

**Arkus, Imperial Dragon**  
Champion • Dragon

5

1

Draw a card.

6

GUARD 6

Hero Realms™ G. © 2016 White Wizard Games LLC. Illustration: Johnny Morone

**Close Ranks**  
Action

3

5

+ 2 for each champion you have in play.

6

Hero Realms™ G. © 2016 White Wizard Games LLC. Illustration: Apurva

**Darian, War Mage**  
Champion • Human Mage

4

1

3 or 4

The orcs mocked the man's gibberish at first, but they soon learned to respect Dragontongue.

5

Hero Realms™ G. © 2016 White Wizard Games LLC. Illustration: Hannes Radke

**Kraka, High Priest**  
Champion • Human Priest

6

1

2

Draw a card.

Gain 2 for each champion you have in play.

6

Hero Realms™ G. © 2016 White Wizard Games LLC. Illustration: Richard Hamischek

**Domination**  
Action

7

6

6

Draw a card.

Prepare a champion.

Hero Realms™ G. © 2016 White Wizard Games LLC. Illustration: Antonis Papantoniou

**Command**  
Action

5

2

3

4

Draw a card.

"Follow me!"

Hero Realms™ G. © 2016 White Wizard Games LLC. Illustration: Antonis Papantoniou

**Cristov, the Just**  
Champion • Human Paladin

5

1

2

3

Draw a card.

GUARD 5

Hero Realms™ G. © 2016 White Wizard Games LLC. Illustration: Ivo Wong

**Man-at-Arms**  
Champion • Human Warrior

3

1

2

+ 1 for each other guard you have in play.

GUARD 4

Hero Realms™ G. © 2016 White Wizard Games LLC. Illustration: Richard Hamischek

**Man-at-Arms**  
Champion • Human Warrior

3

1

2

+ 1 for each other guard you have in play.

GUARD 4

Hero Realms™ G. © 2016 White Wizard Games LLC. Illustration: Richard Hamischek



**Master Weyan**  
Champion • Human Monk

4

3

+ 1 for each other champion you have in play.

GUARD 4

Hero Realms™ © 2016 White Wizard Games, LLC. Illustration: Simon Ann

**Rally the Troops**  
Action

4

5 5

Prepare a champion.

Hero Realms™ © 2016 White Wizard Games, LLC. Illustration: Johnny Morrow

**Recruit**  
Action

2

2 3

+ 1 for each champion you control.

1

Hero Realms™ © 2016 White Wizard Games, LLC. Illustration: Johnny Morrow

**Recruit**  
Action

2

2 3

+ 1 for each champion you control.

1

Hero Realms™ © 2016 White Wizard Games, LLC. Illustration: Johnny Morrow

**Recruit**  
Action

2

2 3

+ 1 for each champion you control.

1

Hero Realms™ © 2016 White Wizard Games, LLC. Illustration: Johnny Morrow

**Tithe Priest**  
Champion • Human Priest

2

1

or

Gain 1 for each champion you have in play.

3

Hero Realms™ © 2016 White Wizard Games, LLC. Illustration: Trevor Smith

**Tithe Priest**  
Champion • Human Priest

2

1

or

Gain 1 for each champion you have in play.

3

Hero Realms™ © 2016 White Wizard Games, LLC. Illustration: Trevor Smith

**Taxation**  
Action

1

2

6

Hero Realms™ © 2016 White Wizard Games, LLC. Illustration: Dylan Stafford

**Taxation**  
Action

1

2

6

Hero Realms™ © 2016 White Wizard Games, LLC. Illustration: Dylan Stafford







**Hit Job**  
Action • Assassin

4

7

Stun target champion.

Two Realms™ & © 2015 White Wizard Games LLC. Matt, Richard, Hannah

**Intimidation**  
Action • Rogue

2

5

2

Two Realms™ & © 2015 White Wizard Games LLC. Matt, Richard, Hannah

**Intimidation**  
Action • Rogue

2

5

2

Two Realms™ & © 2015 White Wizard Games LLC. Matt, Richard, Hannah

**Myros, Guild Mage**  
Champion • Human Mage

5

7

3

4

GUARD  
3

Two Realms™ & © 2015 White Wizard Games LLC. Matt, Simon, Ann

**Parov, the Enforcer**  
Champion • Human Rogue

5

7

3

Draw a card.

GUARD  
5

Two Realms™ & © 2015 White Wizard Games LLC. Matt, Stefan, Alex

**Profit**  
Action

1

2

4

Two Realms™ & © 2015 White Wizard Games LLC. Matt, L. Sam

**Profit**  
Action

1

2

4

Two Realms™ & © 2015 White Wizard Games LLC. Matt, L. Sam

**Profit**  
Action

1

2

4

Two Realms™ & © 2015 White Wizard Games LLC. Matt, L. Sam

**Rake, Master Assassin**  
Champion • Human Assassin

7

7

4

You may stun target champion.

His name keeps men of power awake at night.

7

Two Realms™ & © 2015 White Wizard Games LLC. Matt, Ian, Wray



**Rasmus, the Smuggler**  
Champion • Human Rogue

4

1 2

Put the next card you acquire this turn on top of your deck.

5

Hero Realms™ & © 2015 White Wizard Games LLC. Most. Optim. Soft™

**Smash and Grab**  
Action • Rogue

6

6

You may put a card from your discard pile on top of your deck.

Hero Realms™ & © 2015 White Wizard Games LLC. Most. Optim. Soft™

**Street Thug**  
Champion • Human Rogue

3

1 or 2

"Give me your gold, or I'll give you my knife."

4

Hero Realms™ & © 2015 White Wizard Games LLC. Most. Optim. Soft™

**Street Thug**  
Champion • Human Rogue

3

1 or 2

"Give me your gold, or I'll give you my knife."

4

Hero Realms™ & © 2015 White Wizard Games LLC. Most. Optim. Soft™

**Cult Priest**  
Champion • Human

3

1 or 1

4

4

Hero Realms™ & © 2016 White Wizard Games LLC. Illust. Antonis Papantoniou

**Cult Priest**  
Champion • Human

3

1 or 1

4

4

Hero Realms™ & © 2016 White Wizard Games LLC. Illust. Antonis Papantoniou

**Dark Energy**  
Action • Spell

4

7

Draw a card.

Hero Realms™ & © 2016 White Wizard Games LLC. Illust. Sovereign

**Dark Reward**  
Action

5

3

You may sacrifice a card in your hand or discard pile.

6

Hero Realms™ & © 2016 White Wizard Games LLC. Illust. Trevor Smith

**Death Cultist**  
Champion • Human

2

2

They live for death.

GUARD 3

Hero Realms™ & © 2016 White Wizard Games LLC. Illust. Johnny Morrow



















































