



About

This Ancestry Pack allows you to play Hero Realms as a Dwarf, Elf, Ogre, Orc, or Smallfolk (when you play without an Ancestry, you're playing as a human). Each race has different strengths and weaknesses and is designed to be an equal match against a human. You may use any race with a generic starting deck or with any Character Pack.

Each race consists of 4 cards:

- An Ancestry card which shows that race's health modifications and any special rules that apply to that race.
- An ancestral skill or ability card.
- And two cards that modify your starting deck.

Setup

1. When playing a non-human race, get that race's four cards.
2. Place the Ancestry card and your ancestral skill or ability card into play in front of you. Modify your starting health as indicated on your Ancestry card.

Neither of these cards ever go to your discard pile or personal deck.
3. Add the other two cards to your starting deck.

When adding a card with the text "Replaces: Gold", remove one *Gold* card from your starting deck.

Learn more at

HeroRealms.com/Ancestry

FAQs and rules updates are available at

HeroRealms.com/rules

Ability Cards

- Abilities (like those on *Crush You!*, *Battle Rage*, and *Hammer Strike*) may only be used during their owner's turn.
- You "sacrifice" these cards (move them to the Sacrifice Pile) to gain the stated effect.
- When *Battle Rage* is used, for the remainder of the turn, it's owner may spend any amount of  as if it was . They may do this as many times as they wish (as long as they have gold available). Gold not spent this way may be used to acquire cards as normal.

Elven Grace

In the first edition Hero Realms Character Packs, we used the card type "Ability" on the cards *Bless*, *Shoulder Bash*, *Track*, *Pick Pocket*, and *Channel*. In the *Ruin of Thandar*, we changed their card type to "Skill". *Elven Grace* affects these cards, regardless of which version you use.

Elven Wisdom

Skill cards like *Elven Wisdom* may only be used during their owner's turn.

To use *Elven Wisdom* and gain its effect, you must pay two gold and expend the card.

Just like champion cards, *Elven Wisdom* prepares at the end of its owner's turn, allowing it to be used again on that player's next turn.

When you use *Elven Wisdom*, choose which card to discard (if any). You only get to draw a card from the effect if you discard a card.

Hide

The *Hide* card works automatically when it's owner's health would go below 1. This can happen at any time, regardless of whose turn it is.