

HERO KIDS



ADVENTURE: GLADE OF THE UNICORN

ENCOUNTERS: NINE

DIFFICULTY: HARD

DURATION: 90-120 MINUTES

DESIGNED AND MAPPED

BY

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Hero Kids Adventure

This adventure requires a copy of the *Hero Kids* RPG to play, and these extra materials are required:

- Six-sided dice (d6s)
- Pencil and eraser
- Hero Cards for each player
- Monster Cards for the unique monsters in this adventure (goblins, wolves)
- Print-outs of the encounter maps
- Stand-up minis for the heroes and monsters

Background

Our heroes live in Rivenshore, the largest village in the Brecken Vale. The village lies on the Camarva river, which runs from the towering Druinhowe mountains.

The Brecken Vale would be a beautiful place to live, if it weren't beset by an endless series of calamities.

Adventure Overview

This nine-encounter adventure takes place in the dark and wild Darkenwold Woods that surround the village of Rivenshore. Here the kids discover a mystical unicorn that has been injured by goblins. They must recover the weapon that dealt the wound and find a magical spring that will heal the unicorn.

Adventure Intro

Today's adventure starts when the kids are on patrol in the Darkenwold Woods to the east of Rivenshore.

You are out on your weekly patrol of the Darkenwold Wood that surrounds Rivenshore. You have taken the east road into the woods, and then turned north off the road and trekked deep into the dense woods.

After an hour following a narrow track, you stop as you hear crashing through the undergrowth.

As you watch, you catch a glimpse of a rare sight - a bone white unicorn leaps over a stand of bushes and gallops towards you. Behind it, a swarm of short and snarling goblins erupts from the foliage and cheer at the fleeing creature.

The unicorn surges closer and you see that it has blood streaming from a fresh wound, then it leaps clear over you with a loud whinny.

The goblins rush forward in pursuit of the unicorn. They see you in their path, panic, and scatter into the woods.

Encounter 1: Tracking the Unicorn

The first encounter takes place immediately after the unicorn and goblins disappear into the forest. The heroes start on the north-south path and must track the unicorn to make sure it's safe.

Encounter Intro

The heroes begin on the path, having just witnessed the injured unicorn fleeing from the goblins:

The goblins' shrieks and the thundering hoofbeats of the unicorn head in two different directions.

As custodians of the forest, you are sworn to protect the unicorn. You know that the unicorn is the mystical protector of the Darkenwold Woods, and if it dies then the forest will suffer blight and plague.

You look around and see deep hoofprints in the dirt. Further along you see a splash of the unicorn's blood that has fallen on the leaves of a plant. As you watch, the plant turns brown and wilts.

You must track the unicorn and help it.

Ability Tests

To track the unicorn, the kids must succeed at two Intelligence (Tracking) tests. If there's one hero, then the difficulty is 3, two heroes is at difficulty 4, three heroes is at difficulty 5, and four heroes is at difficulty 6.

All of the kids roll at the same time, and only one hero needs to beat the difficulty to succeed the test.

The first time they pass the test, read this:

You track the trail of hoofprints and wilting plants where its blood has splashed on the undergrowth.

If all heroes fail the test, they *all* take 1 damage (from getting cut and bruised when lost in the forest):

You lose the trail and find yourself in unfamiliar surroundings. You eventually regain the trail, but not before suffering some nasty cuts and bruises.

If the heroes fail two tests, they take another damage (Hurt), then proceed to the conclusion after this:

You get lost again, and again your search to regain the unicorn's trail leaves you even more battered.

Conclusion

Once the kids have passed the second ability test (or failed the second test and been Hurt):

The hoofprints become shallower and the splashes of blood closer together as the unicorn has slowed, making it easier to track.

After a few more minutes the animal's trail leads you to a secluded glade.

Proceed straight to **Encounter 2: Glade of the Unicorn** without recovering any damage.

Encounter 2: Glade of the Unicorn

The second encounter follows when the heroes track the unicorn to a secluded glade. This encounter is a role-playing scene, where the heroes can find out how to help the unicorn and cure its injuries.

Encounter Intro

The heroes have tracked the unicorn to the glade:

Following the trail, you step carefully into a peaceful glade deep in the Darkenwold.

The alabaster unicorn lies on the ground on a grassy mound in the middle of the clearing. The beautiful creature's blood still weeps from its wound, causing a widening circle of grass and moss to wilt and die.

At your approach it lifts its head and regards you with a large brown eye. Its chest heaves in and out, each breath labored.

'You are from the village?' The creature does not speak, but you hear its thoughts in your head.

Role-Playing

In this role-playing scene, the heroes communicate with the unicorn. You (the GM) take the role of the unicorn and converse (telepathically) with the heroes.

The unicorn needs the kids to perform these tasks:

- Recover the cursed spear from the goblins
- Bring some of the water from the sacred spring

Here are some topics to cover in the role-playing:

- The unicorn has been wounded by the goblins' cursed spear, and the spear must be destroyed.
- If the unicorn dies, the forest will fall to chaos.
- Only the sacred springwater can heal the wound from the cursed spear.
- The goblins are cruel and evil, and will destroy the forest if it falls under their control.
- The unicorn has seen goblins near a ruined keep.
- The sacred spring is deep in the forest and can only be found by true heroes.
- The heroes must find the spear and the spring before the unicorn dies (this adds tension and impetus, but there is no *actual* time restriction).
- The forest can be dangerous, be careful.
- The unicorn's true name is Alethia.

Conclusion

This encounter concludes when the kids leave the glade to try to find the spring or the ruined keep.

You assure the unicorn that you will return with the spear and the magical springwater. With a final look back at the stricken creature, you strike out from the glade to begin your search.

Allow the heroes to remove 1 damage, then continue to **Encounter 3: Travelling**, which encompasses their search for the spring or the ruined keep.

Encounter 3: Travelling

This encounter encompasses the kids' search for either the ruined keep or the sacred spring. There are three possible outcomes:

- Lost and attacked by wolves (Encounter 4)
- Reach the sacred spring (Encounter 5)
- Reach the ruined keep (Encounter 6)

If you want to reduce the duration of this adventure, then the kids can reach their destination without the side-encounter with the wolves. Alternatively, if you want more combat, you can send the kids directly to the wolves!

Encounter Intro

Encounter intro for the search for the ruined keep:

You head in the direction that you believe will take you to the ruined keep, trying to pick out the landmarks that the unicorn described to guide your chosen path. The forest bustles with the sound of animals and the creaking of ancient trees.

Encounter intro for the search for the sacred spring:

You head in the direction that you believe will take you to the sacred spring, trying to pick out the landmarks that the unicorn described to guide your chosen path. The forest bustles with the sound of animals and the creaking of ancient trees.

Ability Tests

To correctly reach their desired destination, the kids must succeed an Intelligence (Knowledge) test at difficulty 5. Only one hero can attempt this test, so the players need to decide which of them leads their journey. If the leader succeeds the ability test, then they reach their destination (the keep or the spring). If the leader fails the test then they get lost and are attacked by wolves.

