

-1
Str

+2
Dex

+0
Con

+1
Int

+3
Wis

+2
Cha

200 xp

Cult Priest

Medium Humanoid, Chaotic Evil

Speed: 30 ft
PP: 13

Saves: Int +5

Arcana +6, History +6

Spells DC13 Attack +5

Sword of Khorne next attack w. wpn, on miss it hits, on hit +1d8 fire dam. 60ft magical damage type. Recharge 5/6

Hands of Khorne (concen) 20ft square in 60ft. Difficult terrain. Dex sv or 2d4 necrotic and restrained. If already restrained auto damage. Action to make Dex or Str save. Recharge 5/6

Muscle Spasm Con Save or Attacks -1d4
Cast spell w. somantic DC 12+1d4 Dex sv.
or fail. Roll of 1 on the d4 ends

AC
12

No armour

HP (27)
6d8



Actions

Machete +4 S 1d6+2

Powers

Bane (concen) 3 targets -1d4 att & saves. Recharge 5/6

Shocking grasp: melee att. 1d8 lightning adv. vs metal armour. Lose reaction until next turn

Summon Spirit of Khorne range 60ft

Thirst for blood 60ft On bleeding target Con save or 1d10 slashing

Animate Shadow 60ft 5HP auto 1d6 damage. Use action to grapple – no dam. taken, inflict 1 pt. Recharge 5/6

Blood of Khorne 60ft 2d6 fire auto hit Recharge 5/6

Mage Armour **AC15**