

HERO KIDS

The background of the cover is a vibrant, cartoon-style illustration of a fantasy world. In the upper left, a large green T-Rex with a long neck and sharp teeth is roaring. In the center, a waterfall cascades over stone ruins. To the right, a stone tower with a dome is partially visible. In the foreground, four characters are shown: a green goblin-like creature with orange armor and a large axe on the left; a small orange cat-like character with a red vest and a shield in the center; a boy with red hair and a bow on the right; and a girl with blue hair and a blue dress with a lightning bolt on the far right. The scene is set in a lush, green environment with trees and rocks.

MONSTER COMPENDIUM

BY

JUSTIN HALLIDAY

HERO KIDS

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CREDITS

Designed and written by Justin Halliday

Monster and cover art by
Eric Quigley
<http://ericquigley.com>

Additional monster art by
James Shields
Daniel Woods

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- Added monster cards
- Created Monster Compendium

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INTRODUCTION

From their earliest years, the kids of Rivenshore are trained to survive in a wild and dangerous world.

While the warriors and sword-maidens of their clan are away from the Brecken Vale protecting it from distant threats, it's up to the kids to deal with any emergencies that arise in the vale.

Each of the kids specializes in a different area, training and practicing so that they are prepared for the regular calamities that plague the inhabitants of the town.

Whether they're exploring the foreboding Darkenwold Woods, rescuing lost miners from the abandoned Mines of Martek, saving their friend from the lair of giant rats, or venturing into a fearsome minotaur's maze, the kids of Rivenshore are always ready for action and always the first to volunteer to help a friend who's in trouble.

These are Hero Kids!



BATS

Gliding silently on leathery wings, bats swoop through the darkness to prey on unsuspecting victims.

Wings in the Dark

These nocturnal creatures commonly inhabit subterranean caverns, decrepit buildings, abandoned mines, and dark forests. They sleep during the day, then take wing at dusk seeking food.

Blood-Sucking Opportunists


In the absence of ample food, bats become ravenous opportunists that lurk in dark spaces.

When presented with the chance of a meal, bats swoop on their targets to attack. Once blood is spilled, these creatures continue to attack the same target with rabid fervor. They swoop in and out of reach and harry their targets with frenzied bites.


Blackened Skies

Warding tales tell of a great flight of bats that settled in the forests of the Brecken Vale. These foul visitors stripped the crops bare, felled livestock, and feasted on the sick and frail.

When a band ventured into the forest to investigate, they found the bats roosting in withering trees. At the center of this diseased colony stood a cave, its yawning entrance black and menacing. Overcome by fear, the townsfolk burned the trees and fled the forest.




Bat




Melee Attack: Swooping Bite
Melee attack at an adjacent target.

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

Bonus Ability: Flyer
You can fly over obstacles and enemies.



Bat Swarm



Melee Attack: Swooping Bite
Melee attack at an adjacent target.

Special Action: Swarming Frenzy
Melee attacks at that all enemies that occupy spaces that you also occupy.

Bonus Ability: Flyer, Huge Swarm
You can fly over obstacles and enemies. You occupy a 2x2 square area, you can occupy spaces containing other characters, and when you are not on full health your armor pool gains 1 die.

BEGUILERS

Levitated by arcane forces, beguilers are solitary creatures, scornful and vicious in their disdain of others. Beguilers are highly intelligent, but communicate in an ancient language lost to all but the most learned scholars.

Distant Relations

True beguilers unleash devastating magical attacks from their central eye, or attack multiple enemies at once with their eye stalks. The deep beguiler is a distant cousin of the true beguiler, but life in the inky ocean depths has transformed this breed into terrifying aquatic monsters.


Lurker in the Deep

In the deep waters of the Brecken Bay lies the shattered hull of the merchant ship Marni Crest. She sailed from port to port laden with goods both mundane and exotic.


On the Marni Crest's final voyage she carried a single metal container. It stood six-foot tall and heavy chains held it fast. Some crew swore they heard movement from within. When a storm claimed the Marni Crest, the box lay in the depths until time finally broke the chains and set free its cargo.

Tribute and Tyranny

Greed and pride can drive beguilers to assert their will over lesser creatures. Ruling with uncompromising authority, beguilers take control of bands of creatures. The creatures are sent on raids to nearby settlements, with instructions to bring back valuables for the beguiler's glory.




HERO KIDS



Deep Beguiler


⚔	☐☐☐	☐☐☐	☐☐☐
🏹	☒		
🌀	☒		
🛡	☐☐☐	☐☐☐	
❤	☐	☐	☐☐
	KO	Hurt	Bruised Grazed




Melee Attack: Rending Bite
Melee attack at an adjacent target.

Special Action: Snap, Snap
Split your melee dice to make melee attacks at multiple adjacent targets.

Bonus Ability: Amphibious, Grapppler
You can move through water without penalty. When you damage a target, you can hold it adjacent to you until you release it or it damages you. While you have a target held, your attacks against that target gain 1 die, your attacks against other targets have 1 fewer dice, and you cannot hold another target.




HERO KIDS



Beguiler

⚔	☒		
🏹	☒		
🌀	☐☐☐	☐☐☐	☐☐☐
🛡	☐☐☐	☐☐☐	
❤	☐	☐	☐☐
	KO	Hurt	Bruised Grazed



Melee Attack: Eye Beam
Magic attack at a target up to 4 squares away.

Special Action: Eye Stalk Attacks
Split your magic dice to make magic attacks at multiple targets up to 4 squares away; if an attack hits, choose one of these effects:

- Target cannot move*
- Target's attacks have 1 fewer dice (at least 1)*
- Target's armor pool has 1 fewer dice (at least 1)*
- Target is pushed back up to 4 squares
- Target is knocked prone
- Target takes 1 damage

* Until the end of the target's next turn.

Bonus Ability: Flyer
You can fly over obstacles and enemies.

BOARS

Boars roam the dense forests and open plains of the vale. These adaptable creatures will feed on any food available.

Thundering Hooves


Whether driven by hunger or defending their territory, boars are fierce combatants that fight to the death. Thick hide protects them from many attacks and when an attack does strike home, it only serves to enrage the beasts. Boars use their bulk and speed to charge at enemies and impale them with vicious tusks.

River of Red

When miners recently reopened an abandoned pit high in the Druihowe Mountains, they discovered a rich vein of iron ore. In mining and refining the raw ore, the miners dumped the mine's tailings into a nearby stream, turning its once-clear waters blood-red.

This spoiled stream runs from the mountains into the Darkenwold Woods. The forest creatures that rely on the stream are corrupted by the contaminants that foul the water.

Mutated and enraged, the creatures now carry nature's fury to nearby settlements.





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Dire Boar













Melee Attack: Gore
Melee attack at an adjacent target.

Special Action: Charging Attack
If you start your turn without an adjacent enemy, you can move up to 3 squares, then make a melee attack at an adjacent target with 1 extra die.

Bonus Ability: Bloodied
When you are not on full health, your attacks gain 1 extra die.



HERO KIDS



Boar













Melee Attack: Gore
Melee attack at an adjacent target.

Special Action: Charging Attack
If you start your turn without an adjacent enemy, you can move up to 3 squares, then make a melee attack at an adjacent target with 1 extra die.

Bonus Ability: Bloodied
When you are not on full health, your attacks gain 1 extra die.

BRIGANDS

Brigands, bandits, outlaws, road agents, highwaymen, robbers, blaggards, operators. No matter what they call themselves, or what others name them, brigands prey on travelers and isolated settlements for their own gain.

Humans Gone Rogue

Brigands are normal folk who, by choice or circumstance, take their living by force. Some take to banditry through moral weakness, sadism, or greed. Others are forced to extreme measures by misfortune and dire circumstance.

Cowardly Combatants


With greed and spoil as motivation, brigands target weaker enemies and demand payment as an alternative to violence.

In combat, brigand melee fighters attack in groups to bolster each other's morale. Brigand archers prefer to keep their distance and strike enemies who are distracted or caught unaware. If the brigand's victims prove more capable than they appear (like many of the young heroes of the Brecken Vale), these bandits flee the fight to save their own lives.


Wolves on Two Legs

Brigands often enter the bounds of the vale seeking easy pickings from farmers and common folk. Others set their ambushes in the narrow mountain passes that cross the Druihowe Mountains.


Trading caravans crossing the mountains are regularly joined by groups of travelers for safety on the dangerous roads. Nefarious brigands pose as travelers to infiltrate those caravans, then turn on their fellow travelers.













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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.













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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.






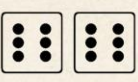
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Brigand Leader







KO

Hurt

Bruised



Melee Attack: Pummelling 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.



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Brigand Swordsman















KO

Hurt



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.

Male Names

Female Names

Abel	Apona
Bren	Bern
Crax	Caris
Darin	Denia
Earnst	Edarn
Franc	Fran
Galt	Grey
Holt	Hill
Igmar	Ingar
Jarn	Jaq
Karl	Kat
Llaryn	Lethia
Marco	Marta
Nott	Norelle
Omar	Onagh
Peirs	Peta
Quinn	Quelin
Ralph	Rach
Sten	Somia
Timmon	Tess
Ulf	Unka
Vern	Vaness
Wellan	Wilma
Xi	Xarma
Yurgen	Yumi
Zaph	Zoe

BUGBEARS


Bugbears are the bigger and uglier cousins of common goblins.

Petty Tyrants


Bugbears use their strength and relative intelligence to corral and command other goblinoids. In spite of their strength, and probably due to their intelligence, bugbears have a higher understanding of their mortality. They prefer to send their minions into battle and flee when in danger.

Raiding Season


Goblins normally inhabit the hills and mountains in the northern reaches of the Brecken Vale. The melting snows and blooming flowers of spring signal raiding season. In a 'good' season, the raids are sporadic and uncoordinated. But in 'bad' seasons, the goblin war bands are joined by ferocious bugbears, who lead these parties in devastating raids.



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Bugbear Boulderer



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

Special Action: Swinging Blows
If you have two adjacent targets that are also adjacent to each other, you can make melee attacks at both with 1 fewer dice than your ranged pool.

Special Ability: Blood-Soaked
When you are not on full health, your armor pool gains 1 extra die.

COMMONERS

The Brecken Vale is home to many settlements.

Under Pressure

The common folk of the vale are stalwart under pressure. On their own, they are no match for malicious humans or horrific monsters. But when fighting alongside others from their communities, they find deep resolve and surprising strength.

Heart of the Vale

Rivenshore, situated on the east bank of the Camarva River, is the largest settlement in the Brecken Vale and home to almost two-hundred common folk.


