

**DC**

**BLACK LANTERN**  
WILLIAM HAND

**RISE OF THE BLACK LANTERNS**  
Start the game with 3 black Battery Markers on this card. If this Black Lantern would be destroyed, you may instead remove a black Battery Marker from this card and remove all but 3 Wound Markers from this card. This Black Lantern may never have more than 3 black Battery Markers on this card.

**BLACK HAND 9**  
After moving, before attacking with this Black Lantern, you may choose a figure he is engaged with and roll the 20-sided die, adding 1 to the roll for each Battery Marker on the chosen figure's Army Card. If you roll 9 or higher, the chosen figure receives one wound.

**BLACKEST NIGHT 9**  
If an enemy figure that is not an Android, Construct, or Undead would be destroyed by this Black Lantern's attack or special power, you may roll the 20-sided die. If you roll 9 or higher, place a black Battery Marker on each Black Lantern card you control, if possible. After rolling, if the destroyed figure was a Unique Hero, you may remove a black Battery Marker from this card. If you do, remove all Order Markers from that card, take control of that Hero and its card, and place or remove Wound Markers until the Hero has up to 2 Life remaining.

**UNDEAD**  
**EVENT HERO**  
**REVENANT**  
**NIHILIST**  
**MEDIUM 5**

**5 LIFE**

**MOVE 5**  
**RANGE 5**  
**ATTACK 5**  
**DEFENSE 5**

**475**  
POINTS