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MOUTH OF GROLANTOR

















FIRE GIANT DREADNOUGHT



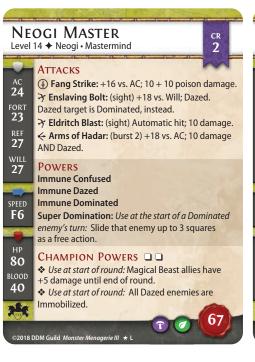








2018 DDM Guild Monster Me







TRITON FIGHTER

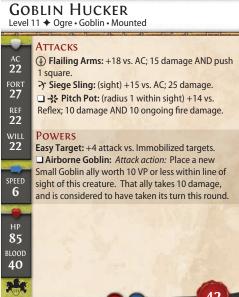
















ILLUSORY CORRELATION

Level 10+ ◆ Mastermind



MONSTER MENAGERIE III

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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 petrfied 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.

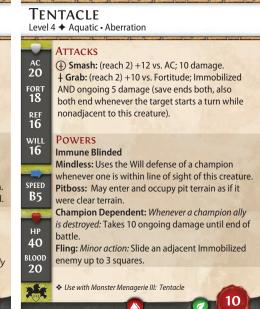
DURATION

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.





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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. ©2018 DDM Guild Monster Menagerie III 3/4 **SWALLOW WHOLE**

Gulp: Use when this creature hits with a (1) 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).

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

Swallowed Whole: (Condition) Affected creature is removed from the battlemap, 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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KRAKEN

27

WILL

180

ATTACKS

Level 19 ◆ Mastermind • Aquatic • Unique