

HERO REALMS
LIVING-ROLEPLAY GAME

JOURNEYS

Kickstarter Promo Pack

AGES **12+**

8 52613 00597 8

1999WWG526 | Made in China 1st Ed.

WHITE WIZARD GAMES

Half-Demon
Ancestry

+5

Whenever you'd gain from another player or card, gain **1** less instead.

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Cloak of Night
Artifact Item • Cloak

3

Draw two cards, then discard two cards.

Whenever this card goes to your discard pile, target opponent discards a card.

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Shimmering Steel
Artifact Item • Melee Weapon • Sword

4

4

Choose a faction. This card gains that faction this turn.

When you acquire this card, you may put it into your hand.

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Illusionist
Champion • Human Mage

3

1

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

2 **4**

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Illusionist
Champion • Human Mage

3

1

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

2 **4**

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Tithing
Action • Priest

1

2 **2**

2

Hero Realms™ © & 2019 White Wizard Games LLC. Illustration: Matt Chen

Tithing
Action • Priest

1

2 **2**

2

Hero Realms™ © & 2019 White Wizard Games LLC. Illustration: Matt Chen

Teague, the Breaker
Champion • Human Rogue

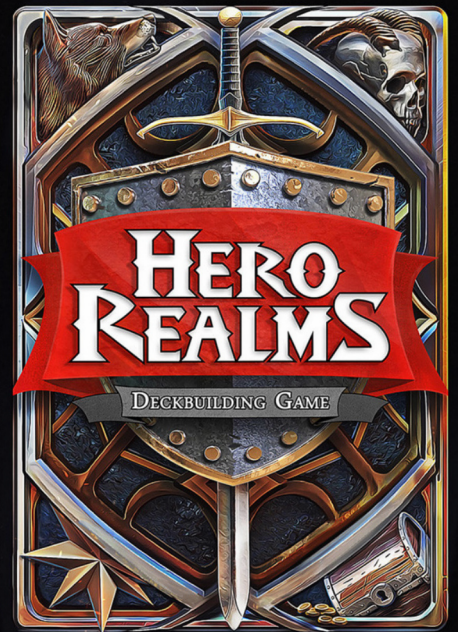
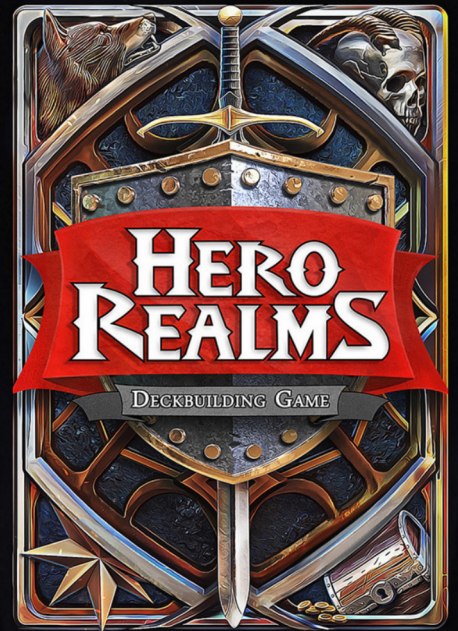
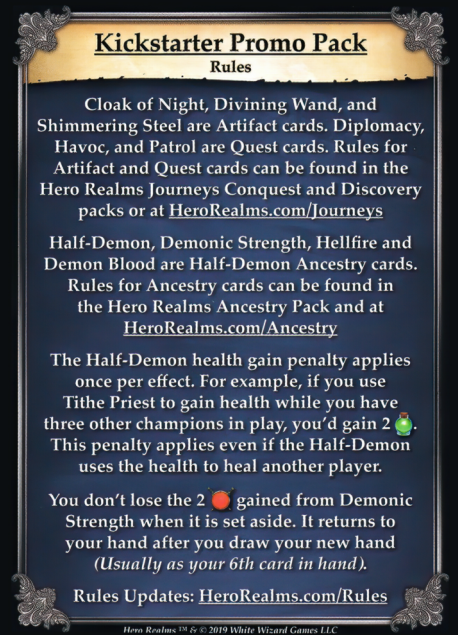
5

1

If you played a champion this turn (including this one), gain **5**.