The town lies at the intersection of the valley's two main roads, the east-west road that runs from mountain range to mountain range, and the north-south road that runs from the isolated settlements in the north to the very tip of the eastern peninsular that encloses the Brecken Bay.

The heart of Rivenshore is the town square, which is fronted by two large buildings; the Block and Tackle tavern to the north, and the town's great hall to the east. The square features a statue of warrior king Rothgar.


Points of Light

While Rivenshore is by far the largest town in the vale, there are numerous settlements nestled in the wide valley. The largest villages are Willowsdell and Bayhaven, which both lie on the western shore of Brecken Bay.












Further afield are scores of working farms, fishing shanties, riverside mills, crooked towers, hillside homesteads, and forest-bound huts.




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Female Commoner






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












Bonus Ability: Stalwart
When you are adjacent to an ally, your attacks and defense pool gain 1 extra die.




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Male Commoner





Melee Attack: Clanging Swipe
Melee attack at an adjacent target.

Bonus Ability: Stalwart
When you are adjacent to an ally, your attacks and defense pool gain 1 extra die.

CONSTRUCTS

Constructs are ordinary materials animated by magical forces.


Bumbling Servants

Powerful mages create constructs as loyal and literal servants. Constructs assist with magical experiments, cook, clean, and protect their masters. When protecting their masters, constructs fight willfully, but clumsiness and fragile construction make them easy to defeat.


Literally Speaking

When a construct is animated, its master gives it instructions, which it follows to the best of its ability.















These instructions are usually mundane and followed without incident. But mages are notoriously absent-minded and often give incomplete or ambiguous instructions, with hilarious or dangerous results.




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Fierce Construct


			
			
			
			
			




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

Special Action: Engaged 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).

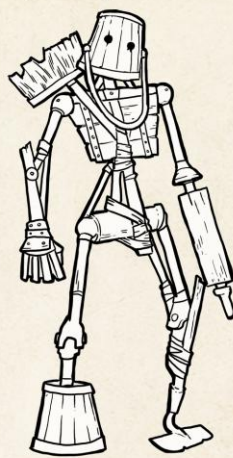


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Rickety Construct



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).

COOT AND CRONE

Twisted by misfortune or mistreatment, coots and crones fill their lives with the pain and suffering of others.

Outcasts

Crones and coots are cast out of society and live in isolation. When intruders chance upon them, they pretend to be friendly until their true evil nature is revealed.

Repairing That Which Was Broken

The townsfolk of Rivenshore know not to venture into some parts of the Darkenwold Woods. One such forbidden place is the home of a crone. This crone was once named Margret, and grew up young and beautiful in Rivenshore.

As a young woman, Margret wooed and married her sweetheart, and together they raised a sun-bright daughter, Ingret. One fateful day, Ingret wandered from home and, by all reports, simply disappeared.

Torn with regret, and wracked by suspicion and mistrust, Margret's heart shriveled and filled with blackness. Soon, her face and body twisted and stooped with this same hate. Margret fled town for the forest, where piece by piece the hate consumed the woman she once was.

Yet even a broken and hate-filled heart can be mended. And that which was lost can be found. Ingret is alive.

Long ago, she wandered into the forest. Frightened, lost, tired, and hungry, she was found by a wolf which adopted and raised her with its own pups.

Now she's the leader of a pack of wolves deep in the forest.



Coot




Magic Attack: Wracking Gesture
Magic attack at a target up to 4 squares away.


Special Action: Bickering Attacks
Split your magic dice to make magic attacks at multiple targets up to 4 squares away; if an attack hits, the target takes no damage but immediately makes their standard attack at an adjacent target of your choice.

Bonus Ability: Horrid
When defending melee attacks, your armor pool gains 1 extra die.














Crone



Magic Attack: Wracking Gesture
Magic attack at a target up to 4 squares away.

Special Action: Drawing Attack
Magic attack at a target up to 4 squares away with 1 fewer dice; if the attack hits, the target is also pulled to an empty square closer to you.

Bonus Ability: Horrid
When defending melee attacks, your armor pool gains 1 extra die.

CULTISTS

In all corners of the varld live those who devote themselves to the worship and advancement of beings of great power.

From the Shadows into the Light

Cultists work to advance the plans and power of their masters; whether they are mythical creatures, powerful elder gods, or simply charismatic mortals.

At the beginning of their plans cultists work in secret, hiding their activities. Once schemes are more developed, the cultists' plans are revealed, and their true power – and danger – is demonstrated.

Beyond the Last Breath

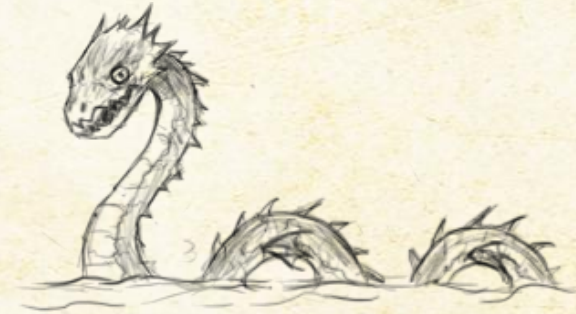
Cultists are smart enough to know when to hide their power, when to fight, and when to flee. Their fervor and dedication to their task is so strong that they find the energy for a final retaliatory attack when struck down.


Cult of Hydraxis

The Cult of Hydraxis works tirelessly and fervently to discover the remains of Hydraxis, a legendary creature renowned for its strength, guile, and intelligence. The cultists are preparing to investigate an abandoned temple deep in the forest. Finally, could this be the tomb of their idol?


From the Depths

Brecken Bay's waters are usually calm and placid, unlike the roiling ocean beyond the southern headlands. Salt-crusted fishers claim the bay is protected by a massive leviathan that patrols the ocean to the south. If the leviathan is not sated, they believe it will enter the bay and wreak havoc on the settlements that rely on the bay's bounty.






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Cultist Acolyte



Magic Attack: Arcane Bolt
Magic attack at a target up to 4 squares away.

Special Action: Arcane Leash
Magic attack at a target up to 4 squares away; if the attack hits, it deals no damage but you can push or pull the target up to 4 squares.

Bonus Ability: Fervent
When you are KO'd, you can immediately make your standard attack.



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Cultist Guard



Melee Attack: Crunching Blow
Melee attack at an adjacent target.

Special Action: Defensive Attack
Melee attack at an adjacent target with 1 fewer dice; your armor pool gains 1 extra die until the start of your next turn.

Bonus Ability: Fervent
When you are KO'd, you can immediately make your standard attack.



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Cultist Warlock



Magic Attack: Infernal Bolt
Magic attack at a target up to 4 squares away.

Special Action: Infernal Bolts
Split your magic dice to make magic attacks at multiple targets up to 4 squares away.

Bonus Ability: Fervent
When you are KO'd, you can immediately make your standard attack.



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Cultist Slinger


 
  
 
 
  




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

Special Action: Retributive Stone
If a target up to 6 squares away (but not adjacent) has attacked you since your last turn, you can make a ranged attack at that target with 1 extra die.














Bonus Ability: Fervent
When you are KO'd, you can immediately make your standard attack.




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Cultist Warrior



Melee Attack: Crunching Blow
Melee attack at an adjacent target.

Special Action: Protecting Attack
Melee attack at an adjacent target with 1 fewer dice; each adjacent allies' armor pool gains 1 extra die until your next turn.

Bonus Ability: Fervent
When you are KO'd, you can immediately make your standard attack.

DRAGONS

Legendary reptiles that inhabited the varld before civilization, dragons will inherit the varld after our fall.

Creatures Malign and Benign

Like humans, dragon-kind also embody both chaos and law, and destruction and order. Unlike humans, a dragon's inner character can be discerned from their appearance. Chromatic dragons – black, blue, green, red, and white – are evil and destructive, while metallic dragons – brass, bronze, gold, silver – are inquisitive and good-tempered. Amid this variety, all dragons are intelligent and crave treasure for their hoards.

Drexanathon: Protector, Destroyer

It is centuries since dragons last laired in the vale. But high in the Druinhowe Mountains lairs Drexanathon, an adult gold dragon who tends a clutch of eggs with his mate, Algoxarth.



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Gold Dragon









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

Special Action: Dragon Breath
Twice per encounter, make ranged attacks with 1 fewer dice than your melee pool at all targets (including enemies and allies) up to 3 squares away within a 90° arc.

Bonus Ability: Gargantuan, Flyer
You are over 20' tall and you occupy a 3x3 square area. You can fly over obstacles and enemies.



KO

Hurt

Bruised

Grazed

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Dragon Hatchling



Magic Attack: Fiery Bolt
Magic attack at a target up to 4 squares away.

Special Action: Flame Breath
Magic attacks at 2 adjacent targets that are also adjacent to each other.

Bonus Ability: Flyer
You can fly over obstacles and enemies.

KO	Hurt	Bruised
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ELEMENTALS



Elementals are the fusion of matter and spirit.

Elemental Forms





Air, Earth, Fire, and Water are the four primary elements, and each is represented as an elemental creature. The elements also combine to form hybrid elementals like the sand elemental, which is a combination of water and earth.



Elemental Power



Elementals are summoned by powerful arcane magic. Once summoned, their controller must assert power over the elemental, or else it will break free of their control and exact terrible revenge. Those elementals that have freed themselves (or been freed) from their magical shackles wander the lands seeking revenge or release.











Earth Elemental



















Melee Attack: Slam
Melee attack at an adjacent target.



Special Action: Boulder Throw
Ranged attack at a target up to 6 squares away (but not adjacent) with 1 fewer dice than your melee pool.



Bonus Ability: Huge, Earth Form, Fracture
You are over 12' tall, and you occupy a 2x2 square area. You can move through natural earth and stone. Your armor pool has 1 fewer die for each damage you take.











Air Elemental




















Melee Attack: Buffeting Strike
Melee attack at an adjacent target.

Special Action: Whirlwind Strike
Melee attacks with 1 fewer dice at all adjacent targets (including enemies and allies).


Bonus Ability: Wind Form
You can move through characters and obstacles, but must end your turn in an empty square.










Fire Elemental














Melee Attack: Flaming Strike
Melee attack at an adjacent target.

Special Action: Inferno
Melee attacks at all adjacent targets, (including enemies and allies); you take 1 damage.

Bonus Ability: Consuming, Vulnerable
Your melee pool has 1 fewer dice for each damage you take. When defending water or cold attacks, your armor pool has 1 fewer dice.

Crucible of the Elements

Buried deep within ancient mountains stand two monolithic doors, each carved with elemental runes and imbued with arcane magic. The doors open to any who approach, welcoming them into the dark corridor beyond. Once they cross the threshold, the doors close fast.

