

# HERO KIDS



## ADVENTURE: CURSE OF THE SHADOW WALKERS

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 (wolves, spiders, spider egg sacs, and the werewolf - grrrr)
- 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 starts when the kids are out riding and come upon an out of control wagon driven by a young girl taking her injured brother to town for help. When they investigate further, the kids discover a farmstead under siege by a pack of wolves that are led by a werewolf, the local woodcutter.

## Adventure Intro

Today's trouble starts when the heroes are out of town at a swimming hole.

*After a long and lazy day at your favorite swimming hole on the Camarva river, you've collected your gear and begin the trek back to Rivenshore.*

*It's late afternoon by the time you see the road in the distance, and it will be dusk before you arrive home from your day out.*

*You approach the road at the point where it bends east towards the last lonely farmsteads at the north end of the Brecken Vale.*

*You pull your pony to a halt when you see a billowing plume of dust above the road to the east. This dust is thick and heavy, and you realize that it must be coming from a fast-moving rider.*

*As you watch, you see a wagon hurtle over a rise in the road, horses at full gallop, and a girl of your age desperately trying to control the thundering vehicle...*



## Encounter 1: Stop That Wagon!

The first encounter involves the heroes' attempts to bring the wagon under control.

This encounter is played out through a series of ability tests; first to get onto the wagon, then to bring it to a halt.

### *Encounter Intro*

Read this introduction first:

*The wagon thunders past you, its young driver screaming for help as she tries to steer it around the long bend. The wagon weaves left and right along the road, kicking up clods of earth from the grassy verge and bouncing over bumps and furrows.*

*You kick your pony's flanks and it clatters after the wagon. The wind whips through your hair as you duck rocks and dirt that fly through the air.*

*As you draw closer to the wagon, the girl looks across.*

*"Help," she shouts, "I can't get 'em to stop!"*

*You loosen your feet from the stirrups and prepare to make the leap from your galloping pony across to the careering wagon.*

### *Ability Tests*

To bring the wagon under control at least one of the heroes must succeed at two ability tests; the first to get onto the wagon and the second to take control.

To leap across to the wagon, the kids must succeed at a Strength (Athletics) or Dexterity (Acrobatics) test. If there's one hero, then the difficulty is 3, two heroes is at difficulty 4, three heroes is at difficulty 5, and four heroes is at difficulty 6.

If the kids succeed, they land on the wagon:

*You leap across the gap and land on the wagon.*

If they fail, they get hurt leaping onto the wagon:

*You leap onto the wagon but land awkwardly.*

Any hero that fails the test takes 1 damage.

Once on the wagon (one way or another), the kids must succeed a Dexterity (Acrobatics), Strength (Athletics), or Intelligence (Persuasion) test to bring it to a halt. As above, the difficulty increases for the number of heroes.

If the kids succeed, they stop the wagon:

*You take the reins and pull back on them as hard as you can to slow the horses.*

If they fail, they get hurt stopping the wagon:

*You take the reins and pull back on them. But before the horses slow their panicked gallop you're battered by rocks and stones thrown up by their hooves.*



## Conclusion

After the second test the wagon is bought to a halt.

*The wagon finally comes to a lurching halt. The horses snort and stomp their hooves, grateful for the end of their frenzied ride.*

*"Thank you so much!" Saffie begins, "Was wolves that spooked 'em. I was makin' for town with me brother who last night got clawed real bad by a wolf, when a whole 'nother pack of 'em come racing from the woods and started ferocious at the horses, who then let fly 'ere along the road and I couldn't bring 'em back to slow enough. Thanks and fortune to Lupon you were here to help 'cos I woulda been smashed to smithers on a rock pretty quick with the clip we was heading at."*

*Suddenly, she stops talking, but only for a moment!*

*"Oh, gods forgive me! It's me brother. I gotta get him to the healer in town to help him out."*

*You look in the back of the wagon and see her brother who looks about sixteen years old. He has been badly mauled by the wolves, his wounds roughly bandaged with blood-soaked strips of cloth.*

*"I just hope me old mum and dad will be okay tonight if them wolves come back. It was me big brother here who ran 'em off last night, and if they come back again tonight there won't be anyone but me mum and dad to mind the cows and sheep and chickens and goats."*

*"Please," she begs you, "Will you go help my mum and dad in case the wolves come back again tonight?"*

Assuming the kids accept Saffie's request, then they need to head for the farmstead at the end of the north road out of Rivenshore (you can show them where they're headed on the map of The Brecken Vale). Saffie continues on the road to Rivenshore to take her brother to help.

If the players help the brother with potions or healing magic, then they can stabilize him. However, he still requires Rivenshore's most skilled healers to help.

If the heroes decline the request for help, then the adventure is over and maybe you could send your kids outside to play instead...

If the heroes have been damaged, they can take a short rest to remove damage before they head for the farmstead. Any hero that failed one test should be fully healed, and any hero that failed both tests should now be Bruised.

Continue to **Encounter 2: Farmstead**.



## Encounter 2: Farmstead

The second encounter happens that night at the farmstead when the wolves attack again.

The farmers – Saffie’s parents – have moved their livestock into the farmhouse, and the wolves attack in an attempt to drag them off. The attack ends when a suspiciously man-shaped wolf carries off a somewhat startled sheep.

### Encounter Intro

When the heroes decide to help the farmers, read this:

*The sun has set by the time you reach the farmstead.  
As you approach, you see an older man and woman  
moving farm animals into a ramshackle farmhouse.  
The farmers pause and watch as you draw near.  
“Did you see our Saffie on the road?” They ask.*

### Role-Playing

The first part of this encounter plays out through role-playing, with the farmers asking about their daughter. Once it’s established that the heroes are here to help (and that Saffie is safe), the farmers ask them to help get the livestock into the farmhouse before nightfall, which is rapidly approaching.

During the night the farmers hide in their room while the heroes stay in the farmhouse’s main room to protect the animals and scare off the wolves.

### Ability Tests

The players can have their heroes perform an Intelligence (Tracking) test at difficulty 4 to see wolf tracks that emerge from the forest and circle the farmhouse. If a hero gets a 6 on this test, they notice that one of the sets of prints is different, and that this (were)wolf didn’t approach the farm.

### Combat Intro

When the role-playing is complete and the players have agreed to stay and help, read this:

*With the animals secure in the farmhouse, the farmers get ready for bed. They light a series of small oil lamps around the room, but the meager flames are barely enough to illuminate the large room.*

*Finally, the farmers retreat to their room, leaving you to sleep in the large main room with the flickering lights and the gross smells of the flatulent animals.*

*In the middle of the night you’re woken by the sound of howling from outside the farmhouse.*

*You grab your weapons and quietly steal across to the window to take a look outside when-*

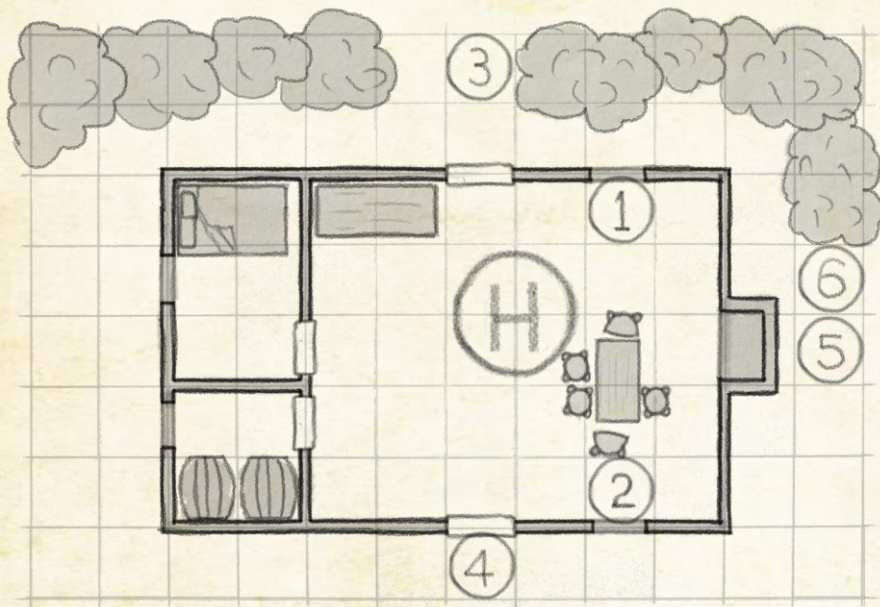
**CRASH!**

*The window shatters as a furry beast bursts through it- It’s a wolf! A moment later another wolf smashes through the window on the other side of the room!*

*The farm animals squeal and snort, trying to escape from the hungry wolves.*



## Map



## Encounter Features

The trees and furniture (tables, chairs, and beds) are obstacles that require two squares of movement. The solid walls are impassable. The broken windows require two squares to pass through, if necessary.

## Tactics

The wolves aren't interested in the heroes. They are trying to make off with one or more of the animals. On their turn, the wolves try to move to an animal, 'grab' it, and drag it out of a door or window.

If a wolf has an animal grabbed and is attacked, it lets go of the animal and attacks the hero on its next turn. After that, it again tries to grab another animal.

## Monsters

This encounter features one more wolf than the number of heroes (or more if you like). These monsters are moderately tough and use melee attacks against the heroes.

1 Hero:	2 x Wolves	① ②
2 Heroes:	3 x Wolves	① ② ③
3 Heroes:	4 x Wolves	① ② ③ ④
4 Heroes:	6 x Wolves	① ② ③ ④ ⑤ ⑥

Use these health boxes to mark off damage:

① Wolf	<div>KO</div>	<div>Hurt</div>
② Wolf	<div>KO</div>	<div>Hurt</div>
③ Wolf	<div>KO</div>	<div>Hurt</div>
④ Wolf	<div>KO</div>	<div>Hurt</div>
⑤ Wolf	<div>KO</div>	<div>Hurt</div>
⑥ Wolf	<div>KO</div>	<div>Hurt</div>



## Conclusion

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

*The final wolf leaps out of a broken window and you hear it yelp and whine as it runs off into the forest.*

*Your relief is cut short with there is a heavy thud against the door-*

**BANG. BANG. CRUNCH!**

*The door smashes off its hinges and falls to the floor.*

*In the gloom of the moonlight, you see a hairy figure standing in the doorway. You stare at it, trying to work out if it's a man or a wolf; it walks on two legs, but it is covered in thick fur, its fingers and toes end in ferocious looking claws that gleam in the moonlight, and its face is like a wolf's, with curling lips and razor sharp teeth but squashed in like a man's.*

*It snarls as it walks into the room. You're paralyzed with fear and you can only watch as it grabs one of the animals and – with one last look back and a threatening snarl – leaps out of the nearest window.*

At this point some of the kids might have worked out what this half-man/half-wolf is!

*You stand in stunned silence for a moment before you notice the farmers standing at the open door of their bedroom.*

*“Wolf!” Says the man. “Man!” Adds the woman.*

*“Aaaargh!” they both scream in unison and slam shut the door to their bedroom.*

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

*You barricade the broken windows and smashed door as best you can, then settle down again to get some sleep before dawn.*

*You're woken the next morning by the farm-wife shaking you awake.*

*“Wake up,” she says, “that weren't no ordinary wolf. I've heard tell of them before, but I thought it was just tales to scare the little 'uns. But now I seen it wit' me own eyes and luck and fortune that Lupon was with us here last night, or it woulda been one of us he carried off for his dinner.”*

*The farmers feed breakfast, porridge made from oats and fresh goat's milk, then sweetened with pure honey.*

*You eat outside and watch as a local woodsman measures up the broken doors and windows and gets to work fixing the damage from the night before.*

*When you're finished your breakfast, the farm-wife sits down at the table next to you.*

*“There's an old woman wot lives further up where the road don't run no more. She's the only one would know what to do about a man-wolf.”*

Continue to **Encounter 3: Wise-Woman's Hovel.**



## Encounter 3: Wise-Woman's Hovel

The third encounter is a role-playing encounter with a wise-woman who lives nearby. The wise-woman tells the heroes about the wolf-man (he's a werewolf), and how to cure him with wolfsbane (administer a dose of wolfsbane while in wolf form), and where to find the wolfsbane (in the scary forest).

### Encounter Intro

When they've decided to journey to the wise-woman's hovel, read this:

*You follow the road to the east as it winds through thickets of trees. The road becomes a path, and then the path becomes a trail, and then the trail dwindles to barely a goat track through the thick undergrowth.*

*Just when you think you've taken a wrong turn, the track opens into a small clearing. In the middle of the clearing is a small hovel with walls made from stacked stones and mud, and a coarse thatched roof. A thin wisp of smoke rises from the peak of the round roof.*

*With a squeak, the rough wooden door swings open. Inside is dark.*

### Role-Playing

Once you convince the players to take their heroes into the hovel, the wise-woman will talk to them:

*"From the village are you? Come from the village to talk to old Madge. What would you have from me?"*

At this point the players should start to converse. Here are some the topics, starting with man-wolf:

*"Man-wolf you say or was it a wolf-man, eh? It's not either though. It's a man! A man who's got the curse. Been bit by a wolf he has, and caught the curse bad, 'cos now he's a werewolf."*

Werewolves:

*"It's the moon what brings out the beast. When the moon shines full, the animal comes powerful hungry."*

Cure:

*"But the man don't know that he's a wolf, though. That's the curse. I hear tell of a cure, come down from the old times. To get the wolf out from the man, you must feed 'im some wolfsbane. But the cure'll only take under the spell of the full moon."*

Wolfsbane:

*"Wolfsbane is a flower that grows in shady hollows. But them's the places that spiders like too. Find one and you'll find the other."*

### Conclusion

Once the encounter is done, continue with this:

*"The moon'll be full tonight for the last time this month. So you best get on quick and find the cure so you can be ready for tonight."*

