

HERO REALMS

DECKBUILDING GAME

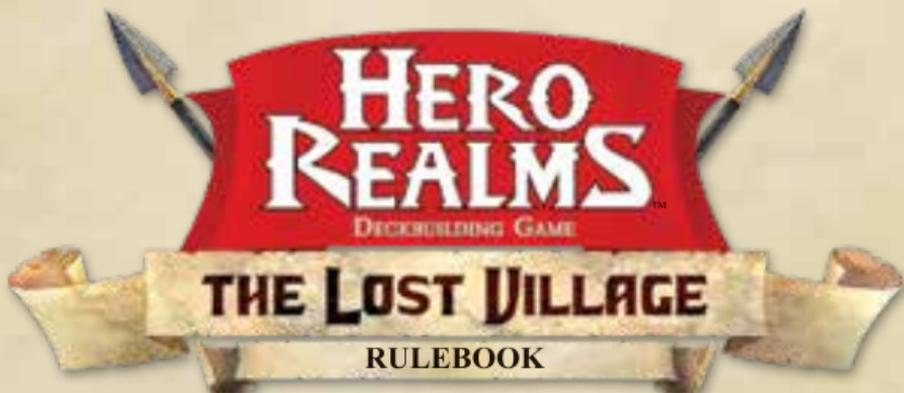
THE LOST VILLAGE™

RULEBOOK



Table of Contents

Components	2
Introduction	3
Updated Rules	
When a Player is Defeated.....	4
When the Market Deck Runs Out	4
Villainous Attacks and Expended Guards	4
Master Deck Card Symbols	5
New Rules	
Masters That Enter Player Areas	6
Luring Masters	11
Level 2 Abilities.....	11
Ongoing Abilities	12
Turned Off.....	12
Text Boxes.....	12
Using Quests in the Campaign	13
Making New Characters	14
Start Your Adventure!	14
Tasty Meal and Shopkeeper's Keys	15
Magic Armor and Durability	16
Card Notes	
Alpha Wolf	17
Battering Ram.....	17
Charging Bull	17
Covetous Raven	17
Enraged Bear	17
Gallopig Elk Form	18
Infected Slash.....	18
Malvan, Beast Maker	19
Unnatural Fog	19
Web-Spinning Spider Form	19
Challenge Cards	
The Hydra	20
Tibus.....	24
Master Step Quick Reference	Back Cover



Find strategy tips, rules clarifications,
rules updates, and more at
HeroRealms.com/TheLostVillage

Components

The Lost Village Campaign Deck box contains this rulebook, an adventure book, 12 oversized Master cards, 2 oversized Challenge cards, and 88 standard-sized game cards:

5 <i>Mastery</i> Cards	4 Cleric Treasure Cards
13 Setting Cards	4 Fighter Treasure Cards
10 Encounter #4 Cards	4 Ranger Treasure Cards
10 Encounter #5 Cards	4 Thief Treasure Cards
15 Encounter #6 Cards	4 Wizard Treasure Cards
5 <i>Shopkeeper's Keys</i> Cards	1 <i>The Beast</i> Card
5 <i>Tasty Meal</i> Cards	2 Misc. Treasure Cards
	2 Health-Tracking Cards

Introduction

Welcome to the *Lost Village*! This campaign expansion is the second *Hero Realms* adventure and the direct continuation of events in the *Ruin of Thandar*. In the game, one to five players will take their existing characters (or create new ones – see page 14 in this book) and fight through three new cooperative encounters. After you complete each encounter, you'll find treasure cards and/or earn Character Points which you'll spend to improve your characters.

If you haven't played the *Ruin of Thandar* yet, do that first. Note that the "Updated Rules" section in this book applies to all parts of the campaign, including the *Ruin of Thandar*.

Before playing the *Lost Village*, read through page 14 of this book to familiarize yourself with new and updated rules. Then you'll be ready to jump over to the *Lost Village* Adventure Book, which will guide you through setup, special rules, and how to win each encounter.

