

DISCIPLE OF KYUSS

Level 12 ♦ Undead • Swarm

AC 24
FORT 25
REF 23
WILL 25
SPEED 6
HP 50
BLOOD 10

ATTACKS

Ⓛ **Rot Claw:** +14 vs. AC; 5 +10 necrotic damage AND 5 ongoing necrotic damage.

Ⓛ **Worm of Torment:** (living target only) +14 vs. Will; 10 necrotic damage AND Dominated (save ends).

☐ **Breath of Kyuss:** (minor action, blast 3) +14 vs. Fortitude; 10 necrotic damage AND 10 ongoing necrotic damage (save ends).

POWERS

Immune Necrotic

Swarm: Takes half damage from Ⓛ and Ⓝ attacks.

Rotting Aura: (Aura 1) Living creatures that start their turn adjacent to this creature take 5 necrotic damage.

Favor of Kyuss: Minor action. Choose two swarm or vermin allies within 5 squares of this creature. Those allies have +5 damage until end of round.

May you rot.

♦ For use with *Disciple of Kyuss, Curse of Undeath faction pack, Dungeon Command Board Game*

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NANAMAT, ANCIENT LICH

Level 16 ♦ Undead • Arcane (unique)

AC 28
FORT 25
REF 25
WILL 28
SPEED F6
HP 80
BLOOD 40

ATTACKS

Ⓛ **Fear Gaze:** (range 2) +15 vs. Reflex; 15 cold damage AND Helpless.

Ⓝ **Finger of Death:** (range 10) +17 vs. Fortitude; 10 ongoing damage AND weakened (save ends both).

☐ **Cloudkill:** (radius 2 within 10): +17 vs. Fortitude; 20 poison damage AND 20 ongoing poison damage; on miss, 10 poison damage.

POWERS

Resist 5 All, Vulnerable 15 Radiant

Intimidating Presence: Adjacent creatures may not take minor actions.

Blindsight: Ignores Conceal; treats invisible creatures as visible.

☐ **Greater Teleport:** Free action, usable at end of this creature's turn only. Place this creature in any square within its line of sight.

♦ For use with *Lich, Curse of Undeath faction pack, Dungeon Command Board Game*

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WARCLEAVE SKELETON

Level 3 ♦ Undead • Martial

AC 19
FORT 16
REF 14
WILL 14
SPEED 6
HP 25
BLOOD 10

ATTACKS

Ⓛ **Neckbiter Axe:** +10 vs. AC; 5 + 5 cold damage AND this creature heals 5 HP.

POWERS

Bad Luck for You: Whenever this creature rolls a natural 13 on the attack roll vs. a living target; that attack is an automatic hit and a critical hit.

☐ **Skullcleaver:** Use when this creature declares a melee attack against an adjacent target; Provokes opportunity attacks; that attack is an automatic hit and a critical hit.

Warcleave Skeletons are the product of dark magic. They crave heads and attack with little regard for defense.

♦ For use with *Skeleton Warrior, Curse of Undeath faction pack, Dungeon Command Board Game*

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