**ATTACKS**  
⊕ **Shadow Rot Dagger:** +14 vs. Reflex; 10 damage AND 5 ongoing necrotic damage (save ends).  
⤴ **Diabolic Dart:** (range 6) +12 vs. AC; 5 damage AND 5 ongoing poison damage (save ends).

**POWERS**  
**Ambush 10:** *Minor action:* Choose an enemy that does not have line of sight to this creature. +10 ⊕ damage vs. that enemy until end of turn.  
**Bend Shadow:** Invisible to nonadjacent enemies and nonadjacent allies while adjacent to wall terrain.  
**Shadowdancer:** *Move action, once per turn, when this creature is adjacent to a wall:* Teleport 5, ending in a square adjacent to wall terrain.

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## NEOGI MASTER

Level 14 ♦ Neogi • Mastermind

CR 2

AC 24  
FORT 23  
REF 27  
WILL 27

### ATTACKS

- ⊕ **Fang Strike:** +16 vs. AC; 10 + 10 poison damage.
- **Enslaving Bolt:** (sight) +18 vs. Will; Dazed. Dazed target is Dominated, instead.
- **Eldritch Blast:** (sight) Automatic hit; 10 damage.
- ⚡ **Arms of Hadar:** (burst 2) +18 vs. AC; 10 damage AND Dazed.

### POWERS

Immune Confused  
Immune Dazed  
Immune Dominated

**Super Domination:** Use at the start of a Dominated enemy's turn: Slide that enemy up to 3 squares as a free action.

### CHAMPION POWERS

- ❖ Use at start of round: Magical Beast allies have +5 damage until end of round.
- ❖ Use at start of round: All Dazed enemies are Immobilized.

HP 80  
BLOOD 40



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## ULITHARID

Level 15 ♦ Mind Flayer • Unique

CR 3

AC 25  
FORT 25  
REF 29  
WILL 31

### ATTACKS

- ⊕ **Tentacles:** +21 vs. AC; 10 damage and Immobilized.
- ⚡ **Mind Blast:** (blast 5) +15 vs. Will; 15 psychic damage AND Stunned.

### POWERS

- Brain Extraction:** Minor action: An adjacent Immobilized enemy takes 20 damage. If that enemy is destroyed by this damage, heal 20 HP.
- Telepathic Link:** Attack action: A Mind Flayer ally immediately takes an attack action as a free action.
- Telekinetic Boost:** Move action: A Mind Flayer ally immediately moves up to 5 squares with Flight as a free action.

### CHAMPION POWERS

- ❖ Use at start of round: Choose a Mind Flayer ally: That ally may take two turns this round.
- ❖ Use at start of round: Choose a Stunned enemy. That enemy is Dominated, instead.

HP 90  
BLOOD 45



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## TRITON FIGHTER

Level 11 ♦ Aquatic • Martial

AC 24  
FORT 25  
REF 25  
WILL 25

### ATTACKS

- ⊕ **Trident of Thunderbolts Stab:** +17 vs. AC; 10 + 10 lightning damage.
- ⚡ **Trident of Thunderbolts:** (line 12) +15 vs. Fortitude; 15 Lightning damage.

### POWERS

- Resist 5 Lightning**
- Sea Lord 10:** +10 ↓ damage vs. Aquatic enemies.
- Evil Bane 10:** +10 ↓ damage vs. Evil enemies.

HP 75  
BLOOD 35



❖ Use with Monster Menagerie III: Triton Fighter-Trident

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## TRITON FIGHTER - SHIELD

Level 11 ♦ Aquatic • Martial

AC 26  
FORT 24  
REF 26  
WILL 24

### ATTACKS

- ⊕ **Trident:** +17 vs. AC; 15 damage.

### POWERS

- Sea Lord 10:** +10 ↓ damage vs. Aquatic enemies.
- Evil Bane 10:** +10 ↓ damage vs. Evil enemies.
- Javelin Catching Shield:** (Aura 1) This creature and each ally in aura has +4 AC and +4 Reflex vs. ⚔ attacks.

HP 75  
BLOOD 35



❖ Use with Monster Menagerie III: Triton Fighter-Shield

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## AASIMAR PALADIN

Level 11 ♦ Aasimar • Divine

CR 2

AC 25  
FORT 25  
REF 25  
WILL 25

### ATTACKS

- ⊕ **Twin Swords of Justice:** Ignore Insubstantial. +17 vs. Reflex; 10 + 10 radiant damage.
- ⊕ **Divine Smite:** Automatic hit; 10 + 20 radiant damage.

### POWERS

Resist 5 Radiant

- Sword of Slaying:** Immediate action, when this creature misses with a ⊕ attack: Repeat the attack.
- Sword of Solace:** Immediate action, when this creature hits with a ⊕ attack: An ally within 4 squares of this creature heals 10 HP.
- Blindsight:** Ignores Conceal; Ignores Invisible.

