



## OBSIDIAN

TODD RICE

### SHADOWLANDS PASSAGE

Start the game with 3 shadow tiles on this card. Before moving Obsidian, you may choose an empty land space within 10 spaces of Obsidian and place a shadow tile from his Army Card onto the space if the shadow tile fits normally onto that space. Instead of moving normally with Obsidian, you may place him on any shadow space within 10 spaces.

### INTANGIBILITY

Obsidian can move through all figures and obstacles such as ruins, and is never attacked when leaving an engagement. Obsidian cannot be targeted by opponents' non-adjacent figures for any attacks or for any special powers that require clear sight.

### ENVELOPED IN SHADOWS

All figures adjacent to Obsidian are considered Enveloped. Enveloped figures cannot be targeted by non-adjacent figures for any attacks and are not in clear sight of any figures. At the end of each round, roll one unblockable attack die against each figure Enveloped by Obsidian.



6  
LIFE

MOVE 6

RANGE 3

ATTACK 5

DEFENSE 5

280  
POINTS