

ADULT GRAY DRAGON

Level 12 ♦ Dragon

CR 2

ATTACKS

Ⓢ **Claw:** (reach 2) +17 vs. AC; 15 damage AND ongoing 10 damage (save ends).

☐ **Caustic Breath:** (blast 5) +15 vs. Fortitude; 20 acid damage AND push target up to 2 squares AND Immobilized (save ends). ☹ *when this creature first becomes bloodied.*

POWERS

Resist 15 Acid

CHAMPION POWERS ☐ ☐

❖ *Use when an enemy misses an ally with an attack:* That ally makes 1 Ⓢ attack as an immediate action.

❖ *Use at start of round:* At end of round, you score 5 VP for each enemy within 5 squares that is not adjacent to this creature.

AC 28
FORT 24
REF 24
WILL 24

SPEED F6

HP 75
BLOOD 35

ADULT PURPLE DRAGON

Level 12 ♦ Dragon

CR 1

ATTACKS

Ⓢ **Bite:** (reach 2) +19 vs. AC; 15 damage AND ongoing 10 psychic damage (save ends).

☐ **Breath Weapon:** (blast 5) +17 vs. Fortitude; 10 psychic damage AND Dazed (save ends).

POWERS

Resist 20 Psychic; Vulnerable 5 Radiant

☐ **Dark Phase:** *Minor action:* This creature has Phasing until end of turn.

Puppeteer: *Use when an enemy fails a saving throw:* Slide that enemy up to 3 squares.

CHAMPION POWERS ☐

❖ *Use after rolling initiative:* Until end of round, each ally has +5 Damage against targets that have not yet taken a turn this round.

❖ *Use at any time:* End 1 effect that a save can end on an ally. If you do, each enemy takes ongoing 5 psychic damage (save ends).

AC 26
FORT 24
REF 24
WILL 24

SPEED F6

HP 80
BLOOD 40

ANGEL OF VALOR LEGIONNAIRE

Level 9 ♦ Angel • Immortal

ATTACKS

Ⓢ **Fiery Longsword:** +16 vs. AC; 15 fire damage AND if this creature is bloodied, make 1 attack against each enemy adjacent to target, +14 vs. Reflex; 15 radiant damage.

☐ **Righteous Fury:** +13 vs. Fortitude; 20 thunder damage AND Dazed. ☹ *when this creature first becomes bloodied.*

POWERS

Blaze of Glory: Takes 5 damage at start of each of its turns while bloodied.

Image of Valor: (Aura 1) Allies in aura heal 5 HP whenever hitting with a Ⓢ attack.

"The problem with the Legionnaires is that in hordes they're so hard to kill."—R'kar, hezrou general

AC 25
FORT 21
REF 21
WILL 21

SPEED F6

HP 55
BLOOD 25

BLACK SLAAD

Level 14 ♦ Slaad • Chaos

ATTACKS

Ⓢ **Claws:** (reach 2) +19 vs. AC; 20 damage.

☐ **Ray of Entropy:** (sight) +17 vs. Reflex; 20 damage AND target takes 5 additional damage whenever it takes damage (save ends).

POWERS

Chaos Storm: Whenever your initiative roll is odd, recharge Ray of Entropy and until end of round, you score 5 VP whenever an ally destroys an enemy.

Slaad Leap: *Replaces move action:* Teleport up to 3 squares.

A slaad whose physical form is consumed by the energies of the Abyss may become a void slaad.

AC 27
FORT 26
REF 26
WILL 26

SPEED 6

HP 85
BLOOD 40

BLOODSPIKE BEHEMOTH

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. ☹ *when this creature first destroys an enemy.*

POWERS

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.

AC 21
FORT 22
REF 17
WILL 17

SPEED 6

HP 75
BLOOD 35

BODAK SKULK

Level 9 ♦ Undead • Shadow

ATTACKS

Ⓢ **Slam:** +15 vs. AC; 15 necrotic damage.

☐ **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. ☹ *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.