### CHAMPION POWERS

- ❖ Use at start of Round: Each ally and each enemy has Blindsight until end of round.
- ❖ Use at start of Round: Each ally and each enemy has +5 radiant damage until end of round.

SPEED F6  
HP 75  
BLOOD 35



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## NAMELESS ONE

Level 9 ♦ Rage • Arcane • Stealth • Unique

AC 21  
FORT 22  
REF 21  
WILL 24

### ATTACKS

- ⊕ **Axe:** +14 vs. AC; 15 damage.
- ⊕ **Fireball:** (radius 1 within 10) +14 vs. Reflex; 20 fire damage.

### POWERS

Immune Confused

- Sneak Attack 5:** +5 damage vs. targets granting it combat advantage.
- Cleave:** Immediate action, when this creature destroys an enemy with a ⊕ attack: Make a ⊕ attack.
- Nameless One Reborn:** Use whenever this creature is destroyed: You may add a new Nameless One ally to your start area at the start of the next round.

SPEED 7  
HP 65  
BLOOD 30



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## STORM GIANT QUINTESSENT

Level 18 ♦ Giant • Aquatic • Solo

CR 2

AC 30  
FORT 30  
REF 30  
WILL 30

### ATTACKS

- ⊕ **Slam:** (reach 3) +22 vs. AC; 25 + 5 thunder damage.
- ⚡ **Heart of the Storm:** Make two attacks that do not overlap areas of effect: (line 10) +21 vs. Reflex; 35 lightning damage.

### POWERS

- Immune Lightning, Immune Thunder**
- Thunderstorm:** Minor action: Each enemy and each ally within ⊕ reach takes 10 thunder damage.
- ⚡ **Windform:** Use when targeted by an attack: This creature gains Insubstantial until end of round.
- The Tempest:** (Aura 6) Immediate action, use when an ally or enemy enters aura: Slide that creature 1, or up to 3 squares instead if the creature has Flight.

SPEED F8  
HP 160  
BLOOD 80



### CHAMPION POWERS

- ❖ Use at start of round: Line of sight is limited to 6 squares until end of round.
- ❖ Use at end of round: Slide each ally and each enemy up to 2 squares.



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## FROST GIANT EVERLASTING ONE

Level 18 ♦ Cold • Giant • Troll

AC 28  
FORT 27  
REF 27  
WILL 27

### ATTACKS

- ⊕ **Accursed Axe:** (reach 3) +21 vs. AC; 25 + 10 cold damage.

### POWERS

- Immune Cold**
- Immune Flanking**
- Vaprak's Blessing:** Use when this creature destroys an enemy: This creature may take another turn this round.
- Regeneration:** Use at start of this creature's turn: Heal 10 HP.
- Towering:** Can occupy statue terrain. Can move into squares occupied by Medium or smaller enemies.

SPEED 8  
HP 110  
BLOOD 55



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## GOBLIN HUCKER

Level 11 ♦ Ogre • Goblin • Mounted

**AC** 22  
**FORT** 27  
**REF** 22  
**WILL** 22  
**SPEED** 6  
**HP** 85  
**BLOOD** 40

**ATTACKS**  
⊕ **Flailing Arms:** +18 vs. AC; 15 damage AND push 1 square.  
➤ **Siege Sling:** (sight) +15 vs. AC; 25 damage.  
☐ **Pitch Pot:** (radius 1 within sight) +14 vs. Reflex; 10 damage AND 10 ongoing fire damage.

**POWERS**  
**Easy Target:** +4 attack vs. Immobilized targets.  
☐ **Airborne Goblin:** *Attack action:* Place a new Small Goblin ally worth 10 VP or less within line of sight of this creature. That ally takes 10 damage, and is considered to have taken its turn this round.

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## STORM GIANT

Level 18 ♦ Giant • Aquatic

**AC** 31  
**FORT** 32  
**REF** 28  
**WILL** 28  
**SPEED** F8  
**HP** 150  
**BLOOD** 75

**ATTACKS**  
⊕ **Greatsword:** (reach 3) +23 vs. AC; 40 damage.  
⊕ **Lightning Strike:** (sight) +20 vs. Reflex; 20 lightning + 10 thunder damage AND each adjacent creature takes 10 thunder damage. On miss, 10 thunder damage.

**POWERS**  
**Immune Lightning, Resist 10 Thunder**  
**Poor Tempered:** *Immediate action, when you lose initiative:* Make a ⊕ or ⊕ attack as a free action.  
**Omen of Stronmaus:** *Immediate action, when you win initiative:* Shifts up to its speed.  
**Great Cleave:** *Free action, when this creature destroys an enemy with a ⊕ attack:* Make a ⊕ attack.

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## ILLUSORY CORRELATION

Level 10+ ♦ Mastermind

☐ **Passing Confusion:** *Use when you win initiative:* Choose a keyword. All allies and all enemies lose that keyword until end of round.

