

HERO KIDS



ADVENTURE: WIZARD'S TOWER

ENCOUNTERS: FIVE
DIFFICULTY: NORMAL
DURATION: 45-60 MINUTES

DESIGNED AND MAPPED
BY
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Hero Kids Adventure

This adventure requires a copy of the *Hero Kids* RPG to play. The core game and this adventure include:

- Hero Cards for each player
- Monster Cards for the unique monsters (froglings, water beasts, constructs, and the fearsome helmed knight)
- Print-outs of all of the encounter maps
- Stand-up minis for the heroes and monsters

Additionally, these extra materials are required:

- Six-sided dice (d6s)
- Pencil and eraser

Background

Our heroes live in Rivenshore, the largest village in the Brecken Vale. The village lies on the Camarva river, which runs from the towering Druinhowe mountains. The Brecken Vale would be a beautiful place to live, if it weren't beset by an endless series of calamities.

Adventure Overview

This five-encounter adventure takes the heroes from Rivenshore to the wizard's tower on the eastern peninsula that encloses Brecken Bay. The wizard, Mortain, has gotten himself into strife and needs the kids' help!

Adventure Intro

Today's trouble starts with an unusual visitor.

You are sitting on the end of the pier that juts out into the river Camarva, enjoying the warm midday sun. Your feet dangle off the end of the pier, just above the water that runs lazily past.

Your tranquil pondering is abruptly broken when a black shape plunges from the sky and crashes onto the pier next to you with a loud "SQUAWK!"

It's a large black bird, a raven. It gets up awkwardly and looks at you with one eye and then the other, "AARK!"

It shakes its feathers, tries again, "ARRK! HELP!"

It talks!

"HELP! Master's in trouble! AWK! Come help!"

You finally recognize the bird. You've seen it before when the wizard Mortain has come to town. The bird is usually perched on the end of his staff, and is always quick with a sarcastic comment.

"Come quick! Come rescue master! RAWK!"

You pick up the bird and race back into town to collect your gear and your map of the Brecken Vale.

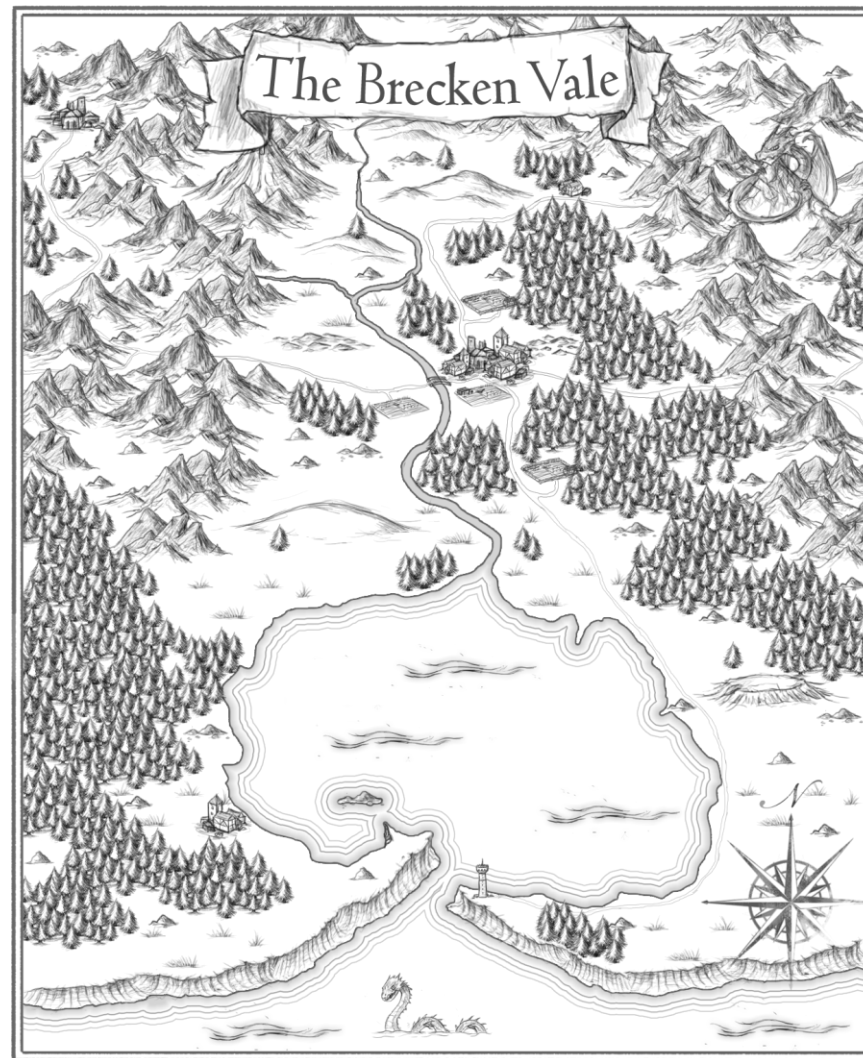
Encounter 1: Setting out for the Tower

The first encounter is a role-playing scene where the players need to plan how their heroes are going to get to the wizard's tower.

The players should use the map of The Brecken Vale to work out how to get from Rivenshore (the larger town on the river) down to the wizard's tower which is the pointy tower on the eastern peninsula.

Map

A larger version of this map is included with the encounter maps at the end of this adventure.



Role-Playing

In this role-playing scene, the heroes plan their route to the tower. There are two options, along the road that skirts the eastern shore of the bay, or taking a boat down river then across the bay to the tower.

If the kids need guidance making this decision, have the Sheriff and Bern approach them with advice.

By Boat

If they choose to investigate the boat option, they need to find Bern the Fisher, who has a boat (Bern appeared in The Lost Village, where his boat may have been damaged in a storm). They find Bern back at the pier, and can ask him to take them to the tower:

*“Aye, I can take ye,” he replies as he coils a thick rope.
“But I don’t usually go so close to the heads this time of year ‘cos them water beasts are right roiled up round now. But you look sturdy enough, so it’s up to you.”*

By Road

If they choose to travel by road, they simply need to take their ponies and ride along the road. The ride will take a day and a half, and require them to camp overnight along the way.

Talking to the Sheriff

If they ask the sheriff, he warns the kids:

“Mean to go by road do you? Then take care not to camp by the marsh, there’s beasties in that infernal bog.”

Ability Tests

In addition speaking with the sheriff and Bern, the heroes can perform a number of ability tests to see if they know some of this information already:

- Intelligence tests (Knowledge/Lore) at difficulty 4 to know that there are two routes to the tower (by road and by boat).
- Intelligence tests (Knowledge/Lore) at difficulty 5 to know that that people have reported frog creatures in the marshes.
- Intelligence tests (Knowledge/Nature) at difficulty 5 to know that water beasts are ferocious eels that attack fishing boats.

Conclusion

Once the kids have decided which route to take:

By road:

*You quickly pack your ponies and, with the wizard’s raven perched on your shoulder, being your journey.
“RAWK! Move faster horsie!” it squawks in your ear.*

Overland travelers proceed to **Encounter 2a: Marsh.**

By boat:

Bern the Fisher tells you to meet him on the dock at first light the next morning. You wake a first crow, and meet Bern at the dock. The wizard’s raven perches on the sailboat’s prow, “AWK! Row faster!”

Boat travelers head to **Encounter 2b: Water Beasts.**

Encounter 2a: Marsh

On their journey by road to the wizard Mortain's tower, the kids need to camp overnight.

Depending on their preparations before leaving, they may have remembered or been warned that the marsh is home to foul frog creatures (froglings), and it's not safe to camp near here at night.

If they decide to camp near the marsh, they get attacked by frog creatures. If they continue further down the road or backtrack, the night passes uneventfully.

Encounter Intro

After the kids have departed Rivenshore by pony:

After half a day in the saddle, you're weary and sore. The track headed south-east from Rivenshore, and now, finally, it has bent to the south just as the sun touches the horizon and the sound of frog calls rises from the marshes off to the left side of the track.
"AWWKK! What's that racket?" the raven squawks.

Exploration

If you're feeling generous, you can give the kids one more chance to work out the danger of the marsh (the test is detailed in Ability Tests below).

Avoiding the Marsh

If they work it out or already know of the danger and choose to camp elsewhere:

You remember the danger of the marsh at night, and decide not to camp too close.

Proceed directly to the second part of the conclusion for this encounter.

Camping Near the Marsh

If they don't work out the danger of the marsh, or decide to ignore it:

You tie up your pony and make camp just off the road. As the night closes you slap and scratch at yourself trying to fend off noisy mosquitoes. The raven hops around happily pecking at the tiny insects.

Then continue with the combat intro.

Ability Tests

The players' heroes can perform this ability test:

- Intelligence tests (Knowledge/Lore) at difficulty 5 to know that that people have reported frog creatures in the marshes.

