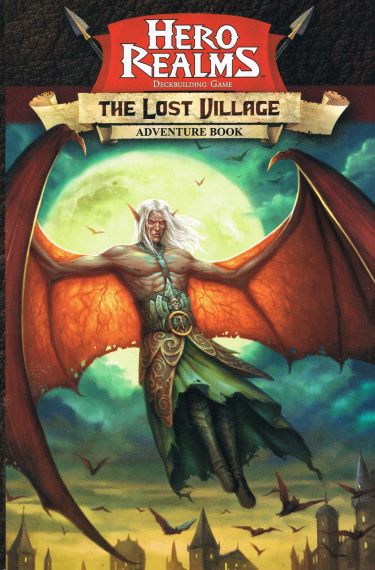


First Edition
Hero Realms: The Lost Village™
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Read through page 14 of the *Lost Village* Rulebook before continuing. Once you're ready to play, this Adventure Book will guide you through the setup and story for each of the three encounters you'll face.

In this book, "Story" sections contain italic text that should be read aloud to all players. For each encounter, the players set up as normal. (See "Seating" and "Player Setup" in the *Ruin of Thandar* Rulebook.)


To make this adventure something you'll want to play again and again, we designed the *Lost Village* to be a difficult challenge for veteran *Hero Realms* players. Most players won't win all of the encounters on their first try.

Don't give up! If you get stuck, check out "Adjusting Difficulty" (see the *Ruin of Thandar* Rulebook) and get strategy tips at HeroRealms.com/TheLostVillage.

Character Name _____	
Ancestry _____	Class _____

Starting Health		Health Cards
_____	_____	_____
_____	_____	_____
_____	_____	_____

Skills		Abilities
_____	_____	_____
_____	_____	_____
_____	_____	_____

Treasure		Relics
_____	_____	_____
_____	_____	_____
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THE STORY SO FAR

A few months ago, you were enjoying a drink at the Inn at Four Rivers when a magically-induced bar fight broke out. During the brawl, you saw a group of cloaked figures carry off a young man. After fighting your way outside, you chased, caught, and interrogated some of the villains. You learned that the group had splintered off from the Necros and were calling themselves the Ruinos Sect. Upon reaching their underground ceremonial chamber, you defeated the Ruinos, slew the Greater Demon they had summoned, and rescued the young man they had kidnapped. He turned out to be the son of Rathiel, Lord-Governor of Thandar.

You now stand in Rathiel's office, where the Lord-Governor has given you and each of your companions a title – Defender of Thandar – and a new mission.

“Go to Heart's End. Go and find out what happened there. Perhaps this Ruinos Sect is again up to some malevolence.”

You ask what has happened to the people of Heart's End.

“That's just the problem,” the Lord-Governor says. “The entire village is missing. Two weeks ago, a trio of tithe priests vanished on their rounds. They were last seen on the road to Heart's End. At the request of the High Priest, I sent a small troop of soldiers to investigate. Only their captain returned.”

The Lord-Governor gestures to a guardsman who opens a side door. A man who you assume to be the captain is helped into the room and gently lowered into a chair.

He looks freshly bathed and his clothes are clean, but his gaze wanders and you sense his mind is far from this room.

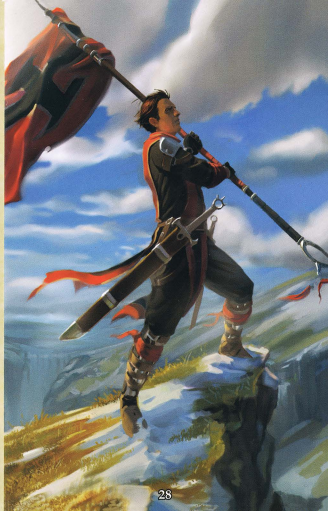
The Lord-Governor kneels next to the captain's chair. He clasps the man's hand and speaks softly. "These are friends, Goran. Tell them what you told me. Tell them about Heart's End."

Goran's head lolls for a moment, and you fear the captain is about to pass out. Then he opens his mouth. His voice is trembling and you struggle to make out his words. "Gone... all gone."

"Do you mean the villagers are dead?," you ask in a soft, calm voice, trying not to upset him further.