Behind these massive doors is the Crucible of Elements, a demanding rite of passage for heroes of ages past. The crucible pits heroes against four elementals, demanding that they defeat each in turn before the doors open again.

An Alabaster Tower

To the north of the Druihowe Mountains lie lands cursed by endless blue skies. Beneath this endless sky lies an equally endless expanse of parched sand; the White Sea.

The White Sea is dotted with islands of green, oases. Those surrounded by sand remain isolated spots of green. Where there is rocky ground, villages and trading towns develop.

Travelers crossing the desert roads have long reported seeing a marble-white tower through the haze. Such reports are dismissed as mirages, evidence of heat stroke, or tall tales.

Those brave, greedy, or foolish enough to investigate are battered by fierce sandstorms, and driven away, pummeled by shapes that loom out of the sandy maelstrom.

What lies within the Alabaster Tower? Surely a great treasure; one requiring powerful magical wards and elemental protection.



Sand Elemental

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	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>


KO
Hurt
Bruised



Melee Attack: Pummel
Melee attack at an adjacent target.

Special Action: Cascade
Move up to 4 squares, including through spaces occupied by other characters; melee attack with 1 die all targets along the path (including enemies and allies).


Bonus Ability: Huge, Earth Form
You are over 12' tall, and you occupy a 2x2 square area. You can move through natural earth and stone.



Water Elemental

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KO
Hurt
Bruised



Melee Attack: Crashing Strike
Melee attack at an adjacent target.

Special Action: Tsunami
Once per encounter, make ranged attacks with 2 dice at all targets (including enemies and allies) up to 3 squares away within a 90° arc.

Bonus Ability: Water Form, Vulnerable
You can move through water or air, and you can squeeze through small spaces. When defending fire attacks, your armor pool has 1 fewer dice.

FIRESTARTER


No one knows how or why certain individuals develop their magical power.

Born of Magic

In some cases, they are born from parents who themselves can control magic. These children of magic exhibit their ability at an early age, then with nurture and training control and develop their power.



Born of Fire











In others, magical power is not immediately apparent, and it's not until later in life that their true power is revealed. Often this magical power surges uncontrollably in times of great stress or danger.



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.

FLAMING SKULL

The rulers of old sought enduring protection for their tombs.

In the Darkness


What better protection than a disembodied skull, fueled by malevolent arcane forces, compelled to destroy all intruders?

Barrow of the Dead

On the southern headland that borders the Brecken Bay lie four mounds in a line, each larger than the last. These are barrows, burial tombs of a line of ancient queens and kings.

The tombs are protected by superstition, devious traps, and fearsome arcane guardians.



*The dusty stone corridor stretches into blackness.
In the distance a light appears, warm red and flicking. With it comes a sharp chattering sound...*



HERO KIDS

Flaming Skull





Melee Attack: Crackling Butt
Melee attack at an adjacent target.

Special Action: Immolate
Melee attacks at all adjacent targets (including enemies and allies); you take 2 damage.

Bonus Ability: Flyer, Vulnerable
You can fly over obstacles and enemies. When defending water or cold attacks, your armor pool has 1 fewer dice.

FOXES

Deep in the Darkenwold Woods exist societies of woodland creatures that are more human than animal.

Cunning and Ruthless

Fox-kind see themselves as the natural and correct rulers of all animal-kind. But their combination of scornful intelligence and terrible ruthlessness makes them cruel masters.

In the Henhouse

While all animal-kind prefer the sanctuary of the Darkenwold Woods, their skirmishes can spill from the woods into the wider vale. The foxes, along with their weasel and ratling allies, wage continuous war against the peaceful animal-kind tribes; mice, ferrets, badgers, otters, shrews, ocelots, wombats, squirrels, and turtles. These antagonist's attacks drive the other animal tribes from the forest to seek sanctuary.



HERO KIDS



Fox Sharpshooter



⚔	☒
🏹	☒
🌀	☒
🛡	☒
♥	☒

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

Special Action: Aimed Shot
If you start your turn without an adjacent enemy, you can use your entire turn to make a ranged attack at a target up to 6 squares away with 1 extra die.

Bonus Ability: Cunning
When an attack against you resolves, you can immediately move 1 square.



HERO KIDS



Fox Warrior



⚔	☐	☐
🏹	☒	☒
🌀	☒	☒
🛡	☐	☐
♥	☐	☐

Melee Attack: Stabbing Attack
Melee attack at an adjacent target.

Special Action: Deceptive Attack
If you have at least two adjacent enemies, you can nominate two of these to be potential targets of your melee attack. Both targets roll their defense dice first, and you can then choose which is the actual target of the attack.

Bonus Ability: Cunning
When an attack against you resolves, you can immediately move 1 square.



HERO KIDS



Fox Wizard



⚔	☒
🏹	☒
🌀	☐
🛡	☐
♥	☐

Magic Attack: Devious Blast
Magic attack at a target up to 4 squares away.

Special Action: Deceiving Form
Create an illusory copy of yourself. While in this form, your armor pool gains 1 extra die and your magic pool has 1 fewer dice. The illusory form is dispelled when you take damage.

Bonus Ability: Cunning
When an attack against you resolves, you can immediately move 1 square.

FROGLINGS

The low-lying swamps of the Brecken Vale are home to amphibious froglings.

Tribal Society

Froglings live in tribal groups, led by a strong chief. Frogling society values prowess in battle above all else, and although they lack the means to work metal, they claim weapons and armor from defeated foes.

Aquatic Builders

Family groups of froglings construct huts and lodges in the swamps and use elevated walkways, pools, and underground rivers to quickly traverse their settlements.

Scourge of the South Road

The south road from Rivenshore passes close to a great swamp on the east side of the bay; the Singing Marsh. Tired travelers might be tempted to make camp here, reassured by the distant melody of frog-calls. They are wrong.

Spawning Pools of the River Gods

As the froglings' time of spawning nears, they leave their communities and strike out to find distant pools, ponds, and swamps where they lay their eggs.


Hatchlings grow quickly, and within months this new band of froglings emerge from the spawning pools to build a new settlement.

Frogling Names


Bloz	Burp
Clob	Derp
Duth	Ergh
Gaph	Glurt
Glumph	Klup
Lutz	Mott
Plurb	Rurb
Whuz	Zub



HERO KIDS



Frogling Chieftain




Melee Attack: Croaking Strike
Melee attack at an adjacent target.

Special Action: Empowering Croak
Allies' attacks gain 1 extra die until your next turn.


Bonus Ability: Amphibious
You can breathe water and air, and move through water without penalty.




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KO Hurt Bruised



HERO KIDS



Frogling Hatchling



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



Frogling Shaman



Magic Attack: Echoing Croak
Magic attack at a target up to 4 squares away.

Special Action: Mire
Swampy water rises from the ground to a depth of two feet. The water counts as an obstacle.

Bonus Ability: Amphibious
You can breathe water and air, and move through water without penalty.



HERO KIDS



Frogling Hunter



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

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



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.

GARGOYLE



Gargoyles are guardians that hide in plain sight; flanking stone doors, crouched on battlements, amid overgrown statuary.

Minor Elementals




Much like their bigger cousins the earth elementals, gargoyles are animated stone. While neither truly alive or dead, they can remain motionless for millennia, then spring into deadly action in a single moment. The enduring tedium of their task is released explosively and cruelly when an intruder finally crosses their path.

Masters of Disguise



Gargoyles have as many forms as there are statues. Their traditional form is of a crouching monster, but they disguise themselves to fit in with their surroundings and other statues.





Gargoyle






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





Special Action: Diving Attack
If you start your turn without an adjacent enemy, you can move up to 4 squares and then make a melee attack at an adjacent target with 1 extra die.



Special Ability: Flyer, Stoneshape
You can fly over obstacles and enemies. While motionless, you look like a stone statue.





GHOST

The path to the far realm is not always straightforward, and the spirits of some creatures hold tight to this varld.


Spirits of the Dead

When a creature dies, its spirit travels to the far-varld. In some cases however, the spirit remains attached to this varld, unable or unwilling to pass from this varld to the next.


Haunting

Regret, remorse, and guilt torture the ghost and bind it to their tomb, or the area close to the cause of their obsession.

Ghosts can be defeated through physical force, but this is usually temporary, with the ghost soon manifesting again. The most effective way to cleanse a haunting is to find and resolve the cause of the ghost's lament, freeing its spirit.



Ghost



Melee Attack: Spectral Swipe
Melee attack at an adjacent target.



Special Action: Phase Attack
Teleport up to 4 squares and make a melee attack at an adjacent target.



Bonus Ability: Incorporeal
You can move through characters, walls, and obstacles, but must end your turn in an empty square. Additionally, you are only damaged by attacks that roll a 6 on an attack die.





GIANTS

Giants are the living vestiges of ages before this one. Their forebears crafted titanic statues, constructed bridges spanning dizzying crevasses, and carved soaring vaults from solid rock.

Turn of the Wheel

But the great wheel of time turned, the age of the giants waned, and new races and species rose in the varld. Their soaring edifices and deep tombs fell to ruin. Then, after an age, their monuments were rediscovered and reclaimed.

High and Low

Displaced by the rise of other cultures, giants retreated to the hills and mountains, where their altitude reflects their status.

Lowland giants are dull-witted and ill-treated, while those that inhabit the snow-covered and storm-wracked peaks are quick-thinking and powerful leaders.

Giant Names

Lowland giants choose short, guttural names, while the names of higher giants are more complex, yet still raw and jagged.

Male Names	Female Names
Brog	Brega
Ersus	Flula
Glockus	Grentha
Jurg	Loka
Slogar	Rabas
Vilbos	Tiba

Cyclopean

Cyclops are giant-kin. In ages past, a clan of giants schemed and plotted against their god, the All-Father, seeking to raise their station. For their crime, the giants of this clan each lost an eye, and with it the All-Father took back from them the gift of foresight.

Bereft and aimless, cyclops wander the foothills, hunting and raiding, yet forever incapable of raising their station.

Monocular Vision

Cyclops' single eye robs them of the combat prowess of their brethren, yet they remain formidable enemies. Those normal folk who have faced cyclops in battle and lived, learned quickly to keep moving or be subject to their full strength.



Ettins


Like cyclops, ettin are giant-kin. And like their kin-folk the cyclops, ettins tried, but failed, to treat with the gods.

Dissatisfied with their lot, they came up with a plan, like this:
“Problem iz, weez not smart enough. We go to da All-Father, and he’ll make us least twice as smarter!”


The results of their earnest petition were entirely predictable.

Bickering Cretins


The ettin’s extra head has created a belligerent and argumentative figure, even on their own. Maddened by their constant antagonistic companionship and yearning fresh company, ettins are unusually talkative.