Combat Intro

Your deep slumber is interrupted when you are woken by a sharp peck on your cheek:

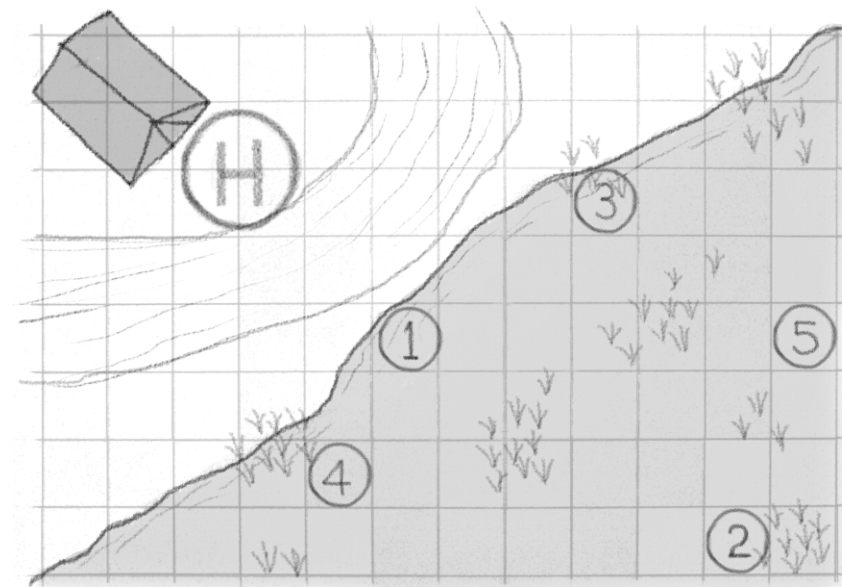
“Awk... Something’s outside the tent,” the raven tries to whisper.

You grab your weapons and leap out of the tent into the moonlight, just in time to see several glistening figures rise out of the thick marsh water.



Combat Map

If the kids end up camping near the marsh, you’ll need this map for combat:



Encounter Features

The marsh is not deep, but the water requires 1 extra square of movement for each square moved.

Monsters

This fight features froglings that use a mix of attacks.

- 1 Hero: 2 x Frogling Hunters ① ②
2 Heroes: 2 x Frogling Hunters ① ②
1 x Frogling Warrior ③
3 Heroes: 2 x Frogling Hunters ① ②
2 x Frogling Warriors ③ ④
4 Heroes: 2 x Frogling Hunters ① ②
3 x Frogling Warriors ③ ④ ⑤

Use these health boxes to mark off damage:

① Frogling Hunter	<div>KO</div>	<div>Hurt</div>
② Frogling Hunter	<div>KO</div>	<div>Hurt</div>
③ Frogling Warrior	<div>KO</div>	<div>Hurt</div>
④ Frogling Warrior	<div>KO</div>	<div>Hurt</div>
⑤ Frogling Warrior	<div>KO</div>	<div>Hurt</div>

Tactics

The frogling hunters can use their spears for melee or ranged attacks, and prefer to fight from the water. The frogling warriors engage and use melee attacks.

Combat Conclusion:

If the heroes ended up fighting the froglings, read this, then proceed to the encounter conclusion:

*You wipe the putrid marsh water from you weapons.
“WURRH! Froggies taste bad!” the raven squawks as it pecks at a frog it has caught in the marsh.
When the chorus of frog croaking finally quiets, you return to your tent and settle back to sleep.*

Conclusion

When the kids wake the next morning:

*The next morning you wake to find the raven standing on your head, pecking at your hair.
“RAWK!! Time to get up lazybones!”
With constant annoying encouragement from the bird, you pack up camp, saddle your pony, and continue your journey.*

Having had an overnight rest, the heroes can remove all damage they have taken.

Encounter 2b: Water Beasts

If the heroes choose to head to Mortain's tower by boat, they have to defeat or avoid an encounter with water beasts.

Encounter Intro

After the kids have departed Rivenshore by sailboat:

Bern pilots the small sailboat down the Camarva river, allowing the river's fast-flowing current to carry the boat to the bay. Before long the sailboat leaves the steady flow of the river as it runs into Brecken Bay.

"Watch your head," Bern warns as the hoists the sail up the mast.

The raven takes flight and flies up to the top of the mast, where it perches unsteadily.

"BLERK! Seasick!" it coughs and splutters.

A strong northerly wind fills the sail. The land recedes behind you until you're surrounded by blue water with a strip of green balanced on the horizon.

Later, Bern kicks you, "Hey, watch out. We're coming up on th' heads now. Keep your eyes out for them water beasties."

Exploration

The heroes can try to avoid an encounter with the water beasts by spotting them and sailing around them. These challenges are detailed in Ability Tests section below.

Avoiding the Water Beasts

If the heroes spot and out-sail the water beasts:

You spot the ripples in the distance and quickly tack. The strong wind fills the sails and the boat outpaces the water beasts, which eventually abandon their pursuit.

Continue to the encounter conclusion.

Failing to Spot or Avoid the Water Beasts

If the kids fail to spot or avoid the water beasts:

Strong bodies thump against the side of the boat. "RAWK! Too late!" comments the raven, helpfully.

Continue to the combat intro.

Ability Tests

The players' heroes can perform this ability test:

- Intelligence tests (Perception) at difficulty 5 to spot the water beasts far enough away from the sailboat to attempt to sail around them. The heroes can gain 1 extra die for this test if they convince the raven to help...

If they succeed at spotting the water beasts, they can attempt to sail around them.

- Strength, Dexterity, or Intelligence tests (Sailing). If there's one hero, then the difficulty is 4, two heroes is difficulty 5, three or more heroes is difficulty 6.

All of the kids roll at the same time, and only one hero needs to beat the difficulty to succeed the test. If the heroes fail the test, they cannot avoid combat.

Combat Intro

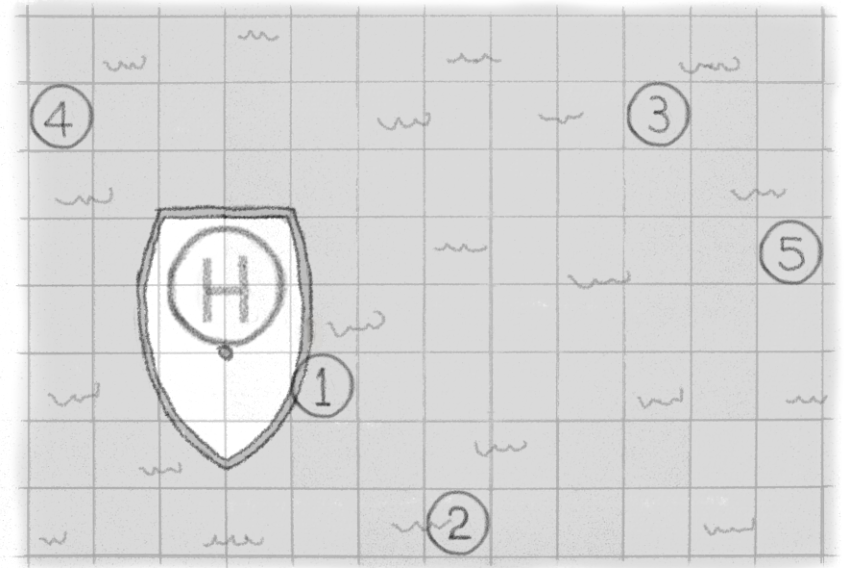
The boat lurches as the beast rears up out of the water. You scramble away from the beast, but there's nowhere to hide on the tiny boat.

The terrible beast's mouth is lined with razor-sharp fangs, and it hisses as it draws back to attack.



Combat Map

If the kids end up fighting the water beasts on the boat, use this combat map:



Encounter Features

The heroes can move around the boat, although space is limited.

The water is deep, so if a hero falls out of the boat they will need to complete an ability test to get back in the boat:

- Strength or Dexterity test (Swimming/Acrobatics) at difficulty 4 to get back into the boat.

Monsters

This fight features froglings that use a mix of attacks.

- 1 Hero: 1 x Water Beast ①
2 Heroes: 2 x Water Beasts ① ②
3 Heroes: 4 x Water Beasts ① ② ③ ④
4 Heroes: 5 x Water Beasts ① ② ③ ④ ⑤

Use these health boxes to mark off damage:

① Water Beast	<div>KO</div>	<div>Hurt</div>
② Water Beast	<div>KO</div>	<div>Hurt</div>
③ Water Beast	<div>KO</div>	<div>Hurt</div>
④ Water Beast	<div>KO</div>	<div>Hurt</div>
⑤ Water Beast	<div>KO</div>	<div>Hurt</div>

Tactics

The water beasts use melee attacks against adjacent targets. If the heroes try to stay on the far side of the boat to avoid attacks, then the beasts swim under the boat to reach them. When fighting three or more heroes, one of the water beasts stays out of melee range and uses its Venomous Spit ranged attack.

Combat Conclusion:

If the heroes ended up fighting the water beasts, read this, then proceed to the encounter conclusion:

With a final splash, the water beast falls back into the water and disappears into the inky blackness.

