

HERO KIDS



ADVENTURE: FIRE IN RIVENSHORE

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

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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 (looters)
- 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 place in the heroes' hometown, Rivenshore. When a fire breaks out in town, the kids are asked to help battle the blaze and find its source. After rescuing Roger in the burning tavern, the kids discover that a bullied street urchin, Bree, is responsible for the fires. They must decide whether to let the urchin go or turn her in.

Adventure Intro

Today's trouble starts when the kids finish their final training session at the end of a long week.

After a long week training and also working at your family's farms and shops, you enjoy a hearty meal at Rivenshore's great hall.

Half way through the meal, one of the other kids turns and asks, "Do you smell smoke?"

Another replies, "Nah, it's just old Ragnar's cooking!"

Your laughter is cut short when the hall's massive doors burst open, revealing a soot-covered grown-up who is lit from behind by huge flames.

"FIRE! FIRE! The town is on fire!"

Before you have a chance to react, he continues.

"Everyone into the town square to help!"

With a clatter of tumbling chairs and spilling plates, you grab your equipment and run out of the hall into the town square.

Difficulty

If you choose, the difficulty of this adventure can be increased by not allowing rests between the encounters, given the urgency of the situation.

Encounter 1: Infernal Town Square

The first encounter takes place in the town square. The heroes start in the town square where the sheriff is directing the towns-folk to put out the fires. The kids must complete a number of ability tests to help protect the village and its people from the fires.

Encounter Intro

The heroes begin in the square, where the sheriff finds them:

You run down the front steps of the great hall into an infernal scene; several buildings around the square are ablaze and in the middle of this maelstrom the sheriff shouts instructions to all who pass near him.

The sheriff catches sight of you as you emerge from the hall and he calls you over, “Kids, we all must work hard to save Rivenshore tonight. There’s a bucket brigade trying to put out some of the fires; join the brigade or help out any way you can.”

Looking around, you see the townsfolk run back and forth carrying buckets of water to throw on the flames.

One of the town’s grown-ups stands at the base of a burning building, shouting up to a child who stands crying in one of the upstairs windows.

A huge gust of wind blows through the town and lifts burning embers from one of the buildings, blowing them towards a distant group of buildings that are – as yet – untouched by the fires.

There is a crash from nearby and you catch sight of a burning balcony that crunches down on top of the people who are trying to put out the flames.

The sheriff urges you into action, “Either pick up a bucket, help get that girl down from the building, put out those embers, help the injured, or get into the tower and ring the bell to call the rest of the village to help!”

He continues, “Well, come on now, start helping!”

Ability Tests

The players must succeed in a series of ability tests in this encounter. The number of tests that must be completed is one higher than the number of heroes (from two to five).

The tests are:

- Bucket Brigade
- Scared Child
- Hurt Townsfolk
- Burning Embers
- Ring the Bell

Encourage the players to think of ways of solving each of these situations, but help them if they require a bit of help. To avoid confusion, multiple heroes can attempt to solve the same problem in different ways. If you’re up to it, they even can split up and attempt separate situations.

Bucket Brigade

The adults carry buckets back and forth from the well to the fires that burn around the town square.

If the kids choose to help with the bucket brigade, they can either help to organize the townsfolk better or can pitch in and help carry the water to the fires:

- Intelligence (Persuasion) test at difficulty 6 to rally the townsfolk and get them working better.
- Strength (Athletics) or Dexterity (Acrobatics) test at difficulty 4 to carry buckets and help put out the fires.

If they complete either of these:

Your efforts energize the townsfolk and you all work together to quickly get the fires under control.

Scared Child

You approach the burning building and see that it is a young friend of yours – Liana – who stands in the upstairs window crying while her father tries to convince her to leap into his arms.

The heroes can convince her to jump, find a ladder, or enter the house to help:

- Intelligence (Persuasion) test at difficulty 5 to talk Liana into jumping from the window.
- Intelligence test at difficulty 6 to find a ladder.
- Strength (Athletics) or Dexterity (Acrobatics) test at difficulty 5 enter the building to rescue the girl (the hero takes 1 damage each time they try this).

You rescue Liana from the burning building and her father takes her to the safety of the great hall.

Hurt Townsfolk

Injured townsfolk are huddled in the doorway of the great hall nursing cuts and burns.

To help the injured townsfolk, the kids can bandage them up, give them a potion, or healers can use their magic abilities:

- Giving a healing potion is an automatic success.
- Using a healing power is an automatic success.
- Intelligence (Knowledge/Herbs) test at difficulty 4 to help the injured.

You apply bandages, salves, and reassuring words to the tired and injured, and soon their wounds are bound and their spirits lifted.

Burning Embers

The strong breeze blows embers onto several buildings. The hot embers spark small fires in hay piles and thatched roofs.

If the kids choose to help stamp out the burning embers, they need to succeed at this ability test:

- Dexterity (Acrobatics) test at difficulty 4 to stamp out the spot fires caused by the embers.

You stamp out the little fires on the ground and throw water up onto the roofs to put out all of the spot fires.

Ring the Bell

The village bell-tower is surrounded by small fires and burning debris, making it difficult to reach the rope.

To pull the rope and ring the bell the kids must navigate or clear the fires and hazards:

- Dexterity (Acrobatics) or Strength (Athletics) test at difficulty 5 to reach the rope and sound the alarm.

You reach the bell-rope and pull it strongly. The bell's warning ring echoes around Rivenshore, calling the rest of the townsfolk to help.

Conclusion

Once the required ability tests have been completed:

Finally, the chaos of the town square is under control. The bucket carriers douse the remaining fires, others clear the debris and charred beams, and even the injured pitch in to help.

The sheriff approaches with a grave look on his face, "Thanks for all your help; it looks like things are under control here. But I have some bad news, old man Grimma tastes magic on the wind. These are no ordinary fires. Each time we put one out another pops up in its place. We need you to find the cause."

You stand there for a moment surveying the scene, but then you hear a distant cry, "Help! Help!"

There's no time to rest, it's straight to **Encounter 2: Inn On Fire!**

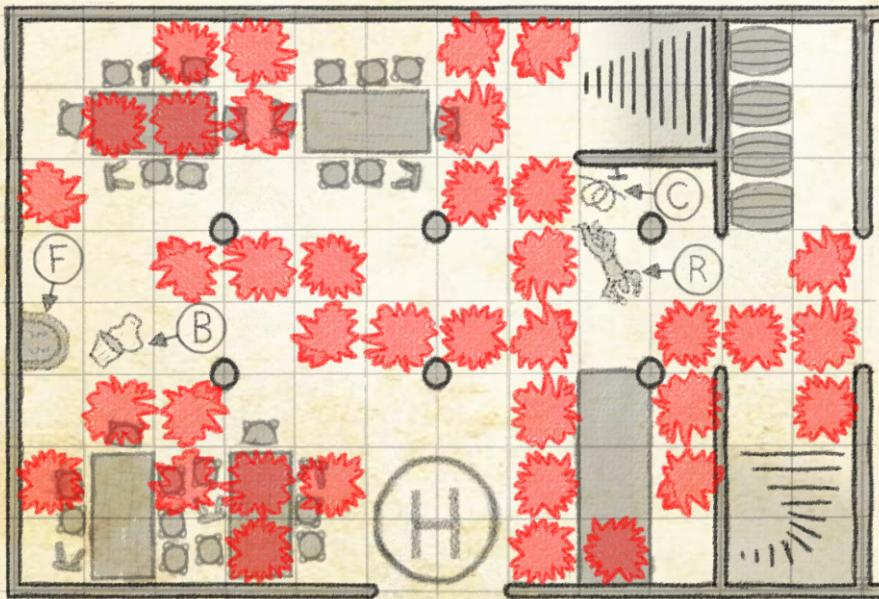
Encounter 2: Inn On Fire!

The second encounter takes our heroes back to the Block and Tackle inn (from the Basement O Rats adventure), where they must rescue Roger, the washboy.

The heroes enter from the bottom, the flames are the star burst shapes, Roger is at R, the bucket is B, there is a water font at F, and the chandelier rope and tie-off cleat is at C.

The heroes must negotiate the maze of fire within a set number of turns and rescue Roger by lifting the chandelier off him and carrying him out of the inn.

Map



Encounter Intro

When the heroes enter this area, read this:

You make your way through the burning town following the cries for help. You soon stand in front of the Block and Tackle inn, where you see the red glow of flames licking at the windows and smoke pouring out from around the front door.

Another piercing cry comes from inside the inn, “Help, I’m stuck!” You immediately recognize the voice of Roger, the son of the innkeepers, Maeve and Yarrik. There is a deafening crash and the cries stop.

You kick the smoldering door off its hinges and step into the inn. The inn’s large common room is filled with smoke and a series of fires burn around the room.

Through the thick smoke and flames you see Roger lying on the floor, trapped under a heavy chandelier.

Encounter Features

The walls at support posts are impassable. The chairs, tables, and counter and obstacles that require two squares of movement to pass. The squares that contain fire are passable, but characters doing so must pass an ability test (see below) or take 1 damage.