HERO KIDS



Ettin Giant



Melee Attack: Brutal Attack
Melee attack at an adjacent target.

Special Action: Double Attack
Melee attacks at two adjacent targets.

Special Ability: Huge
You are over 12’ tall, and you occupy a 2x2 square area.

Melee Attack: 3 dice

Ranged Attack: 0 dice

Special Action: 0 dice

Special Ability: 3 dice

Heart: KO, Hurt, Bruised

Hill Giants

Hill giants are the lowest of true giants, just marginally higher than ettin and cyclops.

Brutal and Brutish

Lairing in the hills and mountain foothills, hill giants live in damp caves or rough-made mountain steadings.

From their bases, hill giants strike out at any and all targets; lonely farmsteads, passing caravans, and even palisade-ringed hill towns. They raid for food and the satisfaction of their own brutal self-importance.

Hill giants have a simple life philosophy; if it’s smaller than you, take its stuff and eat it.



HERO KIDS



Hill Giant



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

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

Special Action: Sweeping Blow
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.

Special Ability: Huge
You are over 12’ tall, and you occupy a 2x2 square area.

Melee Attack: 3 dice

Ranged Attack: 2 dice

Special Action: 0 dice

Special Ability: 3 dice

Heart: KO, Hurt, Bruised

GLADIATORS

From timeless stone stadia to dusty sand pits, gladiators fight for money and glory.

Free Folk and Fair

The ruler of the vale and surrounding lands is distant, but some decrees reach across the leagues.

Gladiatorial battles operate under franchise, with strict rules that guarantee all combatants are free-folk, of sound mind, and that the battles are to submission, not to death.

Exotic Entertainment


Gladiatorial games comprise a variety of themed entertainments, including marquee duels between champion and villain gladiators, battle-royales of half-a-dozen or more combatants, re-enactments of historical battles, chariot races, and battles against exotic beasts.

Travelling Shows


The smaller gladiatorial troupes are travelling circuses, moving between towns and villages. In larger cities, circuses hold regular events in huge stadia. In both cases the games are a mix of contract combatants and brave locals who seek to make their name in front of the masses.

Trial by Combat


Local community courts can direct the guilty to pay reparations to their victims. If the guilty cannot pay, they may choose to enter the games to work off their debt.



HERO KIDS














Gladiator Archer




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


Special Action: Rapid Shots
Split your ranged dice to make ranged attacks at multiple targets up to 6 squares away (but not adjacent).

Bonus Ability: Bloodied
When you are not on full health, your attacks gain 1 extra die.


	
	
	
	
	
	



HERO KIDS















Gladiator Champion



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

Special Action: Staggering Cuts
Melee attack at an adjacent target with 1 fewer dice; the target is also pushed back 1 square and you move into its square.

Bonus Ability: Bloodied
When you are not on full health, your attacks gain 1 extra die.



HERO KIDS



Gladiator Net Fighter



Melee Attack: Trident Stab
Melee attack at an adjacent target.

Special Action: Net Throw
Ranged attack at a target up to 2 squares away using your melee pool; if the attack hits, the target takes no damage but is trapped in your net. Trapped characters can only move 1 square, their attacks and armor pool have 1 fewer dice (at least 1). Trapped characters can use their entire turn to remove the net, which you can then recover.

Bonus Ability: Bloodied
When you are not on full health, your attacks gain 1 extra die.



HERO KIDS



Gladiator Shieldwall



Melee Attack: Crunching Hit
Melee attack at an adjacent target.

Special Action: Defensive Wall
Use your entire turn to set a shield wall. Until your next turn, you can only be damaged by attacks that roll a 6 on an attack die.

Bonus Ability: Bloodied
When you are not on full health, your attacks gain 1 extra die.



HERO KIDS



Gladiator Novice



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

Special Action: Defensive Strokes
Melee attack at an adjacent target with 1 fewer dice; your armor pool gains 1 extra die until your next turn.

Bonus Ability: Bloodied
When you are not on full health, your attacks gain 1 extra die.



HERO KIDS



Gladiator Villain



Melee Attack: Brutal Attack
Melee attack at an adjacent target.

Special Action: Brutal Blades
Split your melee dice to make melee attacks at multiple adjacent targets.

Bonus Ability: Bloodied, False Death
When you are not on full health, your attacks gain 1 extra die. When you are KO'd for the first time, on your next turn you return to Hurt.

GOBLINS

What goblins lack in size, they more than make up for with sheer concentrated evil.

Never Trust a Goblin

While goblins value life little, they will also do almost anything to preserve their own even for a moment longer. They will lie, cheat, flee, and even throw their friends and allies in front of a blade (or fireball).

Ruled By the Biggest and Meanest

Goblins only respect size and strength. Goblin bands are ruled by the largest and fiercest of their number, by one of their larger kin, or even by a human depraved enough to exert their will over such creatures.

Lairing in Caves and Tunnels


Goblins prefer to lair in labyrinthine caves, which they defend with elaborate traps and snares. Goblins set up staged sentry points, then they fall back deeper into their lairs to lure enemies into their traps. However, goblins are also incredibly lazy, so sentries are as likely to be asleep at their post as they are to be doing their jobs.

Expendable Foot Soldiers


Goblins are a seemingly endless resource, somehow spawned from pure chaos and evil and strewn across the varld to engage in wanton destruction until their own glorious demise.

Goblin Names


Brak	Crot	Crump
Gleer	Glyg	Gnax
Gon	Gresh	Grox
Hik	Keeg	Krez
Kug	Nox	Nub
Pic	Pelk	Pok
Puk	Pun-Pun	Shosh
Slag	Smax	Smet
Snard	Splunt	Strag
Thag	Thras	Tubs













HERO KIDS



Goblin Archer



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

Special Action: Sneaky Shot
If a target within 6 squares (but not adjacent) has made an attack that does not target you since your last turn, you can make a ranged attack at it with 1 extra die.

Bonus Ability: Scamper
When you've been attacked since your last turn, you can move 2 extra squares.



HERO KIDS



Goblin Jabber



Melee Attack: Jabby Jab
Melee attack at an adjacent target.



Special Action: Sneaky Attack
If an adjacent target has made an attack that does not target you since your last turn, you can make a melee attack at it with 1 extra die.



Bonus Ability: Scamper
When you've been attacked since your last turn, you can move 2 extra squares.



HERO KIDS



Goblin Stabber



Melee Attack: Stabby Stab
Melee attack at an adjacent target.



Special Action: Sneaky Attack
If an adjacent target has made an attack that does not target you since your last turn, you can make a melee attack at it with 1 extra die.



Bonus Ability: Scamper
When you've been attacked since your last turn, you can move 2 extra squares.



HERO KIDS



Goblin Shaman



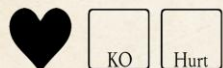
Magic Attack: Gobi Snot Magic
Magic attack at a target up to 4 squares away.



Special Action: Repulsive Snot Burst
Magic attacks with 1 die at all adjacent targets (including enemies and allies); if an attack hits, the target takes no damage but is pushed back 5 squares.



Bonus Ability: Scamper
When you've been attacked since your last turn, you can move 2 extra squares.



HERO KIDS



Goblin Warrior



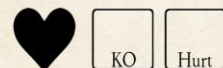
Melee Attack: Slashy Slash
Melee attack at an adjacent target.



Special Action: Sneaky Attack
If an adjacent target has made an attack that does not target you since your last turn, you can make a melee attack at it with 1 extra die.



Bonus Ability: Scamper
When you've been attacked since your last turn, you can move 2 extra squares.



GORILLAS

Creatures large and small inhabit the forests and jungles of the world. In the thick and steaming jungles of the west, the most fearsome creatures are the gorillas.

Defenders of their Home


Fiercely territorial, gorillas are ferocious fighters whose prowess only increases as their enemies grow in number.

Gorillas are equally at home on the ground and in trees. They make their homes in caves, cliffs, and towering treetop canopies deep in the jungle.













King of the Jungle


In bustling jungle ports and trading towns, locals and visitors speak of a legendary gorilla unlike all others; white of fur instead of black, towering twice the height of a normal man, and with four arms each strong enough to tear the limbs off mature trees.

The legendary creature – the gorillian – is said to live in a lost temple deep in the jungle. The temple's ancient secrets await whoever can find a way past its guardian...



Gorilla


  
 
 
  
  


















Melee Attack: Slamming Attack
Melee attack at an adjacent target.


Special Action: Double Slams
Split your melee dice to make melee attacks at multiple adjacent targets.

Special Ability: Climber, Ferocious
When you're adjacent to a wall, you can climb over enemies or obstacles. When you have two or more enemies adjacent to you, your attacks gain 1 die.



Gorillian



Melee Attack: Slamming Attack
Melee attack at an adjacent target.

Special Action: Quad Slams
Split your melee dice to make melee attacks at multiple adjacent targets.

Special Ability: Climber, Ferocious
When you're adjacent to a wall, you can climb over enemies or obstacles. When you have two or more enemies adjacent to you, your attacks gain 1 die.

GUARDS

While small settlements rely on sheriffs and constables to maintain law and order, large towns and cities employ guard companies. Private guards are also hired to protect travelling caravans and nobles with an abundance of gold and enemies...

The Preservation of Order

By their nature, guards work to preserve the power and position of their paymasters. In towns and cities, they maintain the order of the status quo. In traveling caravans, they work to ensure the safe passage of their employers. In the service of nobles, private guard contingents protect their wealthy employers from the anger of the poor and downtrodden, or the machinations of rich rivals.

Corruptible

Guards come to the service from all stations. Some are low-born, seeking a decent living; others are born to high station, but down the line for an inheritance.

The low, the high, and those in the middle are all corruptible. Whether through greed or by blackmail, guards can be compromised and bent to the will of others.

Watchers by Day and by Night

City guards maintain posts and patrol both day and night. By day they patrol the streets, watch from walls, and guard the gates. At night, the gates are closed, but men and women of the city guard look out from walls and patrol the streets, alert for any sign of lawbreakers working under the cloak of darkness. Distant screams, breaking glass, or quickening footsteps draw their attention.



Guard Captain




Melee Attack: Pacifying Blow
Melee attack at an adjacent target.

Special Action: Restraining Grab
Melee attack at an adjacent target; if the attack hits, the target takes no damage but is restrained. The restrained character's armor pool has 1 fewer dice, and they can only use their entire turn to break free.

Bonus Ability: Commander, Aggravated
On your turn you can move an ally up to 2 squares. When you miss an enemy with an attack, your next attack gains 1 extra die if it is against that enemy.














Guard Nightwatch



Melee Attack: Weary Attack
Melee attack at an adjacent target.

Special Action: Restraining Grab
Melee attack at an adjacent target; if the attack hits, the target takes no damage but is restrained. The restrained character's armor pool has 1 fewer dice, and they can only use their entire turn to break free.

