

HERO REALMS

DECKBUILDING GAME

THE RUIN OF THANDAR

ADVENTURE BOOK





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DECIPHERING GAME

THE RUIN OF THANDAR

ADVENTURE BOOK

Read *The Ruin of Thandar* Rulebook first. Once you are ready to play, this Adventure Book will guide you through the setup and story for each of the three encounters in the campaign box set.

In this book, *italic* text under story banners is meant to be read aloud to all players. For each encounter in this book, the players set up as normal (see Rulebook page 4), and the Market and Fire Gems are set up as normal.

To make this campaign something you'll want to play again and again, we designed *The Ruin of Thandar* to be a difficult challenge for veteran *Hero Realms* players. Most players cannot defeat all of the encounters on their first try.

Don't give up! If you get stuck, we suggest trying the game on an easier difficulty level – see page 20 of the Rulebook.


Also, we provide hints for the campaign at <http://HeroRealms.com/coop>.

CHAPTER 1

Encounter 1: Bar Fight

Setup

The Master for this encounter is **Enthralled Regulars**. Place the oversized **Enthralled Regulars** card in the Master's "seat" at the table with the side face up that has a "1" in the level icon in the upper left hand corner.

Set up the Master's deck (see Rulebook page 6) using the encounter cards marked with a "1" in the  icon in their lower left hand corner. Place the Master's deck next to the oversized **Enthralled Regulars** card.

This Master starts with **50 health** — use health trackers from the base game to keep score.

STORY

It's early evening at the Inn at Four Rivers and the place is crowded with humans, elves, and a dozen more races, all eating, drinking, singing, and shouting. You're seated at your usual spot in the back corner; enjoying a horn of ale and wondering what to have for supper; when a crash and clatter from near the door turns your head. You see an upended table, broken dishes, and spilled drinks, as well as an angry looking dwarf shoving an equally furious orc. You watch with only mild interest — fights are common at the Four Rivers.

Then you notice the smoke.

Black, cloudy tendrils flow across the floor of the inn.

Whenever this smoke touches a customer, their eyes go wild and they surge to their feet, weapons drawn. You quickly realize the inn is under attack by a sinister enchantment. As fight after fight breaks out, your eyes track the smoke back to its source: a group of cloaked figures by the door. Their garb and markings call the Necros cult to mind, but there's something... off about them. You rise and ready your weapon. Whilst seeking a path through the choking smoke towards the intruders, a barrel of ale smashes to splinters at your feet. Looking up, you find a trio of crazed customers charging toward you. You'll have to subdue them quickly in order to get to the source of this dark magic.



Play begins with the player who has the **Master's** seat to their right. (See Rulebook page 16.)

When the encounter ends, go to Chapter 2.

CHAPTER 2

Bar Fight: Conclusion

If all players are defeated, you lose the encounter. You may try again. (Go back to Chapter 1.)

If you reduce the Master's health to 0, you win the encounter! Read the text below then collect your rewards!

STORY

With the regulars and several of the mysterious cloaked figures now unconscious at your feet, you take a moment to relieve the cloaked villains of their weapons and treasure. Then, with a quick gulp, you down the remains of your drink and rush out of the tavern, giving chase to the remaining cloaked figures.

Rewards

- Shuffle the five elixirs together and randomly deal one to each player. Put the remaining elixirs back in the box.
- Each player finds a class treasure. Each player shuffles the treasure cards from their class, draws one card, then adds that treasure to their Personal Deck (replacing a card if applicable). Put the remaining treasure cards back in the box.

Go to the next encounter! (Chapter 3.)

Note: You can play an encounter as many times as you'd like for fun, but you can only earn rewards once per encounter.