Conclusion

There are three conclusions here:

- If the kids are ambushed by wolves, go straight to **Encounter 4: Wolf Attack.**
- If the kids reach the sacred spring, go straight to **Encounter 5: Sacred Spring.**
- If the kids reach the ruined keep, go straight to **Encounter 6: Ruined Keep.**

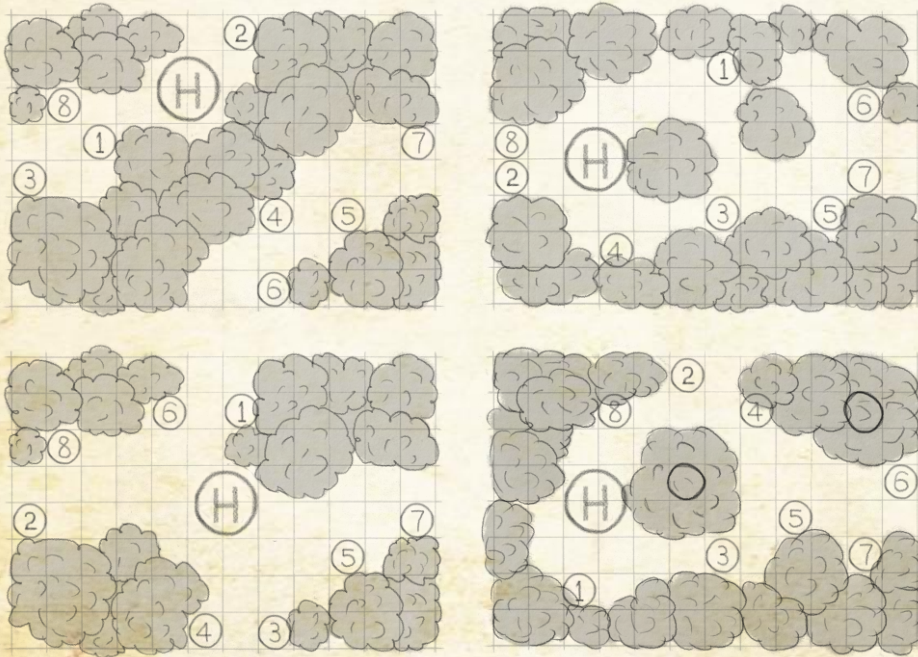
Encounter 4: Wolf Attack

The fourth encounter occurs if the kids get lost and attacked by wolves on the way to either of their desired destinations (the ruined keep or the sacred spring).

Once the wolves are defeated, the kids can proceed straight to their destination.

Map

A number of forest maps are included. Choose one of these for this encounter.



Encounter Intro

When the heroes enter this area, read this:

You proceed deeper and deeper into the heart of the Darknenwold Woods. Away from your familiar patrol routes, you find yourself under a strange and dense canopy full of dark shadows. The earlier sounds of life are strangely absent, setting your nerves on edge.

You push on warily, but soon you hear crunching footfalls on dry branches and the tell-tale low growl of hungry wolves.

Encounter Features

The shaded areas of this encounter are heavy undergrowth which are obstacles (requiring two squares of movement instead of one, but the wolves are able to move through this freely).

Any large tree trunks are effectively walls (although tricky players could use these for some improvised stunts).

Ability Tests

The players can have their heroes perform an Intelligence test (Knowledge/Monsters) at difficulty 5 to know that wolves are cowardly and will flee if the dire wolf is KO'd before the lesser wolves.

Monsters

This encounter features two wolves for each of the heroes (or less if you like). You can bring the wolves on from the edge of the map as the fight progresses.

1 Hero:	1 x Dire Wolf	①
	1 x Wolf	②
2 Heroes:	1 x Dire Wolf	①
	3 x Wolves	② ③ ④
3 Heroes:	1 x Dire Wolf	①
	5 x Wolves	② ③ ④ ⑤ ⑥
4 Heroes:	1 x Dire Wolf	①
	7 x Wolves	② ③ ④ ⑤ ⑥ ⑦ ⑧

Use these health boxes to mark off damage:

① Dire Wolf	KO	Hurt	Bruised
② Wolf	KO	Hurt	
③ Wolf	KO	Hurt	
④ Wolf	KO	Hurt	
⑤ Wolf	KO	Hurt	
⑥ Wolf	KO	Hurt	

⑦ Wolf

KO	Hurt
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⑧ Wolf

KO	Hurt
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Tactics

The wolves engage the heroes with melee attacks. The dire wolf is the main threat, but if the fight is too hard, you can have some of the wolves flee early.

Conclusion

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

You strike down the last of the wolves and it drags itself into the dark of the woods with a whimper, a far cry from its earlier aggression.

You take a few moments to catch your breath and clear your head. Taking stock of your surroundings, you realize that you are not far from your destination.

Allow the players to have their heroes take a short rest to recover any damage (remember, they can recover 1 damage only if they took damage during the combat).

Depending on the player's original destination:

- Proceed to **Encounter 5: Sacred Spring**
- Or proceed to **Encounter 6: Ruined Keep**

Encounter 5: Sacred Spring

In this encounter the heroes reach the sacred spring, but the spring will only flow for the truly worthy. A forest spirit challenges the heroes to prove their worth, which in this case means convincing the spirit that they are here to help the unicorn.

Proving the heroes' worth can be accomplished through role-playing or as an ability test.

Encounter Intro

You emerge from the dank and oppressive woods into a tranquil clearing that is dappled with soft sunlight.

A mossy rock cliff rises straight up on far side of the clearing. At the bottom of the cliff is a still pool, a thick mist blankets the pool, wafted and stirred by a cool breeze.

As you approach the pool the mist gathers together into the shape of a young woman, but instead of skin her body is covered in leaves that rustle in the breeze.

"Welcome to the heart of the Darkenwold," her voice is strange and crackling, "but the spring you seek will only run in presence of those who are truly worthy."

She points to you; "Are you truly worthy?"

Ability Tests

If the players need a bit of help to work out what 'worthy' means, you can let them make an Intelligence (Knowledge) test.

If there's one hero, then the difficulty is 3, two heroes is at difficulty 4, three heroes is at difficulty 5, and four heroes is at difficulty 6.

Success gives the players a few hints:

- The unicorn is the protector of the Darkenwold.
- If the unicorn dies the woods will fall to chaos.
- The unicorn's true name is Alethia.

Role-Playing

The spirit's question 'are you worthy,' should prompt the players to converse, but they may need more prompting. Your job is the role-play the spirit to coax from the heroes a statement of their worthiness.

Conclusion

When the heroes have convinced the spirit, conclude:

The spirit sighs deeply, "the forest and its protectors are ever the target of beasts and creatures of foul intent."

