



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.

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BODAK SKULK

Level 9 ◆ Undead • Shadow

ATTACKS

AC **25** ◆ 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. O when this creature uses Spectral Form.

POWERS

23

WILL

23

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

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

POWERS

FORT **17**

REF

WILL

15

нр 35

BLOOD

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

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FOULSPAWN BERSERKER

Level 7 ♦ Foulspawn • Aberrant

ATTACKS

SPEED

нр 50

BLOOD

25

AC **23 POWERS** FORT 23 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.

Greatsword: +14 vs. AC; 15 damage.

"... 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.

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

Infernal Schemer: Your warband cannot contain

BLOOD

25

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Feed it, or it will feed on you.

Few races match the horsemanship of humans.

BLOOD

20





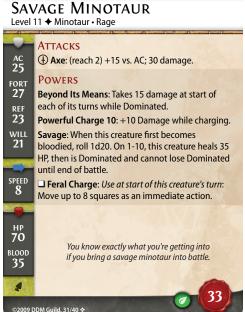










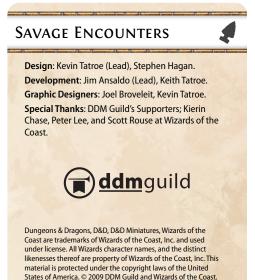












This DDM Guild product contains no Open Game Content.

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