The path to a nightwalker all too often leads through a pack of bodaks.

AC 25
FORT 23
REF 23
WILL 23

SPEED 6

HP 60
BLOOD 30

BULLYWUG GUARD

Level 6 ♦ Bullywug • Aquatic

ATTACKS

Ⓢ **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.

AC 17
FORT 17
REF 15
WILL 15

SPEED 6

HP 35
BLOOD 15

BULLYWUG MUD LORD

Level 6 ♦ Bullywug • Aquatic

CR 1

ATTACKS

Ⓢ **Staff:** +11 vs. AC; 10 damage.

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

POWERS

Nature's Release: Attacker heals 5 HP whenever this creature is hit with a Ⓢ attack.

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.

AC 17
FORT 17
REF 15
WILL 15

SPEED 6

HP 40
BLOOD 20

DEATH GIANT

Level 14 ♦ Giant • Shadow

AC 22
FORT 26
REF 20
WILL 22
SPEED 6
HP 80
BLOOD 40

ATTACKS
⊕ **Greataxe:** (reach 2) +17 vs. AC; 30 damage.
⚡ **Soulfire Burst:** Use only if this creature has 1 or more Soul Shroud counters on it: (burst 1) +15 vs. Reflex; 30 necrotic damage. Hit or miss, remove 1 Soul Shroud counter from this creature after all attacks are resolved.

POWERS
Resist 15 Necrotic
Soul Shroud: Whenever an adjacent living enemy is destroyed, put 1 Soul Shroud counter on this creature.
Consume Soul: *Minor action:* Remove 1 Soul Shroud counter from this creature. If you do, this creature heals 10 HP.

©2009 DDM Guild, 9/40 ★

DEATHRATTLE VIPER

Level 4 ♦ Beast • Reptile

AC 18
FORT 16
REF 18
WILL 16
SPEED 5
HP 35
BLOOD 15

ATTACKS
⊕ **Venomous Bite:** (reach 2) +9 vs. AC; 5 damage AND ongoing 5 poison damage (save ends).
⊖ **Sudden Strike:** (target that did not have line of sight to this creature at start of this creature's turn only) +11 vs. AC; 15 damage AND target has -2 Speed (Poison, save ends).

POWERS
Hide: If this creature has ranged cover other than from intervening creatures against a nonadjacent enemy, it is invisible to that enemy.
Deathrattle: (Aura 5, Fear) Enemies in aura have -2 Attack.

*To hear its rattle is to know fear.
To feel its bite is to know death.*

©2009 DDM Guild, 10/40 ●

DRAGONBORN DEATH KNIGHT

Level 14 ♦ Dragonborn • Undead

CR 2

AC 28
FORT 26
REF 25
WILL 25
SPEED 5
HP 80
BLOOD 40

ATTACKS
⊕ **Soulsword:** +20 vs. AC; 20 necrotic damage.
⊖ **Necrotic Breath:** (blast 3): +18 vs. Fortitude; 10 fire damage AND ongoing 10 necrotic damage AND Weakened (save ends both).

POWERS
Resist 15 Necrotic; Vulnerable 10 Radiant
⊖ **Deathly Visage:** Use at start of adjacent enemy's turn: Roll 1d20. On 6-15, recharge this creature's Necrotic Breath. On 16-20, that enemy is Stunned until end of turn.

CHAMPION POWERS □ □
♦ Use at end of round: Each enemy occupying a victory area takes 10 necrotic damage.
♦ Use when an enemy scores a critical hit: That attack is a normal hit instead and that enemy is Weakened (save ends).

♦ For use with *Savage Encounters* 11/40: Death Knight (Dragonborn Paladin)

©2009 DDM Guild, 11/40 ★

DRIDER FANGLORD

Level 10 ♦ Drow • Spider

AC 24
FORT 21
REF 21
WILL 24
SPEED 6
HP 60
BLOOD 30

ATTACKS
⊕ **Longsword:** +17 vs. AC; 15 damage.
⚡ **Web:** (range 10) +15 vs. Reflex; Immobilized (save ends).