"Not dead... no... bodies..." Goran frowns as if remembering something, then his face pales. He stands suddenly, knocking the Lord-Governor back, and his terrified eyes dart around the room. "Red eyes!," he shouts, "Red eyes! Red eyes!"

"Hold him," Rathiel commands, and two guardsman restrain the captain. After a short struggle, Goran's eyes roll back and you realize the poor man has lost consciousness. After the guardsmen carry the captain from the room, the Lord-Governor addresses you. "You now have the same knowledge I do. Please go to Heart's End and bring me answers."



EPILOGUE

"Who was this Beast Maker?" snarls the Lord-Governor. "Where did he come from? Are you certain he had no connection to the Ruinos?"

You repeat your belief that Malvan worked alone, but Rathiel is unconvinced.

"We have many questions and few answers. Far too few." He slams a fist on his desk, scattering papers. An inkpot topples onto the floor. "Damn!" As an aid tends to the spill, the Lord-Governor takes a deep breath, then drops into his chair. "My apologies. These past days have been quite trying."

You wonder to what Rathiel refers, but he offers no more on the topic. When he speaks again, his voice is quiet yet firm. "You say he appeared to be an elf. Then we must speak with our allies in the Wild. I'll send word – no, spies are everywhere. I can't trust this to a letter." He pulls a handkerchief from a pocket and wipes his brow. "You must go to Verdance. Go to the elven kingdom and speak with their queen. If anyone has knowledge of this Malvan, it is she."

The Lord-Governor makes the necessary arrangements. You're to travel by ship down the southern river to the White Sea, then east along the coast until you reach the elven lands. If all goes well, the journey should take but a few weeks. If all goes well...

The adventure continues in
Watery Graves
Part 3 of the Ruin of Thandar campaign!

CHAPTER 1

An Empty Village

STORY

You arrive at Heart's End two days later. It's past dark and an approaching fog threatens to obscure your vision. There are no signs of life other than the animal sounds of the surrounding forest. As you make your way through the village, a feeling of dread falls upon you and your companions. Where are all the people? If there had been a battle or some tragedy had occurred, you'd expect signs of struggle. And yet there is nothing.

The road splits and you must decide which way to go. To the left, you see a row of houses. To the right, a half dozen shops line the cobblestones.

If you investigate the houses, go to Chapter 2.

If you investigate the shops, go to Chapter 3.



CHAPTER 2

The Maddened Boar

STORY

Lantern light spills through the windows of the first home. Its door hangs broken and dangling from one hinge, as if someone had smashed their way out. Peering through the doorway, you see what might have been a family dinner. Plates of half-eaten meat, cheese, and fruit sit on a dining table. Two chairs have been knocked over and more dishes lie in pieces on the floor, their contents strewn about.

Members of your party debate whether the food is edible, but the discussion is cut short when a snorting noise comes from deeper within the house. Then something large comes barreling toward you. You dive out of the way as a monster crashes into the center of your party.

It's a huge boar with massive tusks and eyes glowing red with dark power. The beast growls and grunts as it scrapes a hoof against the cobblestones. It swings its head from one of you to another, deciding where to aim its fury. Ready your weapons!

You must fight the Maddened Boar. Go to Chapter 4.



Rewards

- The group has earned *Malvan's Staff*. In future campaign adventures with this group, add this item to the Market Deck.
- Each player earns a Character Point and spends it to upgrade one of their skills or abilities, or to buy an Additional Health card. (See "Upgrading Your Skills and Abilities" and "Additional Health Cards" in the *Ruin of Thandar Rulebook*.)
- Remove the *Beast* and *Infected Slash* cards from the Infected player's inventory. They no longer count as being Infected. Find the *Beast Within* treasure card. It's now a permanent addition to that player's personal deck.



CHAPTER 13

Beast Maker Unmade

STORY

Your killing blow drives Malvan to the ground. You watch with equal parts relief and horror as his body dissolves, spoiling the ground beneath. All that remains is his staff.

The elf's death broke his spell – all around you the red-eyed beasts collapse and begin to transform back into humans. Among the confused villagers, you find the trio of missing tithe priests, as well as Captain Goran's soldiers. They have no memory of the past weeks but are otherwise none the worse for wear.