She gestures behind her and the spring bursts into life, its sacred water cascading down the cliff into the pool.

"Drink to mend your harms, fill your bottles, and take what you need to save Alethia - then be quick on your way from here."

The heroes can refill their healing potions from the pool. Depending on whether the heroes have the spear and/or have fought the wolves, they can head:

- To the unicorn **Encounter 9: Save the Unicorn**
- To the wolves: **Encounter 4: Wolf Attack**
- The ruined keep: **Encounter 6: Ruined Keep**

Encounter 6: Ruined Keep

This encounter encompasses the above-ground areas of the ruined keep. A number of goblins are camped out here bickering over the cursed spear.

Once the battle begins the goblins retreat through the keep (possibly via the roof) and then down into the keep's dungeon level.

Encounter Features

The three maps shown to the right are the above-ground areas of the ruined keep. The first two maps are the ground floor, the bailey at the bottom and the keep interior at the top. The map below those is the roof, complete with crenellations and holes in the floor that go through to the map below.

The players are most likely to enter the bailey where they will find the goblins bickering about the spear. Alternatively, cunning players could enter the keep through the collapsed wall at the bottom right or even by climbing the exterior walls.

The elevated wooden walkways in the bailey give access to the roof, which sits atop the interior below.

The barbican (death-trap) has arrow-slits in the north and south walls to allow defenders to shoot intruders. Defenders can close the double-doors to the bailey (duplicated on both maps) and to the central corridor.

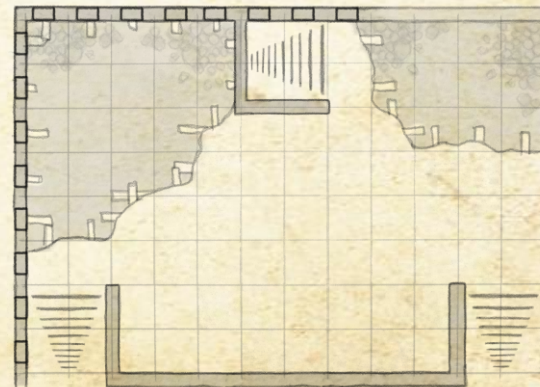
Finally, the room with the table and chairs has stairs that descend to the dungeon below.

Maps

Ground floor:



Roof (via the bailey walkways or ruined keep interior):



Encounter Intro

When the heroes approach the keep, read this:

You see a thin wisp of smoke above the trees and then glimpse the crumbling stone walls of the abandoned keep through the thick undergrowth.

From your vantage point you see that the keep has two sections, an entrance courtyard – called a bailey – and then the main building of the keep itself.

The keep and bailey are protected by high stone walls, but age and the elements have weakened these walls and in places they have collapsed to rubble.

You hear the harsh jabbering of goblins from the keep.

The heroes have an opportunity to scout the keep using the ability tests below. However, if they walk straight in to the bailey then jump to the combat.

Ability Tests

The heroes have an opportunity here to scout around the keep. If they do this they see the alternate entry (through the broken wall), but they risk getting spotted by the goblins. Have each of the heroes perform a Dexterity (Stealth) test at difficulty 3 to avoid getting spotted by the goblins.

If they're spotted, the goblin warrior retreats down to the dungeon, and the other goblins set up an ambush for the heroes (the details of the ambush is up to you!). Either way, use the goblin to draw the heroes to the stairs that lead down to the keep's dungeon.

Combat Intro

Here's the text for the combat intro in the bailey:

The goblins catch sight of you and abruptly cut short their argument. The armored goblin warrior has the cursed spear in his hands, its obsidian head still covered in the unicorn's crimson blood.

Monsters

This encounter features the goblin warrior (use the mini with the spear), plus goblin archers, stabbers, and jabbers. If the heroes have been spotted scouting the keep, then the goblin warrior has fled already.

1 Hero:	1 x Goblin Warrior	①
	1 x Goblin Archer	②
2 Heroes:	1 x Goblin Warrior	①
	1 x Goblin Archer	②
	1 x Goblin Stabber	③
	1 x Goblin Jabber	④
3 Heroes:	1 x Goblin Warrior	①
	2 x Goblin Archer	② ⑤
	2 x Goblin Stabber	③ ⑥
	1 x Goblin Jabber	④
4 Heroes:	1 x Goblin Warrior	①
	3 x Goblin Archer	② ⑤ ⑧
	2 x Goblin Stabber	③ ⑥
	2 x Goblin Jabber	④ ⑦

Use these health boxes to mark off damage:

① Goblin Warrior	KO	Hurt
② Goblin Archer	KO	
③ Goblin Stabber	KO	
④ Goblin Jabber	KO	
⑤ Goblin Archer	KO	
⑥ Goblin Stabber	KO	
⑦ Goblin Jabber	KO	
⑧ Goblin Archer	KO	

Tactics

The goblin warrior tries to flee early in the combat and to escape down the stairs to the dungeon level below the keep.

The archers stay up on the walkways and fall back to the rooftop once the warrior has escaped (from there they head down the stairs to the keep interior).

The stabbers and jabbers fall back through the double-doors and try to close them to keep the players out. Use the monsters to lead the heroes to the stairs down to the dungeon beneath the keep.

Conclusion

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

Having fought your way through the ruins of the keep, you find yourself at the top of a set of stairs that descend into the dark dungeons below.

Alternatively:

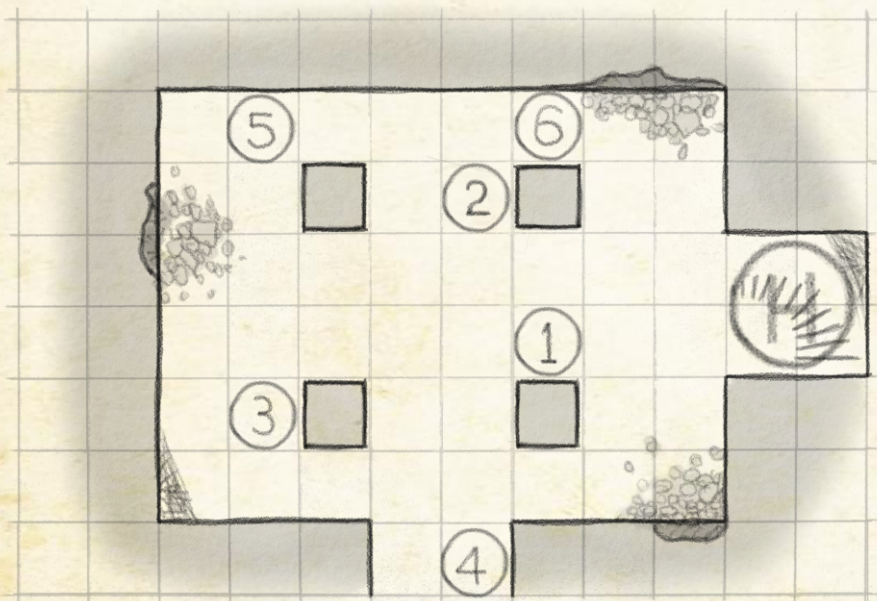
You race through the ruined rooms of the keep, and enter a final room just in time to see the goblin warrior disappear down a set of stairs that descend into the dark dungeons below.

