

NORMAL BACKS



NORMAL BACKS

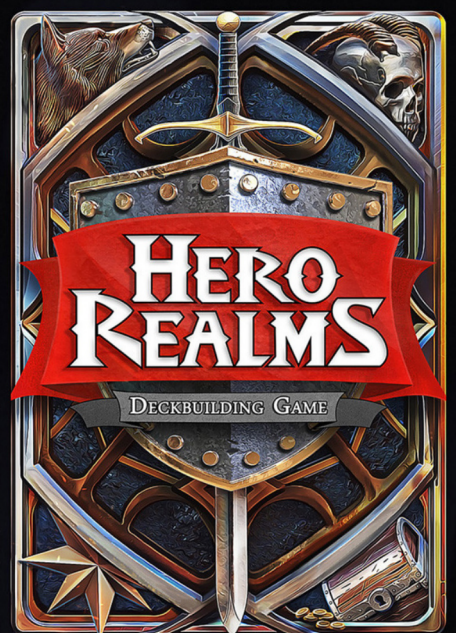
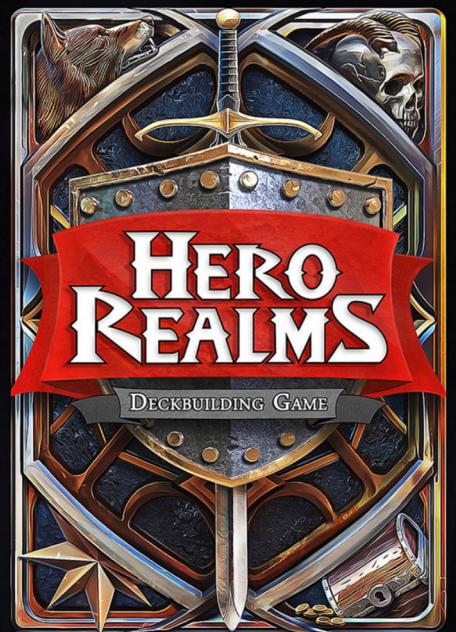
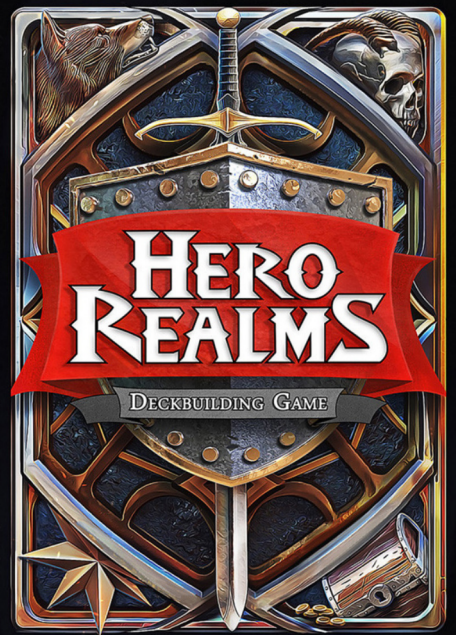