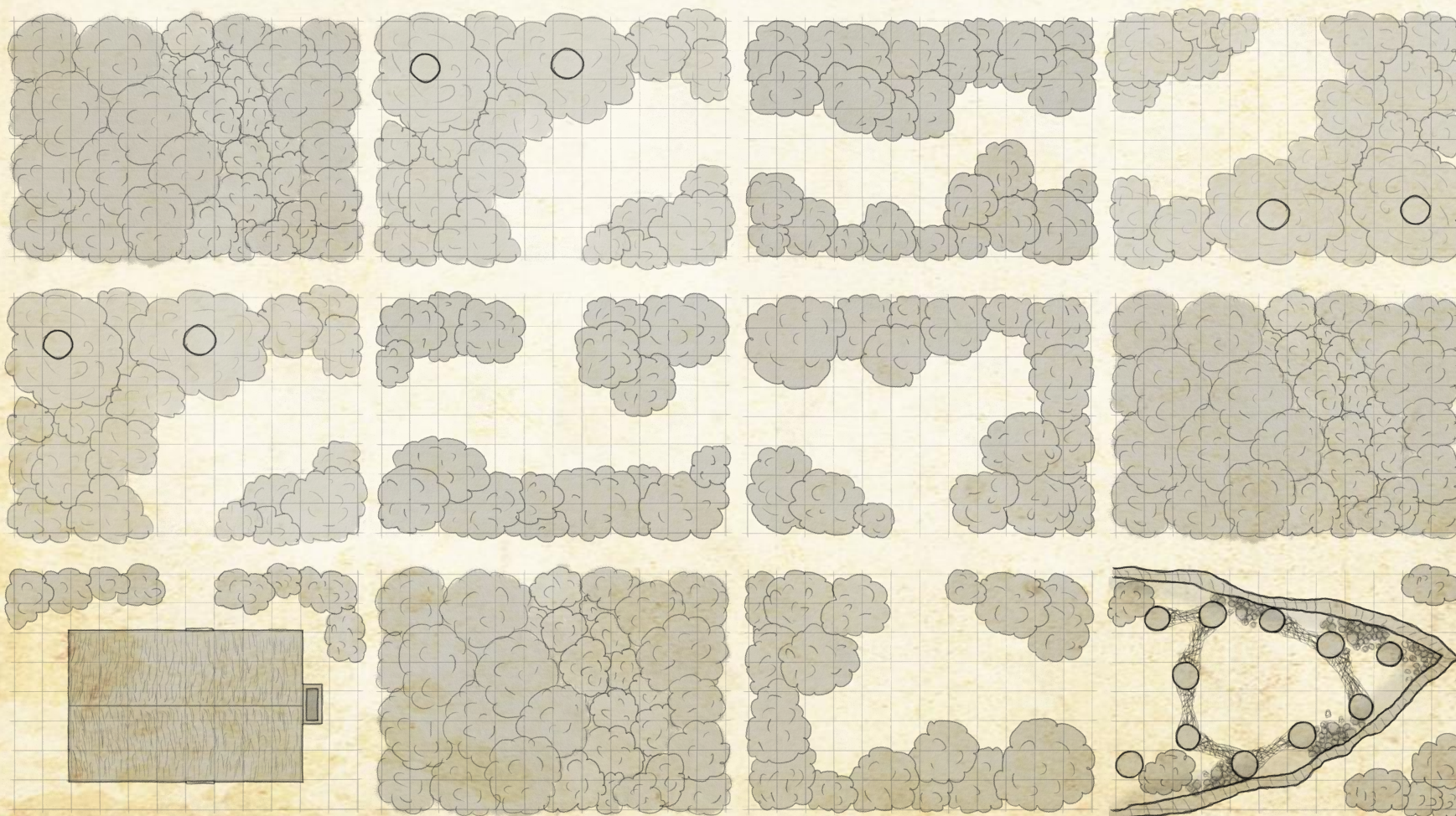
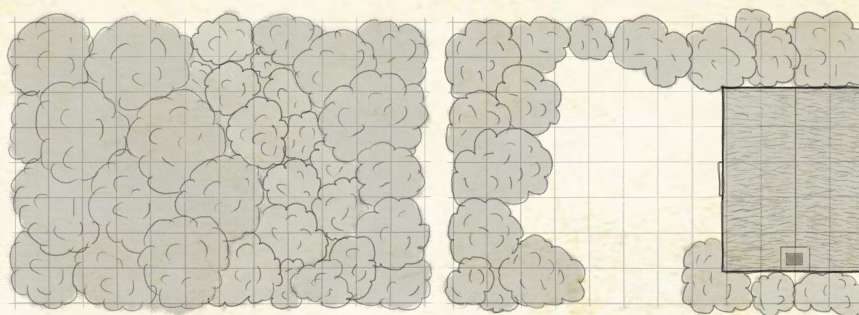
The next encounter is **Encounter 4: Spider's Ravine**.



## Interlude

If you're feeling adventurous, you can use the forest map tiles to make an extended exploration section of the next few encounters.

The heroes start at the farmstead (bottom-left,) then search for the wolfsbane (bottom-right) and finally track the werewolf to the woodsman's hut (top).

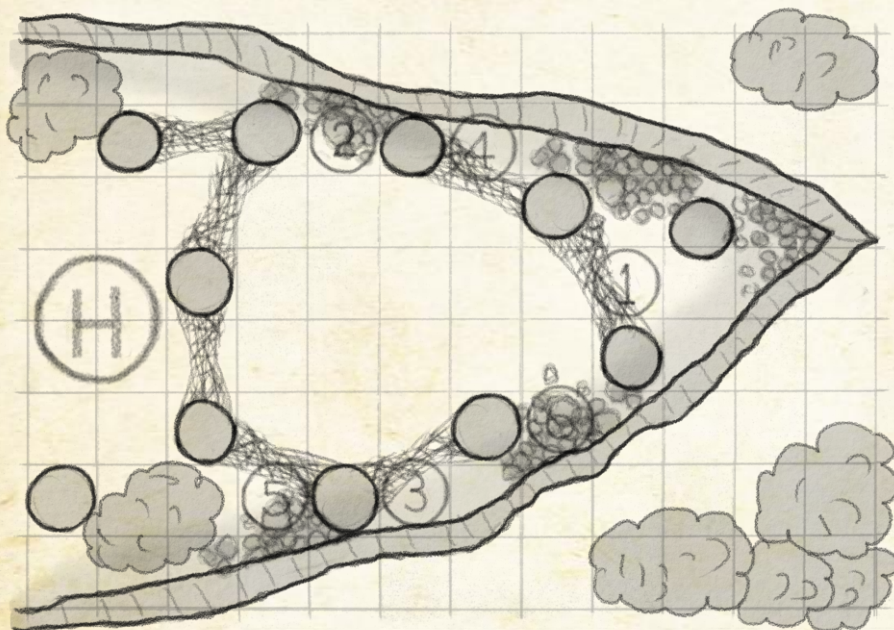




## Encounter 4: Spider's Ravine

The fourth encounter is a ravine where the heroes find a small patch of wolfsbane. Unfortunately for the heroes, it's growing in the middle of a huge spiders' nest.

### Map



### Encounter Intro

When the heroes enter this area, read this:

*After hours scouring the forest, you finally discover a high cliff which is split by a deep ravine. The ravine is filled with tall trees that keep its floor in perpetual shade. This seems the sort of place that wolfsbane would grow.*

*You step carefully into the ravine and see huge webs stretched between the thick tree-trunks.*

*Peering past the webs, you can see that they encircle a shady clearing at the base of the ravine. And there in the middle of the clearing, grows a patch of wolfsbane.*

### Ability Tests

There's an opportunity here for cunning players to grab the wolfsbane without disturbing the spiders that nest in the trees. For example, they could try:

- An Intelligence (Knowledge) test at difficulty 6 to magically grab the flowers.
- A Dexterity (Acrobatics/Stealth) test at difficulty 6 to sneak in and grab the flowers.

Failure in these tests alerts the spiders, with the heroes starting the combat outside the clearing.

### Encounter Features

The trees are solid walls. The webs can easily be removed by attacking them (any attack will do). Otherwise they take three squares of movement to pass, because they're sticky.



## Monsters

This encounter features spiders that use melee attacks against the heroes.

- |           |                     |         |
|-----------|---------------------|---------|
| 1 Hero:   | 1 x Giant Spider    | ①       |
|           | 1 x Spider Egg Sac  | ②       |
| 2 Heroes: | 2 x Giant Spiders   | ① ③     |
|           | 2 x Spider Egg Sacs | ② ④     |
| 3 Heroes: | 3 x Giant Spiders   | ① ③ ⑤   |
|           | 2 x Spider Egg Sacs | ② ④     |
| 4 Heroes: | 4 x Giant Spiders   | ① ③ ⑤ ⑥ |
|           | 2 x Spider Egg Sacs | ② ④     |

Use these health boxes to mark off damage:

- |                  |               |                 |
|------------------|---------------|-----------------|
| ① Giant Spider   | <div>KO</div> | <div>Hurt</div> |
| ② Spider Egg Sac | <div>KO</div> |                 |
| ③ Giant Spider   | <div>KO</div> | <div>Hurt</div> |
| ④ Spider Egg Sac | <div>KO</div> |                 |
| ⑤ Giant Spider   | <div>KO</div> | <div>Hurt</div> |
| ⑥ Giant Spider   | <div>KO</div> | <div>Hurt</div> |

## Tactics

These spiders engage the heroes with melee attacks.

The spiders have special movement abilities that allow them to use the trees and walls to scuttle around the ravine.

The spider egg sacs at 2 and 4 hatch and should be replaced with giant spiders during the fight.

The first egg sac hatches when the first spider is KO'd, and the second spider egg sac hatches when another spider is KO'd.

Obviously, if the egg sacs are attacked first then the spiders don't hatch!





## Conclusion

Once the last of the monsters is KO'd, read this:

*At the end of the fight, the spiders have scuttled back into the dark cracks and crannies of the ravine walls.*

*Luckily, the patch of wolfsbane in the middle of the clearing has escaped the worst of the battle, with just a few stems crushed underfoot.*

*You collect bunches of the flowers, and hope that you have enough to effect a cure.*

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

*You look up at the sky and see that the sun is already close to the horizon. If you're going to find the werewolf tonight, the last night of the full-moon, you're going to have to work fast.*

*With the wolfsbane in your possession, you head back to the farmstead, hoping to find a clue to the location of the werewolf!*

The final encounter is **Encounter 5: Woodsman's Hut.**



## Encounter 5: Woodsman's Hut

The final encounter is the search for, discovery of, fight with, and curing of the werewolf.

After finding the wolfsbane, the heroes return to the farmstead to look for clues to the location of the werewolf. Their search uncovers man/wolf footprints that lead to the woodsman's hut deep in the forest.

They arrive just as the full moon rises, and have a brief moment with the woodsman before he turns into the werewolf!

### Encounter Intro

When the heroes enter this area, read this:

*You arrive back at the farmstead just as the sun disappears below the horizon. You know that you only have a short time to find the cursed human before the moon rises and he becomes a werewolf.*

*After helping the farmers move their remaining livestock inside the farmhouse, you begin your search for clues.*

### Ability Tests

The search for the werewolf plays out through ability tests. As mentioned earlier, there are wolf footprints around the house from the first attack (when Saffie's brother was injured) and from the second night (when the werewolf showed up and stole the goat).

You can either prompt the players for places their heroes look for clues, or you can have them perform ability tests to discover the footprints:

- Intelligence (Tracking) test at difficulty 5 to see the werewolf prints in among the wolves' prints.

Once the tracks are discovered, the heroes follow them into the forest and to the climactic fight!

### Combat Intro

When the heroes enter this area, read this:

*In the dwindling light, you follow the werewolf prints along dirt paths and overgrown tracks through the forest. You pause for a moment when you hear another sound over the noise of roosting birds; THWACK!*

*Thwack, thwack, thwack! You follow the sound into a clearing where a well-maintained cabin stands.*

*Thwack! At the other end of the clearing you see a muscular man cutting wood with a razor-sharp axe.*

*"Bit late for kids to be out, innit? It's not safe here at night. Didn't you hear, there's a beast about?"*

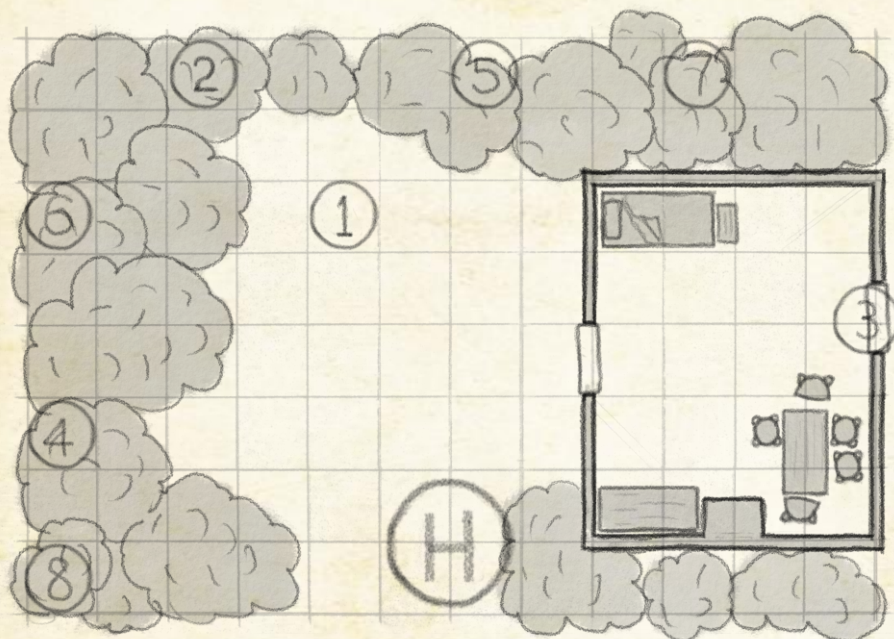
Feel free to role-play the woodsman for a bit, until:

*The woodsman freezes, a pained look on his face. You follow his gaze to the full moon that rises above the tree tops. He doubles over in pain, his axe clatters to the ground. As you watch, hair sprouts from his body, his growing muscles burst through his shirt.*

*When he rises, he's no longer a man, he's a werewolf!*



## Map



## Encounter Features

The trees and furniture (tables, chairs, and beds) are obstacles that require two squares of movement. The solid walls are impassable. The windows can be broken with a simple action (such as a move action) and then require two squares to pass through once they're broken. The door can be opened and passed through with two squares of movement.

## Tactics

The werewolf and the wolves use melee attacks against the heroes. If the werewolf is KO'd while some of the wolves are still alive, they will flee into the forest.

## Monsters

This encounter features the werewolf, plus extra wolves for additional heroes.