Allow the players to have their heroes take a short rest to recover any damage (remember, they can recover 1 damage only if they took damage during the combat), and then when they're ready proceed to: **Encounter 7: Dungeon Ambush.**

Encounter 7: Dungeon Ambush

The heroes venture down the stairs in pursuit of the goblin warrior with the spear. But other goblins have set up an ambush for the heroes in this dungeon room, letting the goblin warrior escape to the south.

Map



Encounter Intro

When the heroes enter this area, read this:

You carefully step down the curving staircase, which brings you into a large and poorly lit room. The floor of the room is sticky and smells like goblin pee.

You hear scrapes and bumps of something or somethings moving in the gloom, but you see nothing until a lone goblin leaps out from behind a pillar and charges towards you with a fierce screech!

Encounter Features

This encounter map is quite straightforward, with four solid pillars in the middle of the room.

Ability Tests

The players can have their heroes perform an Intelligence (Perception) test at difficulty 5 to see the location of all of the goblins hiding behind the pillars (if there are any).

Monsters

This encounter features a mix of goblin ambushers.

- | | | |
|-----------|--------------------|-----|
| 1 Hero: | 1 x Goblin Jabber | ① |
| 2 Heroes: | 1 x Goblin Jabber | ① |
| | 1 x Goblin Archer | ② |
| | 1 x Goblin Stabber | ③ |
| 3 Heroes: | 2 x Goblin Jabber | ① ④ |
| | 1 x Goblin Archer | ② |
| | 1 x Goblin Stabber | ③ |
| 4 Heroes: | 1 x Goblin Jabber | ① ④ |
| | 1 x Goblin Archer | ② ⑤ |
| | 1 x Goblin Stabber | ③ ⑥ |

Use these health boxes to mark off damage:

- | | |
|------------------|---------------|
| ① Goblin Jabber | <div>KO</div> |
| ② Goblin Archer | <div>KO</div> |
| ③ Goblin Stabber | <div>KO</div> |
| ④ Goblin Jabber | <div>KO</div> |
| ⑤ Goblin Archer | <div>KO</div> |
| ⑥ Goblin Stabber | <div>KO</div> |

Tactics

The goblins use their normal attacks against the heroes. In the unlikely event that the heroes try to rush past them to the south, the goblins will attempt to block them or stop them.

Conclusion

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

The final goblin falls to your attacks and you are left with the acrid smell of goblin pee burning your nose.

As you try to fight off the disgusting smell, you see movement down the corridor to the south.

Allow the players to have their heroes take a short rest to recover any damage (remember, they can recover 1 damage only if they took damage during the combat).

If the heroes are quite damaged and low on potions, you should let them find some more here to make sure they stand a good chance in the next encounter.

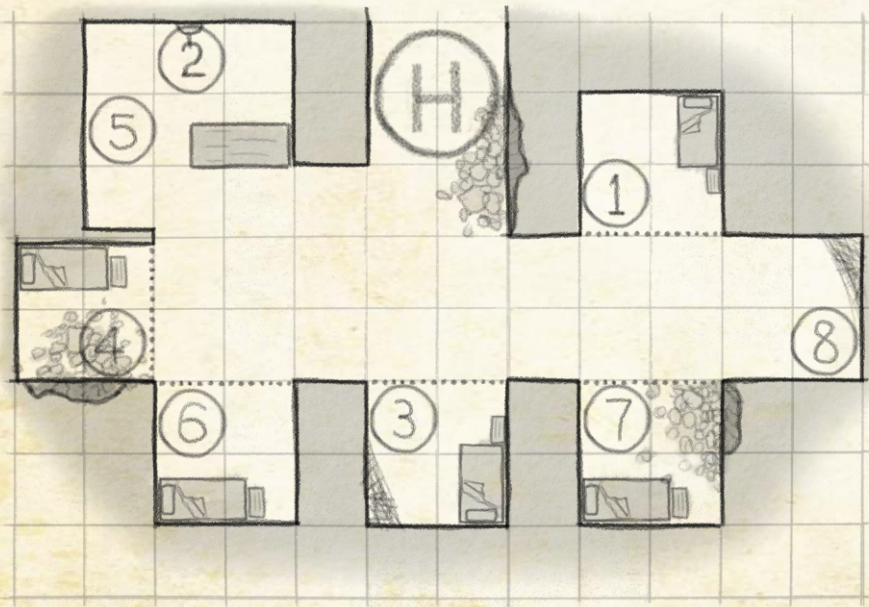
When ready, proceed to the climax in **Encounter 8: Cellblock of Evil.**

Encounter 8: Cellblock of Evil

In this last encounter of the ruined keep, the goblin warrior has handed the cursed spear to the goblin shaman, who is now hiding in one of the cells.

The goblin warrior uses the lever in the top left to close the cell doors, protecting the goblins in the cells from melee attacks.

Map



Encounter Intro

When the heroes enter this area, read this:

As you enter this large room you see a goblin disappear around a corner to your right. A moment later you hear a lever move and then a series of rusty metal doors crash down on each of small cells that open off this room.

Encounter Features

The beds and tables in this encounter are obstacles, which require extra movement to negotiate.

The dotted lines are the cell doors, which have been lowered by the goblin warrior. Creatures can make ranged attacks through the barred cell doors and but melee attacks through the doors use 1 fewer dice.

If the heroes can get to the lever in the top-left room, they can raise the doors. However, they'll have to beat the goblin warrior to get to the lever.

Ability Tests

The players can have their heroes perform an Intelligence (Perception) test at difficulty 4 to realize that the cell doors can be opened.

Monsters

This encounter features two goblins for each hero. This is the climactic fight, so use your judgment for how many monsters the heroes can handle.

Don't forget to switch to the goblin warrior mini without the spear, and to use the goblin shaman mini with the spear!

1 Hero:	1 x Goblin Shaman	①
	1 x Goblin Warrior	②
2 Heroes:	1 x Goblin Shaman	①
	1 x Goblin Warrior	②
	2 x Goblin Archers	③ ④
3 Heroes:	1 x Goblin Shaman	①
	1 x Goblin Warrior	②
	3 x Goblin Archers	③ ④ ⑥
	1 x Goblin Stabber	⑤
4 Heroes:	1 x Goblin Shaman	①
	1 x Goblin Warrior	②
	3 x Goblin Archers	③ ④ ⑥ ⑦
	1 x Goblin Stabber	⑤
	1 x Goblin Jabber	⑧

Use these health boxes to mark off damage:

①	Goblin Shaman	KO	Hurt
②	Goblin Warrior	KO	Hurt
③	Goblin Archer	KO	
④	Goblin Archer	KO	
⑤	Goblin Stabber	KO	
⑥	Goblin Archer	KO	
⑦	Goblin Archer	KO	
⑧	Goblin Jabber	KO	

Tactics

The archers and the shaman attempt to stay in the cells and use ranged attacks. If they stand adjacent to the cells doors they can be melee attacked, so they will move to the back of their cells if the heroes approach. The goblin warrior and the other melee goblins protect the lever from the heroes so they can't open the cell doors.

