

# 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.)

## Cleric Rules

Part 2 of 2



### Using Bless:

- Ability cards, like *Bless*, may only be used during their owner's turn.
- To use *Bless* and gain its effect, you must pay two gold and expend the card.
- Just like champion cards, *Bless* prepares at the end of its owner's turn, allowing it to be used again on that player's next turn.
- The ability on *Bless* gives +1 defense to all of the chosen player's champions — both those with and without guard.

---

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](http://www.HeroRealms.com/coop)