The inn's common room is filled with smoke, and the heroes have a limited number of rounds to rescue Roger and escape before they fall unconscious:

1 Hero: 9 rounds

2 Heroes: 7 rounds

3 Heroes: 6 rounds

4 Heroes: 5 rounds

If the heroes fall unconscious, the watch arrive to save the day (this is covered in the conclusion section).

The room contains objects that help rescuing Roger:

- There is a bucket (B) that can be used to put out 1 square of fire. It can be refilled at the font (F).
- The rope can be pulled and tied off at (C) to lift the chandelier off Roger (requires an ability test).

Ability Tests

There are a number of ability tests that can be performed in the inn to rescue Roger:

- Dexterity (Acrobatics) test at difficulty 6 to avoid taking damage when crossing a fire square.
- Strength (Athletics) test at difficulty 3 to use the rope to lift the chandelier off Roger. If there's only one hero, the rope can be tied off to the cleat.
- Strength (Athletics) test at difficulty 5 to lift the chandelier off Roger. When one hero is doing this, others can move Roger from under it (Strength, difficulty 5).

- Strength (Athletics) test at difficulty 5 to carry Roger. If other heroes help they can add their Strength dice. A failed attempt moves Roger 1 square.

Conclusion

If the heroes don't rescue Roger in time:

You collapse to the ground overcome by the smoke, and wake up later outside the inn. The sheriff and his men have pulled you and Roger from the inn and doused the flames.

If the kids rescue Roger themselves:

You finally manage to pull Roger's unconscious body from the burning inn. You lay him gently on the ground and he soon coughs and splutters awake, "By the gods, I thought I was a goner for sure! That's twice now you've saved me..."

Before he can continue, the sheriff and his men arrive.

Continue below for either conclusion:

"Well done kids, we can handle things from here. You need to find the source of this blaze. So get moving and find out what's happening."

If the heroes took damage in this encounter, they can take a short rest to remove damage.

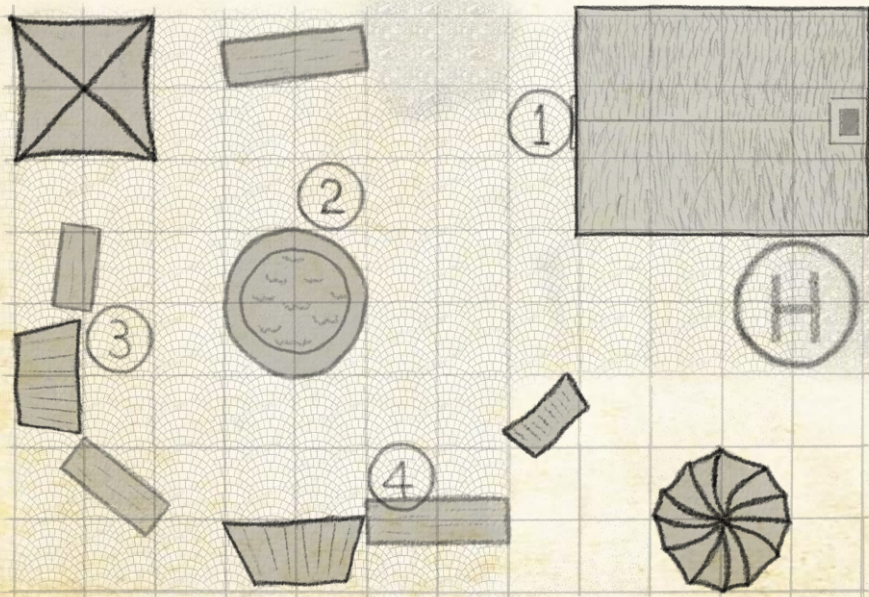
Once the players are ready, they can continue to **Encounter 3: Looters.**

Encounter 3: Looters

The third encounter occurs when the heroes discover a group of looters robbing Grimma's Apothecary, which sells potions and herbs.

This encounter is optional, as the looters will not instigate a fight if the heroes keep moving. The players can make a choice whether to fight or not during the introduction to this encounter.

Map



Encounter Intro

When the heroes enter this area, read this:

You begin to search the burning town for the source of the fire. As you come around a corner, you hear a crash. You look up the street and see that a group of brigands have broken down the door of Grimma's Apothecary and are looting his potions.

You remember the sheriff's orders to find the source of the fire, but do you have time to stop these thieves?

If the heroes decide to engage the looters, proceed to the Combat Intro and with the fight.

If the players ignore the looters, then read this and then jump straight to the next encounter:

You decide to ignore the looters and keep searching for the source of the fires elsewhere in the town.

Encounter Features

This encounter spans Grimma's Apothecary shop and part of the market square. The shop counter and the market stalls are obstacles that require an extra square of movement to clamber over.

Combat Intro

If the players choose to engage the looters, read this:

You approach the shop and shout a warning to the looters. A few of them scurry off into the shadows, but the greedy remain and draw their weapons.

Monsters

This encounter features brigands who use melee attacks against the heroes.

- 1 Hero: 2 x Brigand Bandits (2) (3)
2 Heroes: 1 x Brigand Leader (1)
 1 x Brigand Bandit (2)
3 Heroes: 1 x Brigand Leader (1)
 2 x Brigand Bandits (2) (3)
4 Heroes: 1 x Brigand Leader (1)
 3 x Brigand Bandits (2) (3) (4)

Use these health boxes to mark off damage:

(1) Brigand Leader	<div>KO</div>	<div>Hurt</div>	<div>Bruised</div>
(2) Brigand Bandit	<div>KO</div>	<div>Hurt</div>	
(3) Brigand Bandit	<div>KO</div>	<div>Hurt</div>	
(4) Brigand Bandit	<div>KO</div>	<div>Hurt</div>	

Tactics

The brigand leader and bandits spread out and engage the kids separately. When there's only one bandit left, he flees the fight and any KO'd looters follow.

Conclusion

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

The cowardly thieves flee from the market square and rush straight into the sheriff and some watch officers. The sheriff and his men grab them and give the potions back to Grimmer, the owner of the shop.

"Thanks kids. Looks like you've caught some of the brigands who've been lurking in the forest. We'll take them to jail and make sure they're punished for the trouble they've caused."

The watch officers drag the brigands away to the jail.

If the heroes took damage in this encounter, they can take a short rest to remove damage.

After they rest (if they choose), conclude with this:

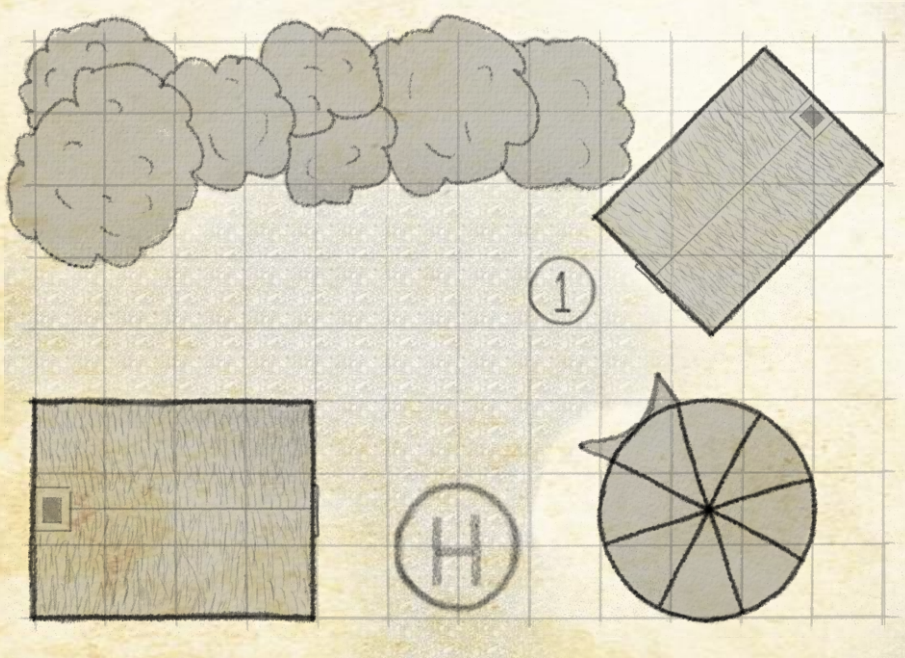
After barely a few moments' rest, the sheriff urges you to continue the search for the source of the fire.

Continue to: **Encounter 4: Firestarter**

Encounter 4: Firestarter

In this encounter the kids discover the source of the fires: a young street urchin named Bree. Bree has some magical ability, and she has been starting the fires around Rivenshore because the other kids have been teasing her. This encounter is – above all – a moral dilemma for the players. The heroes are faced with the decision to have mercy or demand justice. There are no immediate consequences to either decision, but you are free to incorporate Bree into further adventures (as an ally or an antagonist).

Map



Encounter Intro

When the heroes enter this area, read this:

As you near the edge of town, you are sure you must be close to the magical source of the fire.