Conclusion

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

After an epic chase and battle that ranged through the ruined keep and deep into the dungeons beneath it, you have finally defeated the evil goblins and recovered the cursed spear before they could use it to spread their foul influence into the forest.

Allow the players to have their heroes take a short rest to recover any damage (remember, they can recover 1 damage only if they took damage during the combat).

If they don't have the sacred spring water, then proceed to **Encounter 5: Sacred Spring**.

Otherwise proceed to **Encounter 9: Save the Unicorn**.



Encounter 9: Save the Unicorn

This is the conclusion of the adventure which occurs after the heroes have recovered the cursed spear, gathered some of the healing water from the sacred spring, and returned to help the wounded unicorn.



Conclusion

With both the cursed spear and the healing water from the sacred spring in your possession, you make your way back through the Darkenwold as quickly as you can. The sun makes its daily race towards the far horizon as you race to try to save the unicorn.

As dusk falls on the forest it comes alive with the sounds of animals. Noble and peaceful animals call in lament for their fallen protector, while animals of chaos and savagery call in anticipation of their imminent victory.

Just as the sun touches the western peaks of the Druinhowe Mountains you see the dead trees and bushes that surround the clearing. You break free from the strangling undergrowth and emerge into the once beautiful glade.

Lying still in the middle of the clearing is Alethia, the fallen unicorn.

You race across the dead grass and moss to her side. She gives a weak shudder as you touch her, and her wide brown eyes watch you.

‘Quickly,’ her voice is distant in your head, ‘wash the spear with the water from the sacred spring, then pour the rest onto my wound.’

Continued over the page...

Optionally, you can allow the players to role-play the pouring of the healing water onto the cursed spear and then healing the unicorn's wound.

Continue:

You pour the water over the spear and watch, amazed, as the water dissolves the obsidian head. Within moments the entire spear has disintegrated to dust.

You carry the remaining healing water to the unicorn, hoping that there is enough left to cure her wound. Alethia winces and whinnies in pain as you touch her near the wound.

You pour the remaining water onto her coat above the injury and massage it in with your hand. The water washes the blood from her coat and you to see that the wound has healed entirely.

Alethia shivers and gets up from the ground, she rears up in the air and lets out a ferocious neigh that echoes through the forest.

She stands majestically in the clearing, and you see the dead trees and grasses spring back into life around her.

'Thank-you, young protectors of the Darkenwold. Today you have saved the forest from the forces of chaos and evil, that work forever for the fall of order.'

'We may never meet again, but you have my eternal gratitude. If you ever find yourselves in the most dire circumstances, you need only call on me and I will grant you a boon that may save your lives, as you have saved mine.'

With a long last look back at you, Alethia disappears into the forest, leaving you to make the journey back to Rivenshore in the dark of the night.

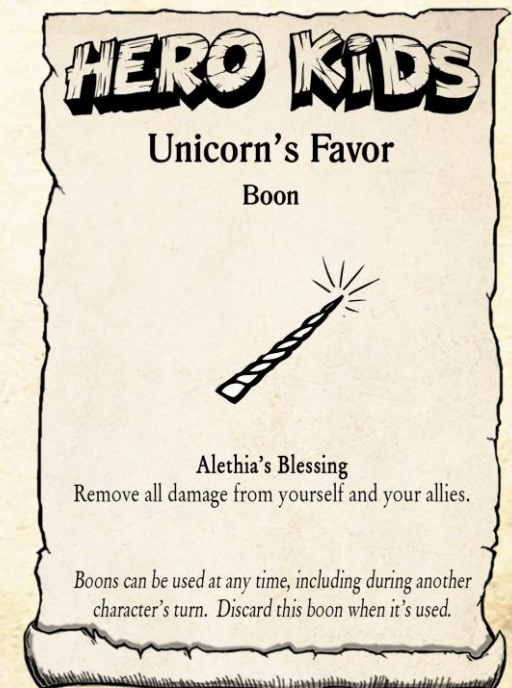
Yet somehow you know that tonight your path will be clear and your journey swift.