Conclusion

Once the water beasts are avoided or defeated:

“Land ho!” shouts Bern, and points to a sandy cove in the distance.

If the heroes were damaged in the fight with the water beasts, they can take a short rest now to remove damage.

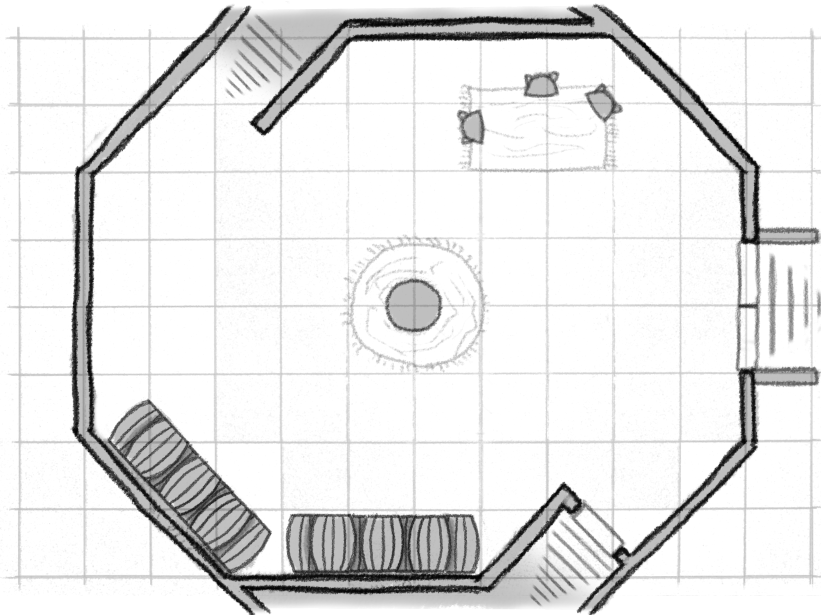
Encounter 3: The Wizard's Tower

In the third encounter the heroes reach the wizard Mortain's tower. Here they hear the wizard's cry for help, make their way inside the tower, and then negotiate with a malfunctioning magic mouth.

This adventure is structured to route the heroes in the front door, then up through the tower. However, players might attempt to fly or climb up the tower. If they do this, you can lock the balcony doors or switch the encounters to have the final battle with the helm knight on the ground floor (or even in the basement).

Map

This map is included for your reference only.



Encounter Intro

When the heroes reach this encounter, read this:

"RAWK!!" the raven shrieks, "Master's tower! I see the tower!"

The tower's spire pokes over the top of the trees in the distance. Your journey to Mortain's tower is complete. As you clear the trees, you see that the tower has three levels.

At ground level, a short set of stone steps leads up to the tower's heavy wooden front door. Higher up, shuttered windows ring a second level. Above those is a third level where a pair of closed doors leads to a small balcony.

"SQUAWK! Master! Master! I've brought help!" the raven flies up towards the high balcony.

A muffled thumping sound comes from the top of the tower, the door flies open, and a cloaked figure – Mortain – half emerges from the door and shouts:

"HELP! Help! They've gone mad!"

Mortain is pulled roughly back into the door, which slams shut a moment before the raven crashes into it in an explosion of feathers.

Exploration

The heroes begin this section at the base of the tower.

You stand at the treeline, looking up at the tower.

Climbing the Tower

If the heroes try to scale the tower, they require an ability test (check that section for details):

You approach the tower looking for suitable hand and footholds to begin your climb to the balcony.

Otherwise they likely head to the front door.

Entering the Front Door

When the heroes mount the steps to the front doors:

You approach the tower, and, sensing your presence, the double doors swing open as you climb the steps.

A Tempting Fountain

The ground floor is a large open room. Immediately on the left of the front doors there is another door which leads down into the tower's basement.

You step through into the ground floor of the tower. Your eyes take a few moments to adjust to the dim light after coming in from outside.

You've entered a large, dusty, and mostly empty room. On your right is a small sitting area, with a few moldering chairs and a threadbare rug. On your left is a single wooden door. Beyond that door, the southern wall is lined with stacks of barrels. The far wall is shrouded in darkness, perhaps hiding the stairs.

A tempting trap sits in the middle of the room:

A pedestal stands on a round carpet in the center of the room. A large shallow bowl rests atop the pedestal, gold coins and sparkling gems cascade into the bowl from a raised fountainhead.

"AWK!! Careful! Mortain likes surprises!" screeches the raven.

IT'S A TRAP! That's right, the fountain and the carpet are illusions that cover a hole in the floor.

If the heroes get greedy and approach the fountain they can make an ability test to notice that it's a trap (check the Ability Tests section for the relevant test).

If they pass the test or simply walk past the fountain:

You warily step around the fountain. As you move beyond it, it shimmers and you catch a glimpse of a hole in the floor and darkness beneath- it's an illusion!

Once they've avoided the trap you can skip to the Guardian at the Stairs over the page.

If they fail the test, they fall (literally) for the trap:

You reach out for the glittering gold and gems but your hand passes right through the bowl. Suddenly you find yourself pitching forward as you fall through the rug. Desperately, you try to grab the solid floor as you fall.

They have a chance to prevent themselves from falling making an ability test to catch the edge of the hole.

If they fail again, they fall into the basement well:

You plummet through darkness and splash into water. You struggle back to the surface of the water, and see that you have fallen into a circular well. The curved walls are rough bluestone which provide ample – but slippery – handholds to climb out.

Check the Ability Tests section for the relevant test. Once they get out of the well (hopefully), they can take the stairs to return to the ground floor.

The Guardian at the Stairs

When the heroes make it past the fountain trap:

As you advance farther into the room, you see a set of stairs that ascend to the next storey. But before you go any further, a deep voice booms:
“Who goes there!?!” the voice emanates from the air, and bounces off the thick stone walls.

The voice belongs to the guardian, another trick from to scare off intruders. The guardian offers no danger to the heroes, only warnings and empty threats:

“Who dares trespass in Mortain’s tower!”

And more random comments like this:

“Come no further, or face Mortain’s wrath!”

If the players are too daunted by the voice, have the raven encourage them onwards:

“RAWK! Don’t listen to him! He’s just grumpy!”

Walking past the guardian concludes this encounter.

Ability Tests

The players’ heroes can perform these ability tests:

- Strength or Dexterity (Climbing) at difficult 6 to climb up the tower to the balcony.
- Intelligence tests (Traps) at difficulty 6 to notice that the fountain is a magic illusion.
- Strength or Dexterity at difficult 6 to avoid falling through the hole when they approach the fountain. If another character assists this ability test, the hero gains 1 extra die.
- Strength or Dexterity (Climbing) at difficult 5 to climb out of the well in the basement. If another character assists this ability test, the hero gains 1 extra die. Each time the hero fails this ability test they take 1 damage.

Conclusion

Once they bypass the fountain and advance past the toothless guardian:

The guardian shouts after you, “Wait! Don’t go! You can’t go up there!”
The booming voice fades as you climb the stairs.

If the heroes took damage falling into the well, they can rest and remove some damage before they head up the stairs.

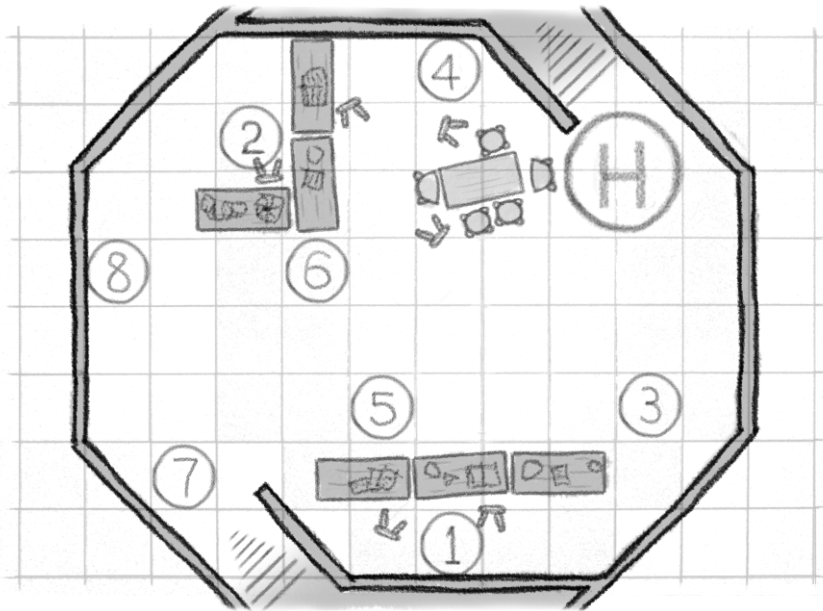
The stairs lead to **Encounter 4: Cleaning Constructs.**

Encounter 4: Cleaning Constructs

The fourth encounter starts to unravel the mystery of why Mortain needs to be rescued; his animated helpers are running amok!

