



Clever Fox
Minion • Beast

Clever (This can't be attacked or targeted by players in other areas.)

1 3 3

Hero Realms™ © & © 2019 White Wizard Games LLC. Illust: Siregar

Clever Fox
Minion • Beast

Clever (This can't be attacked or targeted by players in other areas.)

1 3 3

Hero Realms™ © & © 2019 White Wizard Games LLC. Illust: Siregar

Filthy Rat
Minion • Beast

1 Discard a card.

2

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Filthy Rat
Minion • Beast

1 Discard a card.

2

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Minion • Beast

1 Discard a card.

2

Hero Realms™ © & © 2019 White Wizard Games LLC. Illust: Ksenia Kozhennikova

Unnatural Fog
Hazard

You can't play more than four cards each turn.

When you or a nearby player has two cards of the same faction in play, clear this Hazard.

Hero Realms™ © & © 2019 White Wizard Games LLC. Illust: Gregor Pedregosa

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Hero Realms™ © & © 2019 White Wizard Games LLC. Illust: Gregor Pedregosa


Warty Toad
Minion • Beast

1 If you have any champions, stun one with the highest. Otherwise, this hops to the next player area, prepares, and can't expend again this Master Step.

4

Hero Realms™ © & © 2019 White Wizard Games LLC. Illust: David Anden-Nash

Warty Toad
Minion • Beast



If you have any champions, stun one with the highest . Otherwise, this hops to the next player area, prepares, and can't expend again this Master Step.

1

4

Hero Realms™ & © 2019 White Wizard Games LLC. Illust. David Anden Nash

Warty Toad
Minion • Beast



If you have any champions, stun one with the highest . Otherwise, this hops to the next player area, prepares, and can't expend again this Master Step.

1

4

Hero Realms™ & © 2019 White Wizard Games LLC. Illust. David Anden Nash

Berserk
Action



Deal 3 damage to each player.

2

Instead deal 6 damage to each player.

4

Hero Realms™ & © 2019 White Wizard Games LLC. Illust. Andres Agostini

Berserk
Action



Deal 3 damage to each player.

2

Instead deal 6 damage to each player.

4

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Creep Vines
Hazard



Your class ability cards and class skill cards are turned off.

At the end of your turn, if you didn't spend , clear this Hazard.

4

Hero Realms™ & © 2019 White Wizard Games LLC. Illust. Lanna Courage

Roar
Action



Each player discards a card.

2

Instead each player discards a random card.

4

Hero Realms™ & © 2019 White Wizard Games LLC. Illust. Shen Fei

Roar
Action



Each player discards a card.

2

Instead each player discards a random card.

4

Hero Realms™ & © 2019 White Wizard Games LLC. Illust. Shen Fei

Trample
Action



Each player stuns one of their champions.

2

Instead each player stuns one of their highest  champions.

4

Hero Realms™ & © 2019 White Wizard Games LLC. Illust. Jon Requetz

Trample
Action



Each player stuns one of their champions.

2

Instead each player stuns one of their highest  champions.

4

Hero Realms™ & © 2019 White Wizard Games LLC. Illust. Jon Requetz

Infected Slash
Action • Curse



If no player is Infected, you're Infected and keep this card in your inventory for the rest of the adventure. If you're defeated while other players remain, immediately go to Chapter 7.

Deal 4 damage to the Infected player unless they or a player nearby them reveals a  card in their hand.

4

Hero Realms™ & © 2019 White Wizard Games LLC. Illust: Souveraine

Infected Slash
Action • Curse



If no player is Infected, you're Infected and keep this card in your inventory for the rest of the adventure. If you're defeated while other players remain, immediately go to Chapter 7.

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Hero Realms™ & © 2019 White Wizard Games LLC. Illust: Souveraine

Infected Slash
Action • Curse



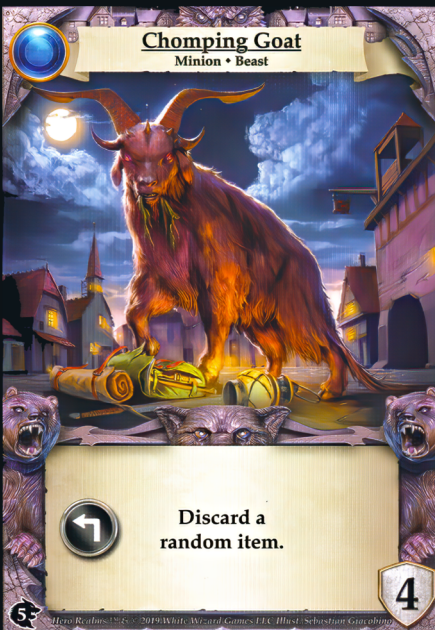
If no player is Infected, you're Infected and keep this card in your inventory for the rest of the adventure. If you're defeated while other players remain, immediately go to Chapter 7.


