

UTHGARDT WARRIOR

Level 11 ♦ Human • Primal • Uthgar

AC
21
FORT
26
REF
23
WILL
23
SPEED
7

ATTACKS

- ⊕ **Axe:** +15 vs. AC; 20 damage.
- ⊖ **Knife:** *Minor action:* +14 vs. AC; 10 damage.
⊖ as a minor action.

POWERS

- ☐ **Taking Heads:** *Immediate action:* When this creature destroys an orc or goblin enemy; Score +5 VP, or +10 VP if the enemy is a Champion.

HP
85
BLOOD
40

♦ Use with *Monster Menagerie II: Uthgardt Barbarian (Hair)*

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CHAMPION OF UTHGAR

Level 13 ♦ Human • Primal • Uthgar

CR
2

AC
24
FORT
28
REF
25
WILL
25
SPEED
7

ATTACKS

- ⊕ **Axe:** +17 vs. AC; 25 damage
- ⊖ **Knife:** *Minor action:* +16 vs. AC; 10 damage.
⊖ as a minor action.

POWERS

- ☐ **Taking Heads:** *Immediate action:* When this creature destroys an orc or goblin enemy; Score +5 VP, or +10 VP if the enemy is a Champion.

CHAMPION POWERS ☐ ☐

- ♦ *Use at start of round:* Primal allies have +5 damage until end of round.
- ♦ *Use at start of this creature's turn:* As a free action, each Uthgar or Primal ally shifts up to 4 squares.

♦ Use with *Monster Menagerie II: Uthgardt Barbarian (Bald)*

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MONSTER MENAGERIE II

UTHGARDT TRIBES EXPANSION

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These cards are current as of September 15, 2017.

BLACK LION TOTEM

Level 5+ ♦ Wild • Uthgar

POWERS

- ☐ **Discipline:** *Use when this creature is hit by an attack:* This creature ignores all non-damage effects of that attack.
- A Bit Civilized:** This creature loses the primal keyword.

+1

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BLACK RAVEN TOTEM

Level 5+ ♦ Uthgar

POWERS

- Leaping Charge 10:** +10 damage and Flight while charging.

+4

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BLUE BEAR TOTEM

Level 5+ ♦ Uthgar

POWERS

- Corruption:** Gains the Evil alignment.
- Vulnerable 5 Radiant.**
- Dark Thralls:** +5 damage when within line of sight of a Demon or Hag ally.

+4

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ELK TOTEM

Level 5+ ♦ Uthgar

POWERS

- Hide:** Invisible to enemies from which it has ranged cover, other than from intervening allies.
- Sneak Attack 5:** +5 damage vs. targets granting it combat advantage.

+5

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GRAY WOLF TOTEM

Level 5+ ♦ Uthgar

POWERS

- Lycanthropy:** Gains the Shapeshifter keyword.
- Bloodthirsty 5:** +5 Damage against Bloodied targets.
- Wolfen Charge:** +2 Speed while charging.

+3

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GREAT WORM TOTEM

Level 5+ ♦ Uthgar

POWERS

- Pure:** Gains the Good alignment.
- Evil Bane 5:** +5 damage vs. Evil enemies.
- ☐ **Great Worm Armor:** *Use at set up:* Choose one of Acid, Cold, Fire, Lightning, or Thunder. This creature gains Resist 10 vs. that damage type.

+5

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GRIFFON TOTEM

Level 5+ ♦ Uthgar

POWERS

- ☐ **Favor of Uthgar:** *Use when this creature is hit by an attack, while it occupies a victory area:* That attack misses, instead.

+2

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TREE GHOST TOTEM

Level 5+ ♦ Uthgar

POWERS

- Woodcraft:** This creature is invisible to nonadjacent enemies when occupying forest terrain.
- Beast Affinity 5:** This creature has +5 attack when adjacent to a Beast ally.

+4

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THUNDERBEAST TOTEM

Level 5+ ♦ Uthgar

POWERS

- ☐ **Dinosaur Skin:** *Use at start of this creature's turn:* +5 AC until the end of this creature's next turn.
- Wolfbane 10:** +10 ⊖ damage vs. wolf enemies.

+2

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RED TIGER TOTEM

Level 5+ ♦ Uthgar

POWERS

- ☐ **Tiger Form:** *Use when first bloodied:* This creature has +2 speed and gains the following attack:
⊖ **Claws:** *Minor action:* +16 vs. AC; 10 damage.

+3

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RED PONY TOTEM

Level 5+ ♦ Uthgar

POWERS

- Metamorphosis:** Gains the Grimlock keyword.
- Blindsight:** Ignores Conceal; Ignores Invisible.
- Grimlock Rush:** *Minor action:* Move 2 squares.

+4

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SKY PONY TOTEM

Level 5+ ♦ Uthgar

POWERS

- ☐☐ **Rage of Tempus:** *Immediate action, when this creature hits with a ⊕ attack:* shift 2 squares and make a ⊕ attack against a different target.

+6

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