MONSTER
AL'GARATH
DEMON

(T1)

	MOV	AGI	RES	MEL	MAG	RNG
	D3	3	0	8	-	-

HEALTH 8

BOUNTY IF

		Cost	Reach	Glance	Solid	Crit
	Fist	1AP	1	3	5	6

COMMON INNATE ABILITIES
Bounty; Hunter; Pathfinder; Respawn

Scorn - [*Innate*] Once Al'garath completes his **Hunter** move, after his attack is made, he will **Taunt** the closest Hero model within 3 hexes. If there are multiple options he will **Taunt** the model with the highest current health (randomise if 2 or more models have the same current health). If Al'garath is in LoS at the start of the taunted model's next activation, he is the only enemy the taunted model can target during its activation while Al'garath lives. **Taunt** expires at the end of the taunted model's next activation.

Coalesce (Monster) - [*Innate*] When Al'garath dies, place a Coalesce token in the hex he died. When an Al'garath spawns, randomise Al'garath's spawn location between the Monster Spawn Pit and any Coalesce tokens on the board in unoccupied hexes. Remove all Coalesce tokens created by demon monsters at the end of the Communion phase.

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WARLOCK FAMILIAR
AL'GARATH
DEMON

	MOV	AGI	RES	MEL	MAG	RNG
	3	3	0	5	-	-

HEALTH 7

SUMMON COST 1AP + 1F

		Cost	Reach	Glance	Solid	Crit
	Fist	1AP	1	2	3	4

COMMON INNATE ABILITIES
Lesser Being; Summoned

Eldritch Debt - [*Innate*] When Al'garath is slain, 1 Fate is added to the enemy Warband's Fate pool if an enemy model is adjacent to Al'garath when he is slain.

Taunt (1AP) - [*Active*] Target enemy within 3 hexes becomes taunted. If Al'garath is in LoS at the start of the taunted model's next activation, he is the only enemy the taunted model can target during its activation while Al'garath lives. After casting **Taunt**, Al'garath cannot take the Advance (or Charge) action for the rest of his activation. When Al'garath uses **Taunt**, any previous instances of **Taunt** applied by this model expire, otherwise **Taunt** expires at the end of the taunted model's next activation.

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MONSTER
CANUCKMERA
CHIMERA

(T4)

	MOV	AGI	RES	MEL	MAG	RNG
	D2+X	4	1	8	8	8

HEALTH 12

BOUNTY 1F

		Cost	Reach	Glance	Solid	Crit
	Goose Head	1AP	4	2	3	5
	Beaver Head	1AP	4	1	2	3
	Moose Head	1AP	1	3	4	6

COMMON INNATE ABILITIES
Fly; Pathfinder; Regeneration (2)

MONSTER INNATE ABILITIES
Bounty; Hunter; Respawn

Magical Bounty - [*Innate*] The Hero that collects Canuckmera's Bounty may take either the Rejuvenation Potion and Scroll of Power Magical Artefacts, or an additional (2F).
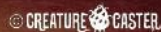
Enhanced Hunter - [*Innate*] During its Hunter Advance, when moving towards its target, the Canuckmera gains +1 MOV for each level its target has gained. During this activation Canuckmera can make a *Basic Attack* with each eligible weapon using *Goose, Beaver,* and *Moose Attacks* in that order.

Petrify (2♣) - [*Manoeuvre*] Enemy damaged by *Goose Head Attack* suffers *pin* and *freeze*.

Blink (2♣) - [*Manoeuvre*] Enemy attacked by *Beaver Head Attack* is placed adjacent to Canuckmera in the hex closest to the model's original position. If multiple options exist, the opposing player decides the final placement. When selecting the 3 attack dice for **Blink Attack**, Canuckmera selects (♪), (♣), and Hit symbols in that order.

Knock Down (2♣) - [*Manoeuvre*] Model damaged by *Moose Head Attack* suffers *knock down*.

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MONSTER (T4)
DOR'GOKAAN
DEMON

MOV	AGI	RES	MEL	MAG	RNG
D2+2	4	0	8	8	0

HEALTH	BOUNTY
12	1F

	Cost	Reach	Glance	Solid	Crit
Demon Blade	1AP	1	3	4	6
Weakening Gaze	1AP	4	2	3	4

COMMON INNATE ABILITIES
Immunity (curse); Dual Wield (Demon Blade); Fly; Pathfinder

MONSTER INNATE ABILITIES
Bounty; Hunter; Respawn

Enhanced Hunter - [Innate] Dor'gokaan gains +1 MOV, +1 MEL and +1 damage for each Soul bound to the enemy Hero he **Advances** towards or attacks.