Suddenly, up the street you see a girl about your age blowing fire out of her mouth like a dragon! But even as she breathes fire, tears run down her dirty cheeks and her tiny body is wracked with heaving sobs.

Could this grubby little kid be the source of the fires that the sheriff is looking for?

Ability Tests

There are a number of ability tests that can be performed when talking to Bree:

- Strength test (Persuasion) at difficulty 6 to intimidate Bree into talking.
- Intelligence test (Persuasion) at difficulty 4 to coax Bree into talking.

Once Bree has started talking continue with the Role-Playing section. If the heroes fail to intimidate Bree twice or otherwise threaten her, then you can move to the Combat Intro.

In the combat encounter, the heroes can make a Strength (Athletics) or Dexterity (Acrobatics) test at difficulty 4 to climb up onto a house roof.

Role-Playing

Once the kids get Bree talking:

"I know you guys, you ain't the ones I'm mad at so leave me alone!"

At this point the kids should try to talk to Bree.

Here are some the topics, starting with being mad:

"I'm not mad at you. I'm mad at the other kids who make fun of me just 'cos me clothes ain't clean and I got no parents."

Bullying:

"I don't like being made fun of no more than anyone else does. But they kept going on an' on at me 'til I just about burst with flames. I could feel the fire inside of me tryin' to get out."

Firestarter:

"Then the fire came out, and I learned how to make it go where I wanted! So I decided to burn their houses to get them bullies back for what they done to me."

Burn houses:

"I was mad, but it's got out of control and now there's fires everywhere. I'm real sorry, but I reckon I can stop the fires if you tell the sheriff I ain't a bad one."

Help Bree

If the kids agree to support Bree with the sheriff:

You tell Bree that you'll keep faith with her before the sheriff.

Without a moment's pause, Bree spins around while sucking in a huge breath and the nearby flames are pulled from the buildings back into her mouth!

Bree spins and spins and the fires from near and far are sucked into her tiny body. As she swallows the last lick of flames, she wobbles dizzily and then finishes with a smoky burp!

Bree wipes a grubby sleeve across her face and smiles, "Thanks. I won't forget this."

And then she races away, disappearing into the dark.

Turn Bree In

If the kids insist on taking Bree to the sheriff:

"I know what I done was wrong," she shakes her head sadly, "And I made a pretty big mess so I guess you gotta take me to the sheriff."

Bree tries to swallow back more tears as her little body quivers with hurt and fright.

Combat Intro

If the players choose to engage Bree, read this:

You drop into your fighting stance and Bree immediately pleads with you, "Please, I don't want to hurt anyone, but they were mean to me! Let me go!"

Give the players one last chance to change their mind, and make peace with Bree here.

Encounter Features

If this encounter ends up as a combat encounter, the map has several features. The houses are impassable (unless someone decides to climb up on the roof), and the obstacles take an extra square of movement.

Monsters

There's only Bree in this encounter.

1 Hero: 1 x Bree the Firestarter ①

2 Heroes: 1 x Bree the Firestarter ①

3 Heroes: 1 x Bree the Firestarter ①

4 Heroes: 1 x Bree the Firestarter ①

Use these health boxes to mark off damage:

① Bree the Firestarter

KO

Hurt

Bruised

Tactics

Up to you really. Bree will be a tough fight for a lone hero, but should not pose a problem for two or more.

Combat Outro

When the heroes defeat Bree:

You overcome Bree and drag her off to the sheriff.

Conclusion

If the heroes have taken damage in this encounter, they can take a short rest to remove damage.

Either way, it's on to the final encounter. However, there are two circumstances that could play out:

- Bree has put out all of the fires and run off
- Bree is in the custody of the heroes (willingly or unwillingly) and the fires still burn

Either way, proceed to **Encounter 5: The Sheriff**.

Encounter 5: The Sheriff

The final encounter is a role-playing encounter where the players must explain to the sheriff what happened.

As noted earlier, the players will have either let Bree run away, or she will be here with them to accept her fate (willingly or otherwise).

Encounter Intro

At the start of this encounter, read this:

You look up and see the sheriff and a couple of his watch officers as they approach through the smoldering buildings.

After reading the Encounter Intro, proceed to the appropriate section.

Role-Playing – Keeping Faith With Bree

If the kids have decided to keep faith with Bree and allowed her to run off, continue here:

The sheriff walks up to you with a puzzled look on his face, “Are you responsible for this? We were fighting the fires when they suddenly flew away up here.”

He continues, “Grimma was right, there’s arcane magic at work here. So, what happened?”

At this point the heroes have some options:

- Say they don’t know what happened
- Tell the sheriff about Bree
- Some combination of these

Tell the Sheriff They Don’t Know What Happened

You may ask the heroes to make an Intelligence (Persuasion) test at difficulty 4 to convince the sheriff.

The sheriff looks around at the damage.

“Well, whatever caused the fires is gone now. We can only thank the gods for that small fortune. But there’s a lot of work to do fixing all this damage, so I expect I’ll see you all at first bell tomorrow to start work.”

He shakes his head and slowly walks away.

Tell the Truth

If the kids tell the truth about letting Bree go:

The sheriff looks at you gravely. After a long tense glare, he sighs, “So, you let her go did you. I’ve seen this girl, Bree. I know her. And I know her bullies.”

He turns to his men, “See if she’s hiding off in the shadows somewhere and bring her back to me.”

The watchmen scurry off to search for the girl.

“There’s a lot of damage to be repaired, so I expect to see you at first bell tomorrow to start helping.”

He shakes his head and slowly walks away from you. Then he stops and looks back, “I know her bullies. I will deal with them too.”

Something Else

You're on your own here, but this might help:

The sheriff looks at you warily. After a long tense glare, he sighs, "Well, whatever caused the fires is gone now. We can only thank Lupon for that small fortune. But there's a lot of work to do fixing all this damage, so I expect I'll see you all up first bell tomorrow to start work."
He shakes his head and slowly walks away.

Role-Playing – Turning Bree In

If the heroes have Bree with them (either after a fight or having convinced her to face the sheriff), continue here:

The sheriff walks up to you and sees Bree with you.
"What is the meaning of this? We need you to find the source of the fires, not make friends with urchins."

The players now have an opportunity to give their heroes' explanation of what's happened and how Bree is responsible. The heroes might appeal to the sheriff on Bree's behalf, so you may need to adjust his demeanor slightly in this passage.

Bree begins to cry, "I'm sorry sir" she sobs, "I didn't mean to make such a terrible mess. I think I can make it stop, if you'll let me try!"

The sheriff looks at her skeptically, then motions for his watchmen to step back away from her, "Don't try anything tricky," he warns.

Without a moment's pause, Bree spins around while sucking in a huge breath and all of the fire is pulled from the buildings back into her mouth!

Bree spins and spins and the fires from near and far away are sucked into her tiny body. As she swallows the last lick of flames, she wobbles dizzily and then finishes with a smoky burp!

The sheriff looks amazed. He shakes his head and recovers his composure, "You've made quite a mess here tonight young lady. You can spend tonight in the town jail, and tomorrow you're going to help clean it up. Then we'll have to ask the town elders what they want to do with you."

The sheriff turns back to you and says, "Thank you for your help today. The fire would have turned this town into nought but ash and memories if it weren't for your help this night. I hope I can count on your help in the future."

The sheriff takes Bree by the arm and marches her down the dusty road. She looks back at you and smiles, "Thanks. I won't forget this."

Conclusion

If the heroes stopped the looters in Encounter 3, then Grimma shows up to reward them:

As you collect you thoughts, old man Grimma clatters up the road towards you.

He shakes your hand and pats you on the back, "Thank you for protecting my shop, your bravery is noted. For your troubles I've brought some of my potions that you saved. You can choose one to have for doing such a good deed for an old man."

Allow the players to choose one of the potions each.

Otherwise, conclude with this:

Bruised, dirty, and weary, you finally find a spot to sit down and survey the town. Small spot fires remain here and there, and piles of glowing coals punctuate the otherwise black night.

You wonder whether you did the right thing, and whether Bree deserved sympathy or punishment.