Thanks to the generous contributions of our *Kickstarter* backers, this box also includes two bonus oversized Challenge cards: *The Hydra* and *Tibus*. Your group can battle against these baddies between campaign adventures.

Note: As a continuation of the *Ruin of Thandar* campaign, the *Lost Village*'s encounters are numbered 4, 5, and 6.

Updated Rules

This section includes updates to the *Ruin of Thandar* Rulebook. These take effect for the *Lost Village* as well as if you play through the *Ruin of Thandar* again.

When a Player is Defeated

When a player is defeated, move all minions and hazards from their area to the next player area. (In the first edition *Ruin of Thandar* rules, when a player was defeated, minions and hazards in their area went to the Master Discard Pile.)

When the Market Deck Runs Out

If and when the Market Deck runs out of cards, shuffle all Market cards from the Sacrifice Pile into the Market deck. (Don't include *Fire Gems* or other cards that didn't come from the Market.)

Villainous Attacks and Expended Guards

During the Master Step (see "The Master Step" in the *Ruin of Thandar* Rulebook), if you have any expended guards, they won't protect you or your other champions (see "Guard" in the *Hero Reams Base Game* rules).

Here's how it works: When the Master makes a Villainous Attack against your area, it ignores any expended guards you have and spends its combat to stun your prepared guards. After it stuns all of your prepared guards, it continues its Villainous Attack as normal. (It defeats you if it can. Otherwise, it attacks your remaining champions regardless of whether they're guards, not guards, prepared, or expended.)

Note: This only applies in rare cases when a player has an expended guard(s) during the Master Step. None of the

cards in the *Ruin of Thandar* can cause this to happen, but it may happen in the *Lost Village* and future adventures.

Master Deck Card Symbols

To simplify sorting of Master Deck cards in the *Lost Village*, we switched to white symbols for Mastery (M) and Setting (S) cards.



New Rules

Masters That Enter Player Areas

In the *Lost Village*, some Masters move into player areas. While a Master is in your area:

- You can't attack, target, or heal **outside** of your area.
- You can still attack and target the Master or minions in your area (including making the Master discard), and you can heal yourself. (Cards with "Focus" can still target outside your area, even if a Master is in your area.)
- The Master's abilities and combat will affect **your** area, even if you're not the active player.

Note: the Master Area still takes up a "seat" at the table, even when unoccupied. It does not move and is nearby to adjacent players as normal.

While a Master is in the Master Area or in the active player's area, resolve the Master Step normally. (See "The Master Step" in the *Ruin of Thandar* Rulebook.) If the Master is in another player's area, however, the Master Step works differently. Notably, the Master will spend **its own combat to attack in its current area**, while minions in the active player's area will spend **their total combat to attack in the active player's area**.

Here's what to do during the Master Step when the Master isn't in the active player's area:

1. Flip a card from the Master Deck and activate the corresponding Master ability. Any combat generated is stored in the Master's combat pool (it's not spent yet).

2. If the flipped card is a *Mastery* or action, resolve it as normal. Any combat generated is stored in the Master's combat pool.
3. If the flipped card is a minion or hazard, place it into the **active** player's area.
4. The minions in the **active** player's area expend. Any combat they generate is added together and stored in the minions' combat pool. (Separate from the Master's combat pool.)
5. The Master makes a Villainous Attack in its **current** area. After that, the minions make a Villainous Attack in the **active** player's area. (Two different player areas can be attacked on the same turn. See "The Master Step" in the *Ruin of Thandar* Rulebook for how to assign the damage.)
6. Empty the Master's and minions' combat pools (if they couldn't spend all of their combat due to guards). Prepare all of the minions in the **active** player's area. The Master Step is now complete.

