

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.

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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!

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