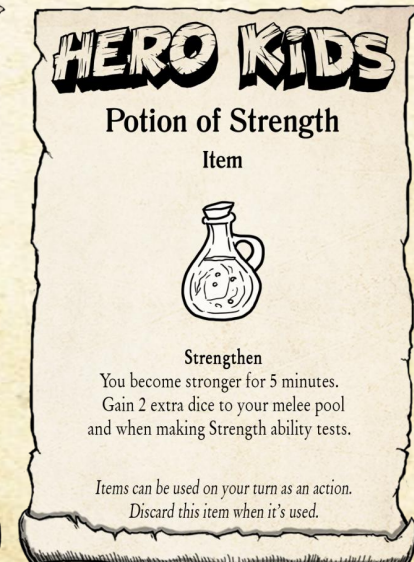
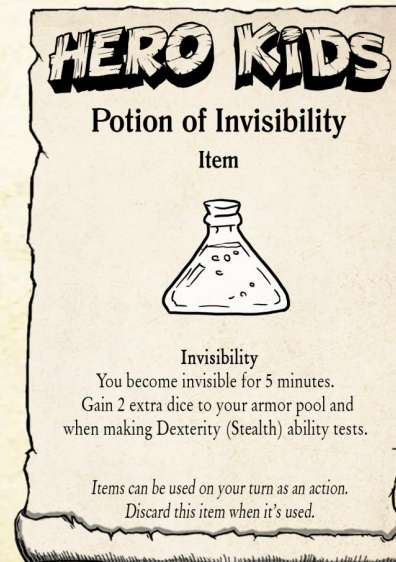
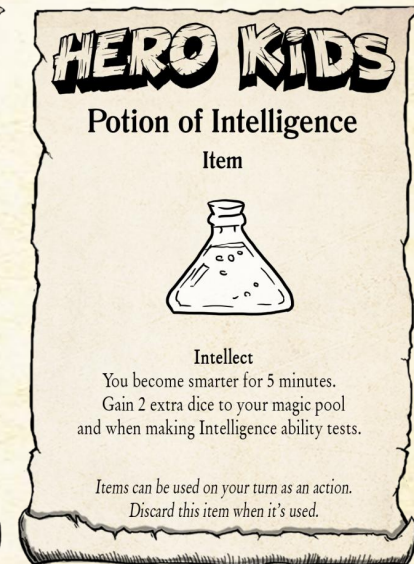
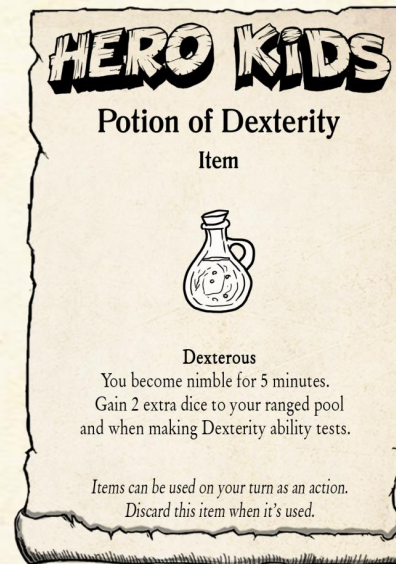
You close your eyes and fall into a deep slumber that seems to last just a few moments before you are woken by the sound of the morning's first bell.

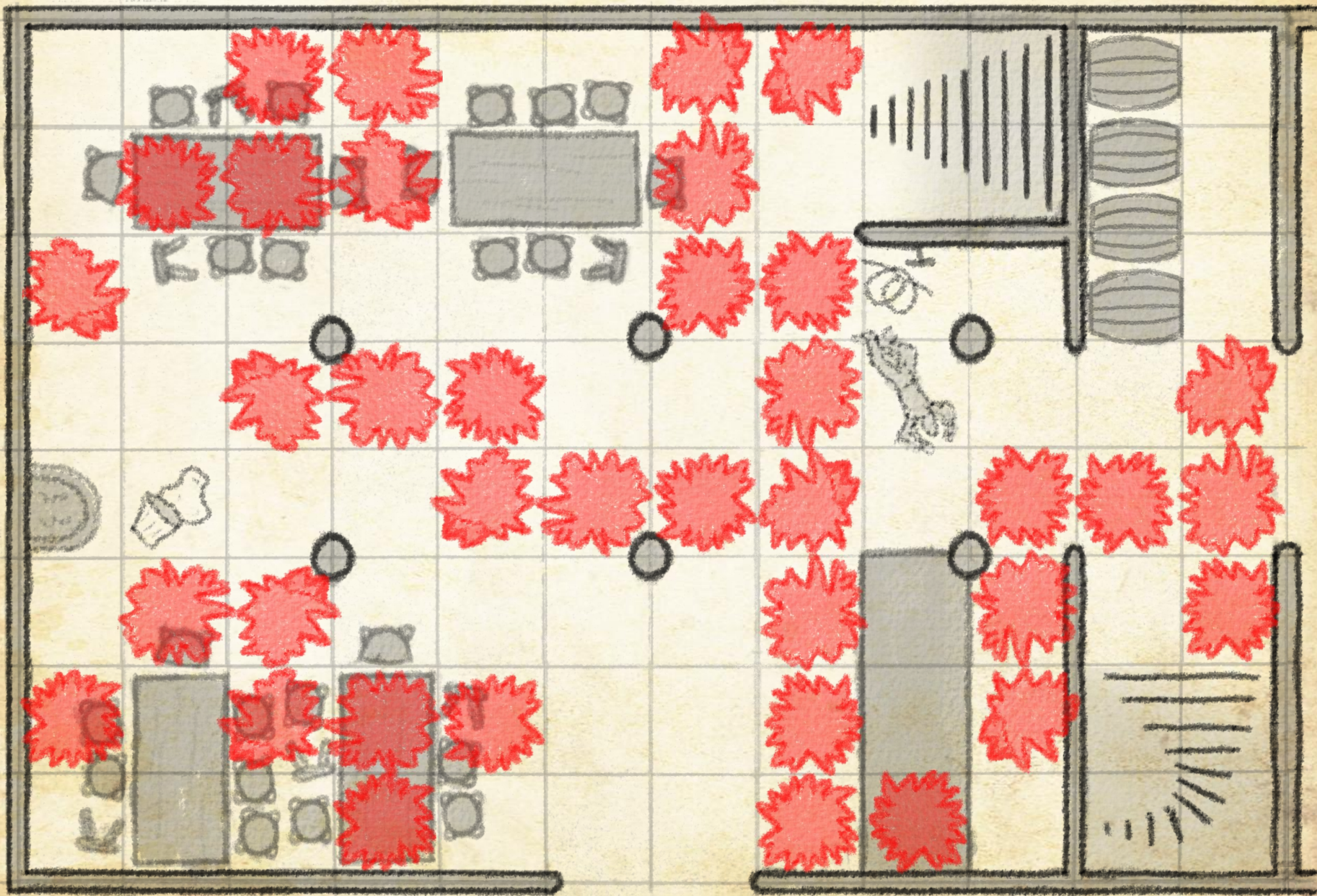
You stand and stretch, then walk through Rivenshore as its people emerge from their houses smiling at their fortune or loss, and laughing with their neighbors.

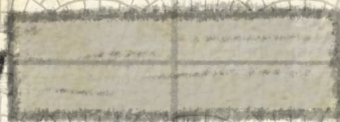
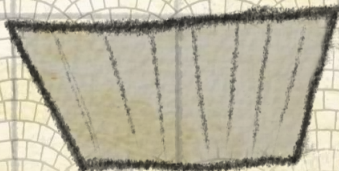
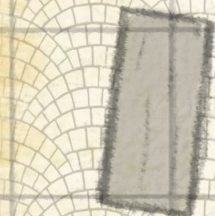
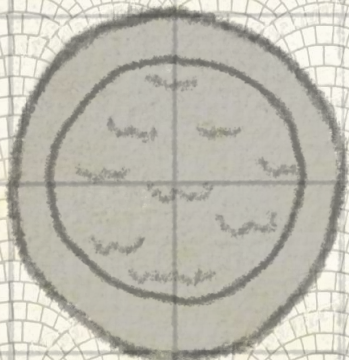
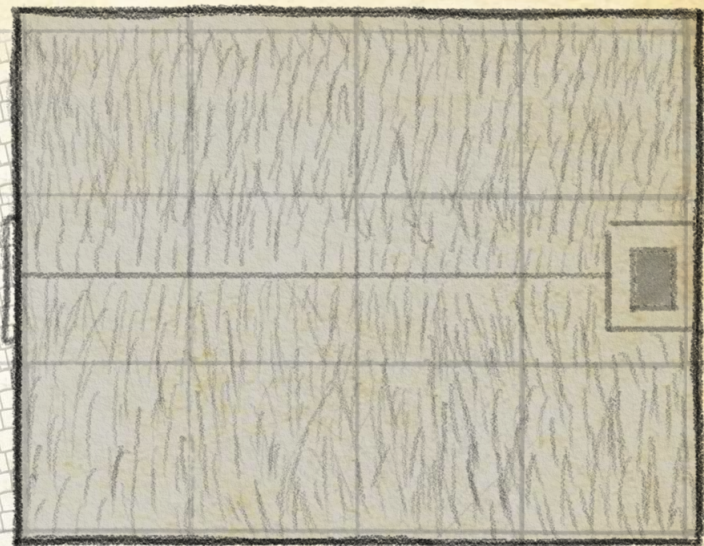
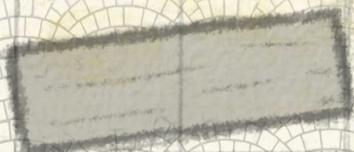
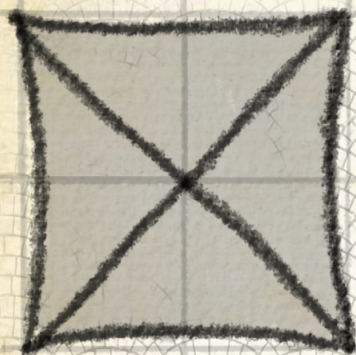
Soon the town is filled with the sounds of hammering and sawing as people work to repair and rebuild their houses.