POWERS
Darkfire: (Aura 2) Enemies in aura are not invisible and do not benefit from Conceal.
⊖ **Venomous Retort:** Use when an enemy hits this creature or an adjacent ally with a ⊕ attack: That enemy takes 15 poison damage (30 poison damage instead on a critical hit). ⊖ when this creature first becomes bloodied.

Few pass Loth's test of faith, and the Spider Queen does not tolerate failure.

©2009 DDM Guild, 12/40 ♦

FALLEN COMRADE

Level 1 ♦ Corpse

AC —
FORT —
REF —
WILL —
SPEED —
HP 30
BLOOD 15

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

AC 23
FORT 23
REF 20
WILL 20
SPEED 7
HP 50
BLOOD 25

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

POWERS
Berserker Charge: +5 Damage while charging.
Berserk Deflection: Whenever an enemy targets an ally adjacent to this creature with a ⊕ 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!"

©2009 DDM Guild, 13/40 ♦

GITHYANKI GISH

Level 10 ♦ Githyanki • Psionic

AC 25
FORT 21
REF 21
WILL 25
SPEED 6
HP 60
BLOOD 30

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
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.

©2009 DDM Guild, 14/40 ♦

GITHYANKI MINDSLICER

Level 10 ♦ Githyanki • Psionic

AC 26
FORT 22
REF 22
WILL 24
SPEED 6
HP 65
BLOOD 30

ATTACKS
⊕ **Silver Sword:** +18 vs. AC; 15 psychic damage, ignore Insubstantial.
⚡ **Mindslice:** (range 5): +14 vs. Will; Weakened.

POWERS
Wandering Warrior: +2 Attack and +5 Damage while occupying a victory area.
Psionic Backlash: Use when an enemy scores a critical hit: That enemy takes 20 psychic damage.

While most Gith prefer their astral cities, the urge for adventure drives some to the dungeons and wars of the borderlands.

©2009 DDM Guild, 15/40 ★

GOBLIN SKULLCLEAVER

Level 5 ♦ Goblin

AC 20
FORT 20
REF 16
WILL 16

ATTACKS
⊕ **Falchion:** +12 vs. AC; 10 damage.
⊕ **Wild Swing:** +9 vs. Fortitude; 20 damage AND push target up to 2 squares.

POWERS
☐ **Skullcleaver:** Use when this creature declares a ⊕ attack: That attack is a critical hit. ☹ when this creature first becomes bloodied.

SPEED 7

HP 35
BLOOD 15

Tribes lucky enough to have such uncharacteristically brave warriors are few but successful.

17

©2009 DDM Guild, 16/40 ♦

GOBLIN WOLFRIDER

Level 6 ♦ Goblin • Wolf • Mounted

AC 18
FORT 16
REF 18
WILL 16

ATTACKS
⊕ **Longsword:** +11 vs. AC; 15 damage.
☐ ⊕ **Shred Prey:** +10 vs. Fortitude; 15 damage AND ongoing 5 damage AND target has -2 Speed. ☹ when this creature first becomes bloodied.

POWERS
Scent of Blood: Can charge targets it does not have line of sight to.

SPEED 8

HP 45
BLOOD 20

No one can tell where the howl of the steed ends and the howl of the rider begins.

20

©2009 DDM Guild, 17/40 ♦

GRAY SLAAD

Level 9 ♦ Slaad • Chaos

CR 2

AC 23
FORT 21
REF 23
WILL 19

ATTACKS
⊕ **Claws:** +15 vs. AC; 15 damage.
☐ ⊕ **Planar Instability:** (burst 3) +12 vs. Will; 20 damage AND slide target up to 3 squares AND Immobilized (save ends).

POWERS
Chaotic Frenzy: Whenever you win initiative, this creature has +2 Speed until end of round. Whenever you lose initiative, this creature has +5 Damage until end of round.

☐ **Condition Transfer:** Use when this creature rolls a saving throw to end an effect: End that effect and 1 enemy within 5 squares gains that effect with a duration of save ends.