In this encounter, the heroes face the first, and most straightforward, of his helpers; rickety constructs that have taken over his workshop.

Map



Encounter Intro

When the heroes enter this area, read this:

The stairs follow a curve around the wall of the tower. You emerge into a large room that occupies this entire floor of the tower.

The room is a total mess. Chairs are overturned, papers and books cover the floor. Two sets of benches are strewn with open books, alchemical devices, bowls of powders, and flasks filled with bubbling liquids.

The cause of the mess is soon apparent. Bumbling around the room are strange puppet-like figures. These animated constructs are shaped like humans but made up of buckets and brooms and held together by arcane forces.

“RAWK! Told you! Gone mad, they have! Mad!”

The constructs sense your presence, and clatter towards you awkwardly...

Encounter Features

The main features of this area are the benches and tables, which are obstacles that require extra movement to clamber over, and which could provide cover from ranged attacks, if the constructs were able.

Ability Tests

The players' heroes can perform this ability test:

- Intelligence tests at difficulty 6 to notice that the constructs cannot climb over the obstacles and that the heroes can hide behind these for cover.

Monsters

There are two rickety constructs for each hero.

1 Hero: 2 x Rickety Constructs ①②

2 Heroes: 4 x Rickety Constructs ①②③④

3 Heroes: 6 x Rickety Constructs ①②③④⑤⑥

4 Heroes: 8 x Rickety Constructs ①②③④⑤⑥⑦⑧

Use these health boxes to mark off damage:

① Rickety Construct	<div>KO</div>	<div>Hurt</div>
② Rickety Construct	<div>KO</div>	<div>Hurt</div>
③ Rickety Construct	<div>KO</div>	<div>Hurt</div>
④ Rickety Construct	<div>KO</div>	<div>Hurt</div>
⑤ Rickety Construct	<div>KO</div>	<div>Hurt</div>
⑥ Rickety Construct	<div>KO</div>	<div>Hurt</div>
⑦ Rickety Construct	<div>KO</div>	<div>Hurt</div>
⑧ Rickety Construct	<div>KO</div>	<div>Hurt</div>

Tactics

The rickety constructs gain extra attack dice when their targets are engaged (when their targets have another enemy adjacent to them, of the target has been attacked by someone else since the construct's last turn), but they are otherwise fairly mindless combatants. They move slowly and cannot climb over the benches and will walk all the way around to reach a target on the other side. The heroes can exploit this, if they realize.

Conclusion

When the heroes presumably defeat the constructs:

"RAWK! Look at the mess!"

The raven's right. The room looks even messier now that the constructs' broken pieces also litter the floor.

The raven flutters to the south-east corner of the room, and hops up and down at the foot of a set of stairs.

"Come! Up! Master's up here!"

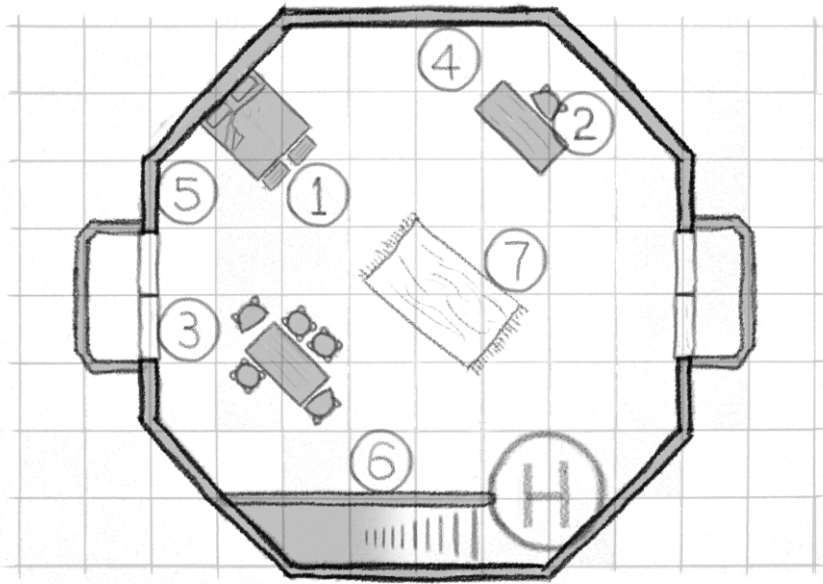
If they heroes have been damaged, allow them to rest to recover some damage.

Once the players are ready, their heroes continue up the stairs to **Encounter 5: Prisoner**.

Encounter 5: Prisoner

The final encounter is the top floor of the wizard's tower, where Mortain is held captive by another of his creations, this one more dangerous; a helm knight.

Map



Encounter Intro

When the heroes enter the top floor of the tower:

You climb the steps as quietly as possible, finally stepping onto the floor of what must be Mortain's chambers. A desk occupies one corner, a dining table and chairs in the opposite corner.

Directly across from you is a large bed, where Mortain lies. A suit of armor sits slumped on the chests at the end of the bed.

"RAWK! Master! Come to rescue you!"

Mortain sits up and shouts a warning, "Careful!"

The slumped suit of armor moves. The metal pieces creak and clank as it slowly rises to stand. The eyes of its skull-shaped helmet glow red like coals.

"None. Shall. Pass." The helm knight growls menacingly as it drags its huge spiked flail along the ground towards you.

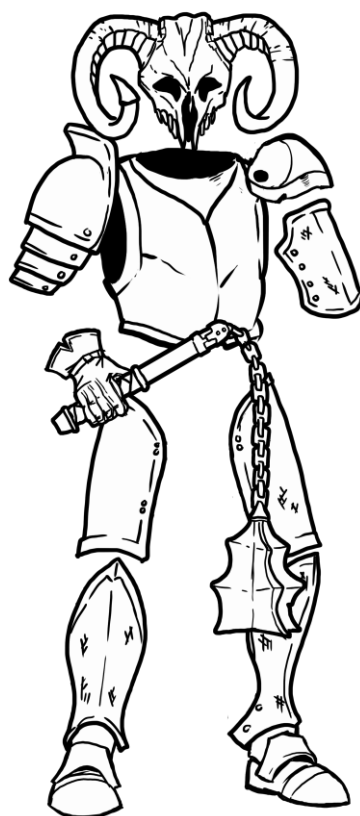
Encounter Features

The bed and tables are obstacles that require extra movement to clamber over, and which could provide cover from ranged attacks, if the enemies had any.

Ability Tests

The players' heroes can perform this ability tests:

- Intelligence test (Knowledge/Lore) at difficulty 6 to know the knight is resistant to magic attacks.



Monsters

This encounter features the fearsome helm knight, plus one extra rickety construct for each hero.

If the players are experienced, you can add the extra rickety constructs ⑥ and ⑦.

1 Hero:	1 x Helm Knight	①
	1 x Rickety Construct	②
2 Heroes:	1 x Helm Knight	①
	2 x Rickety Construct	② ③
3 Heroes:	1 x Helm Knight	①
	3 x Rickety Construct	② ③ ④
4 Heroes:	1 x Helm Knight	①
	4 x Rickety Construct	② ③ ④ ⑤

Use these health boxes to mark off damage:

① Helm Knight	<div>KO</div>	<div>Hurt</div>	<div>Bruised</div>
② Rickety Construct	<div>KO</div>	<div>Hurt</div>	
③ Rickety Construct	<div>KO</div>	<div>Hurt</div>	
④ Rickety Construct	<div>KO</div>	<div>Hurt</div>	
⑤ Rickety Construct	<div>KO</div>	<div>Hurt</div>	
⑥ Rickety Construct	<div>KO</div>	<div>Hurt</div>	
⑦ Rickety Construct	<div>KO</div>	<div>Hurt</div>	

Tactics

The helm knight and the rickety constructs use melee attacks against the heroes. The helm knight can attack multiple adjacent targets, and the constructs gain extra attack dice when their targets are engaged. The heroes might try to retreat down the stairs, which will limit the enemies' ability to reach them and force them to fight one at a time. If this makes the fight too easy, you can bring more rickety constructs up the stairs behind them to make it more challenging.

Conclusion

Once all of the monsters are KO'd, read this:

With your final attack your enemy crashes to the floor and disintegrates into its parts. The whole floor is covered in pieces of armor and the broken wooden pieces of destroyed constructs.

“RAWK! Master! I did it! I rescued you! AARK!” the raven boasts.