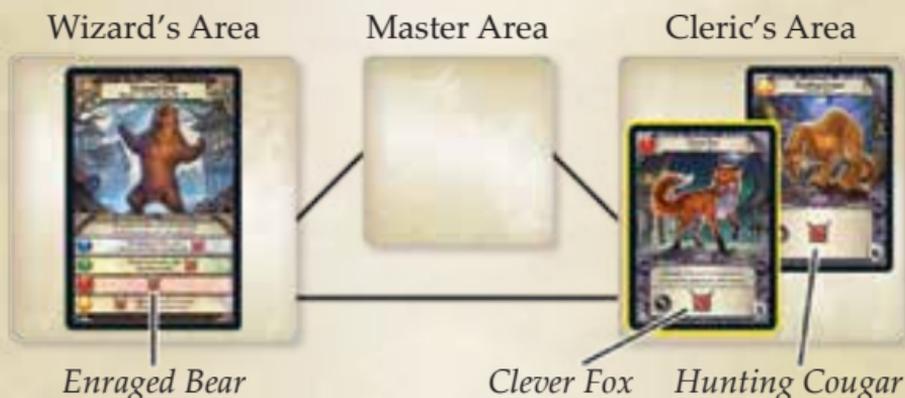
Note: When a Master's ability refers to "this area", it is referring to its current area, regardless of who the active player is.

When the Master gains a *Mastery*, you may put that card into the Master Area for your convenience, instead of moving it around with the Master. (Once the Master levels up, put the *Masteries* into its discard pile as normal. When future *Masteries* resolve, leave them in the Master Area for the rest of the encounter.)

If the Master defeats a player while it's in that player's area, move the Master to the next player area.

Remember, as long as your area is clear of minions, you may attack and target Masters in nearby areas.

Examples of the Master Step:



During the Master Step on the Cleric's turn:

1. *Enraged Bear* flips a red *Clever Fox*.
2. This triggers the Master's  ability, adding 6 to its combat pool.
3. *Clever Fox* enters the Cleric's area (as highlighted).
4. *Clever Fox* and *Hunting Cougar* expend, adding a total of 9 to the minions' combat pool.
5. The Master spends its 6 combat to attack the Wizard.
6. The minions (*Clever Fox* and *Hunting Cougar*) spend their total of 9 combat to attack the Cleric.
7. *Clever Fox* and *Hunting Cougar* prepare.



During the Master Step on the Wizard's turn:

1. *Maddened Boar* starts in the Cleric's Area
2. *Maddened Boar* flips a blue *Filthy Rat*.
3. This triggers the Master's  ability, which moves it to the Wizard's area (as highlighted), stuns all champions there (if any), and adds 4 to the Master's combat pool.
4. *Filthy Rat* enters the Wizard's area (as highlighted).
5. *Filthy Rat* expends, causing the Wizard to discard a card. *Warty Toad* doesn't expend because it isn't in the active player's area.
6. The Master spends its 4 combat to attack the Wizard.
7. The minions (*Filthy Rat*) didn't generate any combat, so they don't attack this turn.
8. *Filthy Rat* prepares.

Examples of Attacking a Master:



The Cleric's area has a Warty Toad. The Wizard's area has a Filthy Rat and Maddened Boar.

In this example, the players can attack as follows:

- The Cleric can attack *Warty Toad* because it is in his area. If he stuns it, he could then attack *Maddened Boar* and/or *Filthy Rat* because they are nearby him and his area is empty.
- The Wizard can attack *Maddened Boar* and/or *Filthy Rat* because they are in her area.
- The Fighter can attack *Maddened Boar* and/or *Filthy Rat* because they are nearby him and his area is empty. He can't attack *Warty Toad* because it is too far away.

- The Ranger can't attack at all, because the Master and minions are all too far away (unless he Lures the Master, see next).

Luring Masters

Some Masters have a Lure ability. If there are **no Masters or minions in your area** and there is a **Master with Lure in another player's area** (nearby or otherwise), you may pay that Master's Lure cost to move it to your area. Note: you **cannot** Lure a Master that's currently in the Master Area.

To pay a Lure cost using combat, subtract that much combat from your combat pool. You can't use the subtracted combat to deal damage.