Slaad Leap: Replaces move action: This creature teleports up to 3 squares.

SPEED 6

HP 60
BLOOD 30

34

©2009 DDM Guild, 18/40 ♦

GRAZ'ZT

Level 20 ♦ Demon • Mastermind (Unique)

CR 3

AC 30
FORT 30
REF 34
WILL 30

ATTACKS
⊕ **Wave of Sorrow:** +26 vs. AC; 30 damage AND this creature teleports to a square adjacent to target.
☞ **Domination:** (range 5) +24 vs. Will; Dominated.

POWERS
Resist 10 All
☐ **Reinforcements:** Use during your set-up: Up to 3 lower-level Demon allies start off the battle map.
Domineering: Your warband cannot contain any other champions.

CHAMPION POWERS ☐ ☐ ☐

❖ **Use at end of round:** (Summoning) Summon a Demon ally that is off the battle map into play in a space at least 10 squares from all enemies.

❖ **Use at start of opponent's turn:** You choose the first creature that opponent takes a turn with.

Warband Building: Demon creatures of any faction are legal in your warband.

SPEED 6

HP 120
BLOOD 60

141

©2009 DDM Guild, 19a/40 ♦

GRAZ'ZT

Level 28 ♦ Demon • Mastermind (Unique)

AC 40
FORT 36
REF 32
WILL 32

ATTACKS
⊕ **Wave of Sorrow:** +30 vs. AC; 30 damage AND this creature teleports to a square adjacent to target.
☞ **Overwhelming Domination:** (sight) +26 vs. Will; target makes a ⊕ attack against itself or one of its allies (your choice).
☞ **Demonic Seduction:** Minor action: (range 5) +24 vs. Will; target cannot attack this creature or include this creature as a target in an attack (save ends). ☹ as a minor action.

POWERS
Resist 10 All
Sneak Attack 20: +20 Damage against targets granting it combat advantage.
☐ **Vicious Twist:** Use after this creature hits an enemy with a ⊕ attack: +20 damage on that attack.
Infernal Schemer: Your warband cannot contain any champions.

SPEED 6

HP 145
BLOOD 70

324

©2009 DDM Guild, 19b/40 ♦

GREENVISE VINE

Level 7 ♦ Plant

AC 23
FORT 23
REF 18
WILL 21

ATTACKS
⊕ **Bite:** (reach 2) +15 vs. AC; 15 damage.
☐ ⊕ **Pulling Vines:** (reach 4) +12 vs. Reflex; 25 damage AND pull target adjacent to this creature. ☹ at end of this creature's turn if no enemy is adjacent to it.

POWERS
Wandering Monster
Forest Walk: Ignores the extra cost for entering forest terrain.
Vine Fetter: (Aura 1) Enemies in aura cannot shift.

SPEED 4

HP 55
BLOOD 25

Feed it, or it will feed on you.

26

©2009 DDM Guild, 20/40 ♦

HOBGOBLIN HAND OF BANE

Level 10 ♦ Hobgoblin • Goblin

CR 2

AC 25
FORT 19
REF 19
WILL 19

ATTACKS
⊕ **Flail:** +16 vs. AC; 15 damage.
⊕ **Flail of Tyranny:** +14 vs. AC; 20 damage AND Stunned.

POWERS
Bane's Blessing: (Aura 2) Goblin allies in aura have +2 Attack while this creature is bloodied.

CHAMPION POWERS ☐ ☐
❖ **Use at start of round:** Until end of round, each bloodied ally can take 10 damage at start of its turn. If it does, it has +4 Attack and +10 Damage with ⊕ attacks until end of its turn.
❖ **Use when an ally becomes affected by a condition or effect that a save can end:** That ally makes a saving throw against that condition or effect.