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## LATENT CURSE

Level 10+ ♦ Mastermind

☐ **Long Laid Plans:** *Use when you win initiative:* Choose one effect:  
❖ Each creature carrying a Cursed Item is Immobilized (save ends).  
❖ Each creature carrying a Cursed Item takes 10 ongoing damage (save ends).

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## KRAKEN

Level 19 ♦ Mastermind • Aquatic • Unique

CR 4

**AC** 27  
**FORT** 30  
**REF** 28  
**WILL** 30  
**SPEED** F5  
**HP** 180  
**BLOOD** 35

**ATTACKS**  
⊕ **Maw:** +24 vs. AC; 30 + 20 poison damage.  
☐ **Ink Jet:** (blast 5) Automatic hit; Blinded until end of round AND 10 ongoing poison damage.  
➤ **Lightning Storm:** (sight) Make 3 attacks: +19 vs. Reflex; 25 lightning damage.

**POWERS**  
**Resist 5 All**  
**Indominable:** Rolls saving throws at the start and the end of each turn.  
**Gargantuan:** May occupy statue, pit and wall terrain. Immune Dazed, Stunned, Slowed, and Immobilized.

**CHAMPION POWERS** ☐☐☐☐  
❖ *Use at start of round:* Tentacle allies have +4 attack and +10 damage until end of round.  
❖ *Use at start of an enemy's turn, when a tentacle ally is adjacent to it:* Place that ally and enemy adjacent to this creature.

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## TENTACLE

Level 4 ♦ Aquatic • Aberration

**AC** 20  
**FORT** 18  
**REF** 16  
**WILL** 16  
**SPEED** B5  
**HP** 40  
**BLOOD** 20

**ATTACKS**  
⊕ **Smash:** (reach 2) +12 vs. AC; 10 damage.  
⊕ **Grab:** (reach 2) +10 vs. Fortitude; Immobilized AND ongoing 5 damage (save ends both, also both end whenever the target starts a turn while nonadjacent to this creature).

**POWERS**  
**Immune Blinded**  
**Mindless:** Uses the Will defense of a champion whenever one is within line of sight of this creature.  
**Pitboss:** May enter and occupy pit terrain as if it were clear terrain.  
**Champion Dependent:** *Whenever a champion ally is destroyed:* Takes 10 ongoing damage until end of battle.  
**Fling:** *Minor action:* Slide an adjacent Immobilized enemy up to 3 squares.

❖ *Use with Monster Menagerie III: Tentacle*

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## DIMENSIONAL JAMMER

Level 10+ ♦ Mastermind

**Re-targeting:** *Immediate action, when an ally or enemy uses a placement\* effect or power:* After the affected creature is placed in its target square, slide it 1 square before the effect is considered resolved.

\* *Note that placement includes teleport effects and powers.*

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## SWALLOW WHOLE

Level 15+ ♦ Any (gargantuan OR colossal size only)

**Gulp:** *Use when this creature hits with a ⊕ attack vs. a Medium, Small or Tiny enemy;* The target is Swallowed Whole (save ends; rolled at end of round, or ends when this creature is Bloodied or Destroyed).

**Swallowed Whole:** *(Condition)* Affected creature is removed from the battlemat, is Helpless, and takes 10 ongoing acid damage AND 10 ongoing damage, but may take turns normally (see Helpless). *When condition ends, place it adjacent to this creature.*

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## MONSTER MENAGERIE III

**Design:** Louis Martineau, D. Garry Stupack  
**Development:** Louis Martineau, Bradley Shugg, James Prather, Darien Stupack, D. Garry Stupack  
**Graphic Design:** Kevin Tatroe, Joel Broveleit, D. Garry Stupack  
**Special Thanks:** DDM Guild's supporters, Wizards of the Coast



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This DDM Guild product contains no Open Game Content.

These cards are current as of November 4, 2018.

*Pending the release of DDM Battlerules V3, please use the following text for the Dreamwalker's Petrified condition.*

### PETRIFIED

#### LIMITATIONS OF A PETRIFIED CREATURE

- ♦ **Resist 20 All:** A petrified creature has resist 20 All.
- ♦ **May not be Healed:** A Petrified creature may not regain HP by powers or effects that Heal HP.
- ♦ **Helpless:** A Petrified creature is Helpless, even if it is normally Immune to Helpless.

#### IN PLAY

**Immediate Effect:** A creature that becomes Petrified while acting immediately suffers all limitations of Petrified.

#### DURATION

**Save Ends:** The Petrified Condition always has a duration of save ends.

#### SUPERCEDES RULES ON STAT CARDS

**Explicit Rule:** All references to the 'Petrified' condition shall use these rules. Many stat cards released before this revision have different versions of this condition. **Ignore them.** If an individual stat cards defines the Petrified Condition differently, ignore the card and use these rules instead.