It takes long hours into the night to help the villagers back to their homes. As dawn's light rises, so do your spirits, for the nightmare of Heart's End is over.

Whether the Infected player turned into the *Beast* or not, they count as winning the game alongside the rest of the group. They should now read the following:

With Malvan's death, whatever animal urges you felt growing inside have diminished. Mostly. You still feel the beast within your bones, but perhaps it's something you can control...

CHAPTER 3

The Charging Bull

STORY

As your party walks cautiously down the road, you pass a dress shop, then a furniture store. A fruit stand has been knocked over, and half-eaten rotten apples litter the ground. You're peering inside a shop full of delicate glassware, when you hear a snuffling sound just ahead near a stone archway. The fog has grown thick. You can't make out anything. Then you hear the clop of hooves on the cobblestones, and a monster lumbers out of the darkness.

It's a huge bull. Its eyes glow red with dark power. The beast pauses and lowers its head, pointing its horns at the closest member of your group. It scrapes a hoof on the road once, twice, a third time. Ready your weapons!

You must fight the Charging Bull. Go to Chapter 4.




CHAPTER 4

Encounter 4: Red Eyes

Setup

Each player sets up their character. (See “Player Setup” in the *Ruin of Thandar* Rulebook.) Include any treasures and upgrades that your characters and the group earned in the *Ruin of Thandar*.

If you’re fighting the **Charging Bull**, put it’s oversized Master card into the Master Area. If you’re fighting the **Maddened Boar**, put it’s oversized Master card into the player area that’s to the left of the Master Area. Be sure the Master’s card is Level 1 side up. The Master’s starting health is listed under its name.

Create the Master Deck using these cards from the *Lost Village*: all five *Mastersies*, all ten Encounter 4 cards, and the appropriate number of setting cards. (See “Setting Up the Master” in the *Ruin of Thandar* Rulebook.) Cards from the *Lost Village* have  in their bottom left-hand corners. **Do not** use cards from the *Ruin of Thandar* in the Master Deck.

As normal in campaign encounters, the player to the left of the Master Area goes first.

Special Rule for the Maddened Boar

The *Maddened Boar* always stays in player areas. (It never goes to the Master Area.)

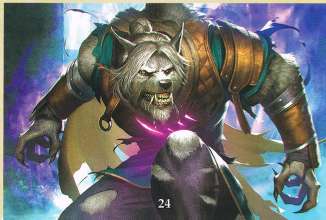
CHAPTER 12


New Pets

STORY

Malvan walks among the fallen party, his newest pet lumbering on four legs beside him. “You did well.” He frowns at a pair of mangled bodies. “A little too well, if I’m being honest. I hoped to give you many brothers and sisters. But I fear you proved much too aggressive. Show a little restraint next time, yes?” Malvan’s pet says nothing, its tongue lolling from its mouth. The elf scratches the top of its head. “Still, nothing to be ashamed of.” He points his staff at an unconscious member of your group. “Now then, I must get to work.”




Go back to Chapter 10 and try again.



- Other players may choose to ignore you for their effects. For example, if they use “: Each player draws a card,” they may exclude you from drawing a card.
- You can only heal yourself (not other players or the Master).
- You may acquire cards set aside by other players using *Shopkeeper's Keys* and vice versa, whether set aside before or after you turned into the *Beast*.
- The group does not need to defeat you to win the encounter. However, if you are defeated again, you are out of the game until the group wins or loses the encounter.

The Beast's Turn

On your turns, do the following:

- Skip the Master Step.
- Resolve your *Beast* ability card.
- Take a normal *Hero Realms* turn. Play cards to generate , , and . Acquire cards from the Market, *Fire Gems*, *Tasty Meals*, *Shopkeeper's Keys* (and cards set aside by them).
- Spend combat to attack in nearby player areas. Stun player champions, reduce other players' health, and make them discard like you would in a PVP *Hero Realms* game.

If the remaining players are defeated, go to Chapter 12.

If the group defeats Malvan, go to Chapter 13.

If you lose, go back to Chapter 1. (Reset everything and play again. If a player was Infected, they're no longer Infected. A different player may become Infected next time around.)