Bonus Ability: Aggravated
When you miss an enemy with an attack, your next attack gains 1 extra die if it is against that enemy.



HERO KIDS



Guard Recruit



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

Special Action: Knockdown Attack
Melee attack at an adjacent target with 1 fewer die; if the attack hits, the target is also knocked prone.

Bonus Ability: Aggravated
When you miss an enemy with an attack, your next attack gains 1 extra die if it is against that enemy.



HERO KIDS



Guard Spear Bearer



Ranged Attack: Arcing Spear
Ranged attack at a target up to 6 squares away.

Special Action: Tripping Sweep
Melee attack at an adjacent target using your ranged dice; if the attack hits, the target takes no damage but is knocked prone.

Bonus Ability: Versatile, Aggravated
You can use your ranged attack against adjacent enemies without penalty. When you miss an enemy with an attack, your next attack gains 1 extra die if it is against that enemy.



HERO KIDS



Guard Sharpshooter



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

Special Action: Pinning Bolt
Ranged attack at a target up to 6 squares away (but not adjacent) with 1 fewer die; if the attack hits, the target also cannot move on its next turn.

Bonus Ability: Aggravated
When you miss an enemy with an attack, your next attack gains 1 extra die if it is against that enemy.



HERO KIDS



Guard



Melee Attack: Crunching Blow
Melee attack at an adjacent target.

Special Action: Knockdown Attack
Melee attack at an adjacent target with 1 fewer die; if the attack hits, the target is also knocked prone.

Bonus Ability: Aggravated
When you miss an enemy with an attack, your next attack gains 1 extra die if it is against that enemy.

HELM KNIGHT

Like other constructs, helm knights are created by powerful mages who imbue ordinary armor with potent magic.

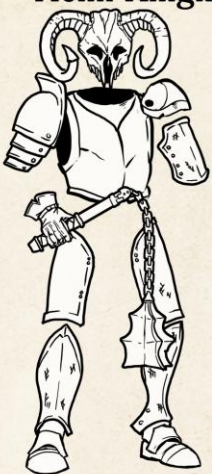

Tireless Guardians

Due to the enormous resources required for their crafting, helm knights are reserved for the most important tasks.















The creator of a helm knight uses a secret password to instruct it. Instructions may be to guard the inner sanctum of a mage's tower, protect a tomb filled with the riches of an extinct family line, or tirelessly escort a living person.

Relentless Hunter

When fearing for their lives, mages have programmed their helm knights to relentlessly track down and kill an individual in the event of the mage's death.



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, your armor pool gains 1 extra die.

HYDRA

Hydra are monstrous three-headed magical reptiles.

Versatile and Formidable



Fearsome enemies, hydra can attack up to three opponents with crackling magic, streaking fireballs, or rending bites.

Dormant, Not Dead


















Hydraxis is known by many names; scourge of the vale, eater of the future, and the slumbering one.

One-hundred and twelve years ago Rothgar, the last warrior king of the Brecken Vale, did battle with Hydraxis. Rothgar managed to sever two of the beast's ravenous heads, but could not finish the job before the beast fled.

Hydraxis has lain dormant for a hundred years. Its growing power now draws other creatures, who search for its lair.



Hydra

Special Action: Triple Attack
Make one attack for each remaining head (each head must use a different attack type and target a different character):

- Melee attack at an adjacent target.
- Ranged attack at a target up to 6 squares away (1 fewer dice against adjacent targets).
- Magic attack at a target up to 4 squares away.

Bonus Ability: Huge, Triple Headed
You are over 12' tall, and you occupy a 2x2 square area. You have three heads; twice when you take damage you can instead choose to lose the ability to use one of your heads.

KNIGHTS

Knights, both titled and self-styled, dedicate both sword and life to the service of their principles or lord; whether kings, queens, or another form of leader.

Under a Banner

Titled knights are traditionally given titles and lands by their lord or inherit from their family. With the title comes the knight's banner, which is the graphical symbol of their title. Knight's banners may be a family coat of arms, a graphical device such as a fleur-de-lis or rampant dragon, or a combination of shapes on a colored background.

Questing and Errant Knights

Heroic knights undertake arduous and dangerous quests to prove their bravery and worth. While some quests seek to recover powerful relics from distant lands, knights have entered the vale to tackle more immediate dangers, such as to end the scourge of a rampaging wyvern.

Unlike questing knights, knights-errant rove the land in search of adventure and worthy opponents.

Black Knights

Black knights paint their armor and conceal their banner. These mysterious knights may be doing the evil bidding of their lord, or have lost their lord, leaving them masterless. A black knight is a formidable adversary, well trained, well armed, and without fear of retribution.


Knightly Orders

Ordinary warriors and titled knights may join orders like the Knights of Bane or the Order of the Invincible Sun. Such orders, when large and wealthy enough, rival the standing armies of established nation-states.


On the Hunt

Astride a white horse, Ser Anjon Morton rode into the Brecken Vale. His quest had taken him across hundreds of leagues, from mountain peak to mountain peak, following a trail of destruction left by the beast.


Now, ringed by towering mountains, he guides his mount towards the distant town. There he will seek assistance – from any able-bodied soul – to track the creature to whatever lair it now darkens.

















HERO KIDS



Knight Blaggard



Melee Attack: Formidable Strike
Melee attack at an adjacent target.

Special Action: Strikeback Attack
If an adjacent target has attacked you since your last turn, you can make a melee attack at that target with 1 extra die.

Bonus Ability: Controller
After you make an attack, you can move an adjacent character 1 square and you can move 1 square.



HERO KIDS



Knight Errant



Melee Attack: Formidable Strike
Melee attack at an adjacent target.

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

Bonus Ability: Controller
After you make an attack, you can move an adjacent character 1 square and you can move 1 square.



HERO KIDS



Knight of the Invincible Sun



Melee Attack: Searing Strike
Melee attack at an adjacent target.

Special Action: Strikeback Attack
If an adjacent target has attacked you since your last turn, you can make a melee attack at that target with 1 extra die.

Bonus Ability: Controller, Sol Invictus
After you make an attack, you can move an adjacent character 1 square and you can move 1 square. When an attack against you misses, all adjacent enemies are pushed back 1 square and knocked prone.



HERO KIDS



Knight of Bane



Melee Attack: Formidable Strike
Melee attack at an adjacent target.

Magic Attack: Baneful Blast
Magic attack at a target up to 4 squares away.

Special Action: Dual Attacks
Melee attack at an adjacent target and magic attack at a different target up to 4 squares away.

Bonus Ability: Controller
After you make an attack, you can move an adjacent character 1 square and you can move 1 square.

KOBOLDS

Kobolds are tiny sniveling dragon-kin who worship their larger dragon cousins.

Swarming Bullies

While a single kobold is little more than a nuisance, these creatures travel in large packs that band together to bring down larger foes.

Dragon-Winged Scrappers

While most kobolds have few hints of their draconic lineage, some rare few are born with leathery wings. While their brethren stay on the ground, these airborne kobolds harry their enemies from above.


Within the Dragon's Lair

Kobolds are slowly yet inexorably drawn to the power of the nearest dragon.


Metallic dragons who find their lairs infested with kobolds barely tolerate their presence. However, when these kobolds find and inhabit the lair of a chromatic dragon, they are put to work to do the dragon's vile bidding.

Tributes












Kobolds raid and steal to gather tribute for their dragon masters. But greed also compels them to take for themselves, building tiny hoards in imitation of their kin.




HERO KIDS



Kobold Jabber


		
		
		
		
		




Melee Attack: Jabbing Thrust
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



Kobold Marauder



Melee Attack: Hacking Attack
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



Kobold Shaman



Magic Attack: Dragon Spark
Magic attack at a target up to 4 squares away.

Special Action: Dragon Roar
Magic attacks with 1 die at all adjacent targets (including enemies and allies); if an attack hits, the target takes no damage but is pushed back 5 squares.

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



HERO KIDS



Kobold Swiftwing



Melee Attack: Jabbing Thrust
Melee attack at an adjacent target.

Special Action: Diving Attack
If you start your turn without an adjacent enemy, you can move up to 4 squares and then make a melee attack at an adjacent enemy with 1 extra die.

Bonus Ability: Flyer, Bully
You can fly over obstacles and enemies. When you are adjacent to an ally, your attacks gain 1 extra die.



HERO KIDS



Kobold Slinger



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

Special Action: Reckless Attack
Ranged attack at a target up to 6 squares away (but not adjacent) with 1 extra die, but 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



Kobold Warrior



Melee Attack: Snarling Slash
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.

LIZARDKIN

Lizardkin are primitive scaly reptilian humanoids who inhabit steaming jungles and swamps.

Primitive Societies

Lizardkin society is similar to human society, albeit in a primitive form. Kinfolk harness fire to forge crude, yet effective, weapons and armor, and adorn themselves with charms and talismans to gain favor from their gods.

Varied Scales, Varied Societies

The tribes of lizardkin are characterized by the color of their scales, with greenscale kin living in jungles, blackscale in swamps, and dragonscale for those who inhabit mountainous regions close to their dragon cousins.

Lizardkin are neither inherently good or evil, nor creatures of chaos or order. The one defining characteristic of their societies is that most lizardkin reject contact with other groups, preferring to remain with their own kind.

Rare Adventurers

Lizardkin commonly speak draconic. A rare few leave their communities to trade or venture with other races. These lizardkin learn the common tongue, but live with rampant xenophobia from other races.

River Raiders


Like many reptiles, lizardkin are comfortable in water and can hold their breath for several minutes. These scaly kin use this ability to stage raids on riverside settlements.

Fierce Marauders

Unlike some belligerent inhabitants of the vale, lizardkin are almost as intelligent as human-folk. In times of strife, their war chiefs are cunning strategists, and the battle-prowess of ordinary lizardkin is legendary. Many an opponent has been felled by an unexpected strike from one of these creatures' whipping tails.

Shaman Leaders

While warriors lead raids and defense of lizardkin settlements, shamans are the true leaders of each tribe. These shamans claim divine guidance from their scaled gods. Normal lizardkin are highly superstitious, and their fear of magic makes them easy to manipulate.



HERO KIDS
Lizardkin Archer

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

Special Action: Arrow-Split Attack
Split your ranged dice to make ranged attacks at multiple targets up to 6 squares away (but not adjacent).

Bonus Ability: Tail Strike
When you are hit by a melee attack, you can immediately make a melee attack with 1 die at an adjacent target.

Icons: Sword, Bow, Fire, Shield, Heart, KO, Hurt



HERO KIDS



Lizardkin Savage



Melee Attack: Pounding Attack
Melee attack at an adjacent target.

