



# SCARE GLOW

KARAK NUL

**MYSTIC SUMMONING**  
Scare Glow starts the game on this card. After moving normally with a figure with the Magical Defense special power you control, if Scare Glow is on this card and not destroyed, you may place Scare Glow on a space within 1 space of that figure. If you do, that figure cannot attack this turn.

**FRIGHT LIGHT**  
Figures engaged with Scare Glow cannot move, subtract 1 from their defense, and cannot be switched with any other figure that shares their Identity. Androids, Constructs, destructible objects, and figures with the Fearless personality are not affected by Fright Light.



UNDEAD

UNIQUE HERO

MINION

TERRIFYING

MEDIUM 5



5 LIFE

MOVE	5
RANGE	1
ATTACK	5
DEFENSE	4

200 POINTS