SPEED 6

HP 65
BLOOD 30

38

©2009 DDM Guild, 21/40 ♦

HUMAN OUTRIDER

Level 7 ♦ Human • Martial • Mounted

AC 21
FORT 19
REF 19
WILL 19

ATTACKS
⊕ **Scimitar:** +14 vs. AC; 15 damage.
☐ ⊕ **Passing Attack:** Move up to its speed (minimum 3 squares) and make up to 3 ⊕ attacks, each against a different target. ☹ when this creature misses with a ⊕ attack.

POWERS
Scout
Outrider: Ignores the extra cost for entering difficult terrain.

SPEED 7

HP 45
BLOOD 20

Few races match the horsemanship of humans.

27

©2009 DDM Guild, 22/40 ♦

LEGION DEVIL LEGIONNAIRE

Level 6 ♦ Devil

AC 24
FORT 17
REF 17
WILL 17
SPEED 6
HP 40
BLOOD 20

ATTACKS
⬇ Longsword: +13 vs. AC; 15 damage.

POWERS
Squad Defense: +2 to all defenses while adjacent to a Devil ally.
Teleport: Replaces move action: Teleport up to 3 squares.

They have no regard for their own well-being: Imagine what that means for yours.

©2009 DDM Guild, 24/40 ●

18

MARILITH

Level 10 ♦ Demon • Martial

AC 24
FORT 23
REF 23
WILL 23
SPEED 7
HP 100
BLOOD 50

ATTACKS
⬇ Scimitar: (reach 2) +18 vs. AC; 15 damage.
⬇ Shroud of Steel: Make up to 2 ⬇ attacks. Hit or miss, this creature has +4 AC until start of its next turn after resolving all attacks.
⬇ Weapon Dance: (reach 2) +18 vs. AC; 10 damage AND this creature shifts up to 1 square AND make 1 Weapon Dance attack (maximum 6 per turn).

POWERS
Hacking Blades: Use when an enemy misses this creature with a ⬇ attack: Make 1 ⬇ attack against that enemy as an immediate action.

The marilith take their name from the greatest of all marilith generals in the Blood War.

©2009 DDM Guild, 25/40 ★

73

NIGHTWALKER SINISTER

Level 15 ♦ Undead • Shadow

AC 29
FORT 31
REF 24
WILL 24
SPEED 8
HP 90
BLOOD 45

ATTACKS
⬇ Slam: (reach 2) +22 vs. AC; 20 cold damage.

POWERS
Resist 10 Cold; Resist 10 Necrotic
Sneak Attack 10: +10 Damage against targets granting it combat advantage.
Necrotic Aura: (Aura 2) Enemies that start a turn in aura take 10 necrotic damage.
Penumbral Gift: Use at start of round: Each Shadow ally has +10 Damage with ⬇ attacks until end of round.
Shadowwalk: Use at start of this creature's turn: This creature switches positions with 1 Shadow ally.

♦ For use with *Savage Encounters* 26/40: Nightwalker

©2009 DDM Guild, 26/60 ★

70

NORKER

Level 3 ♦ Norker • Goblin

AC 20
FORT 16
REF 15
WILL 12
SPEED 6
HP 30
BLOOD 15

ATTACKS
⬇ Stone Axe: +10 vs. AC; 10 damage.

POWERS
Relentless Endurance: Minor action, use only while bloodied: This creature heals 5 HP.
Snapping Rebuke: Use after an enemy resolves a ⬇ attack against this creature: If that attack hit, make 1 ⬇ attack against that enemy as an immediate action.

Who knows why they guard the Temple of Tharizdun—unintelligent, disorganized, and brutal.

©2009 DDM Guild, 27/40 ●

9

RAT SWARM

Level 5 ♦ Beast • Swarm

AC 20
FORT 18
REF 18
WILL 18
SPEED 6
HP 35
BLOOD 15

ATTACKS
⬇ Bite: +10 vs. AC; 10 damage.

POWERS
Wandering Monster
Formless: Takes half damage from ⬇ and ⤴ attacks.
Rat Infestation: Can move through spaces occupied by enemies.
Black Death: Replaces attack action: Each adjacent enemy and ally has -2 Attack (save ends).

