

## WARLOCK FAMILIAR


## DOR'GOKAAN

## DEMON

MOV	AGI	RES	MEL	MAG	RNG
<b>3</b>	<b>4</b>	<b>0</b>	<b>8</b>	<b>8</b>	<b>-</b>

HEALTH  
**10**

SUMMON COST  
**1AP + 2F**

	Cost	Reach	Glance	Solid	Crit
 Demon Blade	<b>1AP</b>	<b>1</b>	<b>3</b>	<b>4</b>	<b>6</b>

 Weakening Gaze	<b>1AP</b>	<b>4</b>	<b>2</b>	<b>3</b>	<b>4</b>
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## 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 cannot be summoned in 3v3 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 (1↑)** - [*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.