



# NIGHTSHADE

EVE EDEN

**THROUGH THE LAND OF THE NIGHTSHADES**  
Instead of moving and attacking with Nightshade, if Nightshade is unengaged, you may choose up to 2 unengaged friendly figures adjacent to Nightshade. Place Nightshade on any unoccupied space on the battlefield. You may then place the chosen figures on any empty spaces adjacent to Nightshade, not adjacent to any enemy figures. Figures other than Nightshade moved by this special power cannot take a turn or attack during the rest of this:

- player turn, if they were moved more than 5 spaces; or
- round, if they were moved more than 10 spaces.

Nightshade can only use this special power once per round.

**REACTIONARY PHASING**  
If Nightshade is attacked by an opponent's figure and at least 1 skull is rolled, roll the 20-sided die, adding 6 to your roll if the attacking figure is not adjacent to Nightshade. If you roll 12 or higher, Nightshade takes no damage.

**PHANTOM WALK**  
Nightshade can move through all figures and is never attacked when leaving an engagement.



4  
LIFE

MOVE5

RANGE3

ATTACK4

DEFENSE4

225  
POINTS