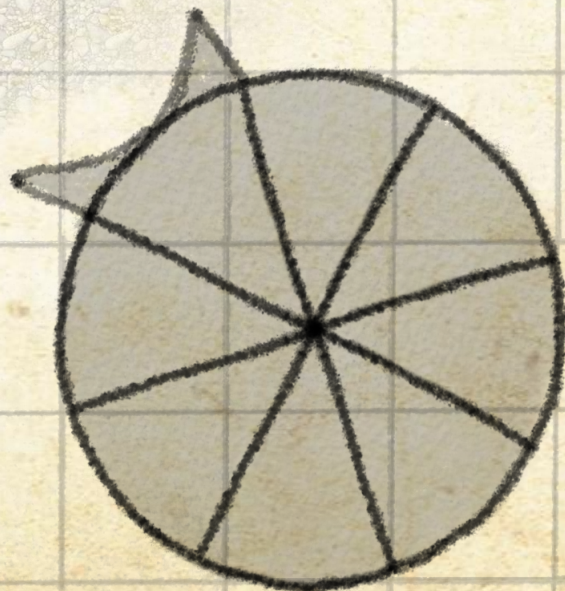
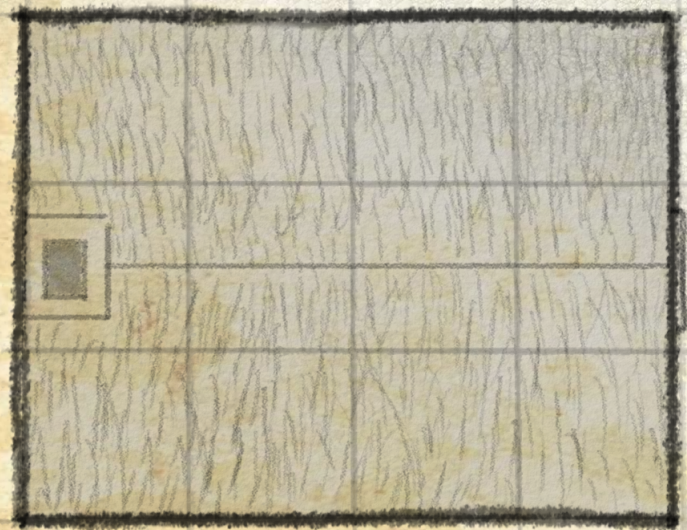
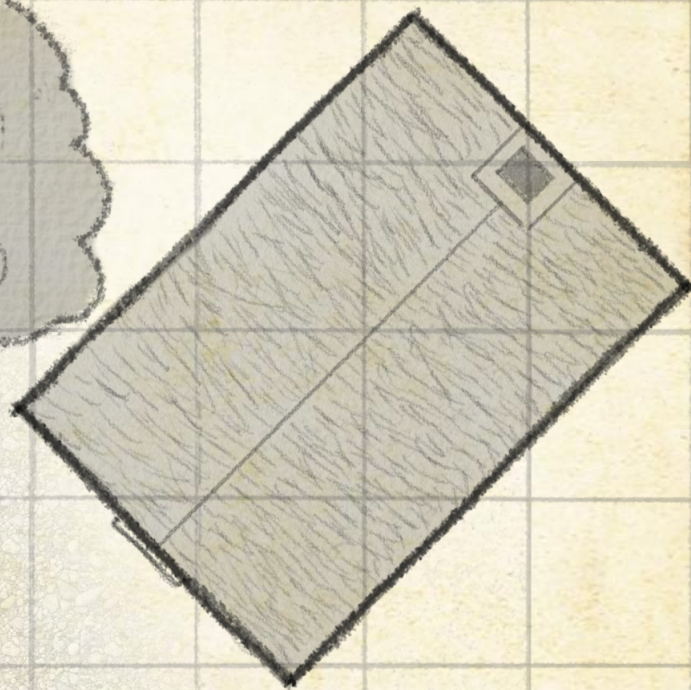
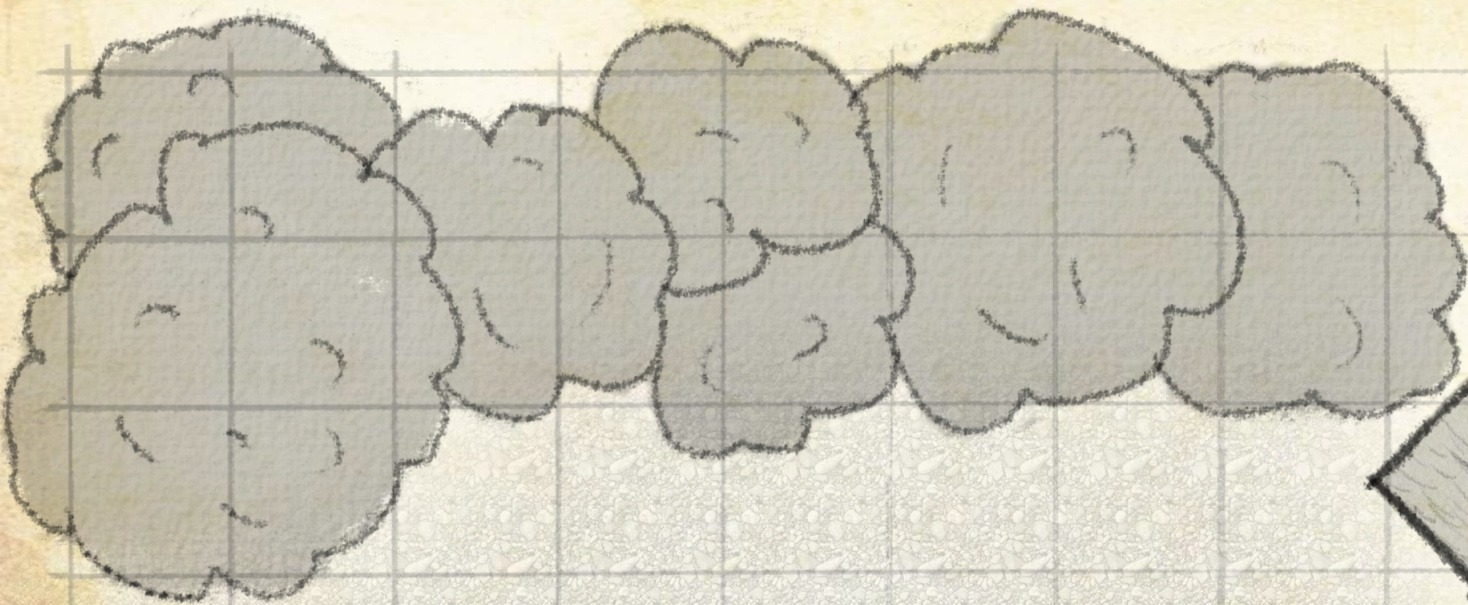
Treasure

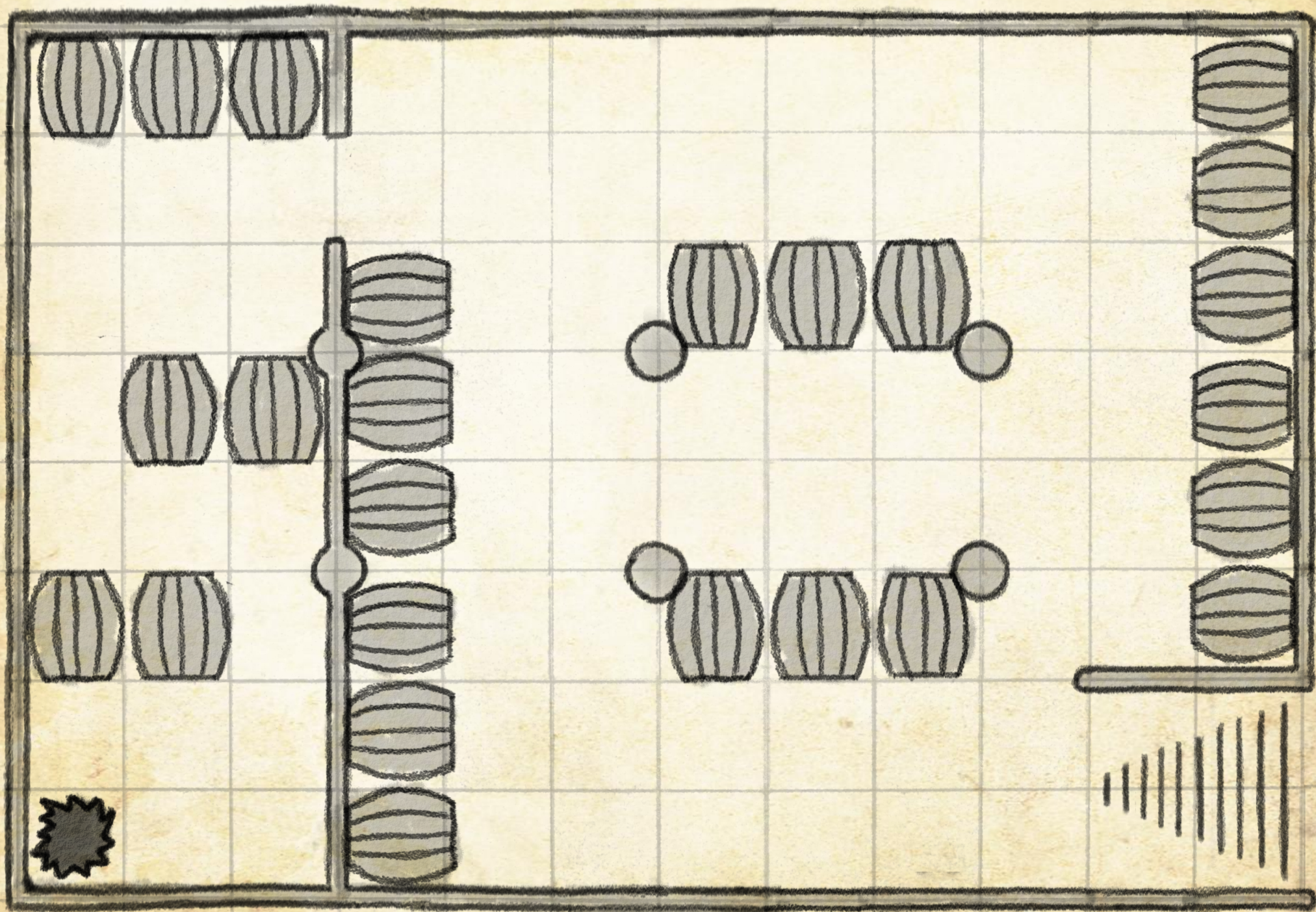
The players can choose one of these potions for each of their heroes:

