

**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.



**DEMON**

**UNIQUE SQUAD**

**MINIONS**

**MISCHIEVOUS**

**SMALL**

**3**

**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.



**1**  
**LIFE**

**MOVE**

**5**

**RANGE**

**1**

**ATTACK**

**1**

**DEFENSE**

**1**

**100**  
**POINTS**