CHAPTER 3

Encounter 2: The Chase

STORY

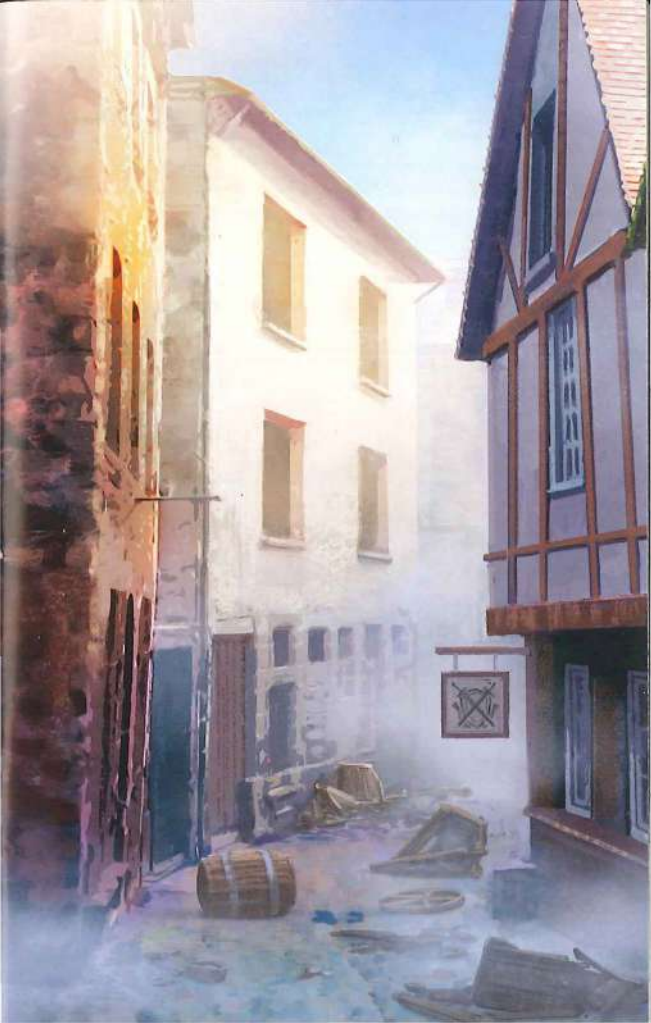
As you burst through the front door of the inn, you see some of the mysterious cloaked figures dragging a young man through the street. The man struggles, but a stiff blow to the head ends his resistance. You suspect the magically-induced bar fight was just a diversion to cover the abduction of this patron.

You start to give chase, but at the first intersection the cloaked figures split up and flee down different streets. The first group is led by a human male. The second seems to be following a large imp. You can't see which group has the young man.

If you want to follow the human's group, go to Chapter 4.

If you want to follow the imp's group, go to Chapter 5.






CHAPTER 4

Fight The Ruinos Zealot

Setup for Encounter 2 with **Ruinos Zealot** as Master. Place the oversized **Ruinos Zealot** card in the Master's "seat" at the table with the side face up that has a "1" in the level icon in the upper left hand corner.

Set up the Master's deck (see Rulebook page 6) using the encounter cards marked with a "2" in the  icon in their lower left hand corner. Place the Master's deck next to the oversized **Ruinos Zealot** card. This Master starts with **65 health** – defeat him quickly, lest he lose you in a maze of Thandar's winding streets.

STORY

You race through winding streets after the group. Once you're within shouting distance you call out, "Necros! Stand and fight!"

The leader stops and slowly turns toward you. He lowers his hood and spits. "Necros?" He shows you his jagged teeth. He holds out an arm and a small imp perches on his shoulder. "The Necros are cowards. They see demons as power, and power is all they seek."

"And what do you seek?" you ask.

His smile widens. "Ruin."

Play begins with the player who has the **Master's** seat to their right.


When the encounter ends, go to Chapter 6.



CHAPTER 5

Fight The Vexing Imp

Setup for Encounter 2 with **Vexing Imp** as Master. Place the oversized **Vexing Imp** card in the Master's "seat" at the table with the side face up that has a "1" in the level icon in the upper left hand corner.

Set up the Master's deck (see Rulebook page 6) using the encounter cards marked with a "2" in the  icon in their lower left hand corner. Place the Master's deck next to the oversized **Vexing Imp** card.

This Master starts with **60 health** – defeat it quickly, lest it loses you in a maze of Thandar's winding streets.

STORY

You chase the imp and its followers to a narrow alley. Once you're within shouting distance you call out, "Demon! Stand and fight! We don't fear you, Necros scum."