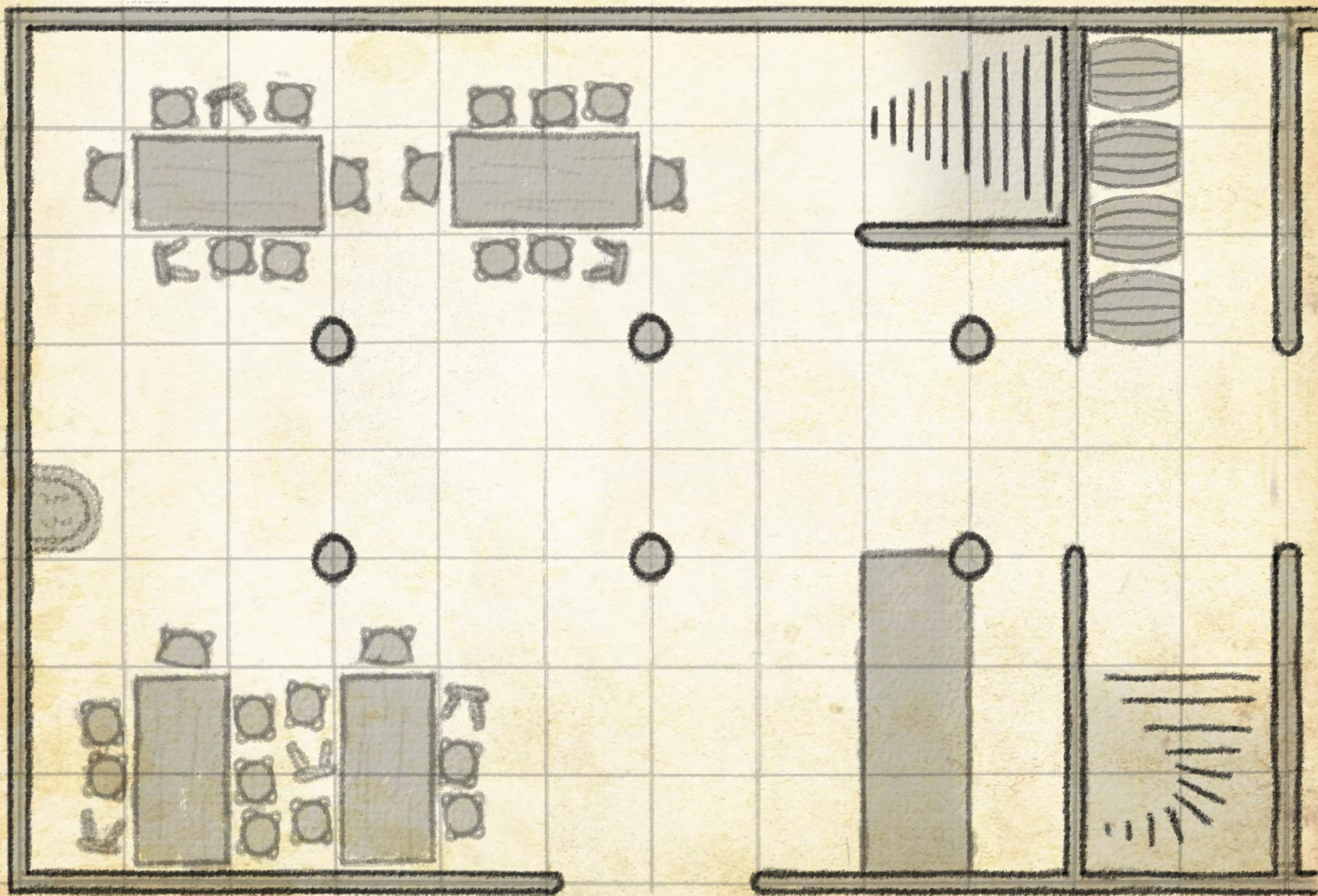


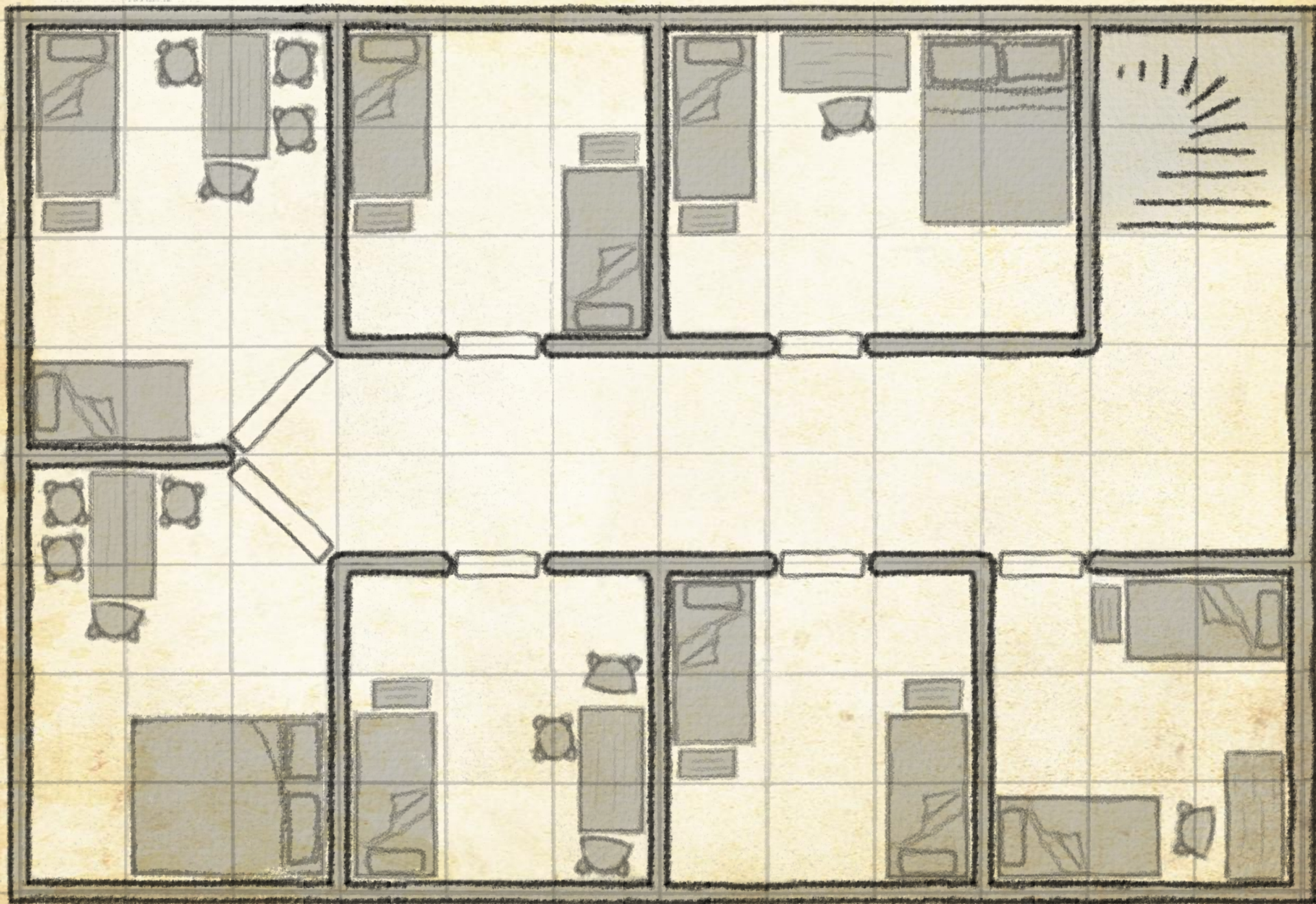


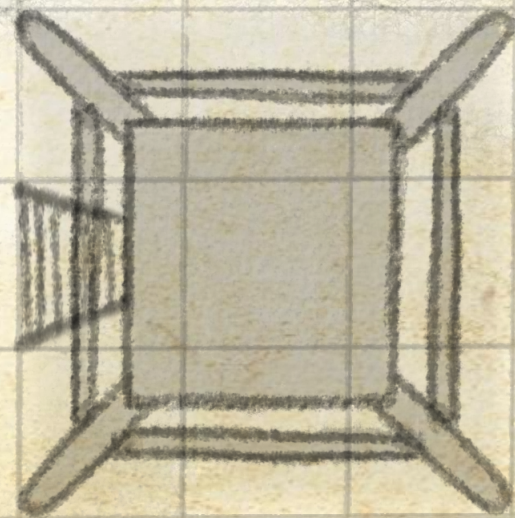
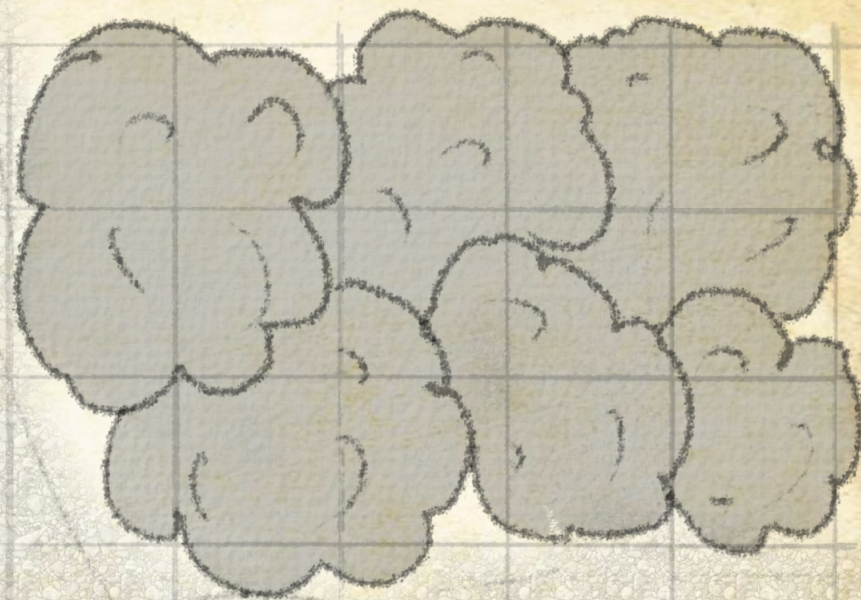
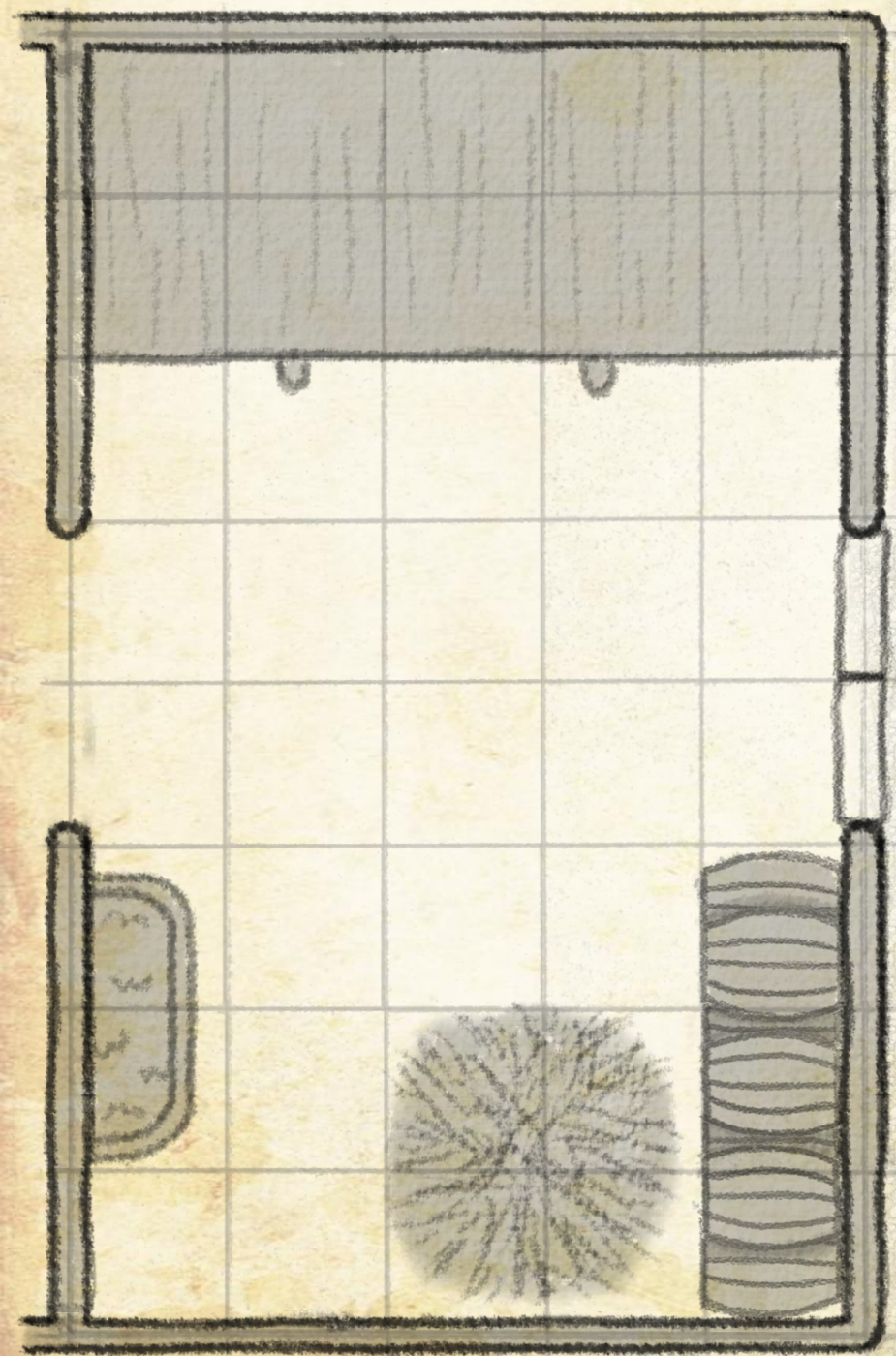
















HERO KIDS



Brigand Leader



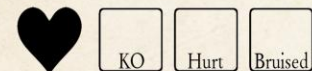
Melee Attack: Pummeling Smash
Melee attack at an adjacent target.



Special Action: Bullied Attack
If you have been attacked more than once since your last turn, you can make a melee attack at an adjacent target with 1 extra die.



Bonus Ability: Defensive Command
When an ally is adjacent to you, their armor pool gains 1 extra die.



HERO KIDS



Brigand Archer



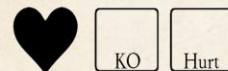
Ranged Attack: Arrow Shot
Ranged attack at a target up to 6 squares away (1 fewer dice against adjacent targets).



Special Action: Distracted Shot
If a target within 6 squares (but not adjacent) is engaged, you can make a ranged attack at that target with 1 extra die.



Bonus Ability: Ambush Shot
When you attack a target that has not had a turn yet, your attack gains 1 extra die.



HERO KIDS



Brigand Swordsman



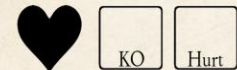
Melee Attack: Slashing Cut
Melee attack at an adjacent target.



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



Bonus Ability: Bully
When you are adjacent to an ally, your attacks gain 1 extra die.



HERO KIDS



Brigand Bandit



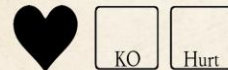
Melee Attack: Slashing Cut
Melee attack at an adjacent target.

