

ARLINN
AQUILLA

LYCANTHROPY
This Arlinn starts the game with 3 green Lycanthropy markers on his Army Card. If an opponent's Unique Hero receives at least 1 wound from this Arlinn, you may place a Lycanthropy marker on that figure's Army Card. For the duration of the game, that figure loses its Species, Class, and Personality. Instead, it has the following characteristics:

- Species: Hybrid
- Class: Hunter
- Personality: Tormented

Lycanthropy never affects Constructs, Lycanthropes, Soulborgs, and destructible objects.

MOON FRENZY
After revealing an order marker on this Arlinn, before taking this Arlinn's turn, roll the 20-sided die. If you roll an 11 or higher, you may first take a turn with any Hybrid Hero in play. If you take a turn with an opponent's Hybrid Hero, you control that Hero for the duration of its turn. At the end of its turn, control of the Hybrid Hero returns to the previous owner. All order markers that were on the figure's Army Card will stay on that figure's Army Card.



6 LIFE

MOVE 6 SPACES

RANGE 1 SPACE

ATTACK 4 DICE

DEFENSE 4 DICE

140 POINTS

HYBRID
UNCOMMON HERO
DARKLORD
RELENTLESS
LARGE 6



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AVACYN
JANDAR

HEALING TOUCH
After moving and before attacking, choose a wounded hero figure adjacent to Avacyn. Then roll the 20-sided die to add or remove wound markers from the chosen figure's card. If you roll a 1, add 2 markers. If you roll 2-5, remove 1 marker. If you roll 6-17, remove up to 2 markers. If you roll 18-20, remove all markers.

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



5 LIFE

MOVE 6 SPACES

RANGE 1 SPACE

ATTACK 2 DICE

DEFENSE 3 DICE

80 POINTS

KYRIE
UNIQUE HERO
WARRIOR
MERCIFUL
MEDIUM 5



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GHOUL VANGUARD
VALKRILL

SUMMON UNDEAD

After moving but before attacking with Ghoul Vanguard, you may roll a d20. On 11 or higher, you may, if possible, place one of your previously destroyed small or medium Undead figures within 3 clear sight spaces of Ghoul Vanguard.

SHAMBLING DEAD

After revealing an order marker on Ghoul Vanguard, you may take a turn with up to 3 small or medium Undead you control that are within 8 clear sight spaces of Ghoul Vanguard.

UNDEAD

UNIQUE HERO

VANGUARD

TERRIFYING

MEDIUM 4

5
LIFE

MOVE 5 SPACES

RANGE 1 SPACE

ATTACK 3 DICE

DEFENSE 3 DICE

120
POINTS

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JACE INVESTIGATOR
VYDAR

ILLUSION ENHANCEMENT

All friendly illusions adjacent to Jace Investigator roll an additional attack die and an additional defense die.

PHASEWALK

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

HUMAN

UNIQUE HERO

MINDMAGE

TRICKY

MEDIUM 4

5
LIFE

MOVE 5 SPACES

RANGE 1 SPACE

ATTACK 4 DICE

DEFENSE 4 DICE

80
POINTS

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KESSIG RANGERS
AQUILLA

DEADLY SHOT
When attacking with a Kessig Ranger, all skulls rolled count for one additional hit.

TRANSFORM
After taking a turn with Kessig Rangers, you may transform them into Kessig Ravagers. If you do, replace the Kessig Ranger figures with the Kessig Ravager figures. Swap their Army Card to Kessig Ravagers.





HYBRID
UNIQUE SQUAD
RANGERS
TORMENTED
MEDIUM 4

1 LIFE

MOVE 5 SPACES

RANGE 7 SPACES

ATTACK 1 DIE

DEFENSE 3 DICE

75 POINTS

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KESSIG RAVAGERS
AQUILLA

MAUL
When rolling attack dice for a Kessig Ravager against a small or medium figure, if you roll a skull on every die, the defending figure receives a wound for every skull, and cannot roll any defense dice.