The demon turns toward you, its wings fluttering. Its head bobs up and down and you hear a choking sound. You realize the demon is laughing. "The Necrosssss are foolssss. They do not underssssstand our true purposssse. Not like our new massssterssss."

"Who are your masters?" you ask.

The imp's mouth opens wide. "Ssstop them," he tells his followers. "Ssssly them."

Special Rule

- ◆ Whenever an Imp minion is defeated, don't put it into the master's discard pile. Instead, put it into a special out-of-play pile.

Play begins with the player who has **the Master's** seat to their right.

When the encounter ends, go to Chapter 6.



CHAPTER 6

End of The Chase

If the Master escapes (see the "Escape" card in the Master's deck), or if all players are defeated, you lose the encounter. You may try again. (Go back to Chapter 3.)

Remember, when you restart an encounter you completely reset your characters to where there were at the start of the encounter, including getting back any elixirs you had.

If you reduce the Master's health to 0, you win the encounter! Read the text below then collect your rewards!

STORY

Your enemies lie defeated, but the kidnapped young man is not with this group. You search the fallen followers for clues but find nothing save a few items that may prove useful. Then you hear a groan and realize one of your enemies is still conscious -- barely. You question him and learn three things:

First, his group was once part of the Necros cult, but splintered off to form their own sect. They call themselves the Ruinos.

Second, they were headed to a nearby cobbler's shop which conceals an entrance to a series of caverns beneath Thandar. These caverns lead to a ceremonial space where the Ruinos gather.

Third, in a few hours they intend to sacrifice the kidnapped young man to summon a demon. You have no time to lose!

Rewards

- Each player finds a class treasure. Each player shuffles the remaining treasure cards from their class, draws one card, then adds that treasure to their Personal Deck (replacing a card if applicable). Put the remaining treasure cards back in the box.
- Each player earns a Character Point and may spend it to upgrade one of their skills or abilities, or to buy an Additional Health card. (See Rulebook page 25 - 26.)

Go to the next encounter! (Chapter 7.)



CHAPTER 7

Encounter 3: The Ritual


STORY

You make your way to the cobbler's shop and find the entrance to the caverns. You move quickly with your lantern unlit and rely on your night vision to guide you. Hiding in the shadows, you come across a vast ceremonial space. A priestess stands on a dais chanting, along with dozens of her followers. Behind the priestess a large brazier burns and above it you see a huge formless shadow. With each beat of the chant, the shadow seems to grow and twist.

You realize the priestess is mere moments away from summoning the demon. You draw your weapons, but then the priestess turns toward your hiding place. "Welcome!" she booms, her voice magically amplified. "Enter, and bear witness to the end of Thandar!"

Setup for Encounter 3 - part one

Place the oversized **Ruinor Archpriestess** card in the Master's "seat" at the table with the side face up that has a "1" in the level icon in the upper left hand corner.

Set up the Master's deck (see Rulebook page 6) using the encounter cards marked with a "3" in the  icon in their lower left hand corner (removing the **Ruinor Zealot** and **Vexing Imp** minion cards as instructed in the Special Rules on the next page). Place the Master's deck next to the oversized **Ruinor Archpriestess** card.

This Master starts with **30 health** – defeat her before she completes her dark ritual! Play begins with the player who has the **Master's** seat to their right.

Special Rules

- ♦ During setup, take the **Ruinosa Zealot** and **Vexing Imp** minions out of the Encounter deck. Put whichever one you defeated as the Master of Encounter 2 back in the box. The other one begins the encounter in the Master's area.
- ♦ Several effects say to add cards to "the Ritual." Set these cards aside face-down in a "Ritual" pile next to the Master. (They will matter later.)
- ♦ All four of the Ruinosa Archpriestess' powers are Favored. When you flip a card with the Favored symbol, resolve her powers one at a time from top to bottom, refilling the Market after each one.
- ♦ Each of her powers add cards to the Ritual from one of the four factions. If multiple cards of the chosen faction are tied for the highest cost, each of those tied cards are added to the ritual.
- ♦ This is a two-part encounter. It isn't over when you defeat the Ruinosa Archpriestess so don't put anything away after you defeat her. Players continue with the same decks and current health.

