

Shadow Walker

By Paul Smith

The shadow walker is a beast of the shadows, able to slip through from one set of shadows to another as if they were doorways, missing the places between. Anyone who attracts the attention of the shadowlord better live in a brightly lit room with no shadows.

"It was as if the shadows just reached out, grabbed him and pulled him into another place altogether...he's not here no more" - angus ferelan, inmate of the SoS temple sanitarium.

M | WS | BS | S | T | W | I | A | LD
5 5 - 5 4 2 7 2 -

equipment:claws

SPECIAL

The GM must decide where there are shadows. The best way to do this would be to number each side of the board 1, 2, 3 and 4. Assume the sun comes from sides 1 and 2. This means that shadows would form against walls facing sides 3 and 4. If a person enters a shadow and is carrying a lantern he may not be attacked as he has temporarily driven away the shadows with his light.

Anyone passing through these shadows is open to attack. The shadows condense and form a misty figure that attacks. If the model is taken out of action by the shadowwalker there is a chance that he will try to drag the body of into the shadows to his master. If the gm decides to do this the model will be removed and counts as dead. The shadowwalkers may never leave the shadows.

The shadowwalker is not penalised for using his hands as weapons.