Special Action: Pouncing Attack
Move up to 4 squares, make a melee attack at an adjacent target, then move up to 4 squares.

Bonus Ability: Tail Strike
When you are hit by a melee attack, you can immediately make a melee attack with 1 die at an adjacent target.



HERO KIDS



Lizardkin War Chief



Melee Attack: Smashing Attack
Melee attack at an adjacent target.

Special Action: Double Strikes
Split your melee dice to make melee attacks at multiple adjacent targets.

Bonus Ability: Tail Strike
When you are hit by a melee attack, you can immediately make a melee attack with 1 die at an adjacent target.



HERO KIDS



Lizardkin Shaman



Magic Attack: Primal Whip
Magic attack at a target up to 4 squares away.

Special Action: Primal Shackles
Magic attack at a target up to 4 squares away with 1 fewer dice; if the attack hits, the target also cannot move on their next turn.

Bonus Ability: Tail Strike
When you are hit by a melee attack, you can immediately make a melee attack with 1 die at an adjacent target.



HERO KIDS



Lizardkin Warrior



Melee Attack: Stabbing Attack
Melee attack at an adjacent target.

Special Action: Staggering Attack
Melee attack at an adjacent target with 1 fewer dice; if the attack hits, the target's attacks also have 1 fewer dice until the end of their next turn.

Bonus Ability: Tail Strike
When you are hit by a melee attack, you can immediately make a melee attack with 1 die at an adjacent target.

MINOTAUR

Minotaurs are fierce beasts whose sole purpose is to hunt and devour those who trespass in their infernal mazes.

Mythical Beasts

The origin of these beasts is lost in the mists of time. Perhaps they are the abominable fusion of man and beast, the physical manifestation of infernal rage and ferocity, or the monstrous result of a failed ritual that sought to imbue beastlike power into mortal men.

Masters of Mazes

Minotaurs care for only one thing; the thrill of hunting other creatures. They retreat to tangled cave systems, overgrown forests, winding alleys, and maze-like ruins. Here, minotaurs use treasure to lure the brave or foolish into their labyrinths.



HERO KIDS



Minotaur



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

Special Action: Charging Attack
If you start your turn without an adjacent enemy, you can move up to 3 squares, then make a melee attack at an adjacent target with 1 extra die.

Bonus Ability: Enraged
When you're Hurt, you can move 2 extra squares.

✂️ [3 dice] [3 dice] [3 dice]

🏹 [X] [X]

👤 [X] [X]

🛡️ [3 dice] [3 dice]

❤️ [KO] [Hurt] [Bruised] [Grazed]



MUMMIES

Mummies are the petrified remains of pharos, pharae, and their protective guardians. They lie dormant for hundreds or even thousands of years, until disturbed.

Terrifying Remnants

Most who venture into the great tombs are never seen again. Some lucky few emerge alive, reporting terrifying creatures that wield vile arcane power. Still fewer emerge alive bearing precious jewelry, lost scrolls, and ancient scepters.

White Peaks on White Sea


At the far northern reach of the White Sea lies the fertile river delta of the Gyptian people. In ancient times, the pharos and pharae of the Gyptians built soaring temples and monuments to inter their dead.

These temples and monuments were constructed from shining white marble. Quarried in distant lands, it was hauled and shipped across roads and seas, then stacked into gleaming white edifices.


Temples and Tombs

Gyptian tombs were constructed with trap-laden passages and hidden chambers to protect the innermost treasure chambers and burial rooms.
















Gold-gilt sarcophaguses are tempting lures for greedy graverobbers, but they contain a terrifying surprise.




HERO KIDS



Mage King Mummy







Magic Attack: Talon Rake
Magic attack at a target up to 4 squares away.

Special Action: Prey of Horus
Magic attacks at all targets within 6 squares (including enemies and allies). Each time you do this, your magic pool is reduced by 1 die.













Bonus Ability: Terrifying
Enemies must spend 2 squares of movement for each square they move closer to you.




HERO KIDS



Plague Mummy





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

Special Action: Locust Storm
Once per encounter, you can make ranged attacks at all targets within 6 squares (including enemies and allies).

Bonus Ability: Terrifying
Enemies must spend 2 squares of movement for each square they move closer to you.



HERO KIDS



Warrior King Mummy

⚔	●●●	●●●	●●●
🏹	⊗		
👤	⊗		
🛡	●●●	●●●	
❤	□	□	□
	KO	Hurt	Bruised



Melee Attack: Decrepit Strike
Melee attack at an adjacent target.

Special Action: Withering Strike
Melee attack at an adjacent target with 1 fewer dice; if the attack hits, you also remove 1 wound.

Bonus Ability: Terrifying
Enemies must spend 2 squares of movement for each square they move closer to you.



HERO KIDS



Warrior Prince Mummy

⚔	●●●	●●●
🏹	⊗	
👤	⊗	
🛡	●●●	
❤	□	□
	KO	Hurt



Melee Attack: Decrepit Strike
Melee attack at an adjacent target.

Special Action: Withering Strike
Melee attack at an adjacent target with 1 fewer dice; if the attack hits, you also remove 1 wound.

Bonus Ability: Terrifying
Enemies must spend 2 squares of movement for each square they move closer to you.



PIRATES

Whether running black sails or flying a skull flag, the signs of a pirate vessel strike fear into seafarers and landlopers alike.

Rabble

Pirates come from all corners of the varld. Pirate bands are places where anyone can find their place, where strength, skill, guile, and flexible morals are more valuable than family lineage or authority from remote rulers.

The Land with No Lord

The civilized lands are places where order has displaced chaos, pushing back the darkness just far enough to carve out a farmstead, a hamlet, a village, a town, or a city.

But the sea knows no order, and no king has tamed its chaos.


Sea Wolves

Pirate crews ply the open seas, preying on shipping and, occasionally, venturing onto land to raid coastal settlements. Pirates spend their plunder carousing at 'free' ports, before setting sail to again raise their fortunes.


Those pirate ships that don't dock at free ports hold other harbors, whether hidden coves, cliff-bound caves, or floating raft-wrecks.

Ghost Ships


One side effect of stealing and spending a great deal of looted treasure is that pirates accumulate a huge range of boons, banes, and curses.














HERO KIDS



Pirate 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 it with 1 extra die.


Bonus Ability: Timid
When you are engaged, your attacks have 1 fewer dice (at least 1).















HERO KIDS



Ghost Pirate Captain



Melee Attack: Cutlass Slash
Melee attack at an adjacent target.

Magic Attack: Flaming Bolt
Magic attack at a target up to 4 squares away.

Special Action: Captivating Gaze
Magic attack at a target up to 4 squares away; if the attack hits, it deals no damage but the target is pulled to an empty square adjacent to you.

Bonus Ability: Rise Again Minion
When you take damage, you can immediately return a KO'd ally to Hurt.



HERO KIDS



Pirate Captain



Melee Attack: Cutlass Slash
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.

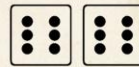
Bonus Ability: Leader
When an ally is adjacent to you, their attacks gain 1 extra die.



HERO KIDS



Pirate Recruiter



Melee Attack: Sap Strike
Melee attack at an adjacent target.

Special Action: Surprise Attack
If an adjacent target has not had its first turn, you can make a melee attack at it that ignores your Timid bonus ability; if the attack hits, it deals 1 extra damage.

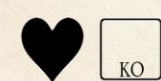
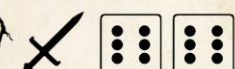
Bonus Ability: Timid
When you are engaged, your attacks have 1 fewer dice (at least 1).



HERO KIDS



Pirate Duellist



Melee Attack: Duellist's Slash
Melee attack at an adjacent target.

Special Action: Shield Bash
Melee attack at an adjacent target with 1 fewer dice; if the attack hits, the target is also pushed back 4 squares.

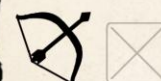
Bonus Ability: Bloodied
When you are not at full health, your attacks gain 1 extra die.



HERO KIDS



Pirate Swordsman



Melee Attack: Cutlass Slash
Melee attack at an adjacent target.

Special Action: Bullying Attack
If an adjacent target is engaged, you can make a melee attack at it that ignores your Timid bonus ability.

Bonus Ability: Timid
When you are engaged, your attacks have 1 fewer dice (at least 1).

RATLINGS


Ratlings are either rats mutated into humanoids, or humanoids mutated into rats; no one knows for sure.

Pink-Footed Soldiers


In the depths of the Darkenwold Woods ratling swarms live in burrows and caves. Like their smaller brethren, ratlings are easily controlled by larger and meaner creatures. Ratling swarms are often pressed into the service of other woodland kinds for their own nefarious ends.

Vermin of the Highest Order











The problem with ratlings is that their cowardice is legendary. While a battle is in their favor they are formidable warriors, but the moment the tide turns they turn tail and scamper.




HERO KIDS



Ratling Slinger



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

Special Action: Distracted Attack
If target up to 6 squares away (but not adjacent) is engaged, you can make a ranged attack at it with 1 extra die.

Bonus Ability: Coward
When you've been attacked since your last turn, you can move 2 extra squares.



HERO KIDS



Ratling Skirmisher


 
 
 
 
  




Melee Attack: Stabbing Thrust
Melee attack at an adjacent target.

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













Bonus Ability: Coward
When you've been attacked since your last turn, you can move 2 extra squares.




HERO KIDS



Ratling Warrior



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

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

Bonus Ability: Coward
When you've been attacked since your last turn, you can move 2 extra squares.

RATS

Rats are ubiquitous vermin, the bane of basements everywhere.

Expand to Fill Available Space

Rats exist at the fringes of civilization, in dark corners of basements, ship holds, and sewers, where they scavenge for scraps, and occasionally snatch a cat or small child.

The Bigger the Badder, and Worser in Pairs

Normal sized rats are a pest. Giant rats, however, are more than a pest. More dangerous still are giant rats corrupted by the chaotic forces, dire rats, and those unique rats that have attained a semblance of intelligence and cunning; the king rat. The danger posed by powerful large rats is multiplied when they are encountered in numbers, as each encourages the other to heightened viciousness.



HERO KIDS



Dire Rat


⚔	☐☐☐	☐☐☐
🏹	☒	
🌀	☒	
🛡	☐☐☐	
♥	☐	KO




Melee Attack: Horrid Bite
Melee attack at an adjacent target.

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

Bonus Ability: Coward
When you've been attacked since your last turn, you can move 2 extra squares.




HERO KIDS



Giant Rat


⚔	☐☐☐	
🏹	☒	
🌀	☒	
🛡	☐☐☐	
♥	☐	KO




Melee Attack: Horrid Bite
Melee attack at an adjacent target.