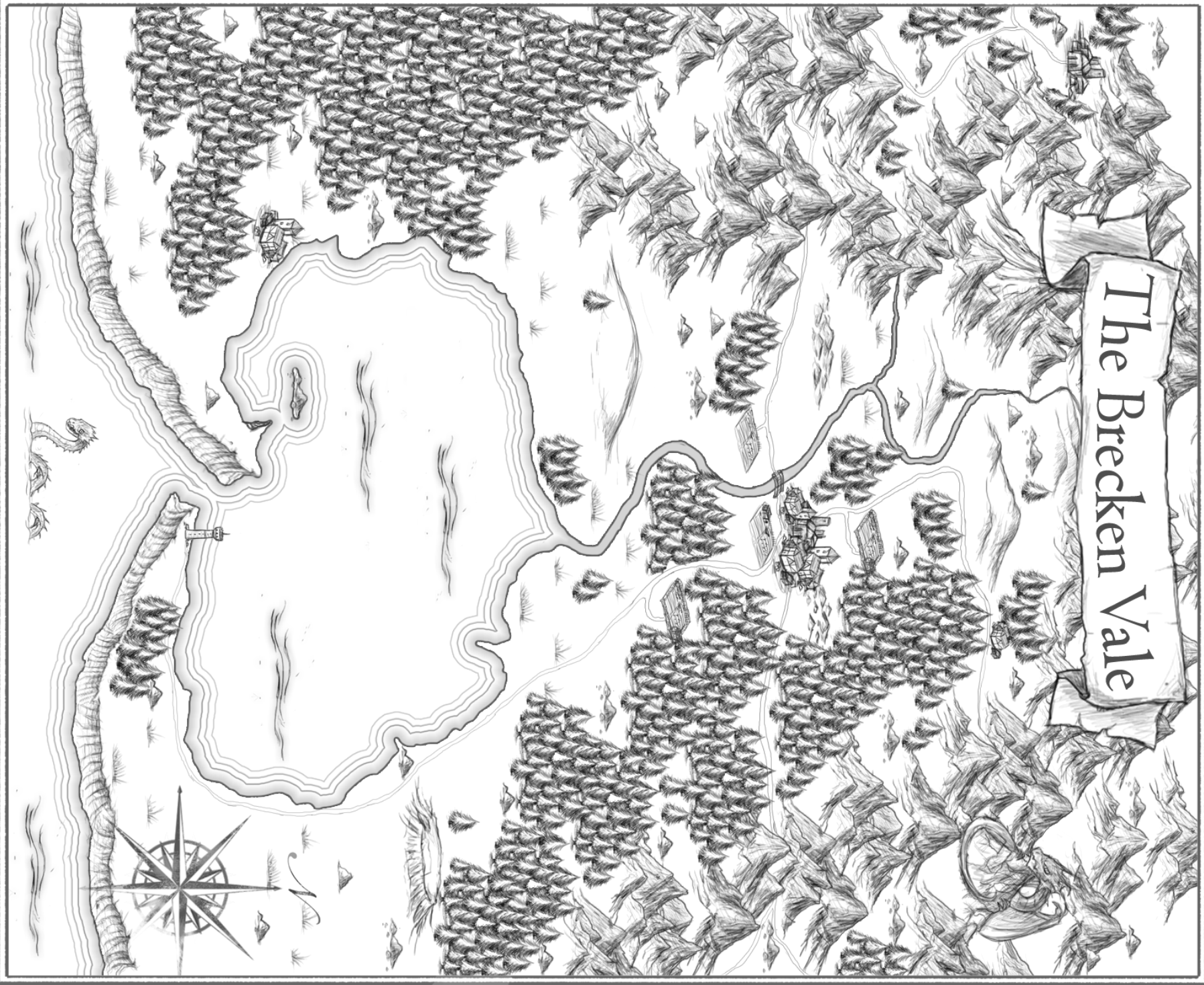
Mortain rises from the bed and crosses the room.

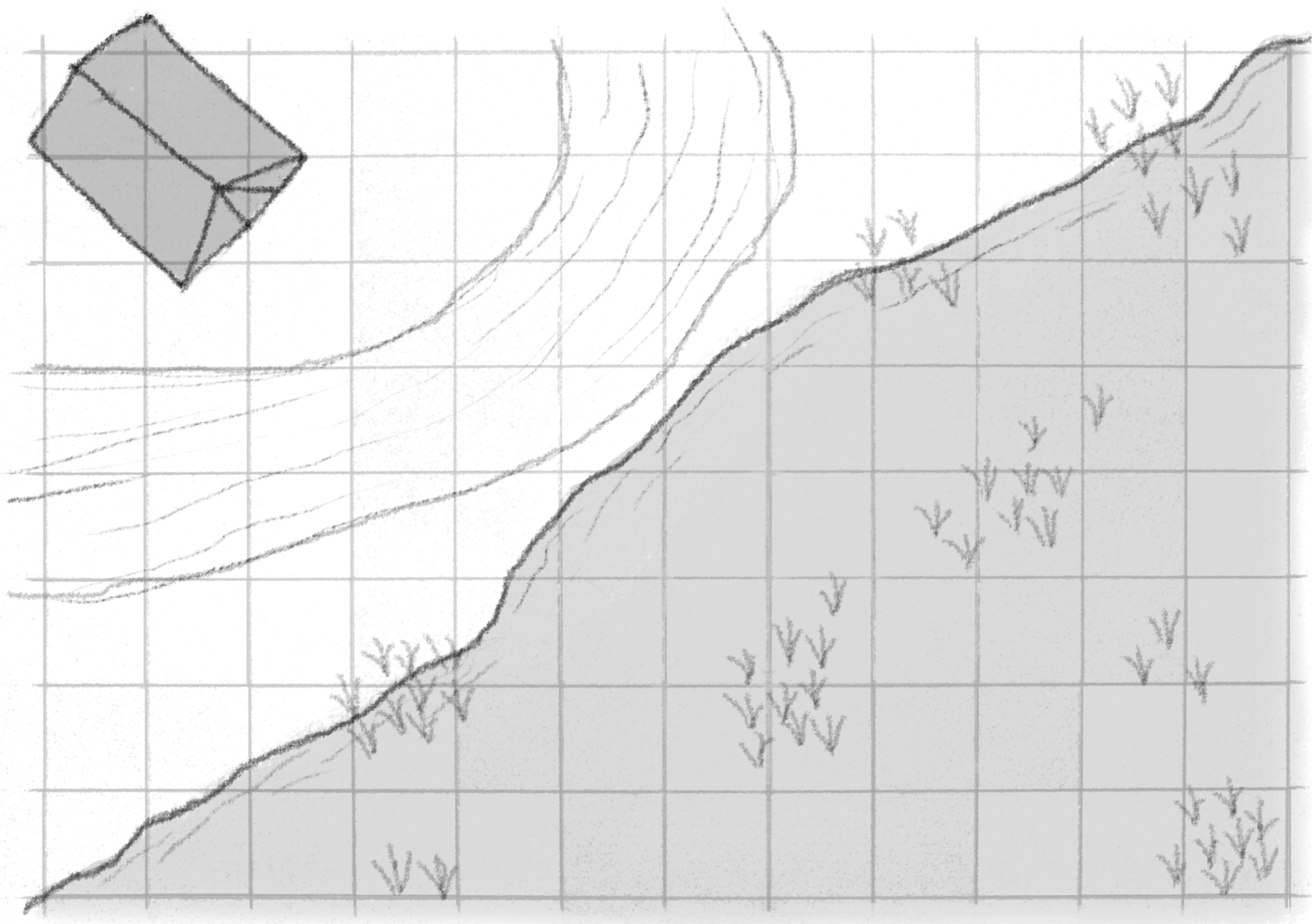
“Shush, you useless bird.” Mortain chastises the bird as it flutters onto his shoulder. “It was these brave children who rescued me. And from my own creations at that.”