If all players are defeated, you lose the encounter.
You may try again. (Go back to Chapter 7.)

If you reduce the Master's health to 0, go to Chapter 8.

If the Ruinosa Archpriestess reaches level two,
go to Chapter 9.

CHAPTER 8

The Ruinous Archpriestess is Defeated

STORY

The priestess is mortally wounded. But as she falls to her knees she spreads her arms wide. With her dying breath she hisses, "You're too late. Too late..."

By defeating the **Ruinos Archpriestess** you've weakened her ritual. Put the top five cards of the Ritual on the bottom of the Market Deck.

The player who defeated the Archpriestess continues their turn. They may not attack, target, or otherwise affect the Master for the rest of their turn. They may still attack minions.

When that player's turn ends, go to Chapter 11.



CHAPTER 9

The Ruinos Ritual is Complete

STORY

"You're too late!" the priestess screams. With a triumphant wail she plunges her dagger into her own chest, completing the ritual. As she crumbles to the floor she utters in a hoarse whispers that eerily echoes around the chamber "The demon has come. The demon has come and Thandar will die!"

Add each card in the Market to the Ritual (then replace those cards).

The active player may now continue their turn. They may not attack, target, or otherwise affect the Master for the rest of their turn. They may still attack minions.

When that player's turn ends, go to Chapter 11.



CHAPTER 10

The Ruinos have a Captive!

STORY

A snarling disciple drives you back against a wall. With a quick strike you slay your enemy. You sense something to your right and turn to face the next threat. To your surprise it's the young man the Ruinos kidnapped from the Inn at Four Rivers. His clothes are in tatters and he's chained to the wall. But when you break his manacles, the look of terror on his face becomes grim determination. He picks up the fallen disciple's weapon and together you rejoin the battle.

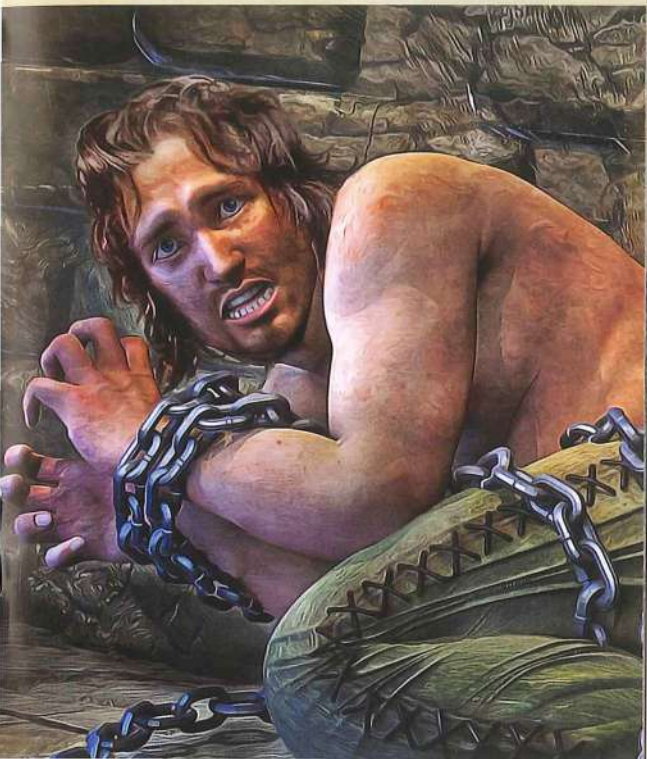
When the **Captive** is flipped by the Master, attach it to either side of the Master's card. It is not in play in the Master's area. It doesn't do anything while next to the Master. It isn't damaged or stunned by card effects. It isn't a Minion, so you do not use its expend power when your turn begins.

Each time the active player gains health, instead of spending it on their hero or a nearby player's hero, they can spend it on the captive. If they spend 4 or more points in one turn, they acquire the Captive card into their discard pile. At that point, the card acts just like any other champion card in their deck.

The captive cannot be rescued if there are minions in the Master's area, or if there are minions in the active player's area.

If you are keeping score, your party earns an extra 50 Adventure Points if the Captive has been rescued and is in a player's deck, hand, discard pile, or area, when the entire adventure is complete. (If the players rescue the Captive and then he becomes sacrificed through a card like The Rot, lose 10,000 Adventure Points!)