Examples of Luring a Master:

With the illustration on the previous page, the heroes can Lure the Master as follows:

- The Cleric can't Lure the Master unless he stuns *Warty Toad* first.
- The Fighter can Lure the Master to get it away from the Wizard.
- The Ranger can also Lure the Master (even though it isn't nearby him).

Level 2 Abilities

In this encounter, some Master Deck cards have abilities with  before them. While the Master is at Level 1, it can't use these abilities and they don't apply. When the Master reaches Level 2, apply these abilities as normal. If a Level 2 ability starts with "instead", apply its effect instead of the normal effect (don't apply both).

Ongoing Abilities

Unlike expend and sacrifice abilities, ongoing abilities aren't "used". Instead, these abilities are always "on", no matter whose turn it is. The encounter 5 and 6 Masters each have five ability rows in their text boxes, the first of which contains an ongoing ability.

Turned Off

While a card is "turned off", ignore its text box. (You can't use its abilities and they don't apply.)

Text Boxes

When an effect refers to something in a card's text box, it looks at that card's abilities, which include:

- Primary abilities, ally abilities, expend abilities, etc.
- Symbols, keywords, and sentences.
- Anything that applies to the current game format. For example, if you're playing PVP, use any "In PVP..." text.

Abilities do not include:

- Reminder text (which clarifies the rules and appears parenthesized and in italics).
- Flavor text (which has no game effect and appears in italics). For example, dialogue, poetry, etc.
- Setup text such as "Replaces:..."
- Anything that doesn't apply to the current game format. For example, if you're playing the campaign, ignore any "In PVP..." text.

Using Quests in the Campaign

Some expansion packs for *Hero Realms* include Quest cards. Before you start an encounter (or replay one that was lost), the group may agree to use quests in that encounter. If you're using quests, follow these rules instead of the normal quest rules.

Each player draws one less card in their opening hand. Shuffle the quest cards and deal one per player into a face-down Quest Deck. Set aside any remaining quests. Shuffle the artifact cards and deal one per player into a face-down Artifact Deck. Either set aside any remaining artifacts or shuffle them into the Market Deck.

Turn the top card of the Quest Deck face up. Any player who meets that quest's conditions may choose to complete it during their Main Phase. When a player completes a quest, they sacrifice it, acquire the top card of the Artifact Deck for free, and turn the next card on top of the Quest Deck face up. Players may only complete one quest per turn.

In the campaign, the group **does not** win the game if they complete all of their quests.



Making New Characters

If you'd like to make a new character(s) to play the *Lost Village* without playing through the *Ruin of Thandar*, do the following for each character:

- Choose a class. Start with that class's Level 1 Skill and Level 3 Ability.
- Take that class's four treasures from the *Ruin of Thandar* and randomly select two for your character. (Replace any personal deck cards as instructed.)
- Spend 2 Character Points to upgrade your class ability, upgrade your class skill, and/or buy an Additional Health card.

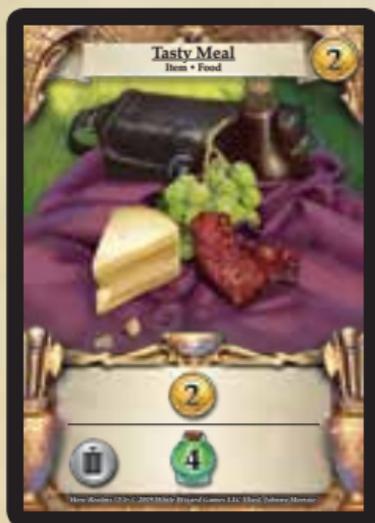
In the *Ruin of Thandar*, players earn one of four possible group treasures: *Shard of Slaughterclaw*, *Steel of Karakan*, *Stone of Laughing Shadow*, and *Tooth of Ingarash*. If you're mixing new characters with existing characters, the group should decide whether to use one of the group treasures that an existing character earned or whether to get a random one. If the entire group is new, use a random group treasure. Add the group treasure card to the Market Deck.

Start Your Adventure!