If you win, go to Chapter 5.



CHAPTER 5

An Unexpected Foe

STORY

The beast rears up one last time, howling in pain and anger, before a final blow knocks it to the ground. As you catch your breath you stare down at the defeated monster. To your amazement the beast's skin grows slack as the muscles and bones beneath begin to shift and move. Its skull shrinks and changes, becoming more... human. Its hooves separate into fingers and toes. Its tail is pulled up and absorbed into its body.

You have some experience with the werewolves of the Wild lands, but something is different about what you now witness. Something sinister. The same dark magic that burned in the beast's eyes now pulses throughout its body, growing bright for a few moments, before fading as the transformation ends. The beast is gone. In its place a man slumbers peacefully as if the recent battle had never taken place.

Rewards

- The group gains a new card that can be purchased. If you defeated the Maddened Boar, you can put together a **Tasty Meal** from the leftover dinner. If you defeated the Charging Bull, you've found the **Shopkeeper's Keys**. See page 15 in the *Lost Village Rulebook*.

5. Add the *Beast* card to your inventory and note your new ability.
6. If you were defeated (and turned into the *Beast*) during your turn, your turn is now over.

The Beast Rules

While you're the Beast:

- Malvan is your friend and the other players are your enemies. You do not count as being defeated. You still count as having the same area as before, including being nearby to the same areas you were before.
- The game format is still campaign. Continue to use the campaign versions of all cards and abilities, not the PVP versions.
- For the rest of the encounter, **whenever a copy of the *Infection Takes Over* resolves**, ignore its abilities and you draw three cards.
- **Malvan and his cards ignore and can't affect you or your cards.** They can't damage you, stun your minions, make you discard, etc. While Malvan is in *Gallopig Elk Form*, he ignores your area when determining where he moves.
- If a minion or hazard would enter your area, it enters the next player area instead.
- You and your cards ignore and can't affect the Master or his cards. You can't attack, damage, stun, or target them, etc. You can't make the Master discard.

CHAPTER 11

The Beast

STORY

Your bones break and reform, your joints twist and crack, your muscles shift and bulge. Your mouth lengthens into a snout. Your teeth grow into fangs. White-gray fur sprouts all over your body. And your mind...

Where is Master? Where? Ah! He fights! He is in danger! He is hurt! You must protect him. You must rend and tear and bite and kill.

The Beast Setup

You have become a beast controlled by Malvan. Your goal is now to defeat the remaining players. Do the following:

1. Move each minion and hazard in your area to the next player area.
2. Remove and set aside all cards from your inventory. (While you're the Beast, you can't use your hero, skill, ability, Additional Health, or magic armor cards. If you're playing a *Hero Realms* ancestry, you can't use your ancestry card, ancestry skill card, or ancestry ability card.)
3. Set your health to 65.
4. Shuffle your hand and discard pile into your deck, then draw a new hand of cards. (Using the deck you had before you turned into a beast.)

- Each player discovers **Magic Armor**. Find the Encounter 4 treasure rewards. (They have a "4" in their top right corners.) Locate the two magic armor cards corresponding to each player's class, and give them one at random. Put the remaining treasure cards back in the box. See page 16 in the *Lost Village* Rulebook.

Go to Chapter 6.



CHAPTER 6

The Infection

This section is directed at the Infected player, although all players may read it. (In the unlikely event there is no Infected player, randomly select a player to become Infected. They add an *Infected Slash* card from Encounter 4 to their inventory for the rest of the adventure.)

STORY

You took some blows in the battle -- a bruised arm, a knock on the head -- nothing out of the ordinary. But the slash across your chest gives you pause. It emits a reddish glow and you wonder if it's somehow connected to the beast-now-turned-man.

One of your companions, a priest, attempts to heal the puzzling wound. Although his magical energy mends your arm and shrinks the bump on your head, the slash across your chest remains unaffected. The priest scowls. You tell him to pay it no mind. You're all here to do a job so you'd better carry on. You only wish your clothes didn't suddenly feel so tight.

You're now **Infected**. Keep the *Infected Slash* card in your inventory for the rest of the adventure, even if you're defeated during Encounters 5 or 6 and need to replay them.