NORMAL BACKS



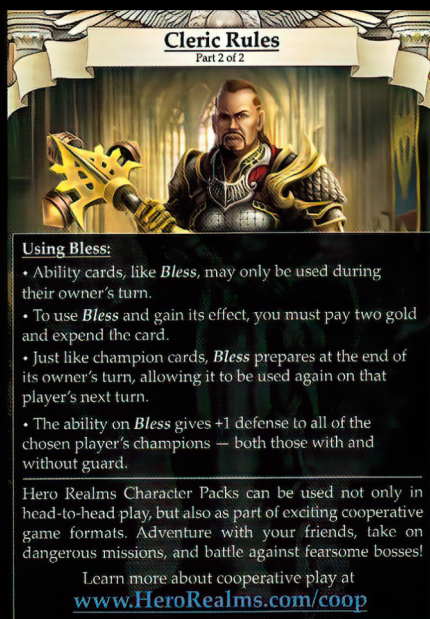
NORMAL BACKS



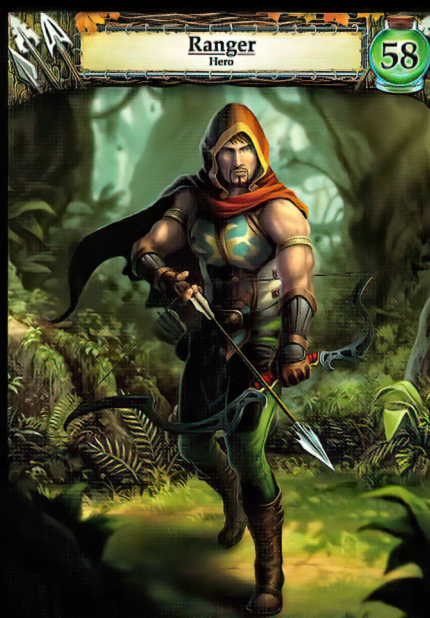




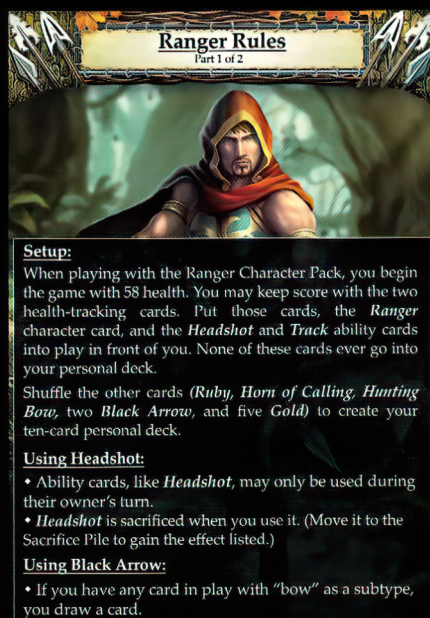
Hero Realms™ & © 2016 White Wizard Games LLC. Illust. Thomas J. Balontong



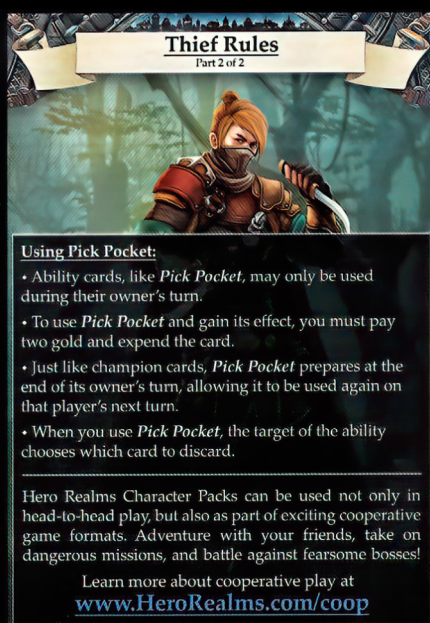
Hero Realms™ & © 2016 White Wizard Games LLC. Illust. Thomas J. Balontong



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



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



Hero Realms™ & © 2016 White Wizard Games LLC. Illust. Thomas J. Balontong



Fighter
Hero

60

Hero Realms™ & © 2016 White Wizard Games LLC. Illust. Dhemis I. Baloutong



Cleric Rules
Part 1 of 2

Setup:
When playing with the Cleric Character Pack, you begin the game with 55 health. You may keep score with the two health-tracking cards. Put those cards, the *Cleric* character card, and the *Bless* and *Resurrect* ability cards into play in front of you. None of these cards ever go into your personal deck.
Shuffle the other cards (*Prayer Beads*, two *Followers*, *Spiked Mace*, and six *Gold*) to create your ten-card personal deck.

Using Resurrect:

- Ability cards, like *Resurrect*, may only be used during their owner's turn.
- *Resurrect* is sacrificed when you use it. (Move it to the Sacrifice Pile to gain the effect listed.)

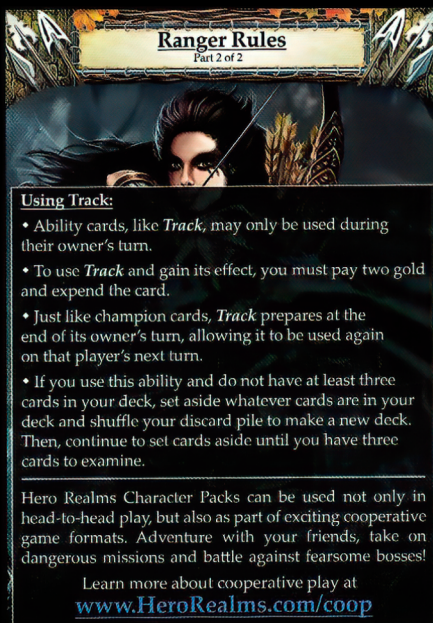
Hero Realms™ & © 2016 White Wizard Games LLC. Illust. Dhemis I. Baloutong



Cleric
Hero

55

Hero Realms™ & © 2016 White Wizard Games LLC. Illust. Dhemis I. Baloutong



Ranger Rules
Part 2 of 2

Using Track:

- Ability cards, like *Track*, may only be used during their owner's turn.
- To use *Track* and gain its effect, you must pay two gold and expend the card.
- Just like champion cards, *Track* prepares at the end of its owner's turn, allowing it to be used again on that player's next turn.
- If you use this ability and do not have at least three cards in your deck, set aside whatever cards are in your deck and shuffle your discard pile to make a new deck. Then, continue to set cards aside until you have three cards to examine.