6

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Battle Fire
 Action • Spell

5

Draw a card.

Draw a card.

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Patrol
 Quest

Gain at least 6 and 4 in one turn.

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Havoc
 Quest

Have four or more action and/or champion cards in play.

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Diplomacy
 Quest

Trigger two or more ally abilities in one turn.

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Demon Blood
 Half-Demon Action

1

or
 You may sacrifice a card in your hand.

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Reha, the Healer
 Champion • Human Mage

3

If you played a champion this turn (including this one), gain .

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Hellfire
 Half-Demon Ability

Deal 3 damage to target opponent and each non-guard champion they control. (In campaigns, deal 3 damage to each master and minion in target area.)

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Scandal
 Action

Draw two cards.

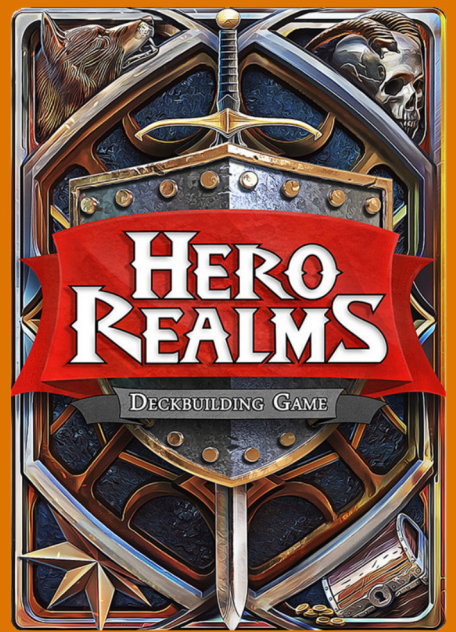
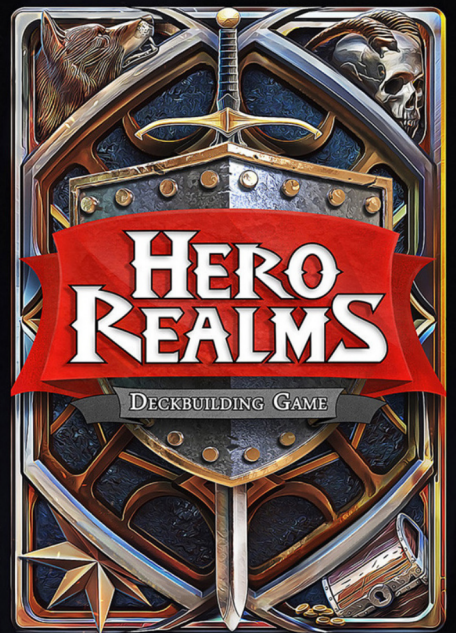
Stun target champion.

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Demonic Strength
 Half-Demon Action

Set this card aside. At the end of your draw phase, return this card to your hand.

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Divining Wand
Artifact Item • Wand

4

2

Draw a card.

When you acquire this card, you may put it on top of your deck.

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Jase, Songweaver
Champion • Elf Mage

2

1

If you played a champion this turn (including this one), target opponent discards a card.

3

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Davik, the Lender
Champion • Human

4

1

If you played a champion this turn (including this one), gain 3.

GUARD 4

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Wolf Lord
Champion • Human Warrior

3

1

Gain 1 and 1 for each card you have in play (including this one).

4

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Asha, the Resurrectionist
Champion • Human Priest

6

1

If you played a champion this turn (including this one), put a champion from your discard pile on top of your deck.

GUARD 5

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Wolf Lord
Champion • Human Warrior

3

1

Gain 1 and 1 for each card you have in play (including this one).

4

Hero Realms™ & © 2019 White Wizard Games LLC. Illustration: Alexander Gusev

Rickard, Imperial Archmage
Champion • Human Mage

6

1

If you played a champion this turn (including this one), draw a card.

GUARD 6

Hero Realms™ & © 2019 White Wizard Games LLC. Illustration: Anissa

Gruber, the Wayfinder
Champion • Elf

4

1

If you played a champion this turn (including this one), draw a card, then discard a card.

GUARD 5

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Gornok Spinebreaker
Champion • Troll Warrior

5

1

4

When you acquire a card, you may put this card from your discard pile on top of your deck.

5

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