Return to playing the game.




CHAPTER 11

The Demon is Summoned

STORY

The shadow shape coalesces, and a massive roar fills the chamber as the demon enters this dimension.

Before the Master Phase, resolve the Ritual as follows:

1. Take the stack of Ritual cards and separate them into four piles – one for each faction / color. (If there are any factionless cards, set them aside.)
2. Count the number of cards in each pile. The pile that has the most cards determines which demon was summoned. (see below).
 - a. If there's a tie for the most, add cards from the top of the Market Deck to the pile (of the appropriate color), one at a time until any of the piles has more cards than the other three. That color will determine which demon was summoned (see below).
3. Each pile of cards has an effect as follows:
 - Blue:** For each blue card in the Ritual, stun the highest  champion among all players.
 - Green:** Starting with the active player, and moving clockwise around the table, each player discards a random card, until the group has discarded cards equal to the number of green cards in the Ritual.
 - Red:** Each player loses health equal to twice the number of red cards in the Ritual.

Yellow: The demon gains starting health equal to three times the number of yellow cards in the Ritual.

4. Now shuffle all of the Ritual cards back into the Market Deck. Then shuffle the Master's discard pile and any Mastery cards that were attached to the **Ruinor Archpriestess** into the Master's deck.

If Blue had the most cards in the Ritual go to Chapter 12.

If Green had the most cards in the Ritual go to Chapter 13.

If Red had the most cards in the Ritual go to Chapter 14.

If Yellow had the most cards in the Ritual go to Chapter 15.



CHAPTER 12

The Laughing Shadow

STORY

The roar grows and changes, becoming a deep laughter that echoes off the walls. Above the brazier, a pair of great red eyes open and then a jagged mouth grins. The chamber shakes with the demon's laughter and the walls split and crack.

The laughter grows in pitch until it's a keening cackle and you're forced to cover your ears. Chunks of stone fall from the ceiling, but are lifted up by a shrieking wind. The swirling stones become a maelstrom. You watch followers throw up their hands, but the stones smash through their bodies and hurl them across the chamber.

The red eyes of the demon glow brighter, casting shapeless shadows onto the floor and walls.

Setup for The Laughing Shadow


The Master for this part of the encounter is **The Laughing Shadow**. Replace the oversized **Ruinor Archpriestess** card with the oversized **The Laughing Shadow** card. Place the side that has a "1" in the level icon in the upper left-hand corner face up.

You will continue to use the same Master deck you were using with the **Ruinor Archpriestess**. Any minions that are still in play, remain in play.

This Master starts with **75 health**, plus any bonus health from the yellow cards in Chapter 11.

Note: This Master only needs two Mastery cards to level up - it levels up faster than the other prior Masters!

Special Rules

- When the Laughing Shadow "Casts a Shadow," put the top card of the Market Deck face down below the leftmost Market card that doesn't already have a Shadow.
- When a Market card gets acquired, sacrifice its Shadow.
- If you need to add a Shadow, but every card in the Market already has one, no more Shadows will be cast that turn. However, once you're done resolving the current Master power, the Shadows attack: Reveal all five Shadows. The Laughing Shadow gains  equal to their total cost. Then sacrifice them.

If all players are defeated, you may try again.
(Go back to Chapter 7.)

If you defeat The Laughing Shadow, go to Chapter 16!



CHAPTER 13

Ingarash the Insatiable

STORY

As the roar echoes through the chamber, the demon's huge form appears twenty feet above the brazier. Now fully in this dimension, the demon falls, crushing the dais and several followers beneath its massive body. The floor shudders and you almost lose your footing. The demon grabs the nearest follower, shoves it into its gaping mouth and chomps down with a hundred slicing teeth. You watch in horror, as again and again it scoops up followers and hurls them down its gullet.

Setup for Ingarash the Insatiable

The Master for this part of the encounter is **Ingarash the Insatiable**. Replace the oversized **Ruinosa Archpriestess** card with the oversized **Ingarash the Insatiable** card. Place the side that has a "1" in the level icon in the upper left-hand corner face up.

