

ARKHAN THE CRUEL

Level 14 ♦ Dragonborn • Primal • Unique

CR
1

AC 27
FORT 24
REF 24
WILL 25

ATTACK POWERS
Ⓡ **Fane-Eater, Battleaxe:** +18 vs. AC; 20 + 5 cold damage. On a critical hit, this creature also heals 10 HP.
Ⓡ **Finger of Death:** (range 10) +16 vs. Fortitude; 10 necrotic damage AND 20 ongoing necrotic damage (save ends).

GENERAL POWERS
Resist 5 Fire; Immune Fear
Aura of Hate: (aura 2) Evil allies in aura have +5 damage.
Ⓡ **Hand of Vecna:** Use at end of this creature's turn: Adjacent enemies take 10 necrotic damage, then this creature and up to 1 adjacent ally teleport 10 to a square adjacent to each other.

CHAMPION POWERS Ⓡ
Ⓡ Use after this creature destroys an enemy: Add an Undead ally with cost 16 or less to your warband and place it in a square last occupied by that enemy.
Ⓡ Use at start of round: Creatures of level 1-14 in your warband take 5 damage, then have +4 attack vs. enemies of level 15+ until end of battle.

HP 85
BLOOD 40

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KRULL

Level 12 ♦ Divine • Turtle • Unique

AC 25
FORT 23
REF 22
WILL 24

ATTACK POWERS
Ⓡ **Blightmaul:** +16 vs. AC; 10 + 10 necrotic damage.

GENERAL POWERS
Ⓡ **Withdraw into Shell:** Immediate action, when targeted by an attack: +4 AC and Resist 10 All until it moves or declares an attack.
Ⓡ **Gloom Curse:** Attack action: One creature within 8 squares that this creature can see is Weakened (save ends). Ⓡ when no creature is affected by this power.
Ⓡ **Animate Dead:** Use after a living creature within 5 squares is destroyed: Add an Undead ally with cost 9 or less to your warband and place it in a square last occupied by that creature.

Bless the Risen: (aura 5) Undead allies in aura have +2 attack.

HP 70
BLOOD 35

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THOROGAR STEELFIST

Level 11 ♦ Minotaur • Primal • Unique

AC 23
FORT 25
REF 21
WILL 21

ATTACK POWERS
Ⓡ **Flaming Scimitar:** (reach 2) +14 vs. AC; 15 + 5 fire damage.

GENERAL POWERS
Ⓡ **Fists of Steel:** Minor action: +2 attack and +5 damage on its next Flaming Scimitar attack this turn.
Powerful Charge 10: +10 damage while charging.
Primal Motivation 5: +5 damage while adjacent to a primal ally.
Defender: Immediate action, when an adjacent enemy targets an ally: Make a Ⓡ attack vs. that enemy.

HP 80
BLOOD 40

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CHANGO

Level 9 ♦ Magical Beast • Primal • Unique

AC 24
FORT 23
REF 23
WILL 21

ATTACK POWERS
Ⓡ **Bite:** +14 vs. AC; 15 damage.
Ⓡ **Tail Spike:** (range 10) +13 vs. AC; 15 damage + 5 ongoing damage (save ends).

GENERAL POWERS
Ⓡ **Spike Fury:** Use when first bloodied: Make 1 attack vs. each enemy within range.
Dragonborn Mount: Can have a medium or smaller Dragonborn creature as a rider.
Primal Bond: While mounted, this creature has the Immune and Resist powers of its rider.
Puncture: Immediate action, when this creature's rider attacks an adjacent enemy: +10 damage on that attack.

HP 65
BLOOD 30

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WHITE ABISHAI

Level 7 ♦ Dragon • Devil

AC 24
FORT 22
REF 22
WILL 22

ATTACK POWERS
Ⓡ **Bite:** +14 vs. AC; 10 + 5 cold damage.
Ⓡ **Hellsword:** +11 vs. AC; 20 + 5 cold damage.

GENERAL POWERS
Immune Cold, Poison
Ⓡ **Vicious Resprisal:** Immediate action, use after taking damage: Charge the nearest enemy that is at least 3 squares away. Ⓡ when first bloodied.
Defensive Mobility: +5 AC vs. opportunity attacks while moving.

HP 55
BLOOD 25

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ARKHAN'S BERSERKER

Level 6 ♦ Human • Primal

AC 18
FORT 19
REF 17
WILL 17

ATTACK POWERS
Ⓡ **Longsword:** +12 vs. AC; 20 damage.

GENERAL POWERS
Bloodrage 5: +5 damage while bloodied.
Bloodbound: Whenever a champion ally within 5 squares takes damage: This creature takes 5 damage and that ally takes -5 damage.

HP 60
BLOOD 30

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ARKHAN THE CRUEL AND THE DARK ORDER

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