A swarm of rats leaves a trail of disease-ridden bodies in its wake.

©2009 DDM Guild, 28/40 ●

17

ROCKFIRE DREADNOUGHT

Level 18 ♦ Elemental • Earth • Fire

AC 31
FORT 31
REF 29
WILL 28
SPEED 8
HP 110
BLOOD 55

ATTACKS
⬇ Fist of Flame: (reach 2) +25 vs. AC; 20 fire damage.
⤴ Brimstone Rock: (range 10) +23 vs. AC; 15 damage.

POWERS
Resist 15 Fire
Dreadnought: +10 Damage with ⬇ attacks against enemies adjacent to a wall.
Waves of Flame: (Aura 1) Enemies and allies that start a turn in aura take 10 fire damage.
Rockmeld: Use at start of this creature's turn: This creature has Burrow until end of turn.

Brimstone, fire, and an appetite for destruction.

©2009 DDM Guild, 29/40 ♦

98

SALAMANDER ARCHER

Level 10 ♦ Elemental • Fire

AC 22
FORT 19
REF 19
WILL 19
SPEED 6
HP 40
BLOOD 20

ATTACKS
⬇ Tail Lash: (reach 2) +9 vs. AC; 10 damage.
⤴ Hellstorm Barrage: (radius 1 within sight) +14 vs. AC; 15 damage AND ongoing 5 fire damage (save ends).

POWERS
Heatsense: +3 Attack against targets taking ongoing fire damage.
Tail Defense: Use after an enemy within 2 squares resolves a ⬇ or ⤴ attack against this creature: That enemy is Dazed and takes ongoing 5 fire damage (save ends).

©2009 DDM Guild, 30/40 ★

36

SAVAGE MINOTAUR

Level 11 ♦ Minotaur • Rage

AC 25
FORT 27
REF 23
WILL 21
SPEED 8
HP 70
BLOOD 35

ATTACKS
⬇ Axe: (reach 2) +15 vs. AC; 30 damage.

POWERS
Beyond Its Means: Takes 15 damage at start of each of its turns while Dominated.
Powerful Charge 10: +10 Damage while charging.
Savage: When this creature first becomes bloodied, roll 1d20. On 1-10, this creature heals 35 HP, then is Dominated and cannot lose Dominated until end of battle.
Feral Charge: Use at start of this creature's turn: Move up to 8 squares as an immediate action.

You know exactly what you're getting into if you bring a savage minotaur into battle.

©2009 DDM Guild, 31/40 ♦

33

SHARDSTORM VORTEX

Level 8 ♦ Elemental • Air • Earth

AC 22
FORT 20
REF 20
WILL 20
SPEED F9
HP 50
BLOOD 25

ATTACKS
⊕ **Abrasive Slam:** +10 vs. Fortitude; 15 damage.
← **Whirling Blast:** Shift exactly 4 squares from its starting position, then make 1 attack against each adjacent enemy; +12 vs. Reflex; 20 damage AND push target up to 1 square.

POWERS
Sandblast: (Aura 1) Enemies in aura have -2 to all defenses.
☐ **Sudden Vortex:** Use when an enemy declares a ← or ↘ attack which includes this creature as a target: Each ally within 2 squares of this creature has +4 AC and +4 Reflex against that attack.

Scavengers from the Elemental Chaos, shardstorm vortices arrive after their brethren are done battling.

©2009 DDM Guild, 32/40 ♦

32

SKELETAL CYCLOPS

Level 9 ♦ Undead

AC 20
FORT 22
REF 17
WILL 17
SPEED 6
HP 70
BLOOD 35

ATTACKS
⊕ **Slam:** (reach 2) +12 vs. AC; 25 damage.

POWERS
Immune Poison; Resist 10 Necrotic; Vulnerable 5 Radiant
Speed of the Dead: +4 Attack and +10 Damage with opportunity attacks.

Even the tombs of the Feywild have skeletal guardians.