1 Hero:	1 x Werewolf	①
2 Heroes:	1 x Werewolf 2 x Wolves	① ② ③
3 Heroes:	1 x Werewolf 3 x Wolves	① ② ③ ④
4 Heroes:	1 x Werewolf 5 x Wolves	① ② ③ ④ ⑤ ⑥

Use these health boxes to mark off damage:

① Werewolf	<div>KO</div>	<div>Hurt</div>	<div>Bruised</div>	<div>Grazed</div>
② Wolf	<div>KO</div>	<div>Hurt</div>		
③ Wolf	<div>KO</div>	<div>Hurt</div>		
④ Wolf	<div>KO</div>	<div>Hurt</div>		
⑤ Wolf	<div>KO</div>	<div>Hurt</div>		
⑥ Wolf	<div>KO</div>	<div>Hurt</div>		



## Conclusion

Once the monsters are KO'd (or the werewolf is KO'd and the wolves have fled), read this:

*The werewolf collapses unconscious to the ground.*

*You quickly leap on top of the beast's huge body and pull open its blood and drool-covered snout. Its tongue lolls out of his mouth, so you pull it to the side as you stuff the wolfsbane down the beast's throat.*

*The werewolf's eyes flash open and it tries to buck you off. You hold on tight to its snout and keep away from its razor sharp claws as it gets to its feet.*

*The beast thrashes around, snarling and growling and spitting and staggering as you hold on for dear life to its snout to force it to swallow the wolfsbane.*

*Finally it staggers sideways and crashes to the ground, sending you tumbling off into the dirt.*

*You watch as the wolf-man tries to get up again, but it can only get up onto all fours. It looks at you for a moment before it is wracked by more spasms and collapses back into the dirt. Again it tries to get up, but its paws slip in the dirt and it can't get to its feet.*

*The beast lies on its side, its hairy chest heaving up, down, up, down. Suddenly, it spasms again and then you are amazed to see the hairy fur disappear into skin, the paws stretch and spread into fingers, the sharp claws pull back into the fingers, and the long wolf-like muzzle squashes back into the recognizable human face of the woodsman.*

*The woodsman groans painfully then slowly lifts himself to his feet. He looks at you, confused.*

*"What happened to my clothes?"*

Feel free to role-play the woodsman and this scene:

*"A werewolf! By the gods. That explains where the goat came from this morning."*

*"I did get bitten by a wolf these few weeks just passed, but I never through that I'd catch the curse from such a mangy beast."*

*"Thank you for finding a cure for my villainy. There are others who would not be so considerate."*

*"Come, I'll take you back to the farmstead and make sure those wolves don't get a chance to bite you too!"*

Back at the farmstead:

*The woodsman thanks you again for curing him then disappears into the moon-lit night.*

*You try to open the door of the farmstead, but it's locked, "Hello," you call.*

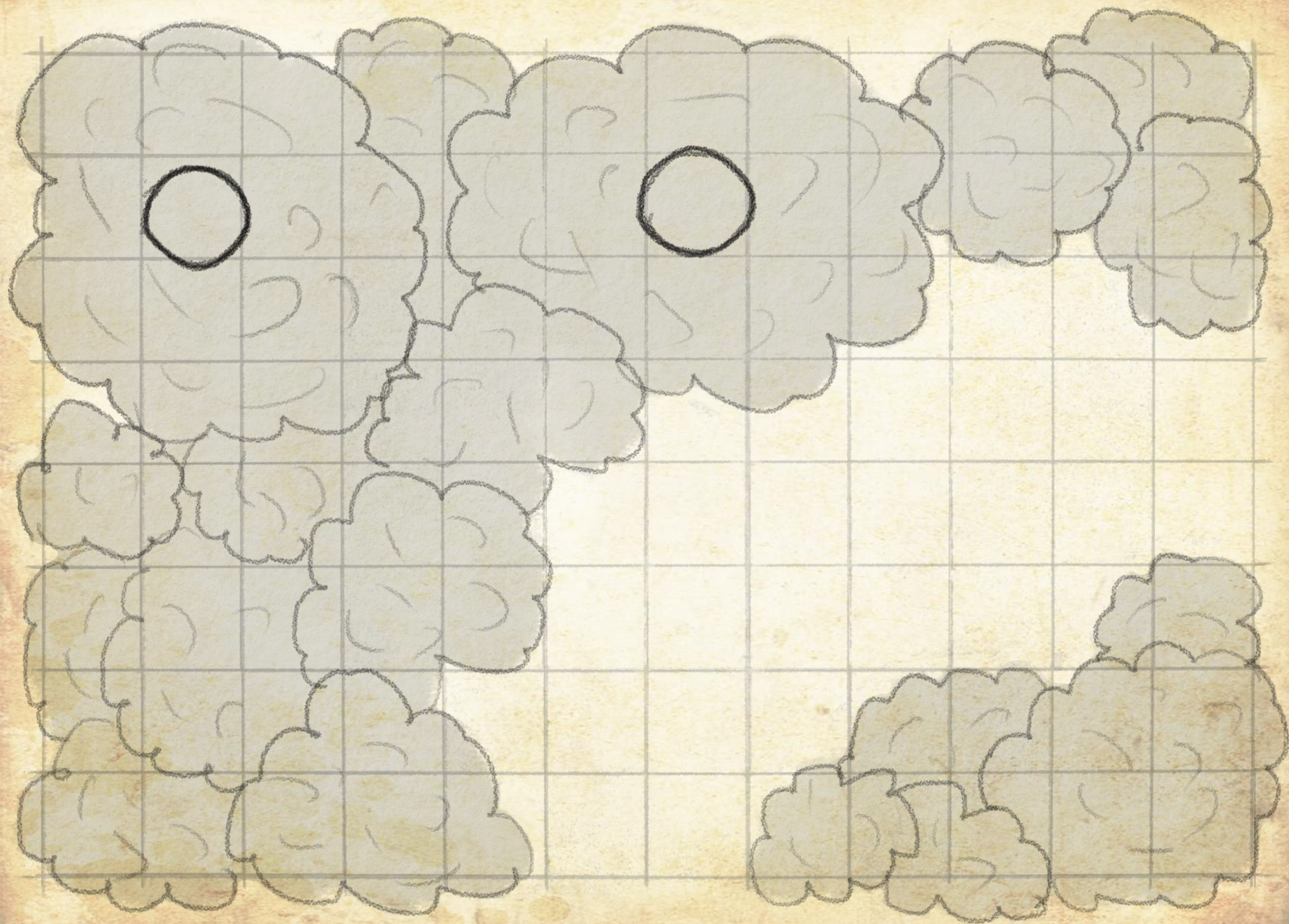
*"Is it safe?" one of the farmers shouts from inside.*

*"Yes it's safe," you yell back, the door opens a crack as a scared looking farmer peeks out.*

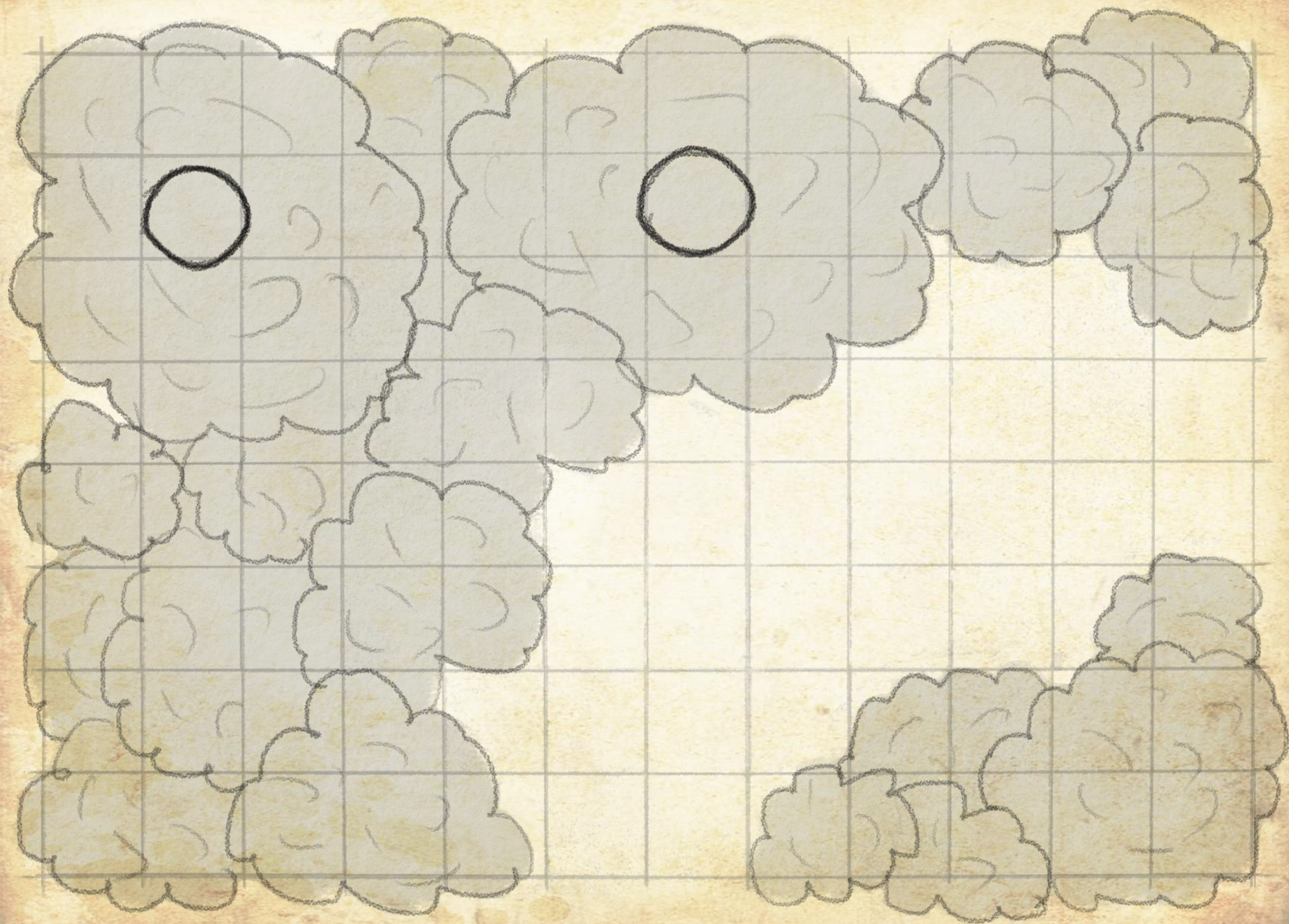
*"Husband," shouts the farm-wife, "Get those animals out so these little heroes can get a proper night's sleep!"*

*"Tomorrow we'll all head to town to get our Saffie and Brin back safe!" she beams happily at you!*

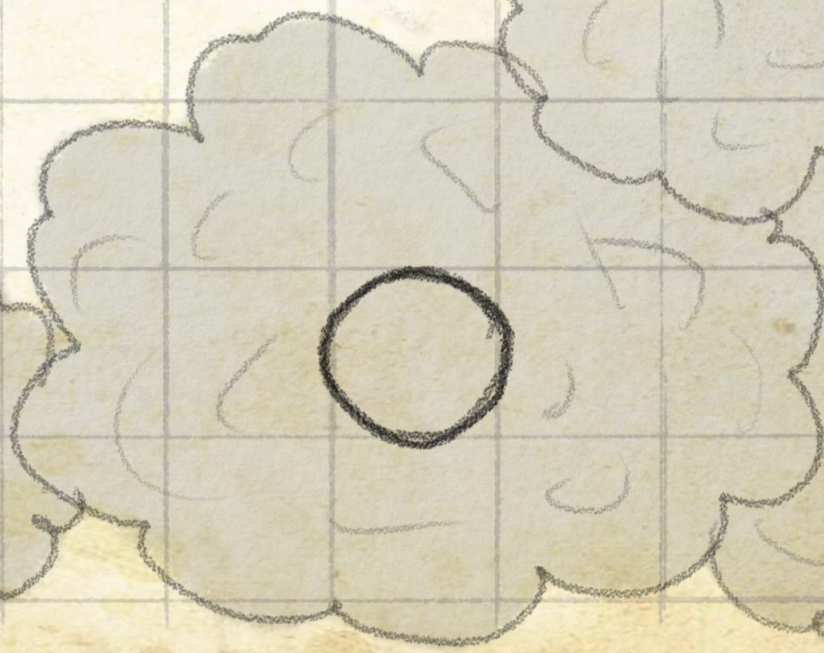
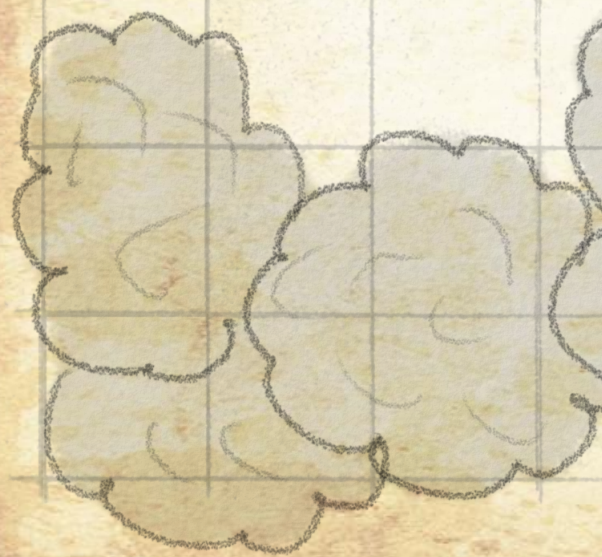
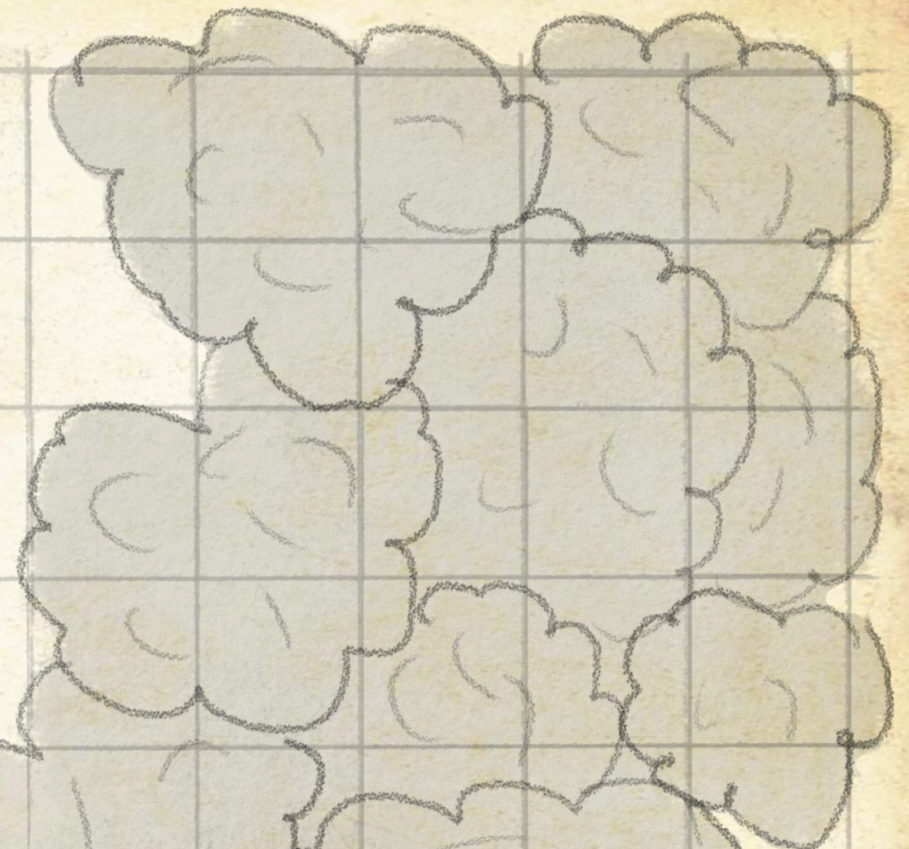
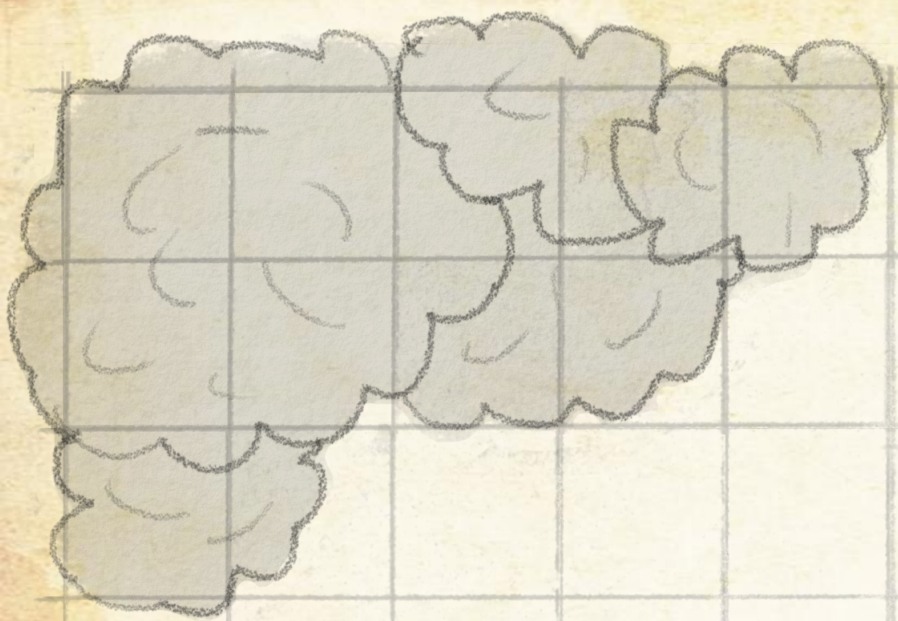