Go to Chapter 8.


Transformations

Malvan transforms between five different forms, including his starting form. Whenever you flip a *Transform* card from the Master Deck, replace the current Master card with the one specified by the *Transform* card. (Set the Master's new form to the same level as the previous card.)

When you shuffle the Master Discard Pile into the Master Deck, shuffle the *Transform* cards into the deck along with the actions, minions, etc. (Don't use piles like you did during setup.)

Malvan doesn't have *Masteries*. Instead, when you flip his *Level Up* card from the Master Deck, he returns to his starting form and Levels Up. Whenever he transforms while at Level 2, make sure to put his new form into play on its Level 2 side.

The *Level Up* card has the new **Unavoidable** keyword which means it can't be removed from the Master Deck by player effects (via discard or otherwise).

Note: While in Galloping Elk form, 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 you win, go to Chapter 13.

If you lose, replay this chapter.

Shuffle the remaining ten Encounter 6 cards together with the proper number of setting cards (see “Setting Up the Master” in the *Ruin of Thandar* Rulebook) and deal them into five **even** face-down piles. Put any extra cards into the rightmost pile (instead of the middle pile, where you’d normally put them).

Shuffle the four *Transform* cards, and without looking at them, put one into each of the four leftmost piles. Put the *Level Up* card into the rightmost pile. Finally, shuffle the five piles individually and stack them on top of each other with the rightmost pile on the bottom.



CHAPTER 7

The Infection is Too Strong

STORY

Something is wrong. You collapse in a heap, writhing in agony. You cry for help but all that comes out are guttural howls. Some of your companions rush to your aid, but when they reach you all they can do is stare, their eyes wide with horror.

If it's Encounter 4: The Infected player is defeated and out of the game until the group wins or loses the encounter. Each remaining player must discard a random card. For the rest of the encounter, **each time a copy of *Infected Slash* resolves**, each player must discard a random card. If the group defeats the Master, the Infected player counts as winning too. Return to playing the game.

If it's Encounter 5: The Infected player is defeated and out of the game until the group wins or loses the encounter. Each remaining player must discard two random cards. For the rest of the encounter, **each time a copy of *The Infection Grows* resolves**, each player must discard two random cards. If the group defeats the Master, the Infected player counts as winning too. Return to playing the game.

If it's Encounter 6: Go to Chapter 11.

CHAPTER 8

Encounter 5: The People of Heart's End

STORY

As your party discusses what to do about the slumbering man, a light rain begins to fall. You hear the pat pat pat of raindrops on the ground. And then a louder, similar sound you recognize as someone clapping. A figure approaches from the darkness – the source of the applause.

"Well done!" The stranger's shrill voice cuts through the night. "Very well done!" He laughs as he draws near, a sharp evil sound. You fight the urge to cover your ears. In the dim light you see that the stranger resembles an elf, but his skin is a sickly gray and stretched so tight across his bare chest it's a wonder it doesn't tear as he moves. "Welcome to Heart's End, my new... friends. I hope you plan on staying for a spell."

You demand the stranger's name and purpose, which earns you more of his hideous laughter. "My mother called me Malvan, but I have acquired many names from my many friends. 'Beast Maker' they named me, thinking it an insult. 'Abomination' too. 'Heartless One' and 'Soulless One' I found mundane, but "The Corruptor" made me smile. I wonder, what will you call me? What names will you utter while your mouths can still shape words?"

Malvan leans on his staff. He is perhaps a dozen strides away. "As for my purpose... I want you of course. I want this village. And the next, and the next." Some of your party heft their weapons, but the elf raises a warning

CHAPTER 10

Encounter 6: The Beast Maker

STORY

"I rarely have need to spread my wings," Malvan screeches from above, "but you continue to surprise me". You look up to see the elf high in the air, beating a pair of huge bat wings. It appears his vile transformations aren't limited to the unwitting people of Heart's End.

An archer to your left fires an arrow, but Malvan dodges easily. "Patience, my friends. I will be with you soon." His eyes fix on the glowing slash that wouldn't heal. "And I see one of you will be with me soon."

He floats down twenty paces from your group. As his feet reach the ground, you watch his wings form back into arms. "Life is about change, wouldn't you agree? Here, let me show you..."