You may refer to the rest of this book as needed during play. Now it's time to go to the Adventure Book and enter the *Lost Village!*

Tasty Meal and Shopkeeper's Keys

After winning Encounter 4, your group will earn either the *Tasty Meal* or *Shopkeeper's Keys* cards. Whichever you earn becomes permanently available to the group for the rest of the *Lost Village* and all future adventures in the *Ruin of Thandar* Campaign.



Find all five copies of the appropriate card and place them face up in their own pile next to the *Fire Gem* Pile. You may acquire these cards by paying their cost (just like acquiring a *Fire Gem*). If one would be put into the Sacrifice Pile for any reason, put it into its starting pile instead.

Tasty Meal, *Shopkeeper's Keys*, and cards set aside with *Shopkeeper's Keys* do not count as being in the Market (just like *Fire Gems*). Cards set aside with *Shopkeeper's Keys* stay set aside for the rest of the game until someone acquires them. Each encounter counts as a single game, win or lose. When an encounter ends, shuffle any cards set aside with *Shopkeeper's Keys* back into the Market.

Magic Armor and Durability

After winning Encounter 4, you'll earn Magic Armor, which is a new card type that you'll permanently add to your inventory. (Place it next to your skill and ability cards. Don't shuffle it into your personal deck.)

Each Magic Armor has a Durability symbol (🌀) which is connected to an expend symbol. As long as your health is greater than or equal to the number in the Durability symbol, you may expend the armor to activate its ability.



If you have less health than your magic armor's Durability, it's broken and you can't expend it. If you gain health later on and your new health total equals or exceeds the Durability, your magic armor is restored and you may expend it as normal.

Your expended magic armor prepares during your Discard Phase at the same time your champions prepare.

Make sure to use the side of the card that says "Campaign" during the campaign, and the opposite side when playing PVP.

Card Notes

Alpha Wolf

This Master gives guard to minions in its area, which protect the Master from being attacked and targeted.

This Master's  ability flips over extra cards from the Master Deck. These extra flips won't trigger any Master abilities, but they do resolve normally.

Battering Ram

This Master expends champions that enter its area. (Don't apply their  abilities.)

Charging Bull

This Master charges into the active player's area, then retreats back to the Master Area. Its  and  abilities move him from the Master Area to the active player's area. If it's already in a player area, ignore the move part. Whether it moved or not, resolve the rest of its effect in whatever area it's in.

Covetous Raven

This Master only prevents you from acquiring cards with cost 2 or less in the Market. You may still acquire *Fire Gems*, *Tasty Meals*, *Shopkeeper's Keys*, and cards set aside with *Shopkeeper's Keys*.

Enraged Bear

While *Enraged Bear* is in your area, your health can't increase, whether from healing yourself or from another player healing you. For example, "target player gains 3 " can't increase your health total. However, effects that "set"

your health total can still change it. For example, “set your  to 5” can change your health total from 1 to 5.

While *Enraged Bear* is in your area, you can still heal other players. For example, “You and each nearby player gain 1 ” can heal other players. On the other hand, “: 2 ” cannot normally be given to a nearby player while the Master is in your area (see “Gaining Health” in the *Ruin of Thandar* Rulebook). However, if you use *Silent Boots* (allowing you to sneak by the Master and target in a nearby area), you can give health to nearby players as normal that turn.

Galloping Elk Form

This Master’s triggered abilities may move him from one player area to another. If he moves, he gains the printed amount of combat. If he doesn’t move, his ongoing ability doubles the printed amount of combat. If there’s a tie between areas Malvan should move to, and he’s currently in one of those areas, he won’t move. Otherwise, he moves clockwise to the next tied area. For example, when his  ability triggers, if there’s a tie among all players for most champions, he will stay where he is. If he’s at Level 1, he generates 6 combat instead of 3.

Infected Slash

When the Master flips its **first** *Infected Slash* card, the active player becomes Infected. That player adds the flipped card to their inventory for the rest of the Adventure (through Encounter 6). Resolve future copies of *Infected Slash* as regular Actions, then put them into the Master Discard Pile.