You will continue to use the same Master deck you were using with the **Ruinosa Archpriestess**. Any minions that are still in play, remain in play.

This **Master** starts with **70 health**, plus any bonus health from the yellow cards in Chapter 11.

Special Rules

- When Ingarash "Gobbles Up" a card, remove that card from the game, and put it into a special "Gobbled Up" pile face down next to the Master.

- ♦ Before the fight starts, Ingarash gobbles up the Market (then replace those cards).

If all players are defeated, you may try again.
(Go back to Chapter 7.)

If you defeat Ingarash, go to Chapter 16!



CHAPTER 14

Slaughterclaw

STORY

The roar grows, as a great horned beast forms twenty feet above the brazier. Now fully in this dimension, the demon drops to the dais. It lands deftly on hands and feet, its muscles easily taking the impact. The demon crouches, looking like a cat preparing to pounce.

As it moves its head slowly taking in its surroundings, you watch dozens of places on its arms split open as black spikes sprout through its skin. The demon breathes in and you draw back, expecting another roar, but instead, without a sound the monster leaps into a group of followers.

Its claws rake once, twice, tearing through flesh and bone. It lunges, impaling two followers on its spikes, then whips its tail around to bludgeon a third.

Setup for Slaughterclaw

The Master for this part of the encounter is **Slaughterclaw**. Replace the oversized **Ruinos Archpriestess** card with the oversized **Slaughterclaw** card. Place the side that has a "1" in the level icon in the upper left-hand corner face up.

You will continue to use the same Master deck you were using with the **Ruinos Archpriestess**. Any minions that are still in play, remain in play.

This **Master** starts with **65 health**, plus any bonus health from the yellow cards in Chapter 11.

Special Rules

- When Slaughterclaw “Sprouts a Spike,” put the top card of the Market Deck face up next to him as a Spike.
- When a player deals damage to Slaughterclaw, deal damage to that player equal to the total cost of each Spike. Then sacrifice all Spikes. (Remember, a player may choose to end their turn without using some or all of their combat to attack).

If all players are defeated, you may try again.
(Go back to Chapter 7.)

If you defeat Slaughterclaw, go to Chapter 16!



CHAPTER 15

Karakan Flesh-of-Iron

STORY

As the roar grows, the demon's massive body forms above the brazier. Now fully in this dimension, the demon drops to the dais to land hard on its hooved feet. The monster raises up to its full height, at least three times that of a man.

Its skin is the color of fresh blood. The demon flexes its muscles, straining hard. You watch as the demon's skin splits open in half a dozen places along its legs and arms, and mottled grey slabs of armor grow right out of its flesh. The demon growls.

It grabs a follower in a claw and smashes the helpless soul into the ground. Then it steps off the dais.

Setup for Karakan Flesh-of-Iron

The Master for this part of the encounter is **Karakan Flesh-of-Iron**. Replace the oversized **Ruinosa Archpriestess** card with the oversized **Karakan Flesh-of-Iron** card. Place the side that has a "1" in the level icon in the upper left-hand corner face up.

You will continue to use the same Master deck you were using with the **Ruinosa Archpriestess**. Any minions that are still in play, remain in play.

This **Master** starts with **60 health**, plus any bonus health from the yellow cards in Chapter 11.

Special Rules

- When Karakan “Forges a Flesh Armor,” put the top card of the Market Deck face up next to him as a Flesh Armor.
- Each time a player would deal damage to Karakan while he has any Flesh Armor, that player applies the damage to one of his pieces of Flesh Armor instead (their choice). All of that damage must be applied to the same piece of Flesh Armor.
- When a Flesh Armor is dealt damage greater than or equal to its cost, sacrifice it. (Remember, a player may make multiple attacks using part of their combat pool on each attack.)
- Flesh Armor retains damage during a turn until it is sacrificed. If it doesn’t take enough damage in a single turn, that damage is lost.
- Flesh Armor are not champions or minions. For instance, using Fireball (which deals 4 damage to each master and minion) will hit Karakan for 4 damage (which will be dealt to one piece of Flesh Armor). It will not deal 4 damage to each Flesh Armor.

If all players are defeated, you may try again.
(Go back to Chapter 7.)