Setup

Find the five Encounter 6 oversized Master cards. Put the Malvan, Beast Maker card into the Master Area on his Level 1 side and set his starting health. Set aside the other four Master cards for later use.

Setting up Malvan's deck is a little different. Put the five Masteries back in the box – they won't be used. Take the fifteen Encounter 6 cards and set aside the four "Transform" cards and the Level Up card.

CHAPTER 9

The Heroes Still Stand

STORY

Malvan's pets lie defeated all around you, some already reverting back to their original human forms. You look for Malvan, but the loathsome elf has vanished. You gently wake some of the villagers, but they seem dazed and have no recollection of what has transpired.

Rewards

- Each player discovers a **Magic Item**. Find the Encounter 5 treasure rewards (they have a "5" in their top right corners). Locate the two item cards corresponding to each player's class, and give them one at random. Put the remaining treasure cards back in the box.
- Each player earns a Character Point and spends it to upgrade one of their skills or abilities, or to buy an Additional Health card. (See "Upgrading Your Skills and Abilities" and "Additional Health Cards" in the *Ruin of Thandar* Rulebook.)

Go to Chapter 10.

hand – a hand that doesn't match the rest of his body. It's claw-like, with red-brown flesh that reaches up his arm and seems unnaturally joined to his torso. He raises a long finger to his lips. "Shhhhhh. Listen now, friends. You put down one of my pets. But I have so, so, so many more."

You hear them before you can see them. The grunt of a bear, the cry of a raven, the howl of a wolf. Then the red eyes appear. The fog breaks for a moment and you see an owl flapping its wings madly, a ram slaving. Toads, goats, rats, rabbits... you're surrounded by Malvan's horde and you must defend yourselves.

In this encounter, you'll face five different Masters. To make matters worse, each player will start with one in their area!

Setup

Each player sets up their character as normal.

Place a random Encounter 5 Master (Level 1 side up) in each player's area. Set the remaining Encounter 5 Masters aside. They're currently out of play at "The Edge of the Forest". Set the starting health separately for each Master in play. (You may use the four health trackers from the *Hero Realms Base Game* and the health tracker included in this box.)

Create the Master Deck using these cards from the *Lost Village*: all five *Masteries*, all ten Encounter 5 cards, and the appropriate number of setting cards. (See "Setting Up the Master" in the *Ruin of Thandar* Rulebook.)

Multiple Masters

All of the Masters in this encounter share a single Master Deck, Master Discard Pile, and Master Area. Any discard effects that target a Master affect the single Master Deck.

During the active player's turn, they flip for the Master in their area. If there isn't one, they flip for the next Master in play going clockwise around the table. (This may happen after some Masters have been defeated.)

When a *Mastery* resolves, put it into the Master Area. Once three *Masters* have resolved, all Masters in this encounter level up simultaneously, including ones at the Edge of the Forest. (Then put the *Mastery* cards into the Master Discard Pile. When any future *Masters* resolve, leave them in the Master Area for the rest of the encounter.)

When the Masters level up, they each gain 🟢 as printed under their name on their Level 2 side. Note: At Level 2, each Master also has a Lure ability.

When a Master is defeated, remove it from play (it's **not** at the Edge of the Forest). At the start of each player's turn, if there isn't a Master in that player's area, randomly select a Master that's at the Edge of the Forest and put it into that player's area.

Whenever a Master enters play from the Edge of the Forest, set its starting health as printed under its name on its Level 1 side. If it's at Level 2, it also gains 🟢 as printed under its name on its Level 2 side.

If a player is defeated while there's a Master in their area, that Master moves to the next player area that doesn't have

a Master in it. If every player area already has a Master, move the Master from the defeated player's area to the Edge of the Forest. (When it re-enters play, reset its starting health as printed on the Master's card, including the Level 2 bonus if applicable.)

Just like in Encounter 4, follow the rules from page 6 in the *Lost Village* Rulebook. For example, if the Master is in another player's area on your turn, it attacks that area, not yours. If the Master flips a minion or hazard, that card goes into your area. The minions in your area attack your area.

If you defeat all five Masters, go to Chapter 9.

If you lose, replay this chapter.