Hero Realms Character Packs can be used not only in head-to-head play, but also as part of exciting cooperative game formats. Adventure with your friends, take on dangerous missions and battle against fearsome bosses!

Learn more about cooperative play at www.HeroRealms.com/coop



Ranger
Hero

58

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



Fighter Rules
Part 2 of 2

Using Shoulder Bash:

- Ability cards, like *Shoulder Bash*, may only be used during their owner's turn.
- To use *Shoulder Bash* and gain its effect, the Fighter must pay two gold and expend the card.
- Just like champion cards, *Shoulder Bash* prepares at the end of its owner's turn, allowing it to be used again on that player's next turn.

Hero Realms Character Packs can be used not only in head-to-head play, but also as part of exciting cooperative game formats. Adventure with your friends, take on dangerous missions, and battle against fearsome bosses!

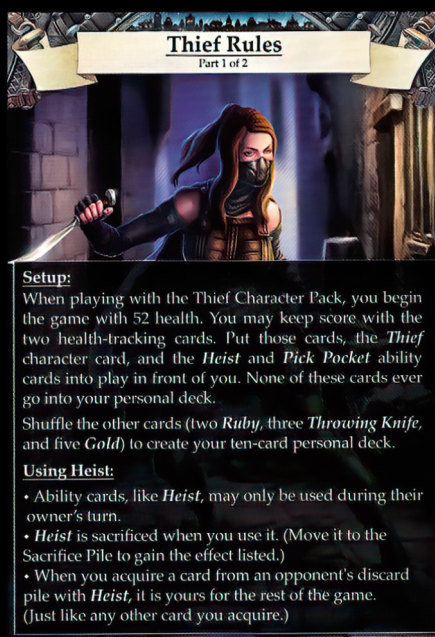
Learn more about cooperative play at www.HeroRealms.com/coop



Wizard
Hero

50

Hero Realms™ & © 2016 White Wizard Games LLC. Illust. Dhemis I. Baloutong



Thief Rules
Part 1 of 2

Setup:
When playing with the Thief Character Pack, you begin the game with 52 health. You may keep score with the two health-tracking cards. Put those cards, the *Thief* character card, and the *Heist* and *Pick Pocket* ability cards into play in front of you. None of these cards ever go into your personal deck.
Shuffle the other cards (two *Ruby*, three *Throwing Knife*, and five *Gold*) to create your ten-card personal deck.

Using Heist:

- Ability cards, like *Heist*, may only be used during their owner's turn.
- *Heist* is sacrificed when you use it. (Move it to the Sacrifice Pile to gain the effect listed.)
- When you acquire a card from an opponent's discard pile with *Heist*, it is yours for the rest of the game. (Just like any other card you acquire.)

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



Thief
Hero

52

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



Wizard Rules
Part 1 of 2

Setup:
When playing with the Wizard Character Pack, you begin the game with 50 health. You may keep score with the two health-tracking cards. Put those cards, the *Wizard* character card, and the *Channel* and *Fireball* ability cards into play in front of you. None of these cards ever go into your personal deck.

Shuffle the other cards (*Cat Familiar*, *Fire Staff*, *Spell Components*, two *Ignite*, and five *Gold*) to create your ten-card personal deck.

Using Fireball:

- Ability cards, like *Fireball*, may only be used during their owner's turn.
- *Fireball* is sacrificed when you use it. (Move it to the Sacrifice Pile to gain the effect listed.)
- This card does not add combat to your combat pool. It deals 4 damage to a player and to each of their champions, even if they have a guard in play.



The image shows a character, likely a wizard, wearing a blue and gold hooded robe, holding a staff. The background is a dark, swirling green and blue. The title "Wizard Rules" is at the top, with "Part 2 of 2" below it.

Wizard Rules

Part 2 of 2

Using Channel:

- Ability cards, like *Channel*, may only be used during their owner's turn.
- To use *Channel* and gain its effect, you must pay two gold and expend the card.
- Just like champion cards, *Channel* prepares at the end of its owner's turn, allowing it to be used again on that player's next turn.
- You lose one health when you use this ability. This loss of health is not prevented by having a guard in play.

Hero Realms Character Packs can be used not only in head-to-head play, but also as part of exciting cooperative game formats. Adventure with your friends, take on dangerous missions, and battle against fearsome bosses!

Learn more about cooperative play at
www.HeroRealms.com/coop