Malvan, Beast Maker

This Master's ongoing ability "turns off" your class ability cards and class skill cards. While turned off, ignore their text boxes.

His  ability deals direct damage to the Infected player. It also generates combat which will be spent against the active player's area. It's especially mean if the active player is the Infected player.

Unnatural Fog

Clear this hazard when you or a nearby player has two cards of the same faction in play. They may be two cards you played this turn, or two champions you already had in play, or one of each. For example, you could play a  action while you already have a  champion in your area. Note: Both cards must be controlled by the **same** player.

Web-Spinning Spider Form

This Master may cause your guards to become expended during the Master Step. This may change how the Master spends combat (see page 4 in this book).



Challenge Cards

The *Hydra* and *Tibus* are oversized Challenge cards for solo and cooperative battles between campaign adventures. These challenges are outside of the main storyline of the campaign, so you may play them at any time between campaign adventures.

When playing these challenges, use normal campaign rules for villainous attacks, player areas, the Master Area, healing other players, when the Market Deck runs out of cards (refill it using all Market cards from the Sacrifice Pile), quests, etc. (See the *Ruin of Thandar* Rulebook and this rulebook.)

The Hydra

A challenge for 1-5 players

Setup

The Hydra has a body (which has 40 health per player) and heads (which have 4 defense each), but doesn't have a hand or personal deck. Reduce the Hydra body's health to 0 to win!

Put the Hydra card in the Master Area to represent its body. The Hydra starts the game with one head in each player area. Each head is represented by one or more cards. Add cards to a head by putting the top card of the Market Deck on top of any other cards in that head, keeping it face down unless otherwise indicated.

- If you're using a basic personal deck from the *Hero Realms Base Game*, (optionally with a *Hero Realms* ancestry), your head starts with 1 card.
- If you're using a Character Deck (optionally with an ancestry), your head starts with 3 cards.

- For each campaign box set your character has completed, add 1 card to your head. Keep your current skill, ability, and treasure cards. Use the campaign version of all cards.

For example, if your group has completed all three *Ruin of Thandar* encounters and all three *Lost Village* encounters, the Hydra starts with 5 face-down cards in each head.

Every player gets a 5-card starting hand (apply any modifications, like the *Elf* ancestry card).

Hydra's Turn

Each player's turn is divided into two steps: first is the Player Step with the normal player phases and second is the Challenge Step when the Hydra acts. Only the heads in the active player's area are used and /or affected each turn.



In the Challenge Step, do the following:

1. If there are no heads in the active player's area, skip to #7.
2. Add one card to each head in the active player's area.
3. Sacrifice the last card in the Market (the one furthest from the Market deck). Slide the remaining cards in the Market one space away from the Market Deck, then refill the first Market space with the top card of the Market Deck.
4. The Hydra gains the ability (see the *Hydra* card) that matches the sacrificed card's faction. If that card didn't have a faction, it counts as Guild ()
5. The Hydra expends all heads in the active player's area and gains combat equal to the total number of cards in those heads.
6. The Hydra makes a villainous attack against the active player.
7. For each head that was stunned in the active player's area since their previous turn ended, create two new heads in that player's area with one card in each.
8. Prepare all heads in the active player's area.

Hydra Heads

- Heads count as minions.
- Heads have 4 defense, +2 defense for each face-up card they contain.
- If you deal damage to a head equal to (or greater than) its defense in a single turn, stun it.
- Any effect that stuns a champion or minion can stun a head.

- When a head is stunned, sacrifice all cards it contained.
- A head containing one or more face-up cards is a guard. While there is a prepared guard head in an area, the Hydra's body and non-guard heads in that area may not be attacked or targeted.
- While a player's area has no prepared guard heads, that player may attack and target the Hydra's body, heads in nearby areas, and any heads in their area. They may also target in nearby areas and heal nearby players.
- Heads containing five or more cards can't be targeted (they can still be attacked as normal).
- The last head in an area can't be moved out of that area. (For Example, if the Ranger uses *Hunter's Cloak* on the only Hydra head in his area, that head becomes expended, but doesn't move out of the Ranger's area.)