Cursed Bounty - [Innate] The Hero that collects Dor'gokaan's Bounty may take either the Demon Blade Magical Artefact, or an additional Fate.

Baleful Blow (1F) - [Manoeuvre] Enemy damaged by *Demon Blade Attack* suffers *curse*.

Weakening Hex (2♣) - [Manoeuvre] Enemy damaged by *Weakening Gaze Attack* suffers *Weaken*. A *Weakened* model incurs a -1 damage penalty on their *Basic Attacks*. Expires at the end of the enemy model's next activation.

WARLOCK FAMILIAR
DOR'GOKAAN
DEMON

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

HEALTH	SUMMON COST
10	2AP + 1F

	Cost	Reach	Glance	Solid	Crit
Demon Blade	1AP	1	3	4	5
Weakening Gaze	1AP	4	2	3	4

COMMON INNATE ABILITIES
Fly; Lesser Being; Summoned

Soul Hunger - [Innate] Dor'gokaan gains +1 MOV, +1 MEL and +1 damage for each Soul bound to the enemy Hero he **Charges** or attacks.

Eldritch Discharge - [Innate] When Dor'gokaan dies, his Master takes D3+1 damage. If the Master dies as a result of the damage from **Eldritch Discharge**, its Soul is harvested by the Hero that inflicted the killing blow on Dor'gokaan. If the Master dies during its owner's activation, the nearest enemy Hero harvests the Soul.

Demonic Restraint - [Innate] When Dor'gokaan is in play at the start of his Master's activation, the Master loses (1AP) for that activation. Dor'gokaan can only be summoned in 5v5 games.

Demon Tax - [Innate] The enemy model that inflicts the Killing Blow to Dor'gokaan gains a level. In addition, (1F) is added to the Warband's Fate pool if an enemy model is adjacent to Dor'gokaan when he is slain.

Baleful Blow (1F) - [Manoeuvre] Enemy damaged by *Demon Blade Attack* suffers *curse*.

Weakening Hex (2♣) - [Manoeuvre] Model damaged by *Weakening Gaze Attack* suffers *Weaken*. A *Weakened* model incurs a -1 damage penalty on their *Basic Attacks*. Expires at the end of that model's next activation.

Card 1 (top-left)

MONSTER (T1)

GLOOM

SHADOW HOUND

MOV	AGI	RES	MEL	MAG	RNG
D3	4	0	8	-	-

HEALTH	BOUNTY
8	1F

	Cost	Reach	Glance	Solid	Crit
Bite	1AP	1	3	5	6

MONSTER INNATE ABILITIES
Bounty; Hunter; Respawn;

COMMON INNATE ABILITIES
Pathfinder; Stealth

Card 2 (top-right)

DRUID FAMILIAR

GLOOM

SHADOW HOUND

MOV	AGI	RES	MEL	MAG	RNG
3	4	0	8	-	-

HEALTH	SUMMON COST
8	1AP + 1F

	Cost	Reach	Glance	Solid	Crit
Bite	1AP	1	2	3	5

COMMON INNATE ABILITIES
Lesser Being; Pathfinder; Stealth; Summoned

Leap (1AP) - [*Active*] Target an unoccupied hex within the MOV distance of Gloom and place Gloom in that hex.

Grant Stealth (1AP) - [*Active*] Target friendly hero model within 3 hexes of Gloom gains **Stealth**. Expires at the start of Gloom's Summoner's next activation.

Card 3 (bottom-left)

MONSTER (T3)

INFERNO

FIRE ELEMENTAL

MOV	AGI	RES	MEL	MAG	RNG
D2	4	0	8	8	-

HEALTH	BOUNTY
12	1F

	Cost	Reach	Glance	Solid	Crit
Flaming Fist	1AP	1	2	3	5
Fireball	1AP	4	3	4	6

COMMON INNATE ABILITIES
Dual Wield (*Flaming Fist*); Immune (*burn*); Pathfinder

COMMON INNATE ABILITIES
Bounty; Hunter; Respawn

Heat Conductor - [*Innate*] Inferno's *Basic Attacks* reduce the target's RES by 1 for the duration of the attack.

Glyph of Ember - [*Innate*] The Hero that collects Inferno's Bounty adds +1 to any of their attributes. Expires at the end of their next activation.