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

Bonus Ability: Coward
When you've been attacked since your last turn, you can move 2 extra squares.




HERO KIDS



King Rat

⚔	☐☐☐	☐☐☐
🏹	☒	
🌀	☒	
🛡	☐☐☐	☐☐☐
♥	☐	☐
	KO	Hurt
		Bruised



Melee Attack: Horrid Bite
Melee attack at an adjacent target.

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

Bonus Ability: Coward
When you've been attacked since your last turn, you can move 2 extra squares.

SCORPION


Scorpions, both normal-sized and giant, are endemic to the sandy wastes of the White Sea.

Giant Predators


Travelers of the trade roads across the White Sea are ever-alert for the tell-tale skittering of these predators. Giant scorpions bury themselves under the sand then emerge when they detect the tremors of creatures moving nearby.

Underground Lairs






Giant scorpions have been known to bring down entire caravans, but prefer to snatch up a quick meal then retreat to their underground lairs. Once there, giant scorpions paralyze their prey and leave them on high ledges or in deep pits while they deal with any other intruders.








HERO KIDS





Giant Scorpion





KO

Hurt

Bruised



Melee Attack: Stinging Stab
Melee attack at an adjacent target.

Special Action: Snap, Snap, Stab!
Split your melee dice to make melee attacks at multiple adjacent targets.

Bonus Ability: Venomous, Grappler
When you damage a target, it can't move on its next turn. When you damage a target, you can hold it adjacent to you until you decide to release it or it damages you. While you have a target held, your attacks against that target gain 1 die, your attacks against other targets have 1 fewer dice, and you cannot hold another target.

SEA SERPENT


The waters south of the Brecken Vale belong to Leviathan.

Bane of the Ice-Bound Sea


Ships plying the frigid waters to the south of the Brecken Vale contend not just with drifting icebergs, but also the scourge of the Ice-Bound Sea; Leviathan. Some make grizzly offerings to this terrible beast in a desperate attempt to appease its hunger.

Ice-Bound Lair






Leviathan lairs in a massive drifting iceberg, its interior hollowed out to form an enormous crystalline cavern. The cavern is filled with the remnants of Leviathan's fury; shattered hulls of unlucky ships, crates spilling precious cargo, and the carcasses of half-finished meals.








HERO KIDS





Sea Serpent





KO

Hurt

Bruised



Melee Attack: Gaping Maw
Melee attack at an adjacent target.

Special Action: Gulping Maw
Melee attack at an adjacent target; if the attack hits, the target takes no damage but is swallowed whole. While swallowed, the target takes 1 damage at the end of its turns and its attacks have 1 fewer dice (at least 1). If a swallowed character damages you, that character is regurgitated to an empty square adjacent to you.

Bonus Ability: Huge, Aquatic
You are over 12' tall, and you occupy a 2x2 square area. You can only move in water and you can do this without penalty.

SKELETONS

Animated by dark necrotic magic, skeletons rise from their graves and stalk the dark corridors of ancient tombs.

Stirred By Malevolent Forces

Intentionally or unintentionally, these skeletal remains are infused with necromantic magic which animates their bleached bones and weeps from their empty eye sockets.

This necrotic power can be the result of a blood ritual to raise skeletal guardians to tirelessly guard a rich family's tomb.

In other cases, residual magic, treacherous deeds or pervasive evil spontaneously manifest in nearby remains.


Tireless Guardians

When raised by necrotic magic, skeletons are given simple instructions which they follow to the best of their ability.


Skeletons that rise unbidden have no master, nor any instructions to follow. Such skeletons have only one goal, to find and destroy living creatures.

Undead Armies


Human skeletons are those most frequently raised, usually due to abundant and convenient supply. Other types of skeletons are raised by creative necromancers or by circumstance, such as in the aftermath of ancient battles where fields are strewn with unusual beasts and animals.















HERO KIDS



Skeleton 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 it with 1 extra die.


Bonus Ability: Rattled
When you are not on full health, your attacks have 1 fewer dice (at least 1).
















HERO KIDS



Skeleton Mage



Magic Attack: Necrotic Bolt
Magic attack at a target up to 4 squares away.

Special Action: Necrotic Bolts
Split your magic dice to make magic attacks at multiple targets up to 4 squares away.

Bonus Ability: Rattled, Life Drain
When you are not on full health your attacks have 1 fewer dice (at least 1). Each time you deal damage, you can remove 1 damage from yourself.



HERO KIDS



Skeleton Pummeler



Melee Attack: Pounding Blow
Melee attack at an adjacent target.

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

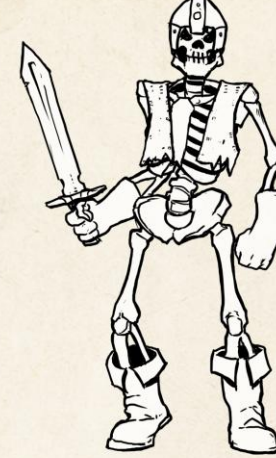
Bonus Ability: Rattled
When you are not on full health, your attacks have 1 fewer dice (at least 1).



HERO KIDS



Skeleton Swordsman



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

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

Bonus Ability: Rattled
When you are not on full health, your attacks have 1 fewer dice (at least 1).



HERO KIDS



Skeleton Shambler



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

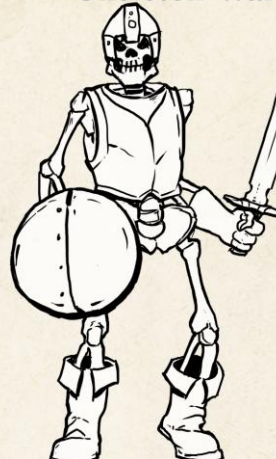
Bonus Ability: Slow, Unstoppable
You can only move 2 squares with your move action. If you are KO'd, on your next turn you can remove that damage and use your entire move to get up.



HERO KIDS



Skeleton Warrior



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

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

Bonus Ability: Rattled
When you are not on full health, your attacks have 1 fewer dice (at least 1).

SLIMES

All manner of foul creatures inhabit the varld. Most foul creatures walk on two legs, some on four, but a rare few have forms more bizarre.

Overgrown Mould

Slimes are primeval creatures, a legacy of the earliest times when forgotten gods imbued simple moulds with a mocking semblance of life.

Slimes roam the dank and dark places, devouring anything in their path, living or dead. Once fed and grown large, these creatures split in half and slink away to find more food.

Introduction to Alchemy


Alchemists and apothecaries have long sought the secret ingredients of life. Many naïve dabblers conduct their failed experiments and then break the cardinal rule of brewers: Never pour potions into the sewers.

Darkness 'Neath Rivenshore

Rivenshore is built on the ruins of an older town, which was in its turn built on the ruins of an ancient city destroyed in a turn of the great wheel.

Beneath these fossilized town layers lie the ancient sewers, viaducts, and cisterns of that extinct city. Unbeknownst to the common townsfolk, the water that feeds Rivenshore's town well flows from these ancient works.


And there, in those antique vaults, mired in putrid sludge and discarded magical ingredients, move primordial creatures in search of something to fill their hunger.





HERO KIDS








Slime Beast
















Melee Attack: Putrid Slam
Melee attack at an adjacent target.

Special Action: Stinking Globbs
Ranged attack at a target up to 6 squares away with 1 fewer dice than your melee dice pool.



Special Ability: Horrid
When defending melee attacks, your armor pool gains 1 extra die.







HERO KIDS








Slime














Melee Attack: Putrid Slam
Melee attack at an adjacent target.

Special Action: Stinking Globbs
Ranged attack at a target up to 6 squares away with 1 fewer dice than your melee dice pool.

Special Ability: Horrid
When defending melee attacks, your armor pool gains 1 extra die.

SNAKES

Giant snakes inhabit the jungles and forests of the world.


Venomous Species

Smaller snakes may not pose a physical danger to larger creatures, but all snakes – large and small – have venom powerful enough to bring low even the strongest foes.


Feared and Worshipped

The largest and most powerful of these terrible animals are feared by those who live in their domain, but worshipped as gods by snake cultists and people of scale.

Snake cultists capture wild snakes, the bigger the better, and bring them to their temples. Here, the revered snakes are offered gruesome sacrifices to gain favor for their fervent worshippers.




HERO KIDS



Giant Snake


⚔	☐☐☐	☐☐☐
🏹	☒	
🌀	☒	
🛡	☐☐☐	
❤	☐	☐
	KO	Hurt




Melee Attack: Fang Bite
Melee attack at an adjacent target.

Special Action: Reaching Strike
Melee attack at a target 2 squares away with 1 fewer dice.

Bonus Ability: Venomous
When you damage a target, it can't move on its next turn.




HERO KIDS



Hissing Snake


⚔	☐☐☐	☐☐☐
🏹	☒	
🌀	☒	
🛡	☐☐☐	
❤	☐	KO




Melee Attack: Fang Bite
Melee attack at an adjacent target.

Special Action: Snapping Strike
Melee attack at a target 2 squares away with 1 fewer dice.

Bonus Ability: Venomous
When you damage a target, it can't move on its next turn.




HERO KIDS



King Cobra

⚔	☐☐☐	☐☐☐
🏹	☒	
🌀	☒	
🛡	☐☐☐	☐☐☐
❤	☐	☐
	KO	Hurt
		Bruised



Melee Attack: Fang Bite
Melee attack at an adjacent target.

Special Action: Venom Spit
Ranged attack at a target up to 6 squares away with 1 fewer dice than your melee dice pool.

Bonus Ability: Venomous
When you damage a target, it can't move on its next turn.

SPIDERS

It is an unfortunate traveler who fails to notice the thick webs that warn they have stumbled into a spider's lair.


Web-Bound Lairs

Giant spiders – eight-legged freaks that they are – hunt in their lairs to provide food for their queen's brood.


Their prizes are paralyzed, wrapped in webbing, and laid close to pulsating egg-sacs. When the sacs hatch, hundreds of tiny spiders emerge and feast on their waiting meals.

Scurrying Legs

Spider colonies include a single spider queen, a grotesquely grown spider of immense power. In spite of her size, this spider queen, like all of her brood, is equally mobile on the ground and on cavern walls and ceilings.




HERO KIDS



Giant Spider

⚔	☰
🏹	☒
🌀	☒
🛡	☰ ☰
❤	☐ KO ☐ Hurt



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

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

Bonus Ability: Climber
When you are adjacent to a wall, you can climb over enemies and obstacles.




HERO KIDS



Spider Queen


⚔	☰ ☰
🏹	☒
🌀	☒
🛡	☰ ☰
❤	☐ KO ☐ Hurt ☐ Bruised




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

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

Bonus Ability: Venomous, Climber
When you damage a target, it can't move on its next turn. When you are adjacent to a wall, you can climb over enemies and obstacles.




