

DEMON OF DARKNESS



A forgotten ruler of the Old Days, haunting villages and putting vast areas of the kingdom under a dark spell. The air smells rotten and the soil refuses to support any form of growth.

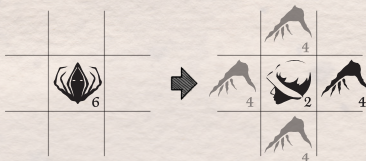


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ALLEGIANCE

Split the Demon of Darkness into 1 Possessed and 1 Swamp Hag.


Note: Downgrade the Demon of Darkness to a Possessed. Place 1 Reserve Dice as Swamp Hag on an adjacent free field to the Possessed.



BOUND

Receive 1 virtual  for each pair of Demon of Darkness and Possessed, irrespective of their position.

Example: There are 2 Demon of Darkness and 3 Possessed in the Warlands.

➡ 2 pairs = 2 virtual 

$$\begin{array}{c} \text{Demon of Darkness} \\ 6 \end{array} + \begin{array}{c} \text{Possessed} \\ 2 \end{array} = 1 \text{ virtual } \begin{array}{c} \text{crown icon} \end{array}$$

POWER HIERARCHY

