



Level 9 ◆ Beast • Reptile

ATTACKS

♣ Spiked Tail: (reach 2) +10 vs. AC; 20 damage AND ongoing 5 damage (save ends).

☐ ← Tail Sweep: (burst 1) +8 vs Reflex; 30 damage AND Dazed. O when this creature first destroys an enemy.

POWERS

REF

17

нр 75

BLOOE

Bloodrage: Cumulative +1 Attack and +5 Damage (maximum +20 Damage) for each 10 HP below its starting HP this creature is at.

War Beast: This creature is legal in a warband of any faction that includes a Hobgoblin or Troglodyte champion.

> Despite their ill-tempered nature, some tribes breed bloodspikes into beasts of war.

©2009 DDM Guild, 5/40 *

BODAK SKULK Level 9 ◆ Undead • Shadow

ATTACKS

AC **25** ◆ Slam: +15 vs. AC; 15 necrotic damage.

23

WILL

23

☐ → Death Gaze: (range 10, living target only) +14 vs. Fortitude; 30 damage AND target has -4 Attack and -10 Damage (minimum 5 damage) until start of this creature's next turn. O when this creature uses Spectral Form.

POWERS

Vulnerable 5 Radiant

Spectral Form: Use at start of this creature's turn: Until end of turn, this creature is invisible, gains Phasing and Insubstantial, and cannot make attacks.

нр 60 The path to a nightwalker all too often BLOOD leads through a pack of bodaks. 30

BULLYWUG GUARD

Level 4 ◆ Bullywug • Aquatic

ATTACKS

AC 17

FORT **17**

REF

WILL

15

нр 35

BLOOD

(Club: +8 vs. AC; 15 damage.

Foul Croak: (blast 3) +6 vs. Fortitude; 10 poison damage.

POWERS

Brutal Urgency: +10 Damage with + attacks when this creature was the first creature to activate in a round.

Bullying Protector: Use when an enemy declares a or
 attack: Push 1 adjacent ally up to 4 squares as an immediate action, then that ally takes 5 damage for each square pushed.

> Explorers can't agree on which is worse: Their stench or their fervor for brutality.

BULLYWUG MUD LORD

Level 6 ◆ Bullywug • Aquatic

ATTACKS

AC 17 (Staff: +11 vs. AC; 10 damage.

Fiery Croak: (radius 1 within 10) +11 vs. Reflex; 10 fire damage.

POWERS

FORT **17**

15

SPEED

40

20

REF 15 Nature's Release: Attacker heals 5 HP whenever this creature is hit with a + attack. WILL

> Rancid Air: Use when an enemy within 10 squares gains or heals HP: That enemy is Weakened until end of its next turn.

CHAMPION POWERS -

❖ Use when this creature is destroyed: Slide each enemy up to 2 squares.

❖ Use when this creature declares a - ☆ action: If the area of that action includes a Bullywug ally, this creature has +3 Attack for that action.

CR



FALLEN COMRADE

Level 1 ★ Corpse

30

BLOOD

15

POWERS

Delayed Appearance: Starts off the battle map. Incapacitated: Attacks against this creature are

Object: Does not score VP for occupying one of your victory areas; immune to attacks which target Will.

Stationary: Cannot move; not affected by forced-movement effects.

☐ Fallen Comrade: Use when a medium ally is destroyed: Put this creature in a space that ally occupied. This creature gains each of the keywords of that ally until end of battle and is considered to have taken a turn this round. Objective: Use at end of this creature's turn: If

adjacent to an active ally, you score +5 VP.

◆ For use with Savage Encounters 23/40: Inhabited Corpse/Fallen Villager

©2009 DDM Guild, 23/40

FOULSPAWN BERSERKER

Level 7 ♦ Foulspawn • Aberrant

ATTACKS AC **23** Greatsword: +14 vs. AC; 15 damage. **POWERS**

FORT

23

SPEED

нр 50

BLOOD

25

Berserker Charge: +5 Damage while charging. Berserk Deflection: Whenever an enemy targets an ally adjacent to this creature with a 4 attack, that attack instead targets the enemy or ally with the lowest current HP within that enemy's reach.

"... I aimed at the big fella!"

GITHYANKI GISH

Level 10 ◆ Githvanki • Psionic

ATTACKS ♦ Silver Longsword: +17 vs. AC; 15 psychic

damage, ignore Insubstantial. ☐ → Storm of Stars: Make up to 4 attacks, no more than two against a single target, (range 5) +15 vs. AC; 15 radiant damage.

POWERS

REF 21

WILL

25

HP 60

BLOOD

Clarity of Action: Use at start of this creature's turn: If this creature occupies one of your victory areas, it has +4 Speed until end of turn.

☐ Action Surge: Use at start of this creature's turn: This turn, this creature has 1 additional move action or 1 additional attack action.

It is one with the world around it.

GITHYANKI MINDSLICER

Level 10 ◆ Githvanki • Psionic





BLOOD

30

saving throw against that condition or effect.

any champions.

©2009 DDM Guild, 19b/40

enemy with a + attack: +20 damage on that attack.

Infernal Schemer: Your warband cannot contain

BLOOD

25

2009 DDM Guild, 20/40 �

Feed it, or it will feed on you.

Few races match the horsemanship of humans.

BLOOD

20







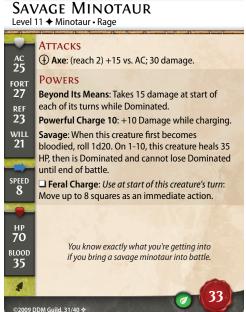






ROCKFIRE DREADNOUGHT

















Dungeons & Dragons, D&D, D&D Miniatures, Wizards of the Coast are trademarks of Wizards of the Coast, Inc. and used

under license. 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

This DDM Guild product contains no Open Game Content.

These cards are current as of November 17, 2009.

States of America. © 2009 DDM Guild and Wizards of the Coast.

