



DC
**GLYPH OF
DARKFIELD**
(DARKNESS)

PERMANENT GLYPH

The space this glyph occupies, even if unoccupied, and all spaces within 2 spaces of this glyph are considered shadow spaces, except figures do not add an extra defense die when occupying those spaces and count each hex as 2 spaces when moving. All figures on these spaces subtract 1 from their Attack and Defense numbers, to a minimum of 1, and cannot use or be targeted by attacks or special powers that require clear sight. At the end of the round, each Energy Construct within 2 spaces of this glyph receives a wound, then this glyph is removed from the battlefield. Figures with the Blind Warrior or Shroud of Darkness special power are not affected by this glyph.



Custom Expansion
**TOIL AND
TROUBLE**