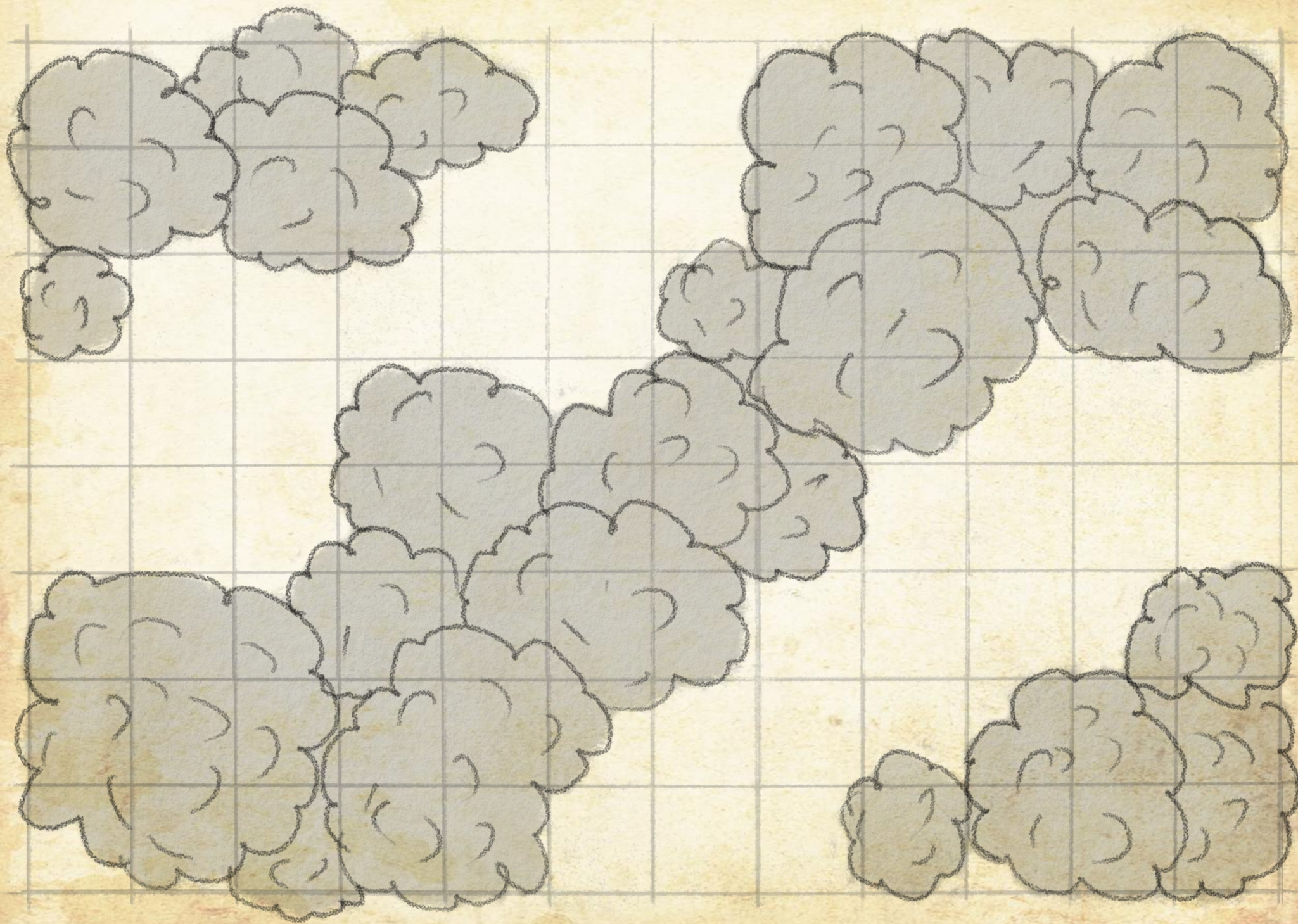
Treasure

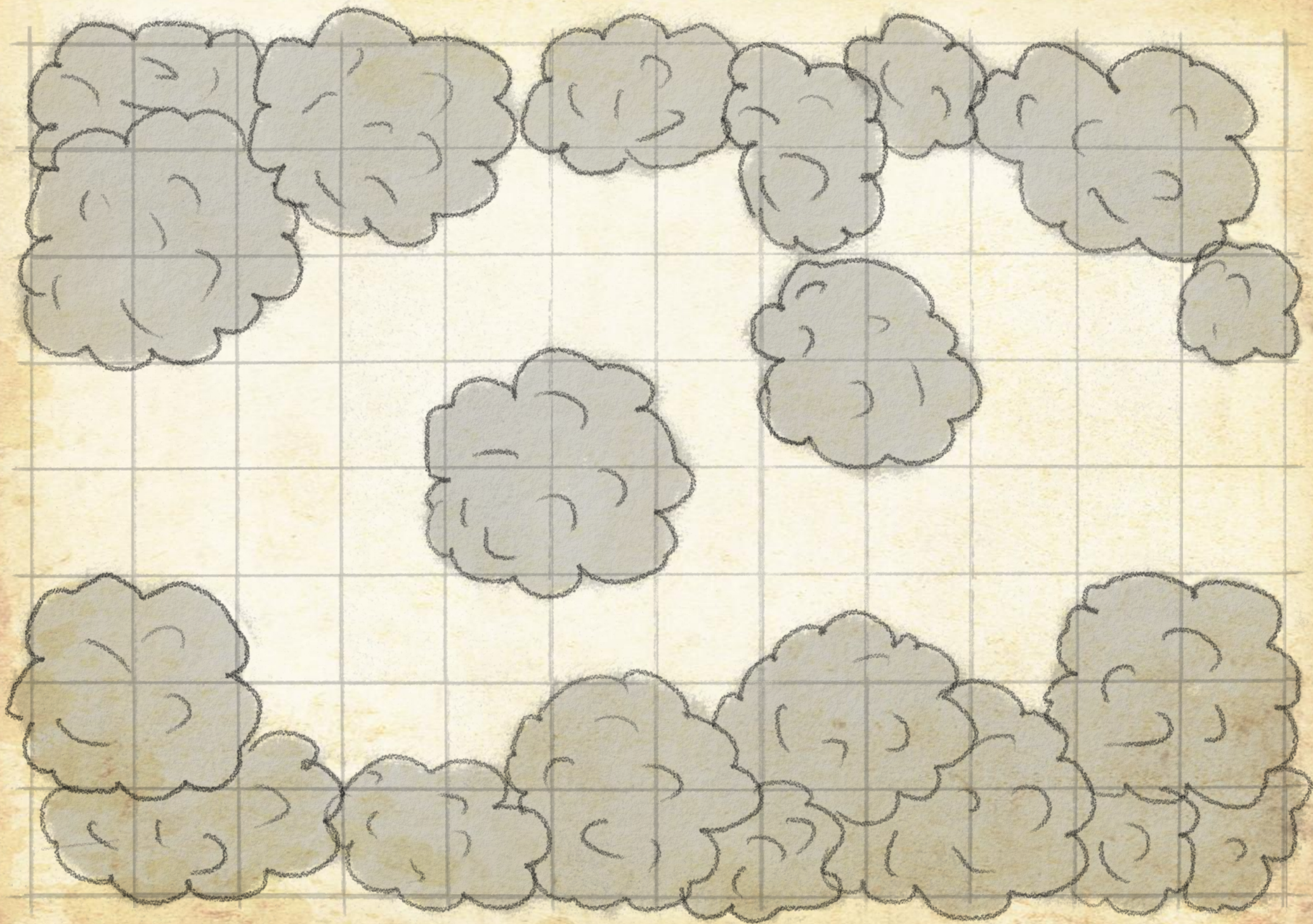
After the monster cards and stand-ups you'll find the unicorn's treasure for your heroes. Print it out and cut it like you would a Hero Card.