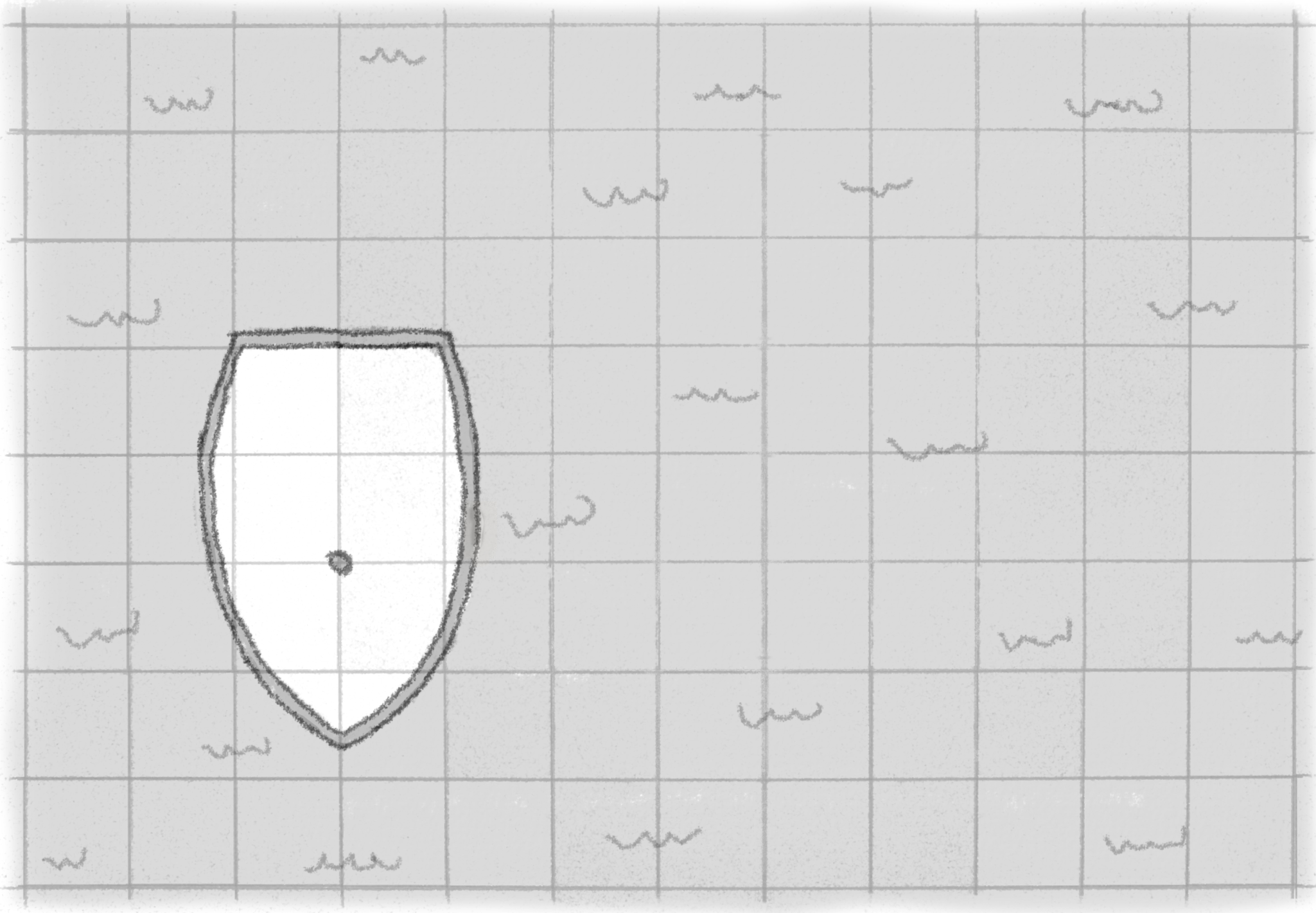
He continues, “I was careless and hoping to scare away intruders I made them too strong and too fierce. But in the end I only made myself a prisoner.”

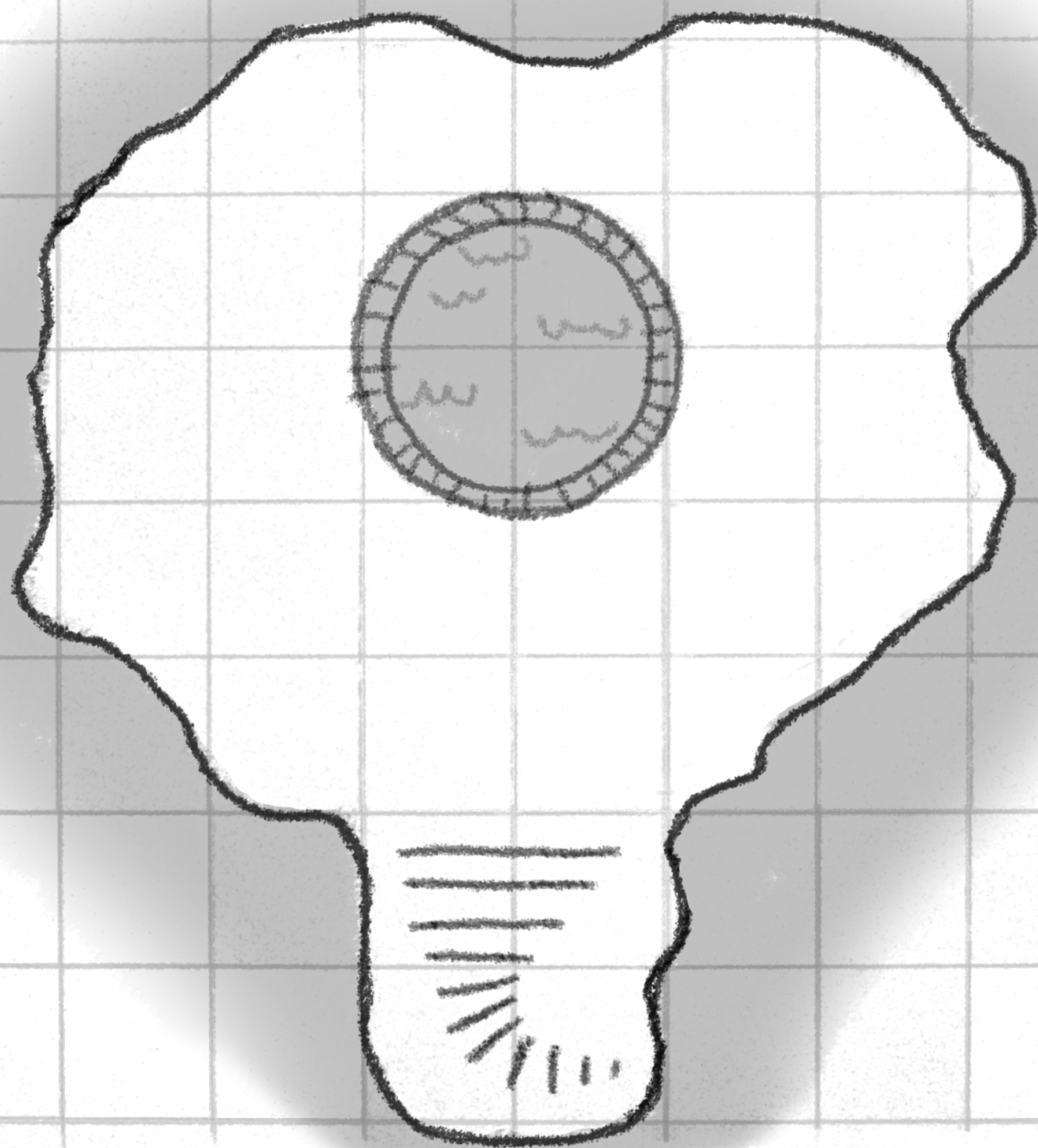
“You children have done a grumpy old man a great service, and I am forever in your debt.”