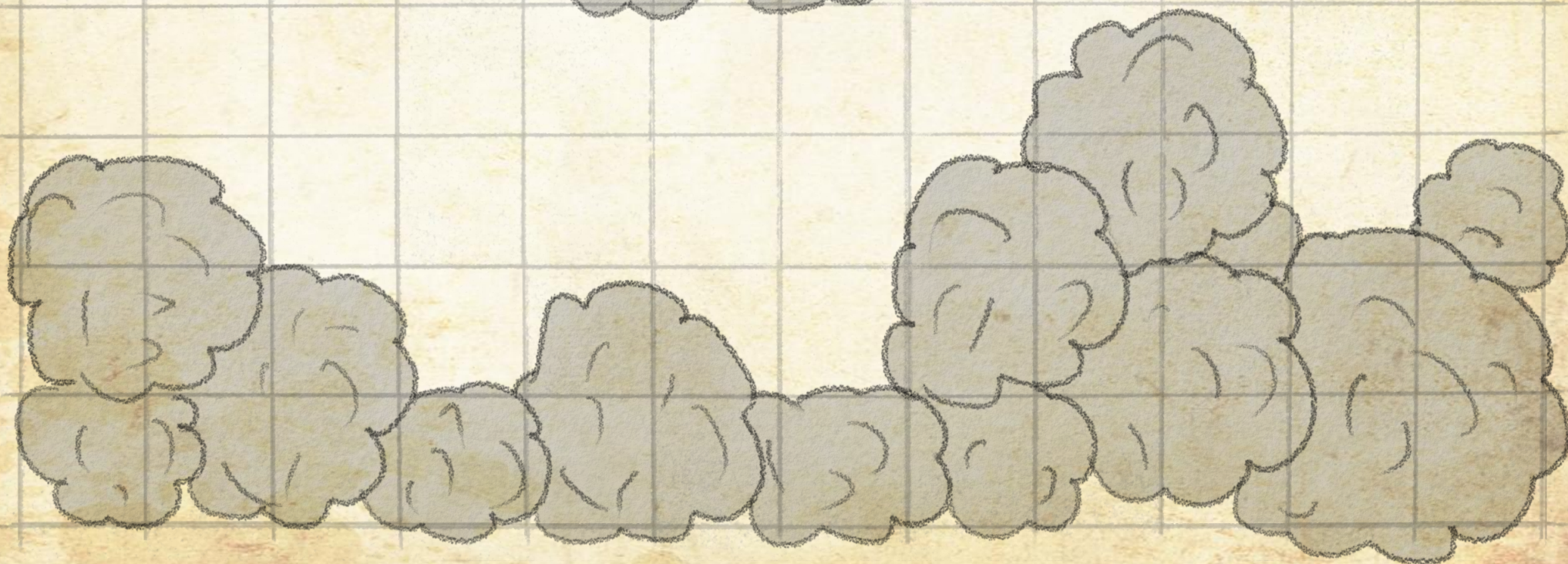
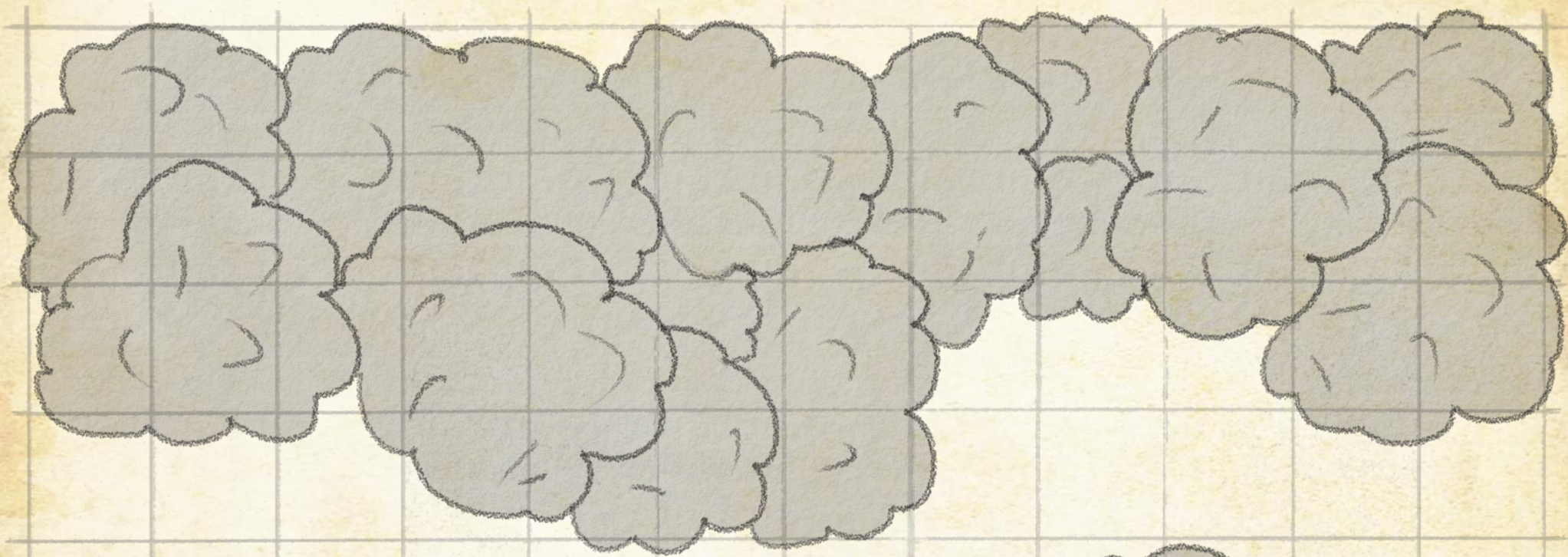




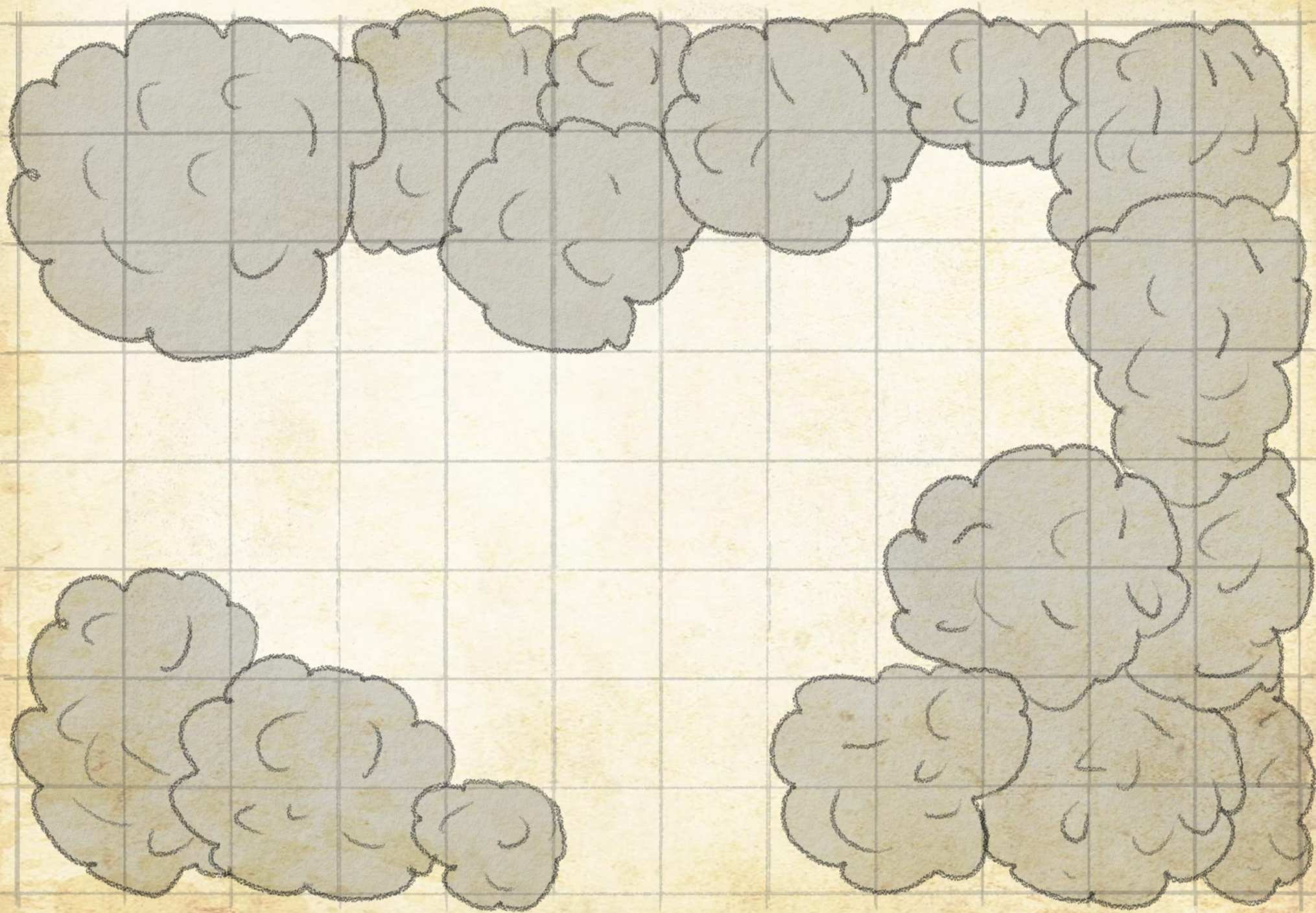




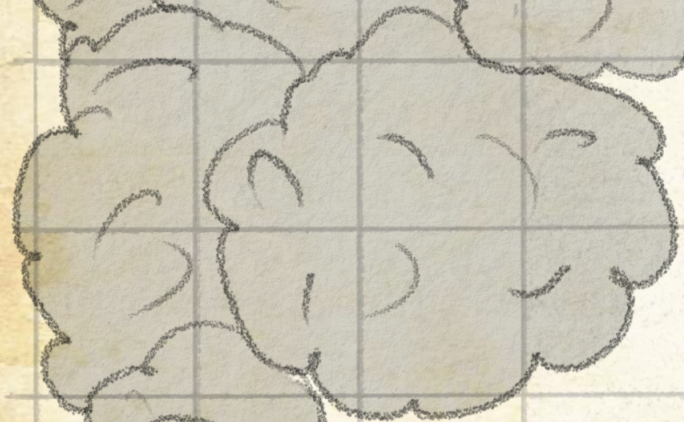
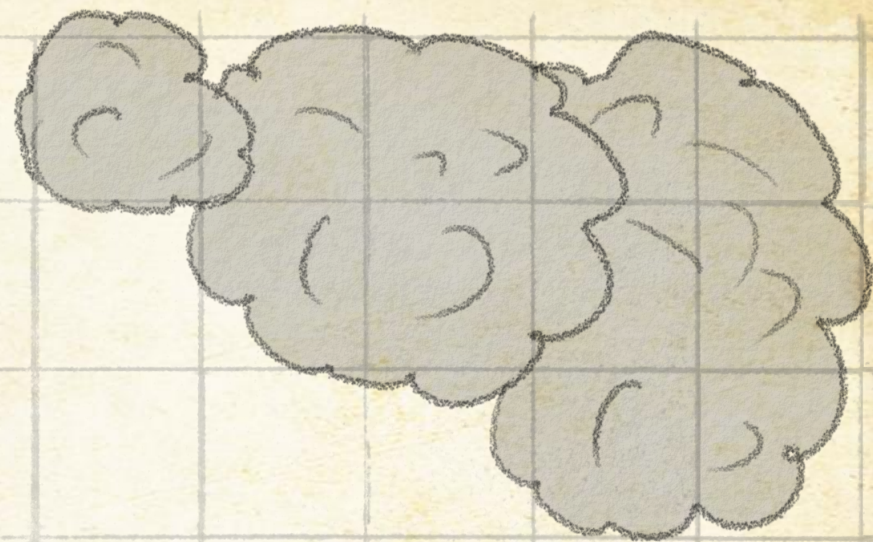
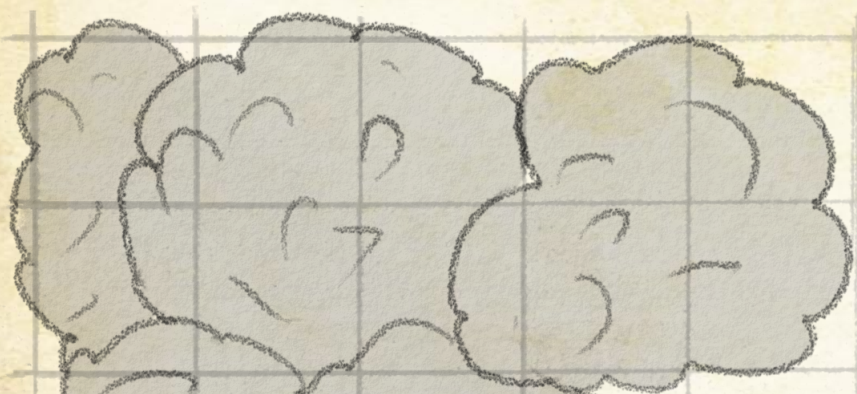