Discard

If a player makes the Hydra discard, they remove the top card from any head they can target that has more than one card in it. (If they remove the last face-up card in that head, that head is no longer a guard.)

Player Death

When a player's health is reduced to zero, they're out of the game. All heads in their area are stunned.

Overwhelming Growth

If you would add a card to a head, but there are no cards left in the Market Deck, and no Market cards in the Sacrifice Pile to shuffle back into the Market Deck, the Hydra wins the game.

Tibus

A challenge for 1-5 players

Setup

Put the *Tibus* card in the Master Area. Tibus starts with 40 health per player, and doesn't have a hand or personal deck. Reduce Tibus' health to 0 to win!

- ♦ If you're using a basic personal deck from the *Hero Realms Base Game* (optionally with a *Hero Realms* ancestry), you get a three-card starting hand.



- If you're using a Character Deck (optionally with an ancestry), you get a five-card starting hand. Skip your first Player Step (See "Tibus' Turn" below).
- If your character has completed campaign adventures, keep your current skill, ability, and treasure cards. Use the campaign version of all cards.

When drawing your starting hand, apply any modifications, like the *Elf* ancestry card.

Tibus' Turn

Each player's turn is divided into two steps: first is the Player Step with the normal player phases and second is the Challenge Step when Tibus acts.

Whenever you put a new card into Tibus' area (see below), add it face up. Then Tibus gains his ability (see the *Tibus* card) that matches the new card's faction. If the new card has no faction, the active player chooses which ability Tibus gains. Tibus' abilities affect the active player.

In the Challenge Step, do the following:

1. Put the top card of the Market Deck into Tibus' area. (If the card is , Tibus' ability puts another card into his area, which triggers another ability. This may happen multiple times in a row.)
2. Tibus gains combat equal to the total cost of all cards put into his area this turn.
3. If Tibus has a card of each faction (, , , ) in his area, he gains an additional 15 combat and sacrifices all of his cards.

4. For each campaign box set your character has completed, Tibus gains an additional 1 combat. For example, if you completed all three *Ruin of Thandar* encounters and all three *Lost Village* encounters, Tibus gains an additional 2 combat.
5. Tibus makes a villainous attack against the active player.

Tibus' Cards

- Tibus' non-champion cards are turned off (ignore their text boxes).
- Tibus' champion cards are also turned off (they're still champions), except they keep guard if they have it.
- While there is a prepared guard in Tibus' area, Tibus and his non-guard champions may not be attacked or targeted.
- Tibus' champions also count as minions.
- Players may stun champions in Tibus' area as normal. When Tibus' champions are stunned, sacrifice them.
- Tibus doesn't discard his cards from play at the end of the turn. For example, his action and item cards stay in his area.

Discard

If a player would make Tibus discard a card, instead they choose one of his non-champion cards in play and sacrifice it.

Master Step Quick Reference

1. Flip (reveal) the top card of the Master Deck.
2. Look at the colored symbol in the top left corner of the flipped card. The Master gains the corresponding effect in the Master's text box. If the color is white, instead the Master gains its "favored" effect(s), as indicated by four spikes around the symbol(s) in its text box.
3. Do the effect of the card:
 - If it is a *Mastery*, attach it to the Master. If the Master has enough *Masteries* to level up, flip the Master's card over and move the *Masteries* to its discard pile. If there are any instructions for what to do when the Master levels up, follow them now.
 - If it is a **minion or hazard**, put it into play. Most minions and hazards are put into the active player's area.
 - If it is an **action**, follow its instructions, then put it into the Master Discard Pile.
4. Minions in the active player's area expend. After that, minions in the Master Area expend (Elite minions).
5. The Master and minions make a Villainous Attack(s).
6. Minions in the active player's area and Master Area prepare.

First Edition

Hero Realms: The Lost Village™

© 2019-2021 Wise Wizard Games