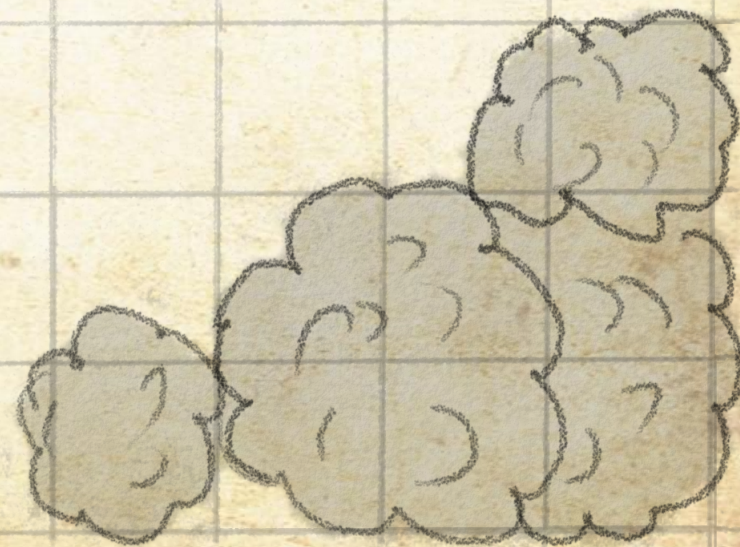
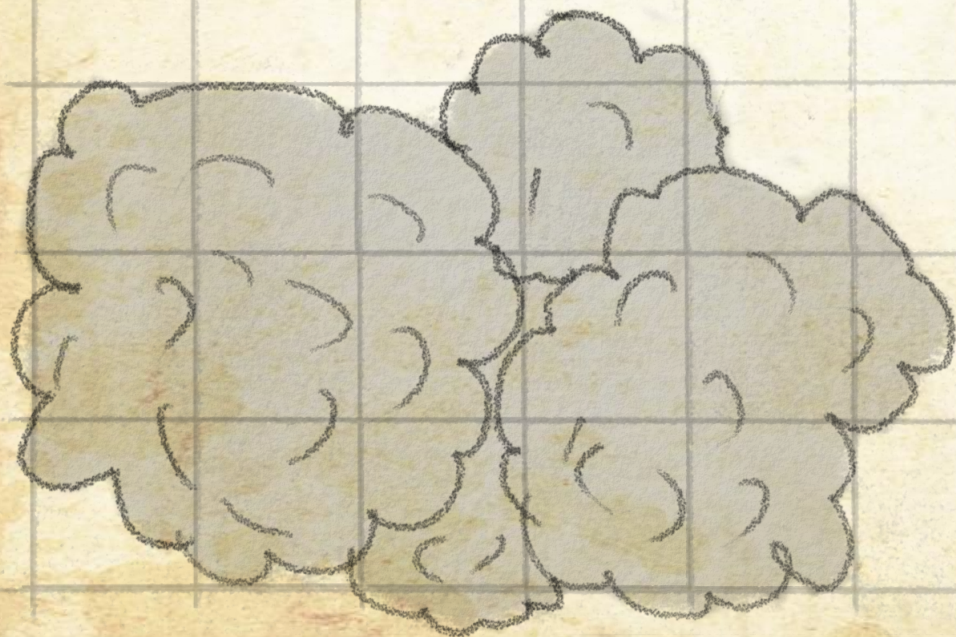
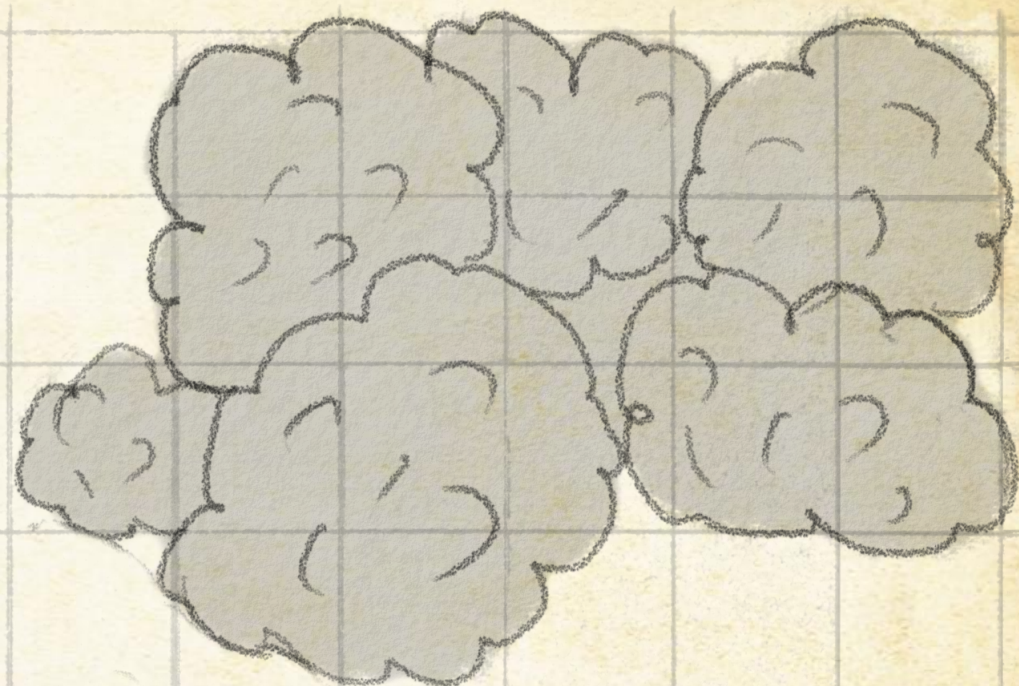
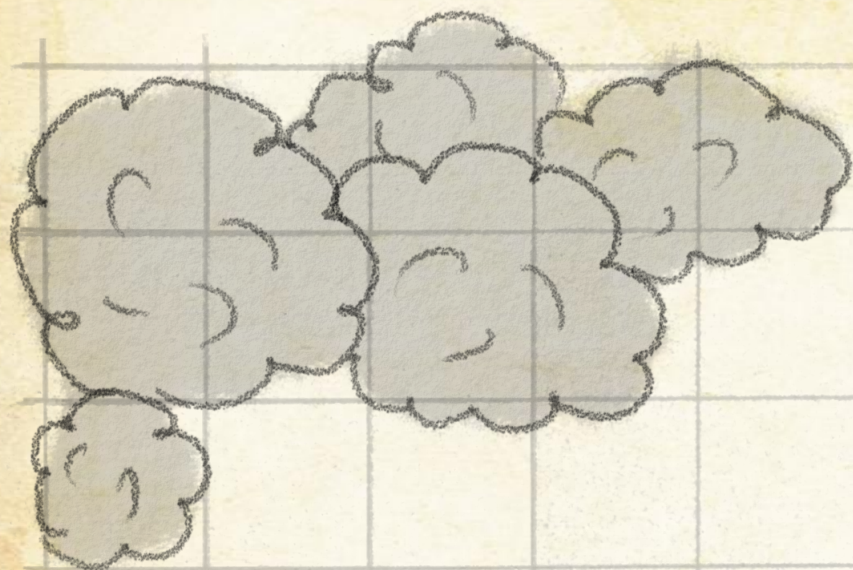
This item is a Boon, which grants the heroes special actions or extra dice in their pools.