If you defeat Karakan, go to Chapter 16!



CHAPTER 16

The Heroes are Victorious

STORY

You have vanquished the demon. You are exhausted and want to collapse, but you force yourself to keep your feet. There remains work to do. Most of the followers are dead, massacred by the demon, but you bind the survivors so the City Watch can take them.

During the battle you freed the young man from his chains, and he proved to be no small ally. After he's gathered himself, he speaks to you with an unexpected grace.

"You have my eternal thanks," he says bowing low. "And I'm sure my father will reward you greatly."

Puzzled, you ask him who his father is.

The young man seems shocked. "You don't know who I am? And yet you fought that horrific demon to save my life? I fear I have underestimated your virtue, my new friends." He steps back and bows low. "I am Kelathiel, son of Lord-Governor Rathiel, at your service."

If you weren't so tired, you'd laugh. You're speaking to royalty, for Rathiel is the Emperor's brother and the man in front of you is the Emperor's nephew. The priestess had apparently intended a royal sacrifice for the demon.

As the Watch seizes the prisoners and a healer tends to Kelathiel's injuries, something draws you to a corner of the chamber. You find a broken remnant of the slain demon. The relic pulses lightly in your hand and you wonder

what sort of magic may yet linger inside. You fold a cloth around the item and place it in your pack. As you make your way above ground, you wonder what time it is. Perhaps the Inn at Four Rivers is still open. The gods know you could use a drink.

Rewards

1. There are four Relic cards – one for each of the four demons. The group finds the one that matches the demon you defeated. In future campaign encounters for this group, add the Relic to the Market Deck.
2. Each player earns a Character Point and may spend it to upgrade one of their skills or abilities, or buy an Additional Health card. (See Rulebook pages 25 & 26.)



EPILOGUE

A Few Months Later:

The ceremony is short and private. "Most of Thandar is unaware of what occurred that night," Lord-Governor Rathiel explains, "and I would have it remain that way."

*Two guardsman look on impassively, as Rathiel gives you his fervent thanks as well as a title: **Protector of Thandar**. When he places a small chest of gold on the table, you attempt to refuse, but he refuses your refusal.*

"Take it, please. I'm afraid you'll need it to buy supplies." With a grim smile he unfurls a map of the lands surrounding the city of Thandar. He points to a small dot on the edge of the map. "This is Heart's End. It's a small village, south of River Down. A quiet place, they mostly keep to themselves, or so I'm told. It's known for..." The Lord-Governor pauses. He tilts his head, clearly thinking hard, then evidently gives up. "Well not known for anything near as I can tell. Just the same, they have sworn fealty to Thandar and therefore are under our protection."

Rathiel's face turns serious. "You did Thandar a great service in slaying that monster and saving my son. And now, I ask for your aid a second time. Go to Heart's End. Go and find out what happened. 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."

The adventure continues in
The Lost Village Campaign Deck!



Optional: Scoring

For each encounter, if you want to know how well you did, you can tally your score as follows:

- If you win the encounter on your first attempt, score 50,000 Adventure Points. Score 40,000 on your second attempt, 30,000 on your third, and so on.
- 1000 points for each surviving character.
- 600 points if the master was defeated on Level one, or 500 points if the master was on Level two.
- -100 points for each mastery card attached to the master if it was on level two.

Scoring is not meant to be compared with different numbers of players, or on different difficulty settings. Your scores will be lower with fewer players or when playing at Expert difficulty!

Credits

Game Engine, Set Development & Art Direction:
Darwin Kastle

Game Concept & Lead Set Development:
Robert Dougherty

Campaign Rules & *The Ruin of Thandar* Design:
Danny Mandel & Ben Cichoski (Super Awesome Games)

Lead Graphic Design:
Randy Delven

Lead Artist & Graphic Design:
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Additional Art Direction:
Graphics Manufacture

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Alex Krasa, Brian Loughry, Julia Marie, Debbie Moynihan,
Adam Podtburg, John Tatian, Ian Taylor

Hero Realms: The Ruin of Thandar™
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Character Name _____

Class _____

Starting Health



Health Cards

Skills



Abilities

Treasure



Relics

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