

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

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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

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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.

AC 25
FORT 21
REF 21
WILL 21

SPEED F6

HP 55
BLOOD 25

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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.

AC 27
FORT 26
REF 26
WILL 26

SPEED 6

HP 85
BLOOD 40

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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.

AC 21
FORT 22
REF 17
WILL 17

SPEED 6

HP 75
BLOOD 35

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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.

AC 25
FORT 23
REF 23
WILL 23

SPEED 6

HP 60
BLOOD 30

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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.

AC 17
FORT 17
REF 15
WILL 15

SPEED 6

HP 35
BLOOD 15

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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

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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.

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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.*

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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)

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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.

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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

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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!"

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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.

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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.

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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.

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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.

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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

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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

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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

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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.

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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

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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.

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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.

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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.

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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

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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.

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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.

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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.

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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).

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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.

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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.

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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.

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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.

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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.

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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.

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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.

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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.

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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.

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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."

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SAVAGE ENCOUNTERS

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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 Paladin)	♦	☐ 31/40	Savage Minotaur	♦
☐ 12/40	Driid 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	Garzti	♦	☐ 39/40	Windfend Fury	♦
☐ 20/40	Greenwise Vine	♦	☐ 40/40	Zombie Hulk	♦