





KRUUL

ORC WITCHDOCTOR

MOV	AGI	RES	MEL	MAG	RNG
3	4	0	6	7	-

MAX HEALTH		
Lvl 1	Lvl 2	Lvl 3
15	16	17

SOUL HARVEST **6**

	Cost	Reach	Glance	Solid	Crit
 Cudgel	1AP	1	2	3	4
 Bewitched	1AP	4	1	2	3

COMMON INNATE ABILITIES

Soulgazer

Soul Enhanced - [*Innate*] If Kruul has 1 or more Souls bound to him, he gains +1 damage on *Cudgel Attack* and +1 RES.

Transference - [*Innate*] If Kruul dies while 1 or more Souls are bound to him, one of the Souls becomes bound to an eligible friendly Hero within 3 hexes before Kruul is removed from the battlefield.

Baleful Strike (2♣) - [*Manoeuvre*] Enemy damaged by *Cudgel Attack* suffers curse.

Bloodlust (1AP) - *[Active]* Adjacent friendly model can charge for one less AP, once, in their next activation. The model cannot target the enemy Effigy with melee attacks during their next activation. Expires at the end of their next activation.

Extract Soul (1A+1F) - *[Active]* Target enemy with a bound Soul. If damaged by Bewitched Attack, during this activation, the Soul becomes unbound. Place the Soul adjacent to the enemy closest to Kruul, then move the Soul D2 hexes directly towards Kruul.

LEVEL 2 Gain 1 Health **LEVEL 3** Gain 1 Health

Lvl 2: Soul Distortion - *[Innate]* Enemies incur a -1 penalty to their Soul Harvest attempts on Souls that are within 3 hexes. This stacks with standard modifiers. Therefore, if Kruul is also within 2 hexes of the Soul, enemies will incur a -2 penalty.

Lvl 3: Frenzy (1F) - *[Active]* While within 4 hexes, friendly orc Heroes gain +1 damage to Basic Attacks. Frenzy expires at the start of Kruul's next activation.

GODS



CLASS