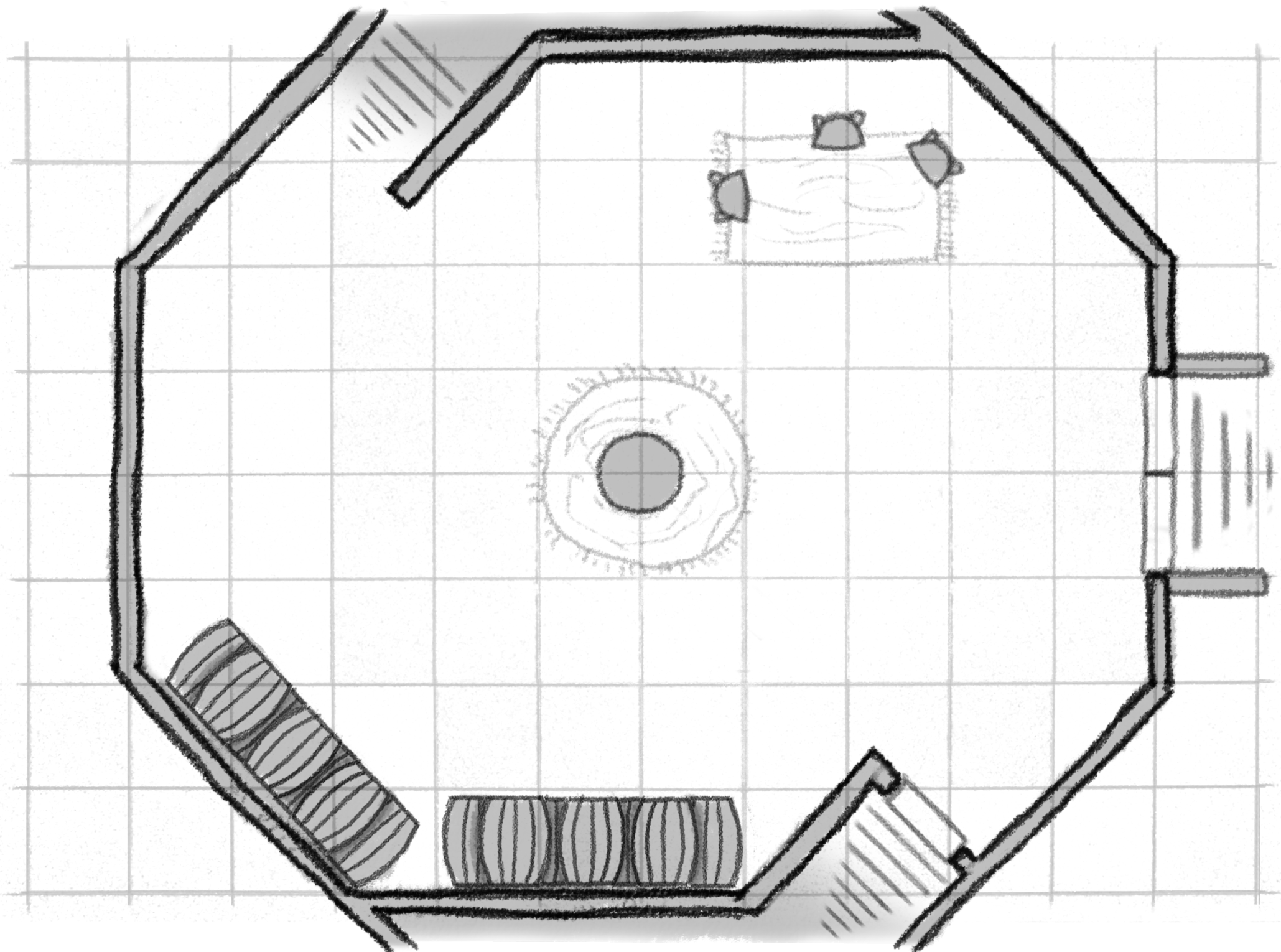
The Brecken Vale

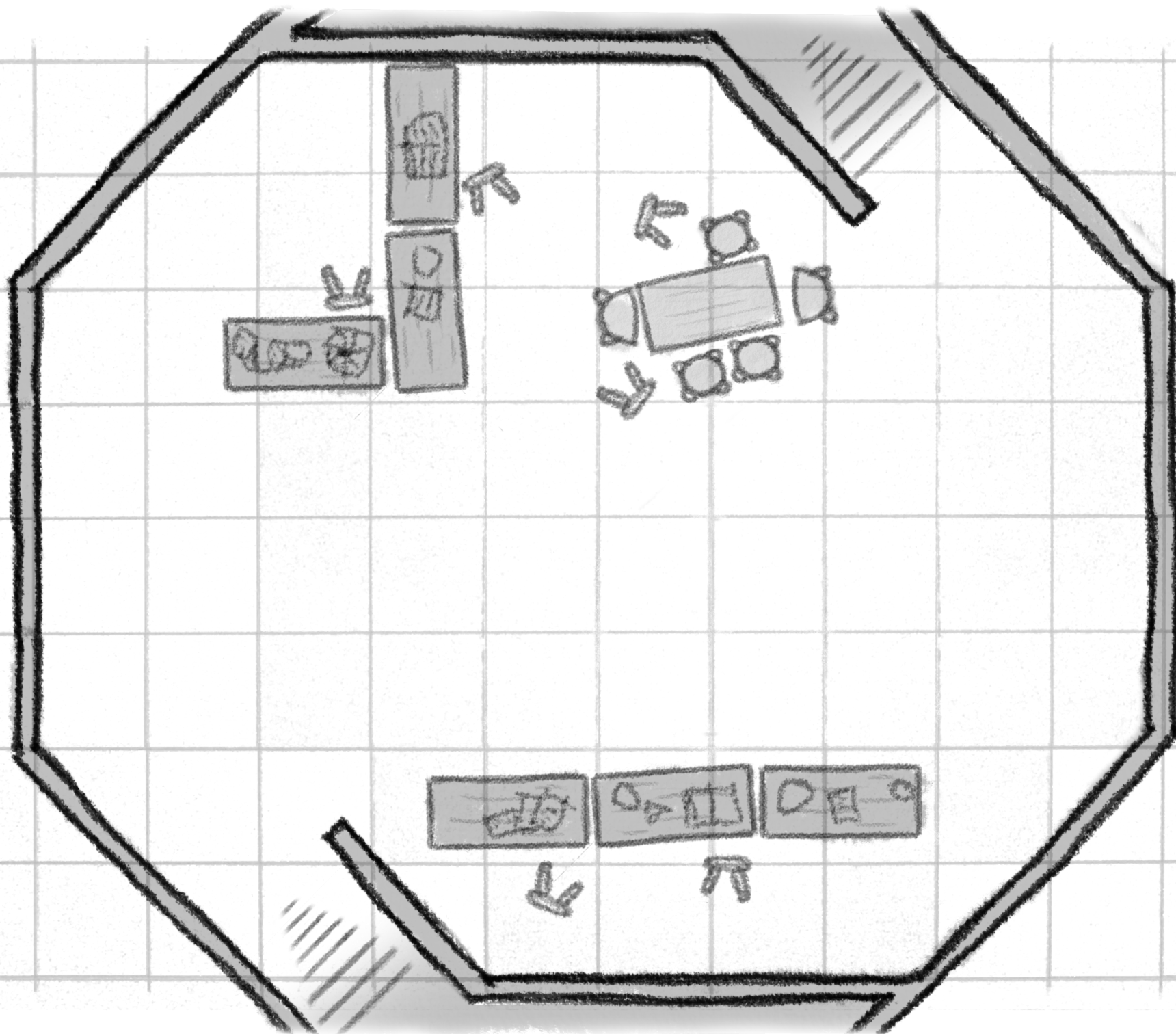


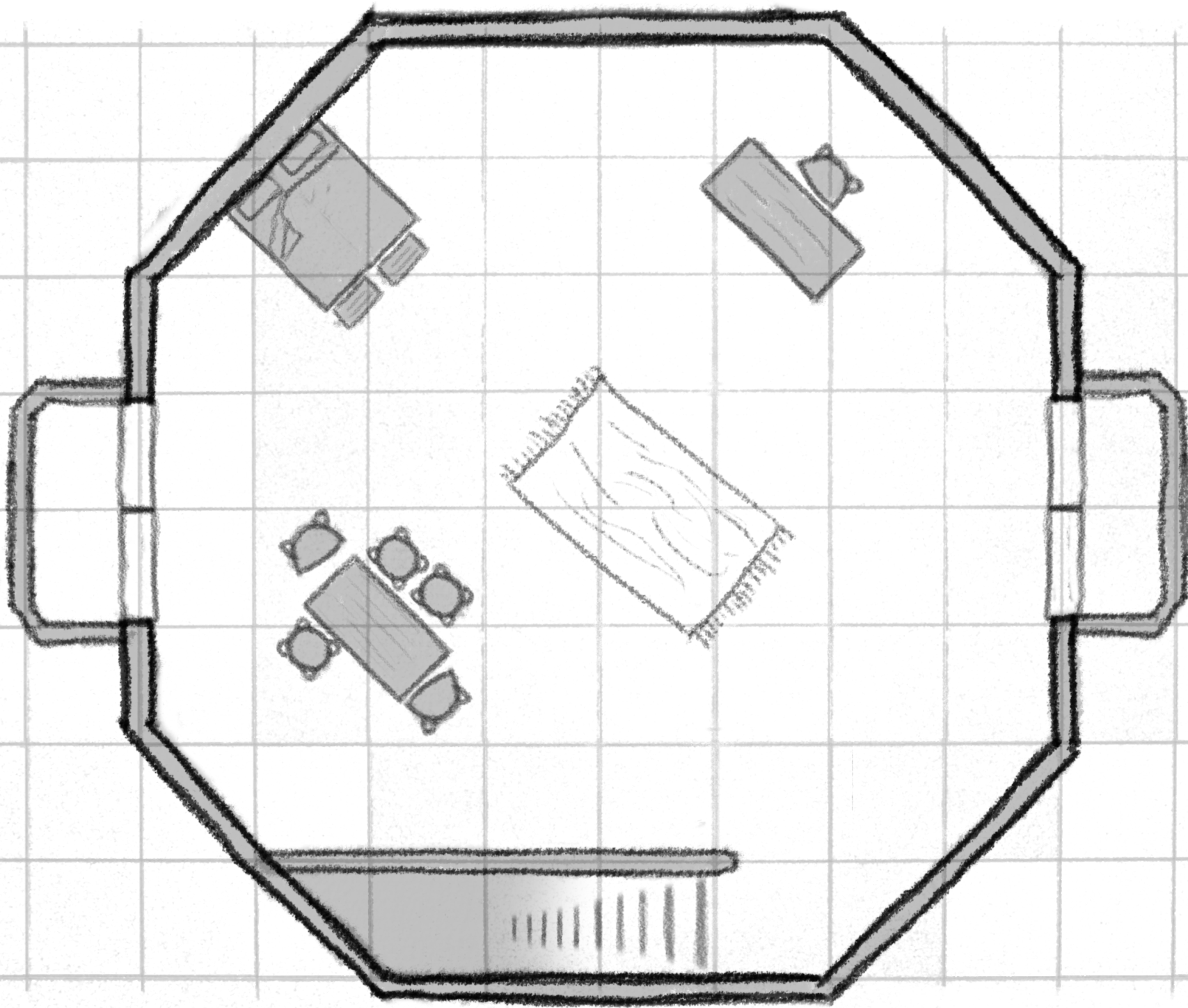














HERO KIDS



Frogling Hunter



Ranged Attack: Spear Throw

Ranged attack at a target up to 6 squares away.

