



## DARKLINGS

### DARKLING SUMMONING

For the entire game, before taking a turn with a Hero you control named The Darkness, you may roll the 20-sided die. If you roll 10 or higher, you may place 1 previously destroyed Darkling adjacent to The Darkness or on any unoccupied Shadow Tile. After taking a turn with The Darkness, you may move the Darklings.

### LIVE FOR DARKNESS

Any space a Darkling occupies is considered to be a shadow space in addition to its normal terrain type. If you do not control a figure named The Darkness, remove all Darklings from the game.

### PROTECTING THE ARTIFACTS

If a figure you control with an Artifact Bearer special power that is adjacent to one or more Darklings you control is attacked and at least 1 skull is rolled, you may roll the 20-sided die. If you roll 10 or higher, ignore this attack and instead destroy an adjacent Darkling.



DEMON

UNIQUE SQUAD

MINIONS

MISCHIEVOUS

SMALL 3

1  
LIFE

MOVE 5

RANGE 1

ATTACK 1

DEFENSE 1

100  
POINTS