



THERACUS



GRYPHILLIN

UNIQUE HERO

SCOUT

DISCIPLINED

FEYLUND

LARGE 5

3

LIFE



7



1



3



3

POINTS

40

CARRY

Before moving Theracus, choose an unengaged friendly small or medium figure adjacent to Theracus. After you move Theracus, place the chosen figure adjacent to Theracus.

FLYING

When counting spaces for Theracus's movement, ignore elevations. Theracus may fly over water without stopping, pass over figures without becoming engaged, and fly over obstacles such as ruins. When Theracus starts to fly, if he is engaged he will take any leaving engagement attacks.



ULLAR

THERACUS

heroScape

Orm's Return
1 of 5



7



1



3



6