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4

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Chomping Goat
Minion • Beast





 Discard a random item.

4

Hero Realms™ & © 2019 White Wizard Games LLC. Illust: Sebastian Knapik

Chomping Goat
Minion • Beast



 Discard a random item.

4

Hero Realms™ & © 2019 White Wizard Games LLC. Illust: Sebastian Knapik

Hunting Cougar
Minion • Beast



6

Hero Realms™ & © 2019 White Wizard Games LLC. Illust: Ksenia Kazhchenkova

Hunting Cougar
Minion • Beast



6

Hero Realms™ & © 2019 White Wizard Games LLC. Illust: Ksenia Kazhchenkova

Relentless Storm
Action



Stun all player champions.

5

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Swarming Rabbit
Minion • Beast



Put a random Swarming Rabbit from the master discard pile into your area expended.

2

Hero Realms™ & © 2019 White Wizard Games LLC. Illust: J. Scott

Swarming Rabbit
Minion • Beast



Put a random Swarming Rabbit from the master discard pile into your area expended.

2

5

Swarming Rabbit
Minion • Beast



Put a random Swarming Rabbit from the master discard pile into your area expended.

2

5

Swarming Rabbit
Minion • Beast



Put a random Swarming Rabbit from the master discard pile into your area expended.

2

5

The Infection Grows
Action • Curse



Deal 8 damage to the Infected player unless they or a player nearby them reveals a  card in hand.

5

Blighted Ground
Hazard



At the start of your main phase, you or a player nearby you may sacrifice a card in hand with  printed on it to clear this Hazard. Otherwise, it deals 4 damage to you.

It deals an additional 4 damage to you.

2

6

Frenzied Hart
Minion • Beast



5

+5

2

5+

6

Frenzied Hart
Minion • Beast



5

+5

2

5+

6

Insect Horde
Minion • Swarm



Each 1 damage you deal to this minion must come from a different card.

3

+2

2

2+

6

Insect Horde
Minion • Swarm



Each 1 damage you deal to this minion must come from a different card.

3

+2

2

2+

6

Pecking Chicken
Minion • Beast



1 and discard a random card with no cost.

2 Instead 2 and discard two random cards with no cost.

3

Hero Realms™ & © 2019 White Wizard Games LLC. Illust. Siegor

The Infection Takes Over
Action • Curse



Deal 12 damage to the Infected player unless they or a player nearby them reveals a 1 card in hand.

2 Instead they must reveal two 1 cards in hand to prevent the damage.

Hero Realms™ & © 2019 White Wizard Games LLC. Illust. Souveraine

The Infection Takes Over
Action • Curse



Deal 12 damage to the Infected player unless they or a player nearby them reveals a 1 card in hand.

2 Instead they must reveal two 1 cards in hand to prevent the damage.

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Transform: Galloping Elk
Action



The master moves to the master area and transforms into Galloping Elk Form. (Don't change his level.) Then resolve his 1 ability.

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Transform: Venomous Snake
Action



The master moves to the master area and transforms into Venomous Snake Form. (Don't change his level.) Then resolve his 1 ability.

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Transform: Web-Spinning Spider
Action



The master moves to the master area and transforms into Web-Spinning Spider Form. (Don't change his level.) Then resolve his 1 ability.

Hero Realms™ & © 2019 White Wizard Games LLC. Illust. Grzegorz Podgocz

Transform: Keening Bat
Action



The master moves to the master area and transforms into Keening Bat Form. (Don't change his level.) Then resolve his 1 ability.

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Level Up
Action



Unavoidable (This can't be removed from the master deck by player effects.) The master moves to the master area and transforms into Malvan, Beast Maker. He Levels Up, then resolve his 1 ability and sacrifice this card.

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Hammer of Light
Cleric Item • Magic Melee Weapon • Hammer



1 Draw a card. You and each nearby friendly player gain 1.

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