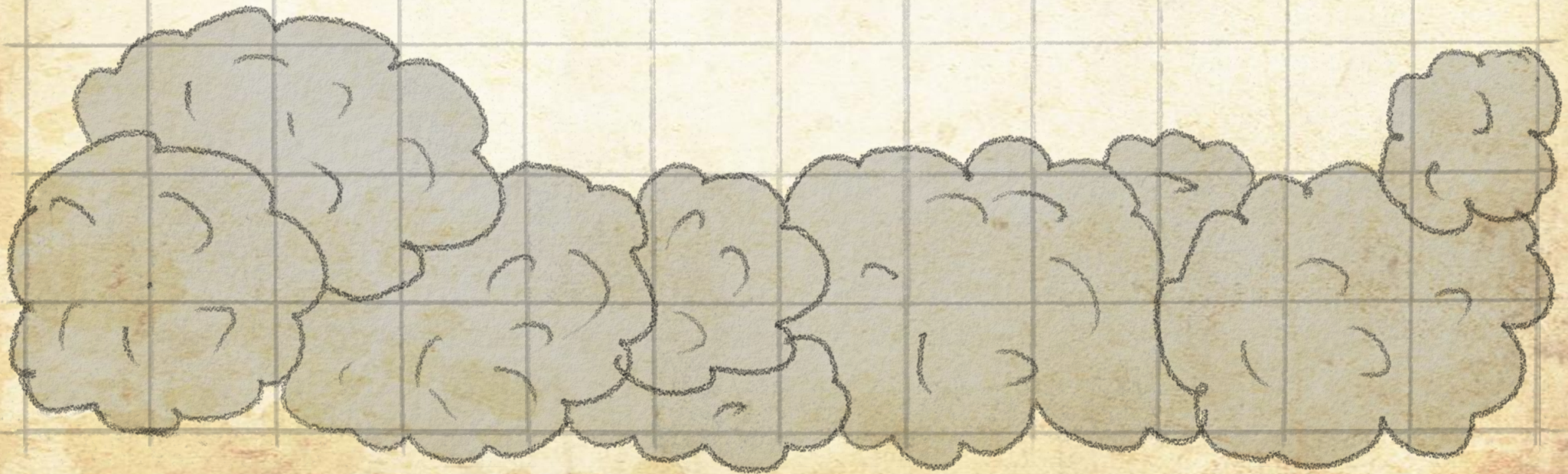
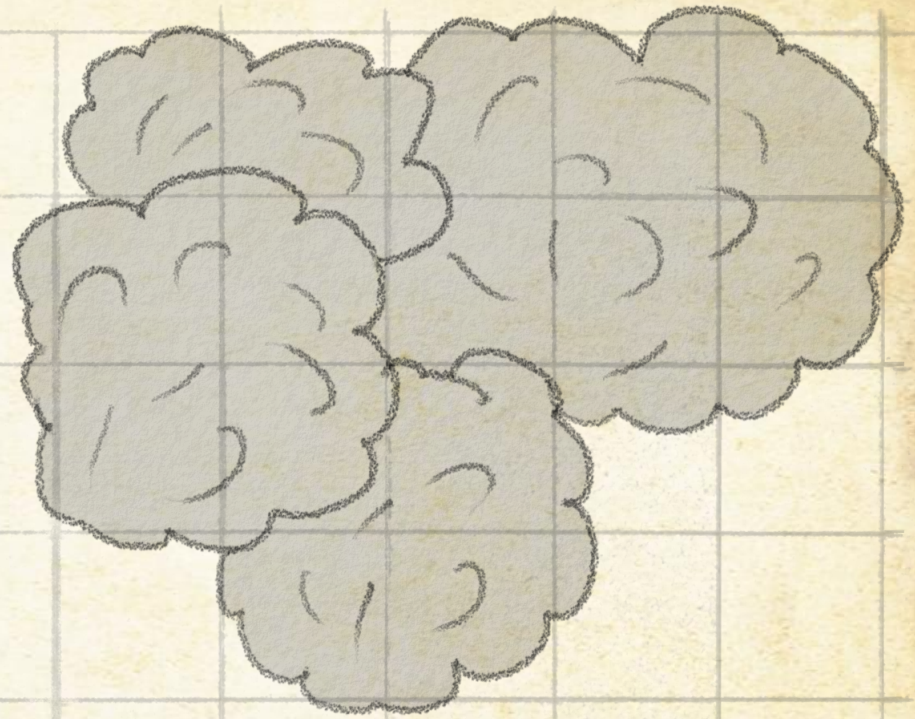
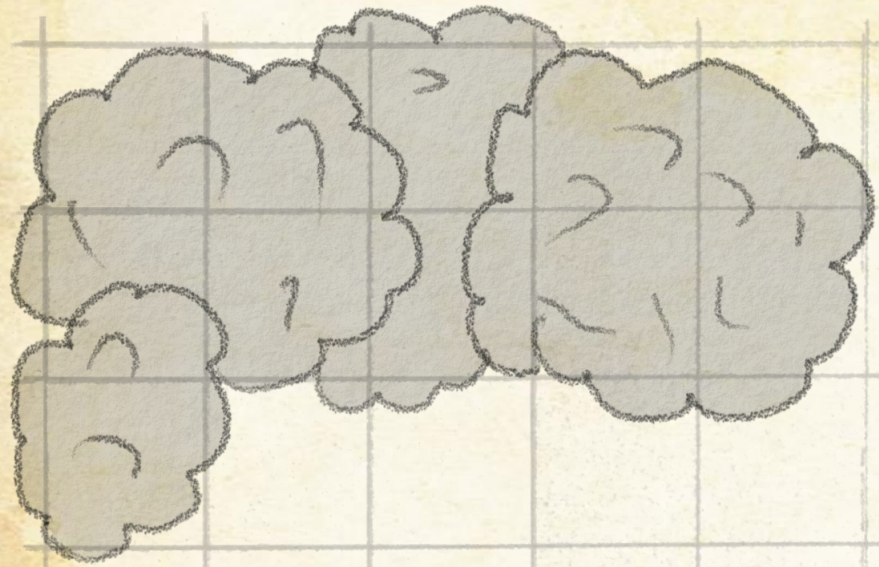




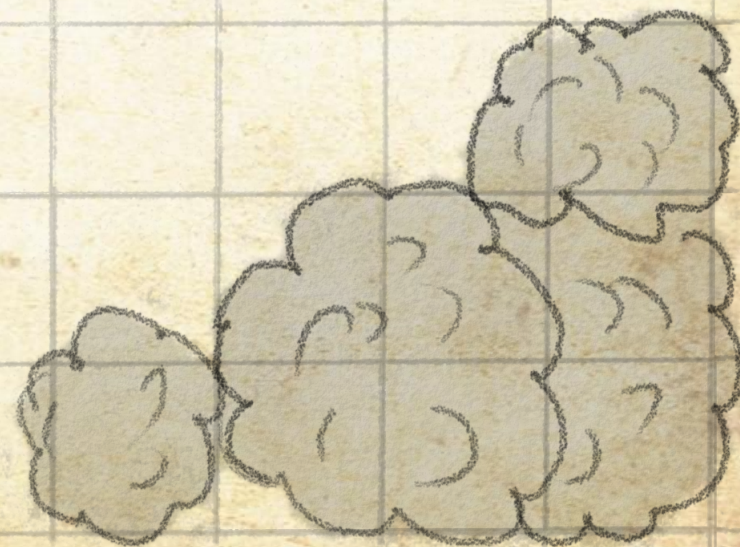
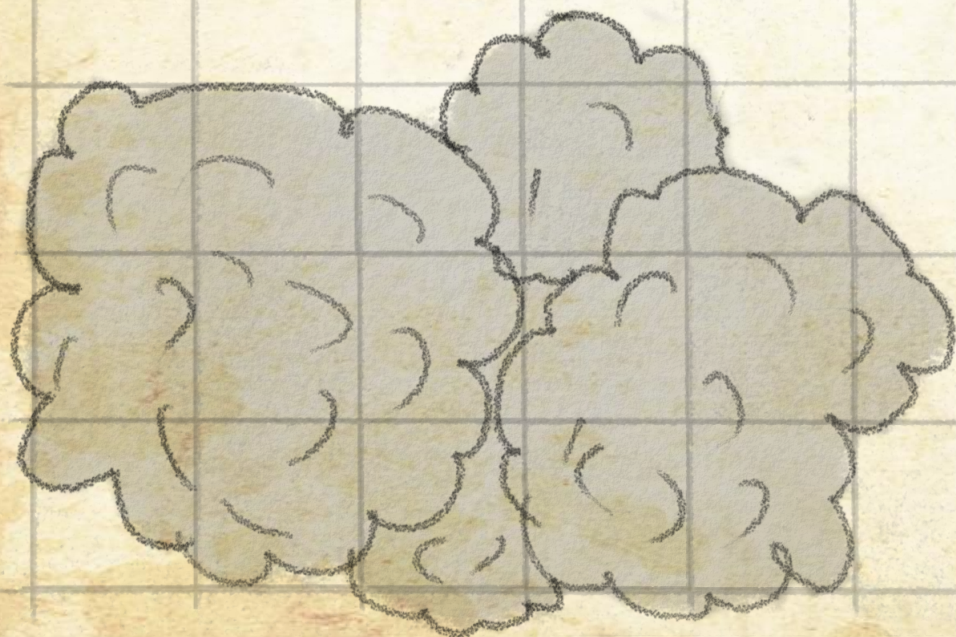
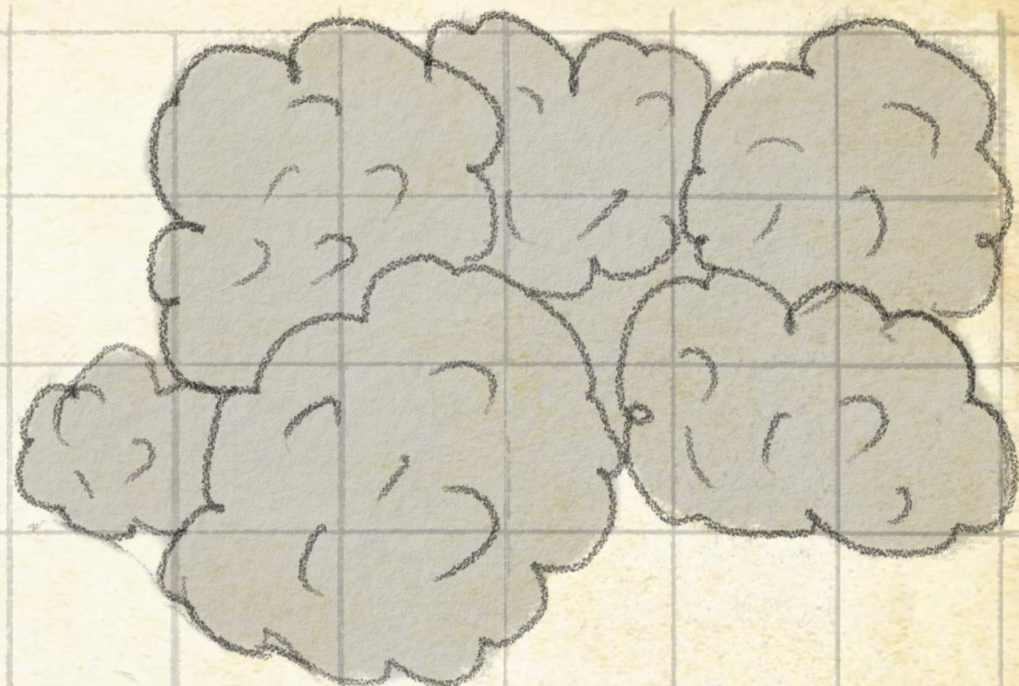
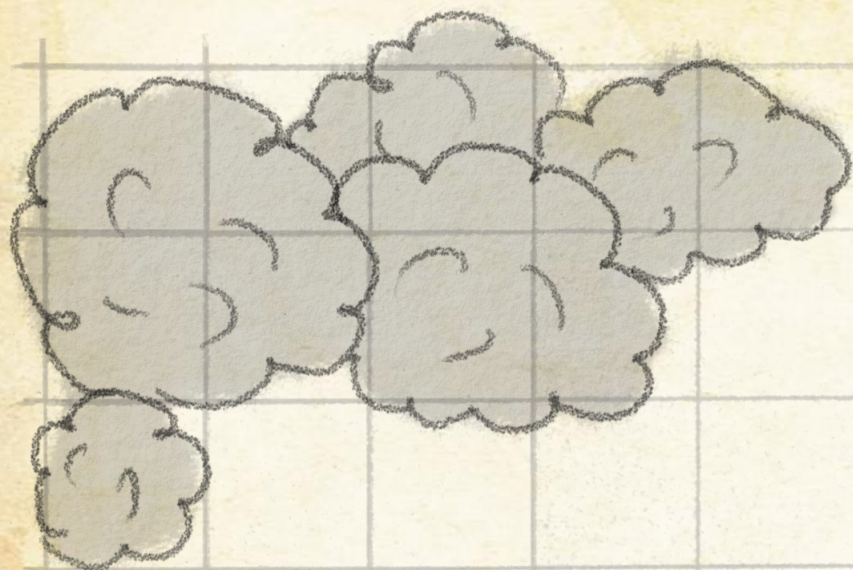