Incediary (2♣) - [*Manoeuvre*] Model damaged by *Flaming Fist* or *Fireball Attack* suffers *burn*.

Card 4 (bottom-right)

NECROMANCER FAMILIAR

SKELETON

MINOR UNDEAD

MOV	AGI	RES	MEL	MAG	RNG
3	2	0	2	-	-

HEALTH	SUMMON COST
4	1AP + 1F

	Cost	Reach	Glance	Solid	Crit
Brittle Bones	1AP	1	1	2	3

COMMON INNATE ABILITIES
Summoned (1AP+1F); Lesser Being

Unholy Vessel - [*Innate*] The Summoner of this model can attempt to **Soul Harvest** unbound Souls adjacent to this model. Roll a normal **Soul Harvest** attempt using the Summoner's **Soul Harvest** attribute with a -2 modifier.

Skeleton Horde - [*Innate*] The Summoner of Skeleton may have up to 3 of this model in play.

Soul Tuned - [*Innate*] The Summon Cost of Skeleton is (1AP) if the Summoner has at least one Soul bound to them.

MONSTER
TERRA
EARTH ELEMENTAL

(T4)

MOV	AGI	RES	MEL	MAG	RNG
D2	2	2	8	-	9

HEALTH	BOUNTY
10	2F

		Cost	Reach	Glance	Solid	Crit
	Rock Fist	1AP	1	3	5	7
	Rock Hurl	2AP	4	3	5	7

COMMON INNATE ABILITIES
Immune (*all*); Pathfinder

MONSTER INNATE ABILITIES
Bounty; Hunter; Respawn

Steadfast - [*Innate*] *Combat Manoeuvres* that try to *Push* Terra require an additional (♣).

Hurl (1♣+1↕) - [*Manoeuvre*] *Throw(2)* an adjacent enemy that has been damaged by *Rock Fist Attack*.

Rock Blast (1♣+1↕) - [*Manoeuvre*] Enemy damaged by *Rock Hurl Attack* suffers *knock down*. Enemies adjacent to the Rock Blast target are dealt half damage, taken by the original target, rounded up.

Version 2.1

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DRUID FAMILIAR
TERRA
EARTH ELEMENTAL

MOV	AGI	RES	MEL	MAG	RNG
3	2	2	7	-	8

HEALTH	SUMMON COST
10	1AP + 1F

		Cost	Reach	Glance	Solid	Crit
	Rock Fist	1AP	1	3	4	5
	Rock Hurl	2AP	4	3	5	7

COMMON INNATE ABILITIES
Lesser Being; Pathfinder; Steady; Summoned

Eldir's Blessing - [*Innate*] When Terra is slain, the enemy Hero that dealt the Killing Blow gains a level. In addition, (1F) is added to the Warband's Fate pool if an enemy is adjacent to Terra when she is slain.

Elemental Restraint - [*Innate*] When Terra is in play at the start of her Summoner's activation, the Summoner loses (1AP) for that activation.

Hurl (1♣+1↕) - [*Manoeuvre*] *Throw(2)* an enemy adjacent to Terra that has been damaged by *Rock Fist Attack*.

Rock Blast (1♣+1↕) - [*Manoeuvre*] Model damaged by *Rock Hurl Attack* suffers *knock down*. Enemies adjacent to the *Rock Hurl* target are dealt half damage, taken by the original target, rounded up.

Version 2.1

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MONSTER

VUJASHA

SEA WITCH

MOV	AGI	RES	MEL	MAG	RNG
D2	5	0	8	-	-

HEALTH	BOUNTY	
10		1F

	Cost	Reach	Glance	Solid	Crit
Demon Spear	1AP	1	3	4	5

COMMON INNATE ABILITIES

Pathfinder

MONSTER INNATE ABILITIES

Bounty; Hunter; Respawn

Strider - [*Innate*] Vujasha gains +1 MOV for the duration of her activation when she begins her activation within rough or treacherous terrain.

Voodoo Void - [*Innate*] Models do not gain attribute bonuses from magical artefacts while resolving attacks against Vujasha or being attacked by Vujasha.

Soul Seeker - [*Innate*] Vujasha activates immediately, as per the **Hunter** rule, whenever a Soul becomes bound to an enemy.

Soul Attraction - [*Innate*] When Vujasha dies, immediately spawn a Soul on the next Soul pit, following the spawn rotation cycle. If turn 1 randomize the Soul spawning pit.

Viper Strike (2♟) - [*Manoeuvre*] Target enemy damaged by *Demon Spear Attack* suffers *poison*.