HERO KIDS



Spider Egg Sac

⚔	☒
🏹	☒
🌀	☒
🛡	☰
❤	☐ KO



TENGU

These winged creatures are the harbingers of war.


Nests in the Clouds

Cloud-bound peaks are the tengu's home. Here, they soar on gusting winds to hunt their prey, roost in massive nests, and brood clutches of eggs.

From these mountains, tengu war-bands fill the skies as they descend from the heights to join battle.

Warbringers or Guardians

The appearance of tengu preceding war raises the question; do they bring the war or protect the peace. When tengu are spotted, some turn their spears to their mountain homes while others turn their spears away in search of the real threat.



HERO KIDS


Tengu Clawmage

Magic Attack: Raking Blast
Magic attack at a target up to 4 squares away.

Special Action: Pinning Claws
Split your magic dice to make magic attacks at multiple targets up to 4 squares away; if an attack hits, it deals no damage but the target cannot move on their next turn.

Bonus Ability: Flyer
You can fly over obstacles and enemies.

⚔	☒
🏹	☒
🌀	🎲 🎲
🛡	🎲
❤	KO Hurt



HERO KIDS

Tengu Archer

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

Special Action: Hail of Arrows
Split your ranged dice to make ranged attacks at multiple targets up to 6 squares away (but not adjacent).

Bonus Ability: Flyer
You can fly over obstacles and enemies.

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🏹	🎲 🎲
🌀	☒
🛡	🎲
❤	KO Hurt



HERO KIDS

Tengu Fledgling

Melee Attack: Talon Strike
Melee attack at an adjacent target.

Special Action: Diving Attack
If you start your turn without an adjacent enemy, you can move up to 4 squares and then make a melee attack at an adjacent target with 1 extra die.

Bonus Ability: Flyer
You can fly over obstacles and enemies.

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🏹	☒
🌀	☒
🛡	🎲
❤	KO Hurt



HERO KIDS



Tengu Groundling



Melee Attack: Talon Strike
Melee attack at an adjacent target.

Special Action: Sneaky Attack
If an adjacent target has made an attack that does not target you since your last turn, you can make melee attack at it with 1 extra die.



HERO KIDS



Tengu Slinger



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

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



HERO KIDS



Tengu Raptor



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

Special Action: Diving Attack
If you start your turn without an adjacent enemy, you can move up to 4 squares and then make a melee attack at an adjacent target with 1 extra die.

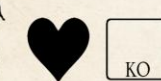
Bonus Ability: Flyer
You can fly over obstacles and enemies.



HERO KIDS



Tengu Warrior



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

Special Action: Diving Attack
If you start your turn without an adjacent enemy, you can move up to 4 squares and then make a melee attack at an adjacent target with 1 extra die.

Bonus Ability: Flyer
You can fly over obstacles and enemies.

WATER BEAST


In oceans, bays, and rivers, in dark still lakes, in gentle ponds, and in bright oasis waters, swim beasts with vicious jaws and ravenous appetites.

Safe Shores

Many travelers believe they are safe from these creatures if they stay on dry land. Those travelers, whether relaxing by the shore of a lake, tending the rigging of their boat, or fishing from a riverside outcrop, may not notice the water beast's head as it rises from the water. And then it's too late.


Toxic Maw














The bony maw of the water beast festers with toxic secretions. Anyone bitten by the creature, or struck by its arcing globs, is immediately weakened by the vile substance.




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 dice 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.



WEASELS

Weasels, along with foxes and ratlings, are power-hungry woodland creatures.

Woodland Scourges

Weasel-kind are fierce warriors who think nothing of the other woodland kinds. Bands of weasels roam the deep woods, raiding villages, stealing and burning all they find.

Raids complete, weasels retreat to their caves and warrens, split their spoils and laze with full bellies. Soon enough their loot is spent and their bellies begin rumbling once more.

Tussle for Power

All agree the ratlings are sniveling minions. Weasels and foxes, however, are both allies and rivals in their ambition to rule their woodland realm.



HERO KIDS



Weasel Archer




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

Special Action: Distracted Attack
If target up to 6 squares away (but not adjacent) is engaged, you can make a ranged attack at it with 1 extra die.








Bonus Ability: Controller
After you make an attack, you can move an adjacent character 1 square and you can move 1 square.




HERO KIDS



Weasel Spear Bearer


  
 
 
 
  




Melee Attack: Stabbing Thrust
Melee attack at an adjacent target.

Special Action: Piercing Attack
If an adjacent target overlaps with another target 1 square further away, you can melee attack the first target and melee attack the second target with 1 fewer dice.














Bonus Ability: Controller
After you make an attack, you can move an adjacent character 1 square and you can move 1 square.




HERO KIDS



Weasel Warrior



Melee Attack: Stabbing Thrust
Melee attack at an adjacent target.

Special Action: Cleaving Attack
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: Controller
After you make an attack, you can move an adjacent character 1 square and you can move 1 square.

WEREWOLF

The clouds part, a rounded moon shines through for a brief moment before the clouds close in again. Scant light fades, replaced with a deep growl that rumbles from the closing darkness...

The Beast Within

Werewolves, like other lycanthropes, are folk infected with a plague that loosens the bars that cage their inner animal. Unleashed, the animal erupts in frightening rage and hunger.

In the Light of the Full Moon

Lycanthropy is transmitted when an infected animal injures a normal person. The curse first manifests in the light of the full moon. Over time, those infected can exert control over their curse, and may even learn to master the ability to shift between humanoid, hybrid, and full wolf forms.



HERO KIDS



Werewolf



				Melee Attack: Slashing Claws Melee attack at an adjacent target.
	<div style="border: 1px solid black; padding: 2px;">KO</div>	<div style="border: 1px solid black; padding: 2px;">Hurt</div>	<div style="border: 1px solid black; padding: 2px;">Bruised</div>	<div style="border: 1px solid black; padding: 2px;">Grazed</div>

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.

WOLVES

Wolves, and chaos-grown dire wolves, roam the varld.



HERO KIDS




Dire Wolf




				Melee Attack: Ferocious Bite Melee attack at an adjacent target.
	<div style="border: 1px solid black; padding: 2px;">KO</div>	<div style="border: 1px solid black; padding: 2px;">Hurt</div>	<div style="border: 1px solid black; padding: 2px;">Bruised</div>	

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


Bonus Ability: Sure-Footed
 You can traverse obstacles without penalty.



HERO KIDS



Wolf



				Melee Attack: Ferocious Bite Melee attack at an adjacent target.
	<div style="border: 1px solid black; padding: 2px;">KO</div>	<div style="border: 1px solid black; padding: 2px;">Hurt</div>		

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 traverse obstacles without penalty.

WRAITH

Wraiths are ghost-like undead strong enough to manifest a terrifying physical form.

Endless Desecration

Like ghosts, wraiths are the remnant spirits of the living. In life, these fiends dedicated themselves to a malevolent goal. In death, when this task is left unfinished, their spirit rises to continue its foul work.

Defiler of the Living

The wraith's shadowy cowl is enough to terrify even the bravest of heroes. Heroes know true fear when they witness a wraith's spectral hand draw the life force from a living creature and twist that vitae to heal their own evil bodies. How do you defeat a creature that rebuilds its strength as yours wanes?



HERO KIDS





Warrior Wraith

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

Special Action: Draining Grasp
Melee attack at an adjacent target with 1 fewer dice; if the attack hits, you also remove 1 wound.

Bonus Ability: Terrifying
When defending melee attacks, you gain 1 extra die to your armor pool.

Melee: 3 dice

Ranged: 0 dice

Defend: 0 dice

Armor: 3 dice

Health: KO, Hurt, Bruised

WYVERN


Wyverns are two-legged flying dragon-kin with a piercing tail that drips with potent venom.

Unbridled Power


The longevity and intelligence of dragons mitigates their sheer power, preventing them from simply razing nearby settlements and devouring all inhabitants. Wyverns, however, are wild creatures with animal intelligence and a ravenous hunger, so their power is unrestrained.


Apex Predators

Wyverns are the ultimate predators, their lairs overflow with the shattered remains of their prey. Their only threat is from humanoids, and even then it takes several extraordinary individuals (or an entire town) to bring down such a beast.



HERO KIDS





Wyvern

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

Special Action: Swooping Attack
Move up to 4 squares, including through squares occupied by other characters; melee attack with 1 fewer dice at all targets along the path (including enemies and allies).

Bonus Ability: Huge, Flyer, Venomous
You are over 12' tall and you occupy a 2x2 square area. You can fly over obstacles and enemies. When you damage a target, it cannot move on its next turn.

Melee: 3 dice

Ranged: 0 dice

Defend: 0 dice

Armor: 3 dice

Health: KO, Hurt, Bruised

ZOMBIES

Necrotic magic compels these dead bodies into ghastly life.


The Wakened Dead

When the living are struck down by dark powers, or where necromancers weave their vile magic, the dead shake loose their shackles and rise to slake their insatiable hunger.


Relentless and Hungry

Zombies wander in search of any creature to devour, be it birds, beasts, or humans. They cannot be reasoned with, and they never tire.










The only way to stop these relentless creatures is to destroy their bodies. However, their bodies are already dead, so zombies can only be downed by an attack that destroys what remains of their rotting brains.



HERO KIDS




Zombie Brute

KO

Hurt


Bruised




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

Special Action: Barging Run
Move up to 4 squares, including through squares occupied by other characters; melee attack with 1 fewer dice at all targets along the path (including enemies and allies).










Bonus Ability: Nigh-Invulnerable
You can only be KO'd by attacks that roll a 6 on an attack die.



HERO KIDS




Zombie Basher


KO

Hurt




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










Bonus Ability: Slow, Nigh-Invulnerable
You can only move 2 squares with your move action. You can only be KO'd by attacks that roll a 6 on an attack die.



HERO KIDS




Zombie Revenant

KO

Hurt



Magic Attack: Necrotic Blast
Magic attack at target up to 4 squares away.

Bonus Ability: Slow, Nigh-Invulnerable
You can only move 2 squares with your move action. You can only be KO'd by attacks that roll a 6 on an attack die.



HERO KIDS



Zombie Shambler



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

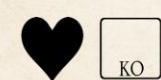
Bonus Ability: Slow, Nigh-Invulnerable
You can only move 2 squares with your move action. You can only be KO'd by attacks that roll a 6 on an attack die.



HERO KIDS



Zombie Thrasher



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

Bonus Ability: Slow, Nigh-Invulnerable
You can only move 2 squares with your move action. You can only be KO'd by attacks that roll a 6 on an attack die.