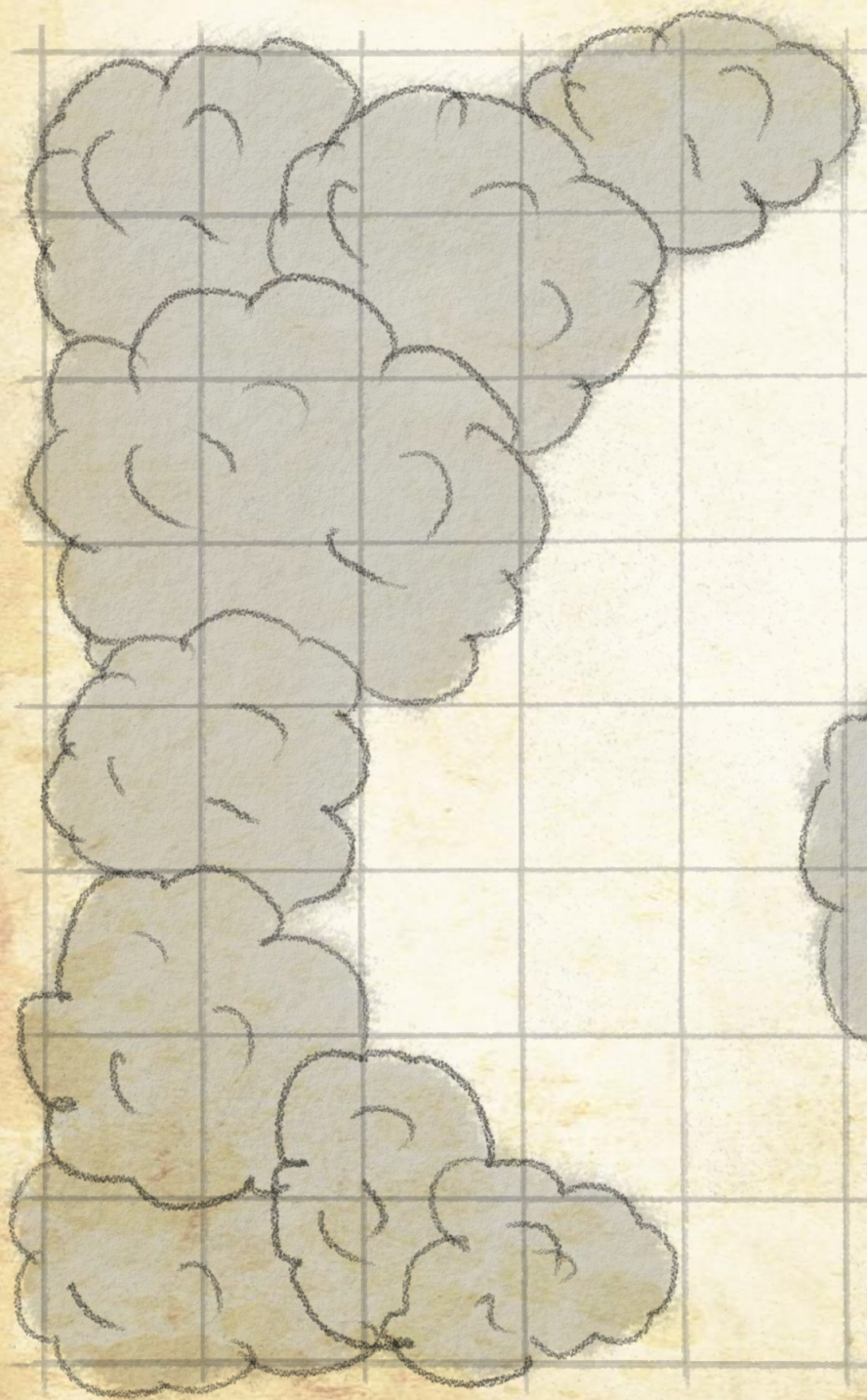




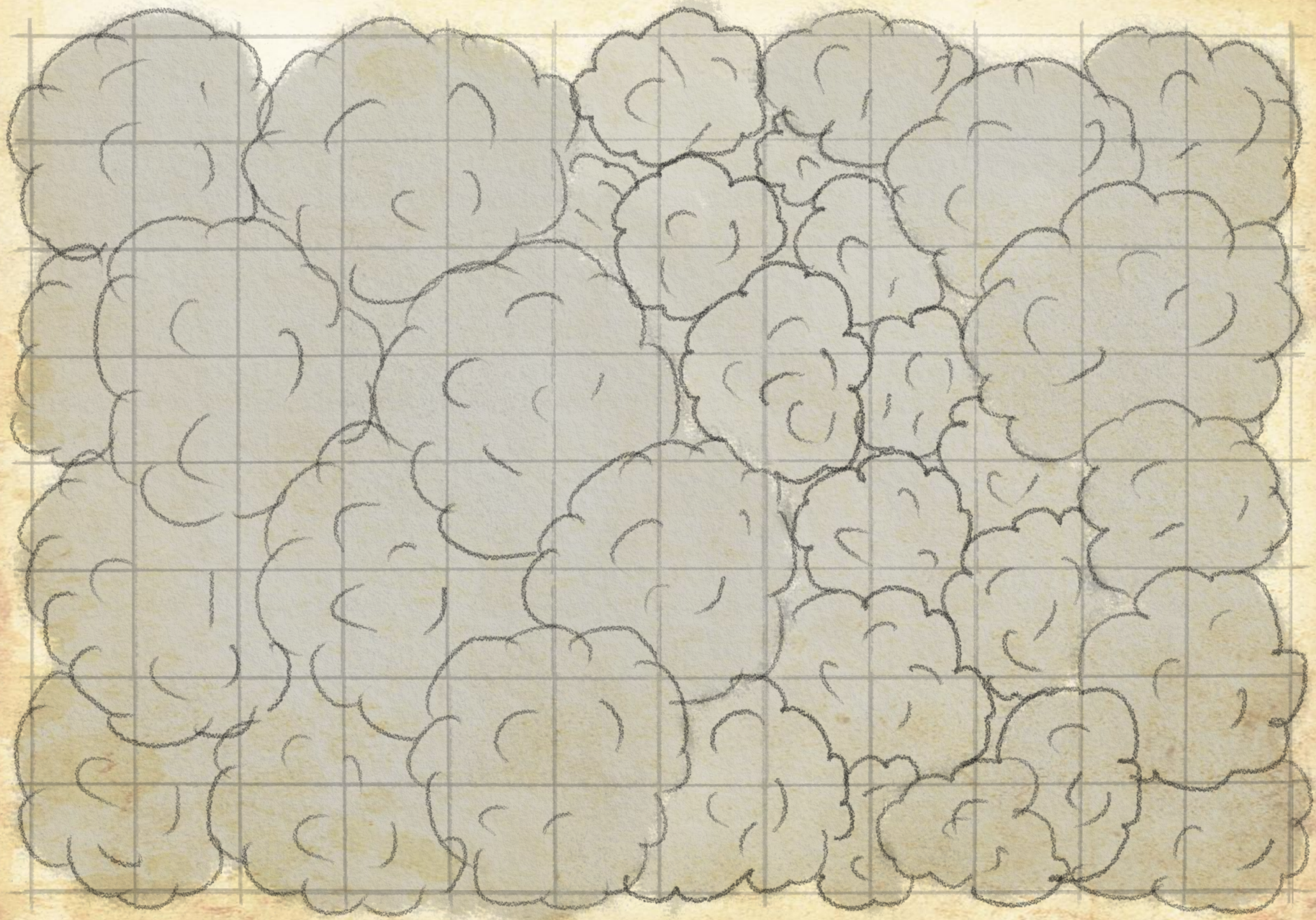




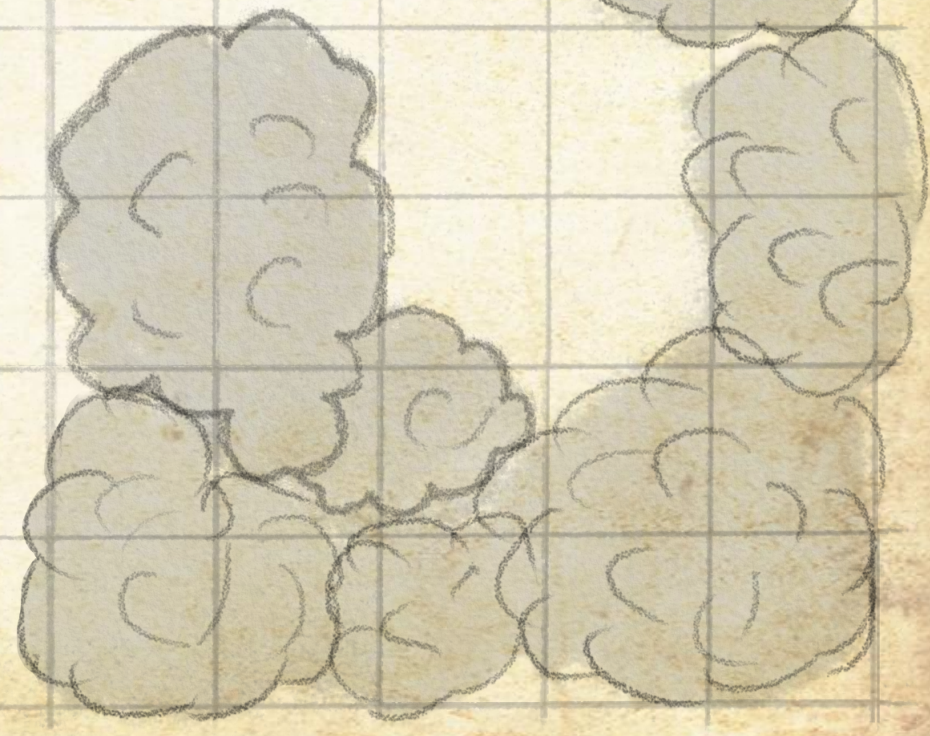
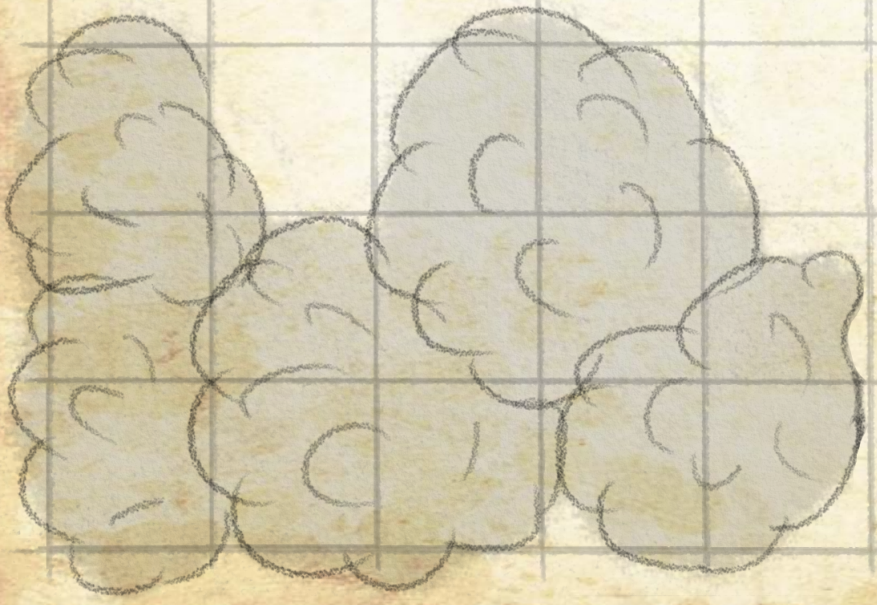
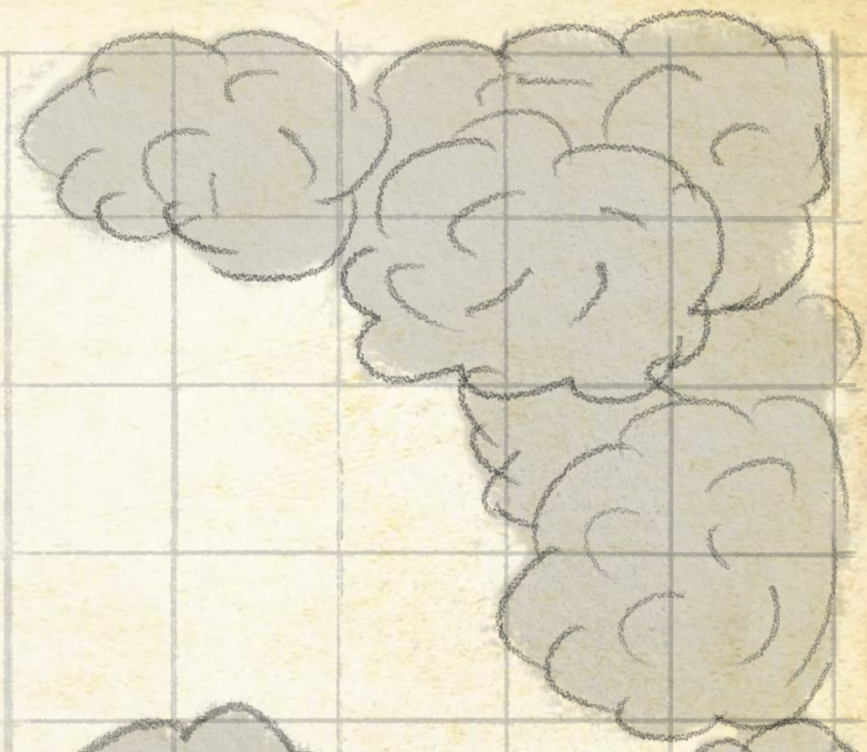
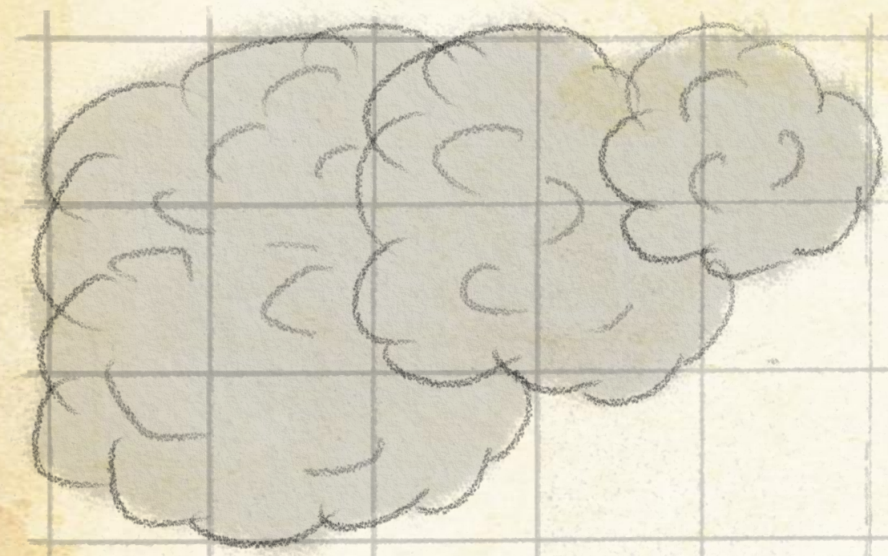