TRANSFORM
After taking a turn with Kessig Ravagers, you may transform them into Kessig Rangers. If you do, replace the Kessig Ravager figures with the Kessig Ranger figures. Swap their Army Card to Kessig Rangers.





HYBRID
UNIQUE SQUAD
HUNTERS
TORMENTED
LARGE 6

1 LIFE

MOVE 7 SPACES

RANGE 1 SPACE

ATTACK 3 DICE

DEFENSE 5 DICE

75 POINTS

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LANTERN GEISTS
VYDAR

SOUL DEVOUR
Before moving, for each Lantern Geist you control, you may choose a Unique Hero adjacent to the Lantern Geist. Roll the 20-sided die once for each affected figure. If you roll 19 or 20, destroy the Lantern Geist, then take control of the chosen Unique Hero and remove any Order Markers on its card. You now control that Army Card.

STEALTH FLYING
When counting spaces for a Lantern Geist's movement, ignore elevations. Lantern Geists may fly over water without stopping, pass over figures without becoming engaged, and fly over obstacles such as ruins. When a Lantern Geist starts to fly, if he is engaged he will not take any leaving engagement attacks.



UNDEAD
COMMON SQUAD
DEVOURERS
TERRIFYING
MEDIUM 4

1
LIFE

MOVE

7
SPACES

RANGE

1
SPACE

ATTACK

2
DICE

DEFENSE

4
DICE

65
POINTS

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MAD PROPHET
VALKRILL

BLIND RAGE SPECIAL ATTACK
Range 1. Attack 3. If Mad Prophet rolls at least 2 skulls with his Blind Rage Special Attack, Mad Prophet may attack again with his Blind Rage Special Attack. Mad Prophet may continue attacking with his Blind Rage Special Attack until he rolls fewer than 2 skulls.

STAB IN THE BACK
After you take a turn with Mad Prophet, you must roll the 20-sided die. If you roll a 1, choose an opponent. That opponent now controls Mad Prophet. Remove any Order Markers on this Army Card, then give the card to that opponent.



HUMAN
UNIQUE HERO
SHAMAN
RELENTLESS
MEDIUM 4

6
LIFE

MOVE

5
SPACES

RANGE

1
SPACE

ATTACK

4
DICE

DEFENSE

4
DICE

90
POINTS

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NAHIRI
EINAR

MIND BLAST SPECIAL ATTACK
Nahiri does not need clear line of sight to attack with Mind Blast Special Attack. Range 3 Attack 3.

TELEPORTATION
Instead of moving Nahiri normally, you may choose any empty space that is on the same level and within 10 spaces of Nahiri. Place Nahiri on the chosen space. When Nahiri starts to Teleport, if she is engaged she will not take any leaving engagement attacks.

REINFORCEMENTS
When Nahiri receives 1 or more wounds from an opposing figure's Normal or Special Attack but is not destroyed, for each wound you may place 1 friendly Kor Squad figure on an empty space adjacent to Nahiri. Such figures do not take leaving engagement attacks.





KOR

UNIQUE HERO

MAGELORD

TERRIFYING

MEDIUM 4

6
LIFE

MOVE 5
SPACES

RANGE 1
SPACE

ATTACK 4
DICE

DEFENSE 4
DICE

130
POINTS

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NECRO-ALCHEMIST
VYDAR

GEIST-GUN SPECIAL ATTACK
Range 6. Attack 1. Necro-Alchemist starts each turn with 9 attack dice. Choose any figure within range and attack by rolling 1, 2, or 3 attack dice. Necro-Alchemist may keep making special attacks until he has rolled all 9 dice. The same or different figures may be targetted.





HUMAN

UNIQUE HERO

WIZARD

PRECISE

MEDIUM 4

4
LIFE

MOVE 5
SPACES

RANGE 8
SPACES

ATTACK 4
DICE

DEFENSE 7
DICE

180
POINTS

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