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Gloom Shadow Hound Monster

MOV	AGI	RES	MEL	MAG	RNG	Fate Bounty
D3	4	0	8	-	-	1

Attack	Type	Cost	Range	Glance	Solid	Crit
Bite	Melee	1A	1"	3	5	6

Gloom 1 [] [] [] [] [] [] [] []
 Gloom 2 [] [] [] [] [] [] [] []

Innate Abilities
Common: Respawn, Hunter, Bounty, Pathfinder
Invisibility This model cannot be targeted by an enemy model's active abilities or RNG/MAG basic attacks while the enemy model is more than 3" away from this model.

v1.3

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Ashtooth Werewolf Monster

MOV	AGI	RES	MEL	MAG	RNG	Fate Bounty
D3	3	1	8	-	-	2

Attack	Type	Cost	Range	Glance	Solid	Crit
Claws	Melee	1A	2"	3	5	7

Ashtooth 1 [] [] [] [] [] [] [] [] [] []
 Ashtooth 2 [] [] [] [] [] [] [] [] [] []

Innate Abilities
Common: Respawn, Hunter, Bounty, Pathfinder
Immune to Poison This model cannot suffer the *poison* condition.
Limited Respawn Ashtooth respawns on 7 health.
Regeneration (2)

Combat Manoeuvres
Poison 25
 Enemy model damaged by Claws attack suffers the *poison* condition.

v1.3

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Inferno Fire Elemental Monster

MOV	AGI	RES	MEL	MAG	RNG	Fate Bounty
D3	4	0	8	8	-	1

Attack	Type	Cost	Range	Glance	Solid	Crit
Flaming Fist	Melee	1A	2"	2	3	5
Fireball	Magic	1A	6"	3	4	6

Inferno 1 [] [] [] [] [] [] [] [] [] []
 Inferno 2 [] [] [] [] [] [] [] [] [] []

Innate Abilities
Common: Respawn, Hunter, Bounty, Pathfinder
Enhanced Hunter If not engaged by or engaging an enemy model after moving during the Communion Phase, Inferno will Fireball attack the nearest hero model in LoS and within 6".
Immune to Fire This model cannot suffer the *fire* condition.
Dual Wield (Flaming Fist)
Heat Conductor This model's basic attacks reduces target's RES by 1 for the duration of the attack. This model is immune to the *fire* condition.

Combat Manoeuvres
Incendiary 25
 Enemy model damaged by Flaming Fist or Fireball attack suffers the *fire* condition.

Glyph of Ember
 The hero that collects Inferno's Fate Bounty becomes marked with the Glyph of Ember. This enabled the hero to add +1 to one of its statistics (i.e. MOV, MEL, RNG, MAG, AGI, RES or Soul Harvest) until the end of its next activation.

v1.5

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Vujasha Sea Witch Monster

MOV	AGI	RES	MEL	MAG	RNG	Fate Bounty
D3	5	0	8	-	-	1

Attack	Type	Cost	Range	Glance	Solid	Crit
Demon Spear	Melee	1A	1"	3	5	6

Vujasha 1 [] [] [] [] [] [] [] [] [] []
 Vujasha 2 [] [] [] [] [] [] [] [] [] []

Innate Abilities
Common: Respawn, Hunter, Bounty, Pathfinder
Aquatic This model gains a bonus +1" MOV for the duration of its activation when it begins its activation within rough or treacherous terrain.
Voodoo Void Models do not gain statistical bonuses from magical artefacts while resolving attacks against this model. While this model resolves an attack against an enemy model, the enemy model does not gain statistical bonuses from magical attacks.
Soul Seeker This model activates immediately whenever a Soul becomes bound to an enemy model.
Soul Drop When this model dies, replace it with a Soul token.

Combat Manoeuvres
Poison 25
 Enemy model damaged by Demon Spear attack suffers the *poison* condition.

Summon Rules
 Vujasha cannot spawn randomly from non-centred random spawn pits at all. She can only spawn on centre ones which are equidistant from each player's deployment zones.
 Vujasha will not spawn if there are 2 Vujasha already on a map.

v1.5

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Dor'gokaan Demon Monster

MOV	AGI	RES	MEL	MAG	RNG	Fate Bounty
D3+2	4	0	8	8	-	1

Attack	Type	Cost	Range	Glance	Solid	Crit
Demon Blade	Melee	1A	2"	3	4	6
Weakening Gaze	Magic	1A	6"	2	3	4

Dor'gokaan 1 [] [] [] [] [] [] [] [] [] []
 Dor'gokaan 2 [] [] [] [] [] [] [] [] [] []

Innate Abilities
Common: Respawn, Hunter, Bounty, Pathfinder
Fly
Dual Wield (Demon Blade)
Enhanced Hunter For each Soul bound to the target of Hunter, this model will get +1" MOV, +1 MEL and +1 damage against that hero. If not engaged by or engaging an enemy model after moving during the Communion Phase, Dor'gokaan will Weakening Gaze attack the nearest hero model in LoS and within 6".

Combat Manoeuvres
Curse 1J
 Enemy model damaged by Demon Blade attack suffers the *curse* condition.
Weaken 25
 Enemy model damaged by Weakening Gaze inflicts -1 damage for basic attacks
Demonic Favour
 The hero that collects Dor'gokaan's Fate Bounty is allowed to equip the Demonic Blade magical artefact.
Demonic Blade (Offensive) Cost: 1 Fate
 The bearer of Demonic Blade gains the following to heir basic melee attacks while wielding it:
 +1 MEL, +1 damage for basic melee attacks, the Curse (1J) Combat Manoeuvre, the *curse* condition (cannot be removed).

v1.2