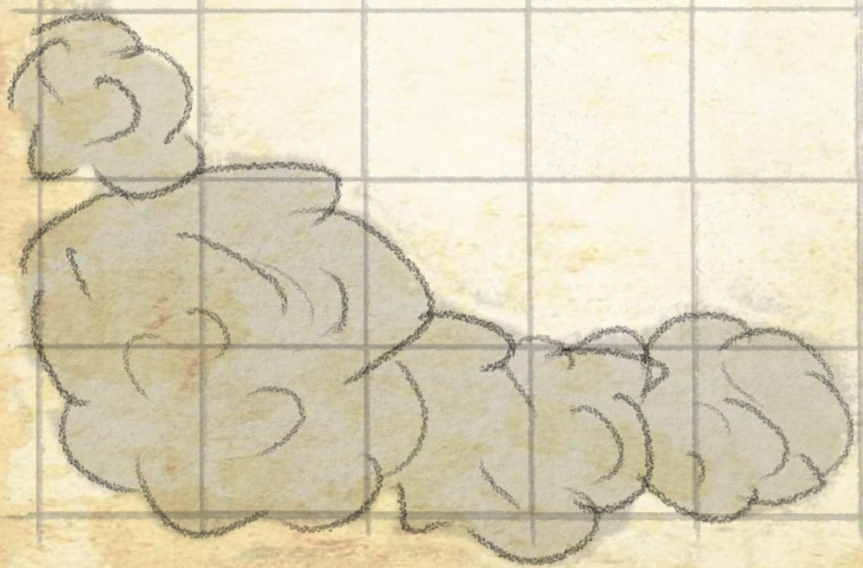
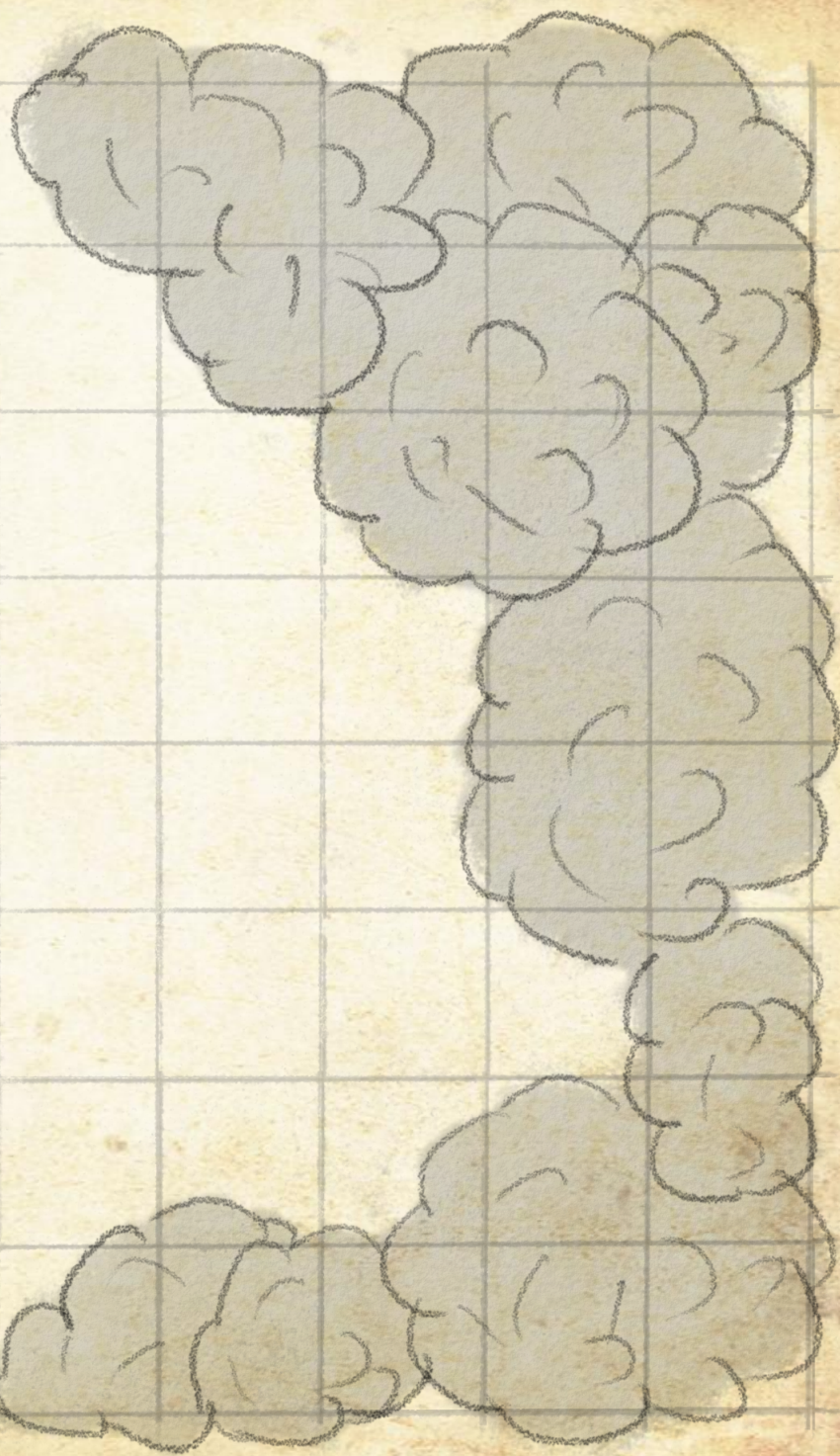
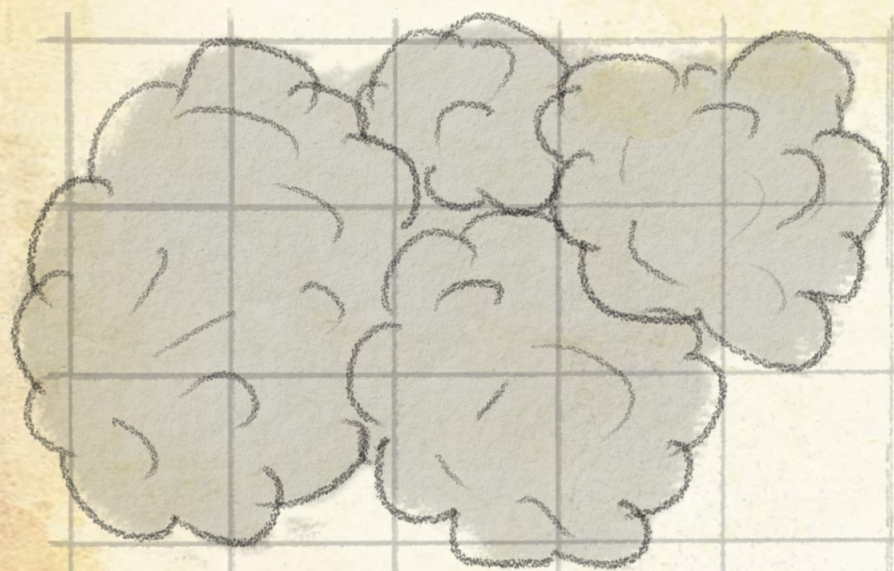




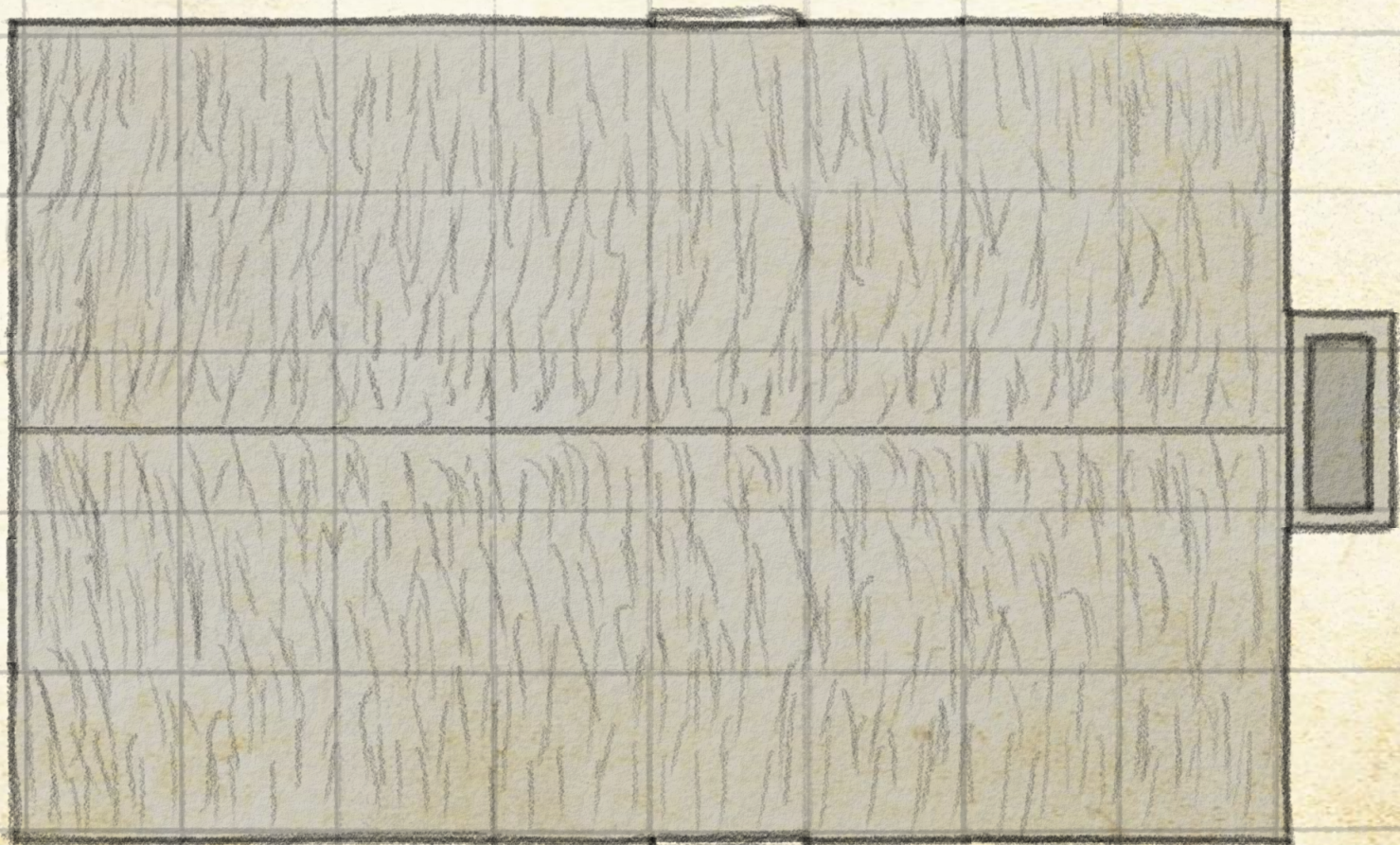
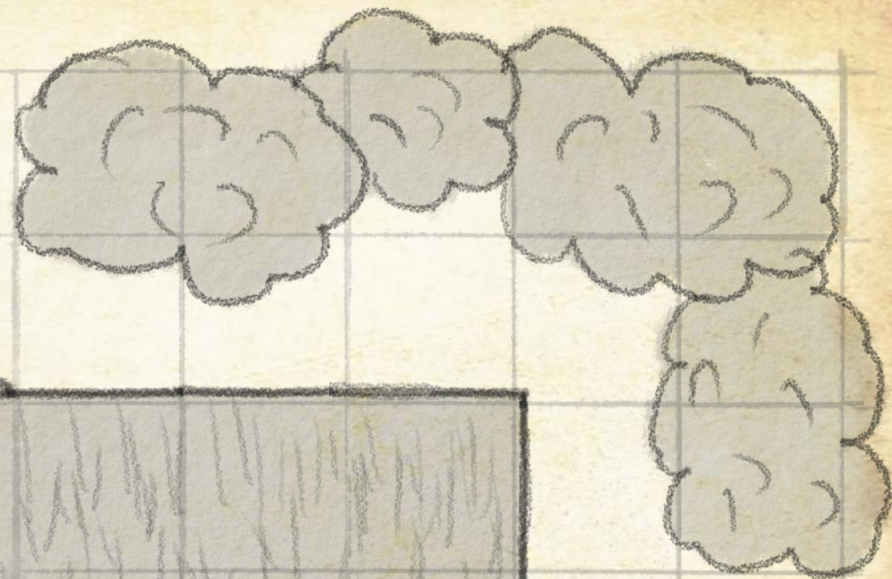
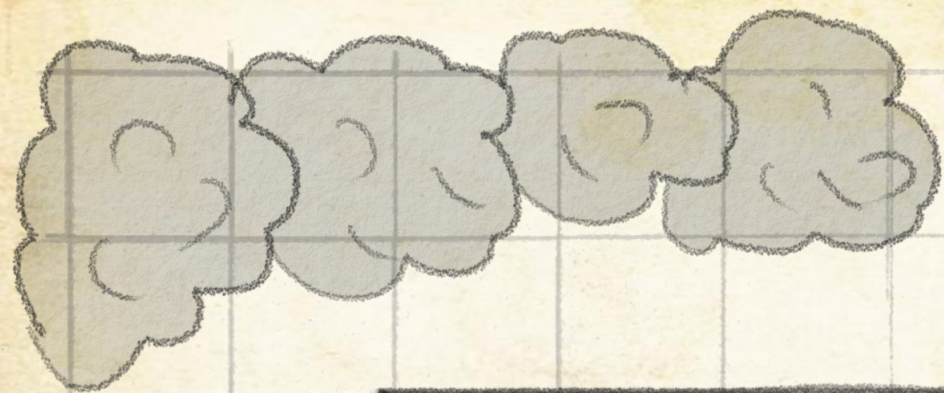




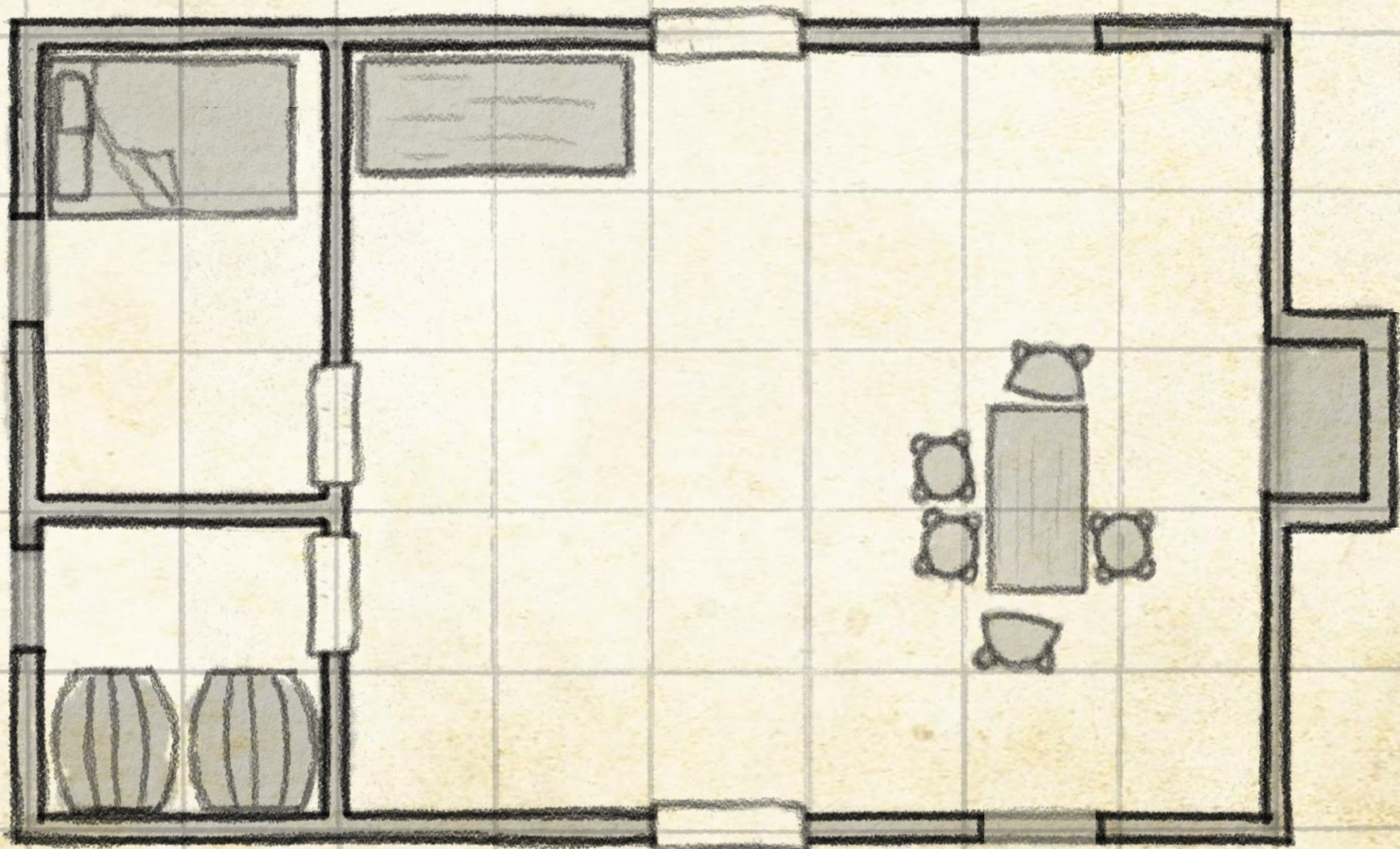
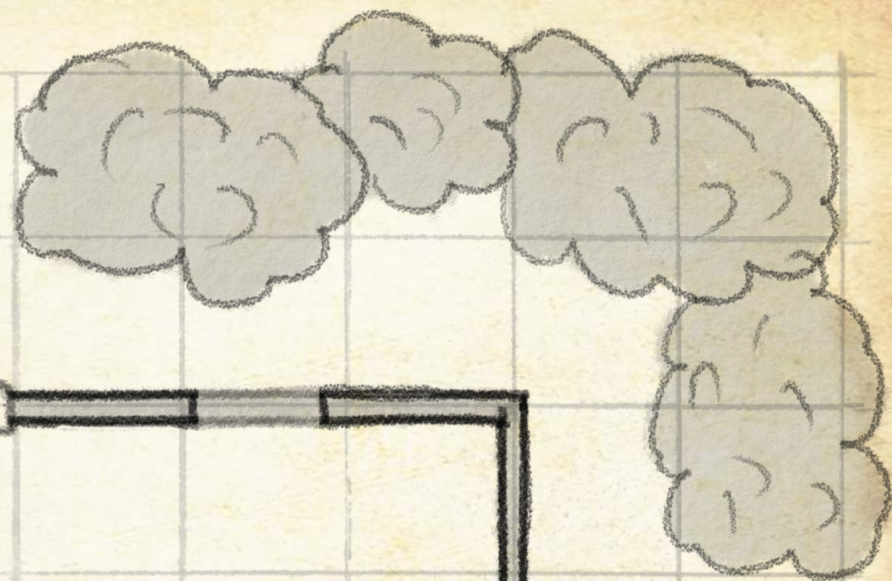