©2009 DDM Guild, 33/40 ♦

32

SKELETAL TIEFLING

Level 3 ♦ Undead • Skeleton

AC 17
FORT 17
REF 15
WILL 15
SPEED 6
HP 35
BLOOD 15

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

POWERS
Resist 5 Necrotic; Vulnerable 5 Radiant
Infernal Wrath: +2 Attack and +5 Damage against targets that made an attack against this creature this round.
Speed of the Dead: +2 Attack and +5 Damage with opportunity attacks.

A small number of undead retain vestiges of the power they wielded in life.

©2009 DDM Guild, 34/40 ♦

10

SORROWSWORN REAPER

Level 15 ♦ Shadow

AC 28
FORT 27
REF 28
WILL 27
SPEED 8
HP 80
BLOOD 40

ATTACKS
⊕ **Sorrow's Scythe:** +20 vs. AC; 25 psychic damage.
☐ ⊕ **Reaping Blow:** Make 1 ⊕ attack against each adjacent bloodied enemy. After resolving all attacks, if any target was destroyed, this creature heals 40 HP.

POWERS
Reaper: +4 Attack and +10 Damage against bloodied targets granting this creature combat advantage.
Deathport: Use after an enemy is destroyed: Put this creature in a space adjacent to the space occupied by that enemy.

©2009 DDM Guild, 35/40 ★

78

SPECTER

Level 11 ♦ Undead

AC 27
FORT 23
REF 23
WILL 23
SPEED F6
HP 50
BLOOD 25

ATTACKS
⊕ **Inescapable Chill:** +16 vs. AC; 20 damage. On miss, this creature has cumulative +1 Attack until end of battle.
⊕ **Spectral Touch:** (living target only) +16 vs. Fortitude; 15 damage AND this creature heals 10 HP.

POWERS
Phasing; Insubstantial

A chill, a whirl of undeath, and then nothing.

©2009 DDM Guild, 36/40 ♦

44

TIEFLING NECROMANCER

Level 10 ♦ Tiefling • Divine

AC 24
FORT 24
REF 20
WILL 21
SPEED 6
HP 65
BLOOD 30

ATTACKS
⊕ **Staff:** +15 vs. AC; 15 damage.
↗ **Undead Beacon:** (sight) +15 vs. Will; target provokes opportunity attacks from adjacent Undead enemies.

POWERS
Strength of Corpses: (Aura 5) Summoned Undead allies in aura have +2 Attack and +5 Damage.
Unliving Wall: (Summoning) Use after an enemy is destroyed by a ⊕ attack: Summon an Undead creature with cost 10 or less into play in the space that enemy occupied.

The dead obey.

©2009 DDM Guild, 37/40 ★

44

VAMPIRE GUILDMASTER

Level 11 ♦ Vampire • Undead

AC 26
FORT 22
REF 22
WILL 26
SPEED 7
HP 65
BLOOD 30

ATTACKS
⊕ **Dagger:** +19 vs. AC; 15 damage.
⊕ **Steal Life:** +14 vs. Fortitude; 10 necrotic damage AND this creature heals 10 HP.

POWERS
Resist 10 Necrotic; Vulnerable 10 Radiant
Sneak Attack 10: +10 Damage against targets granting this creature combat advantage.
Turf War: (Aura 1) Enemies in aura score 5 less victory points than normal for occupying victory areas.

CHAMPION POWERS ☐ ☐
♦ Use when an enemy fails a saving throw: Each enemy takes 10 necrotic damage, then this creature heals 5 HP for each enemy destroyed by that damage (maximum 20 HP).
♦ Use when an enemy uses a champion power: You gain 10 VP.

©2009 DDM Guild, 38/40 ★

56

WINDFIEND FURY

Level 12 ♦ Elemental • Air • Water

AC 24
FORT 22
REF 26
WILL 22
SPEED F6
HP 80
BLOOD 40

ATTACKS
⊕ **Slam:** (reach 2) +17 vs. Reflex; 20 damage.
↗ **Lightning Strike:** (range 10) +17 vs. Fortitude; 15 lightning damage AND Dazed.
☐ ← **Storm Burst:** (burst 2); +15 vs. Reflex; 20 lightning damage AND this creature teleports up to 2 squares.