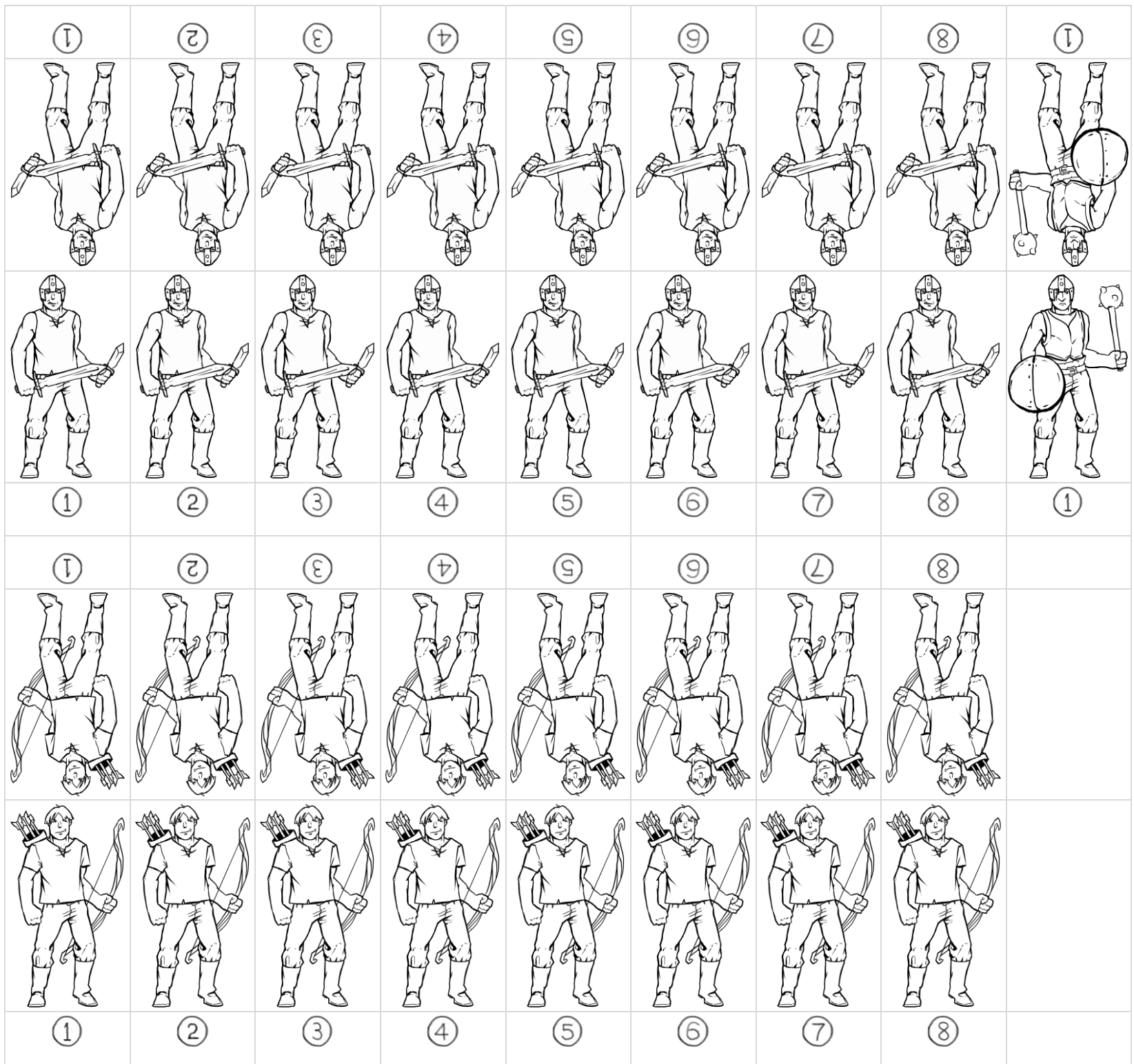


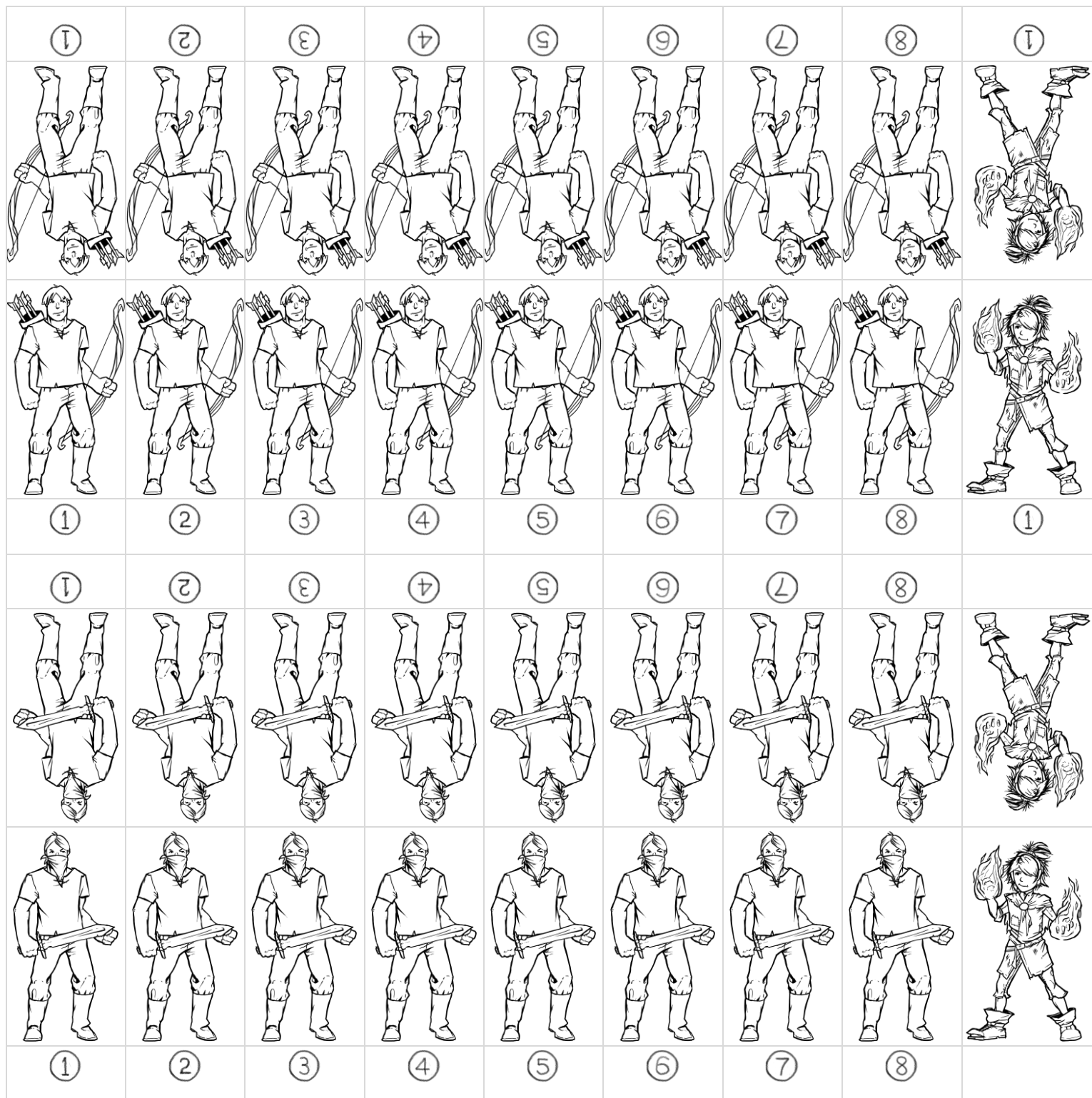
Special Action: Reckless Attack
Melee attack at an adjacent target with 1 extra die; your armor pool has 1 fewer dice until your next turn.



Bonus Ability: Bully
When you are adjacent to an ally, your attacks gain 1 extra die.









HERO KIDS



Bree the Firestarter



Magic Attack: Fire Blast

Magic attack at a target up to 4 squares away.

Special Action: Ignite

Create a persistent fire up to 4 squares away. Creatures standing in or moving through the square must make a Dexterity test (Athletics) at difficulty 6 or take 1 damage.

Bonus Ability: Strike Back

When you attack a target that has attacked you since your last turn, your attack gains 1 extra die.



HERO KIDS



Firestarter:



Magic Attack: Fire Breath

Magic attack at a target up to 4 squares away.

Special Action: Ignite

Create a persistent fire up to 4 squares away. Creatures standing in or moving through the square must make a Dexterity test (Athletics) at difficulty 6 or take 1 damage.

Bonus Ability: Strike Back

When you attack a target that has attacked you since your last turn, your attack gains 1 extra die.

Inventory and Skills



HERO KIDS

Potion of Dexterity

Item



Dexterous

You become nimble for 5 minutes.
Gain 2 extra dice to your ranged pool
and when making Dexterity ability tests.

*Items can be used on your turn as an action.
Discard this item when it's used.*

HERO KIDS

Potion of Intelligence

Item



Intellect

You become smarter for 5 minutes.
Gain 2 extra dice to your magic pool
and when making Intelligence ability tests.

*Items can be used on your turn as an action.
Discard this item when it's used.*

HERO KIDS

Potion of Invisibility

Item



Invisibility

You become invisible for 5 minutes.
Gain 2 extra dice to your armor pool and
when making Dexterity (Stealth) ability tests.

*Items can be used on your turn as an action.
Discard this item when it's used.*

HERO KIDS

Potion of Strength

Item



Strengthen

You become stronger for 5 minutes.
Gain 2 extra dice to your melee pool
and when making Strength ability tests.

*Items can be used on your turn as an action.
Discard this item when it's used.*