



DRUID FAMILIAR
GLOOM
SHADOW HOUND

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

HEALTH
8

SUMMON COST
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.