POWERS
Wind's Fury: +2 Attack and +10 Damage with ⊕ attacks against targets with Flight.
Forceful Zephyr: (Aura 3) Enemies that start a turn in aura are Slowed until end of turn.

Angry furies bound by powerful magic power many House Lyrandar galleons.

©2009 DDM Guild, 39/40 ★

52

ZOMBIE HULK

Level 7 ♦ Undead

AC 19
FORT 17
REF 17
WILL 19
SPEED 4
HP 55
BLOOD 25

ATTACKS

- ⊕ **Slam:** +10 vs. AC; 25 damage.
- ☐ ⊕ **Double Smash:** Make 2 attacks, +8 vs. Fortitude; 20 damage.

POWERS

- ☐ **Fell Retort:** Use when this creature is destroyed: Choose 1 effect:
Deathstrike Punisher: Recharge Double Smash, then make a Double Smash attack as an immediate action.
Rise Again: This creature is not destroyed instead and has 5 HP.

"What do you think the hulk did?
It smashed everything to bits."

24

© 2009 DDM Guild, 40/40 ♦

SAVAGE ENCOUNTERS

Design: Kevin Tatroe (Lead), Stephen Hagan.
Development: Jim Ansaldo (Lead), Keith Tatroe.
Graphic Designers: Joel Broveleit, Kevin Tatroe.
Special Thanks: DDM Guild's Supporters; Kierin Chase, Peter Lee, and Scott Rouse at Wizards of the Coast.



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 States of America. © 2009 DDM Guild and Wizards of the Coast. This DDM Guild product contains no Open Game Content. These cards are current as of November 17, 2009.

SAVAGE ENCOUNTERS

☐ 1/40	Adult Gray Dragon	♦	☐ 21/40	Hobgoblin Hand of Bane	♦
☐ 2/40	Adult Purple Dragon	♦	☐ 22/40	Human Outrider	♦
☐ 3/40	Angel of Valor Legionnaire	♦	☐ 23/40	Inhabited Corps/Fallen Villager	●
☐ 4/40	Black Slaad	♦	☐ 24/40	Legion Devil Legionnaire	●
☐ 5/40	Bloodspike Behemoth	♦	☐ 25/40	Marilith	♦
☐ 6/40	Bodak Skull	♦	☐ 26/40	Nightwalker	♦
☐ 7/40	Bullywug Guard	♦	☐ 27/40	Norker	♦
☐ 8/40	Bullywug Mud Lord	♦	☐ 28/40	Rat Swarm	♦
☐ 9/40	Death Giant	♦	☐ 29/40	Rockfire Dreadnought	♦
☐ 10/40	Deathrattle Viper	♦	☐ 30/40	Salamander Archer	♦
☐ 11/40	Death Knight (Dragonborn Ralatin)	♦	☐ 31/40	Savage Minotaur	♦
☐ 12/40	Dried Fanglord	♦	☐ 32/40	Shardstorm Vortex	♦
☐ 13/40	Foulspawn Berserker	♦	☐ 33/40	Skeletal Cyclops	♦
☐ 14/40	Githyanki Gish	♦	☐ 34/40	Skeletal Tieling	♦
☐ 15/40	Githyanki Mindslicer	♦	☐ 35/40	Sorrowsworn Reaper	♦
☐ 16/40	Goblin Skullcleaver	♦	☐ 36/40	Specter	♦
☐ 17/40	Goblin Wolfriider	♦	☐ 37/40	Tiefling Necromancer	♦
☐ 18/40	Gray Slaad	♦	☐ 38/40	Vampire Guildmaster	♦
☐ 19/40	Gazzt	♦	☐ 39/40	Windfend Fury	♦
☐ 20/40	Greenwise Vine	♦	☐ 40/40	Zombie Hulk	♦