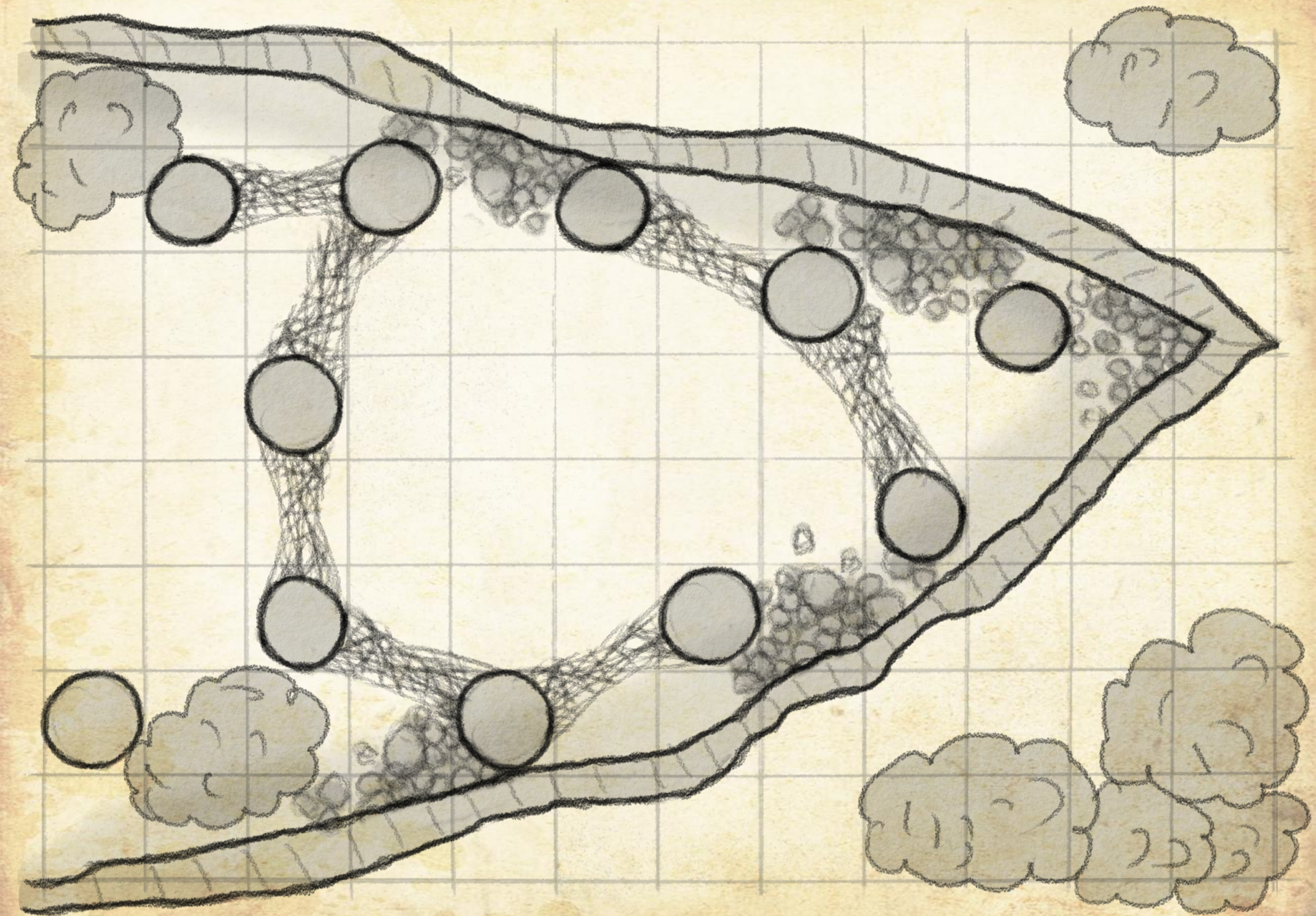




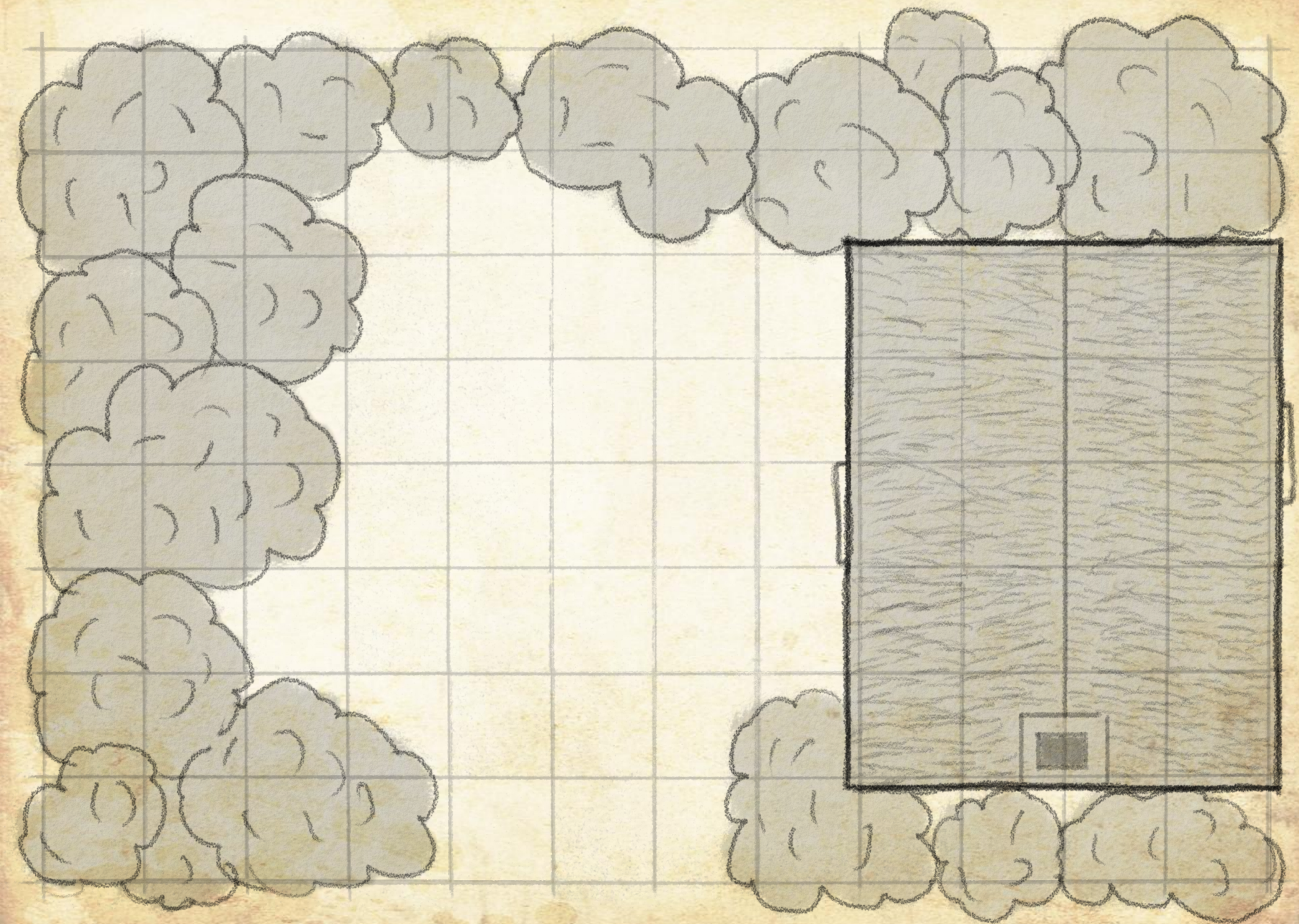




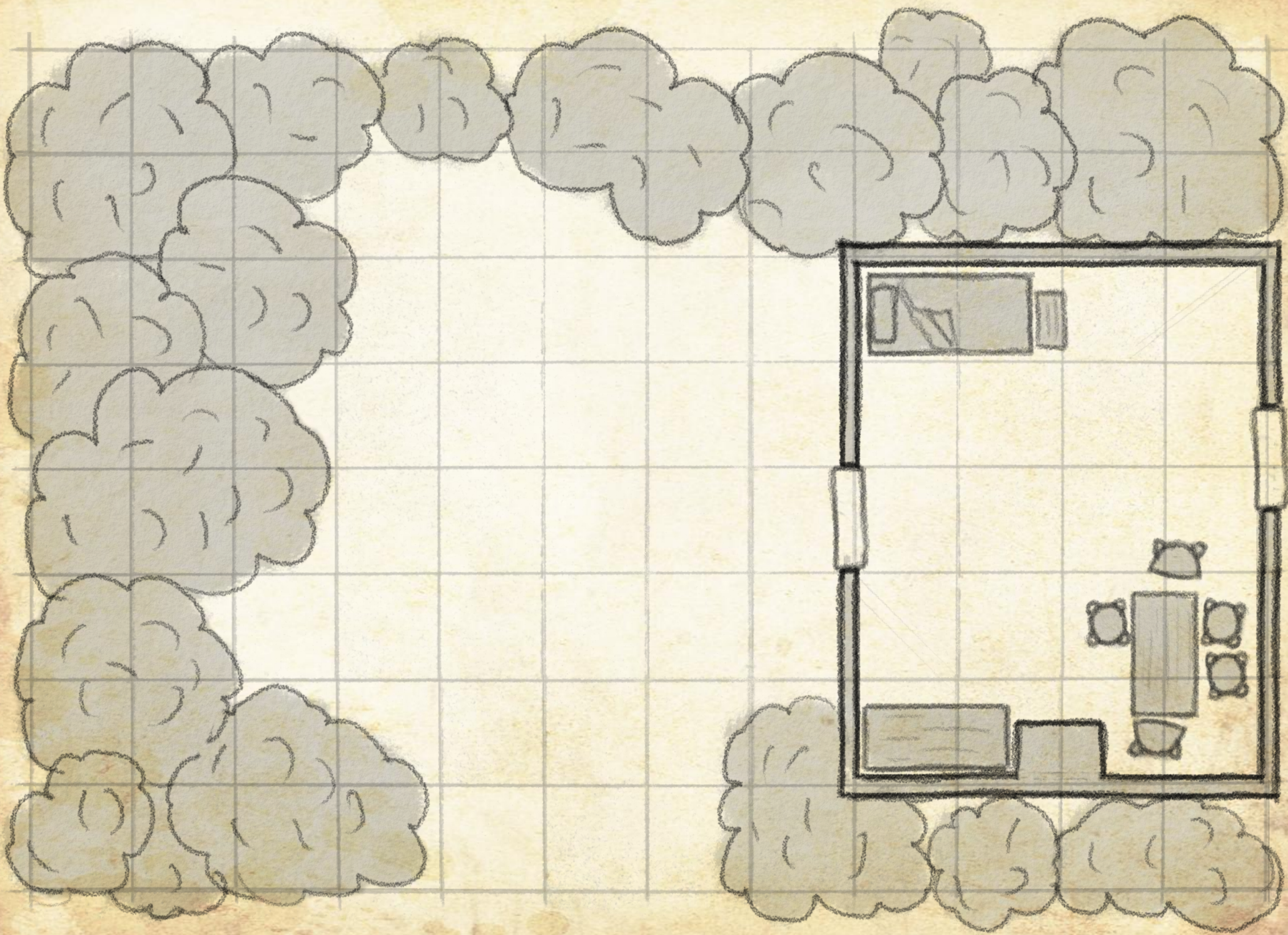
















# HERO KIDS



## Wolf



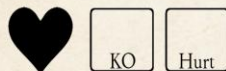
**Melee Attack: Ferocious Bite**  
Melee attack at an adjacent target.



**Special Action: Taste For Blood**  
If you damaged an adjacent target last turn, you can make a melee attack at it with 1 extra die.



**Bonus Ability: Sure-Footed**  
You can ignore obstacles when moving.



# HERO KIDS



## Werewolf



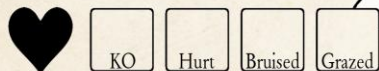
**Melee Attack: Slashing Claws**  
Melee attack at an adjacent target.



**Special Action: Claw-Claw-Bite**  
Split your melee pool to make melee attacks at multiple adjacent targets.



**Bonus Ability: Regenerating**  
When you take damage, you can't take any more damage until your next turn.



# HERO KIDS



## Giant Spider



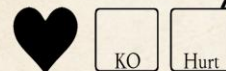
**Melee Attack: Spider Bite**  
Melee attack at an adjacent target.



**Special Action: Stinging Attack**  
Melee attack at an adjacent target with 1 extra die, but your armor pool has 1 fewer dice until your next turn.



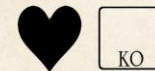
**Bonus Ability: Climber**  
When you are adjacent to a wall, you can move through squares occupied by enemies or obstacles.




















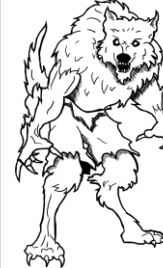



















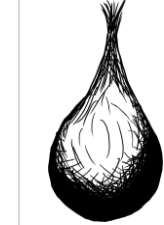
# HERO KIDS



## Spider Egg Sac





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