Special Action: Hopping Stab

If you start your turn without an adjacent enemy, you can move up to 3 squares ignoring obstacles and enemies, then make a ranged attack at an adjacent target with 1 extra die.

Bonus Ability: Amphibious, Versatile

You can breathe water and air, and move through water without penalty. You can use your ranged attack against adjacent enemies without penalty.



HERO KIDS



Water Beast



Melee Attack: Toxic Bite

Melee attack at an adjacent target.

Special Action: Toxic Spit

Ranged attack at a target up to 6 squares away (but not adjacent) with 1 fewer die than your melee pool.

Bonus Ability: Toxic, Swimmer

When you damage a target, attacks they make on their next turn use 1 fewer dice (at least 1). You can only move in water and you can do this without penalty.



HERO KIDS



Frogling Warrior



Melee Attack: Hatchet Strike

Melee attack at an adjacent target.

Special Action: Hopping Strike

If you start your turn without an adjacent enemy, you can move up to 3 squares ignoring obstacles and enemies, then make a melee attack at an adjacent target with 1 extra die.

Bonus Ability: Amphibious

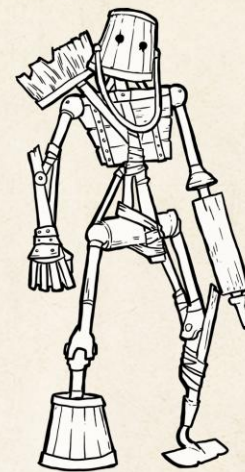
You can breathe water and air, and move through water without penalty.



HERO KIDS



Rikety Construct



Melee Attack: Flailing Swing

Melee attack at an adjacent target.

Special Action: Uncoordinated Attack

If an adjacent target is engaged, you can make a melee attack at it with 1 extra die.

Bonus Ability: Awkward, Rattled

You can only move 3 squares with your move action and you cannot move through allies or obstacles. When you are not on full health, your attacks have 1 fewer dice (at least 1).



HERO KIDS



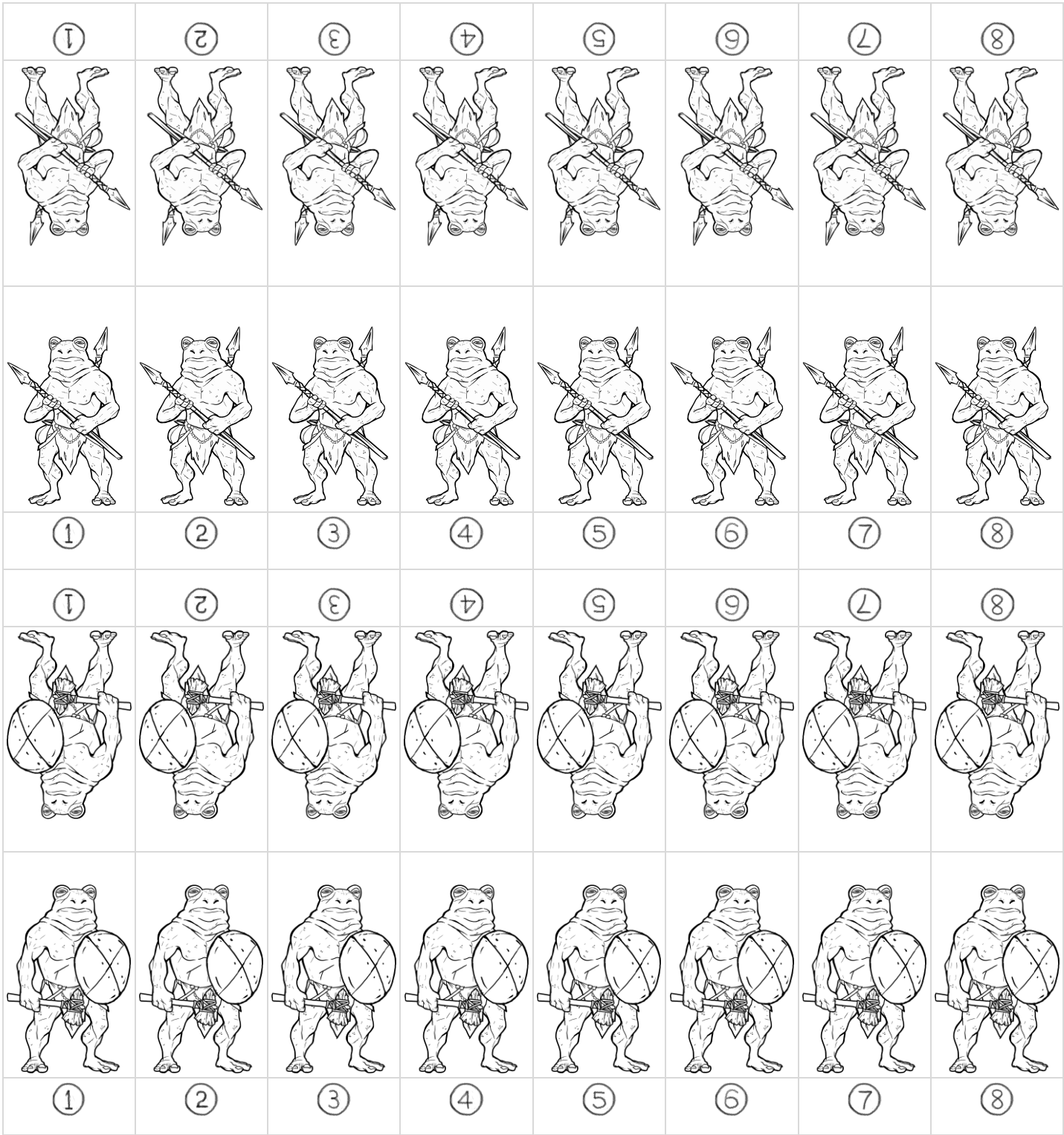
Helm Knight

















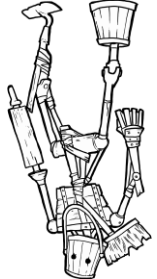
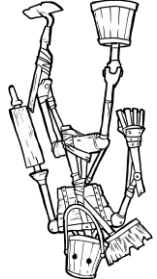
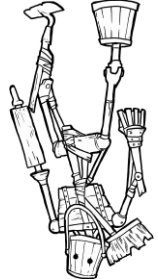
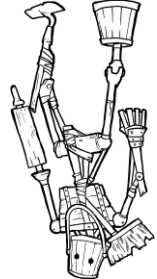
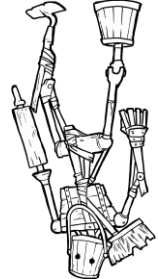
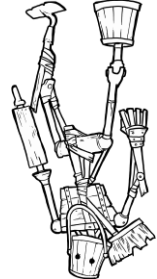
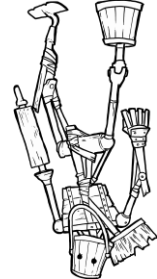
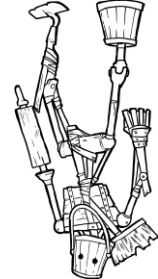
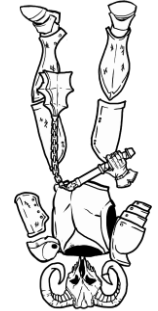
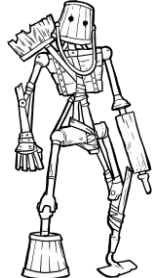
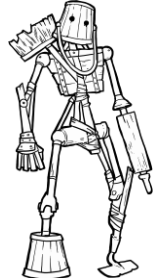
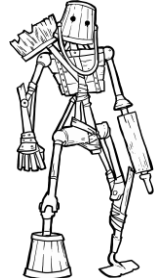
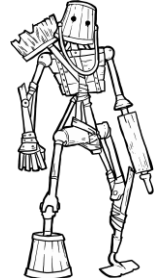
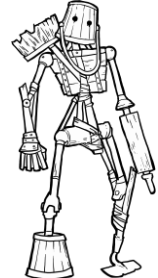
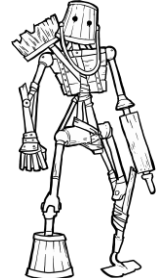


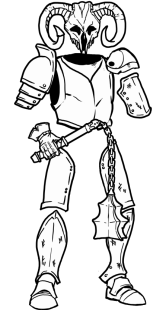


Melee Attack: Crushing Swing
Melee attack at an adjacent target.

Special Action: Sweeping Swing
If you have two adjacent targets that are also adjacent to each other, you can make melee attacks at both, the second target is attacked with 1 fewer dice.

Bonus Ability: Magic Resistant
When you defend a magic attack, you gain 1 extra die to your armor pool.



①	②	③	④	⑤	⑥	⑦	⑧	
								
								
①	②	③	④	⑤	⑥	⑦	⑧	
①	②	③	④	⑤	⑥	⑦	⑧	①
								
								
①	②	③	④	⑤	⑥	⑦	⑧	①