



ULLAR

# THERACUS

GRYPHILLIN

SCOUT

DISCIPLINED

FEYLUND



## 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.



3

LIFE

MOVE

7  
SPACES

RANGE

1  
SPACE

ATTACK

3  
DICE

DEFENSE

3  
DICE

40  
POINTS



ULLAR

# THERACUS



heroScape

Orm's Return  
1 of 5

**MOVE**

**7**  
SPACES

**RANGE**

**1**  
SPACE

**ATTACK**

**3**  
DICE

**DEFENSE**

**6**  
DICE