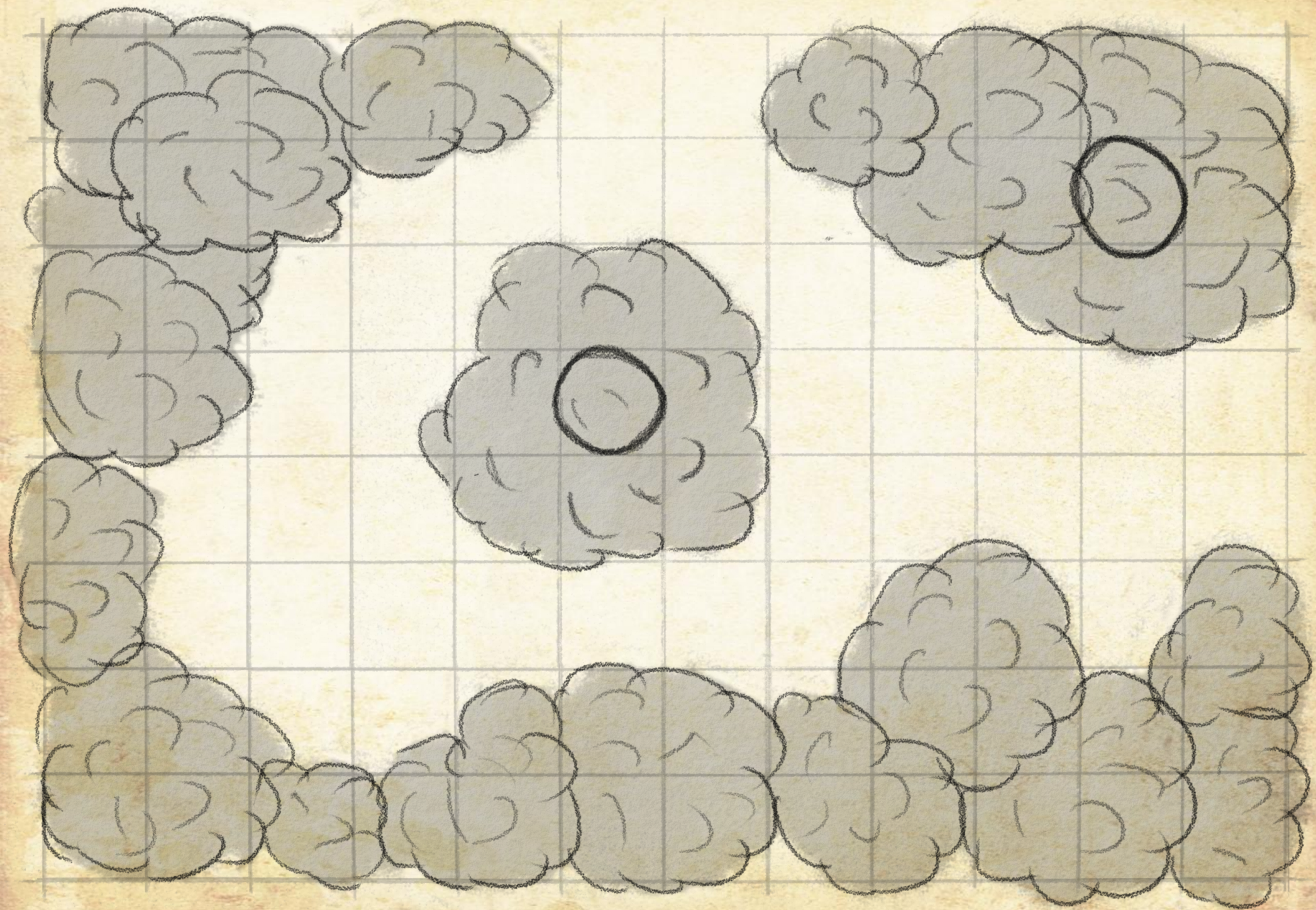
Heroes can hold a boon while they use another piece of equipment.

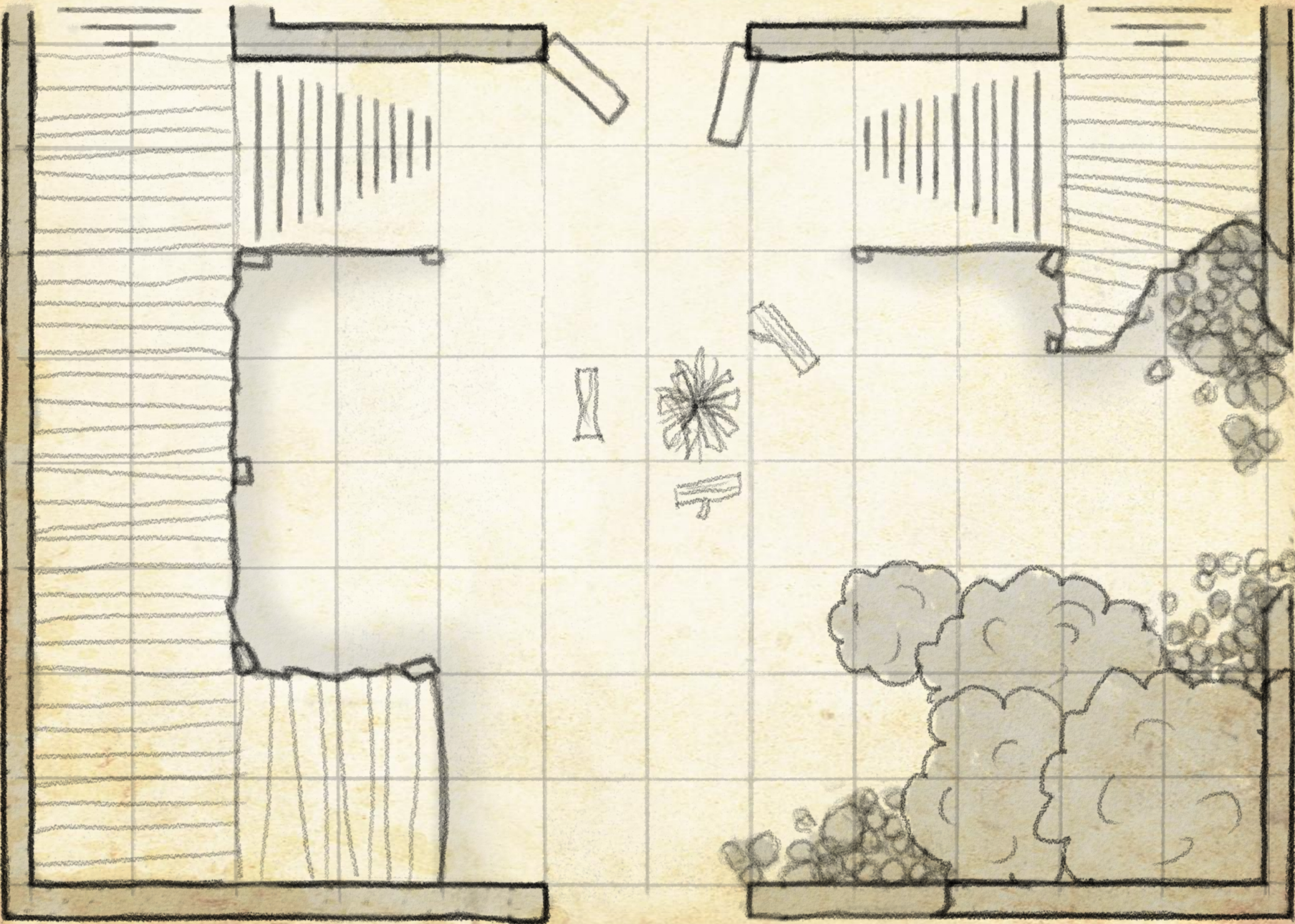


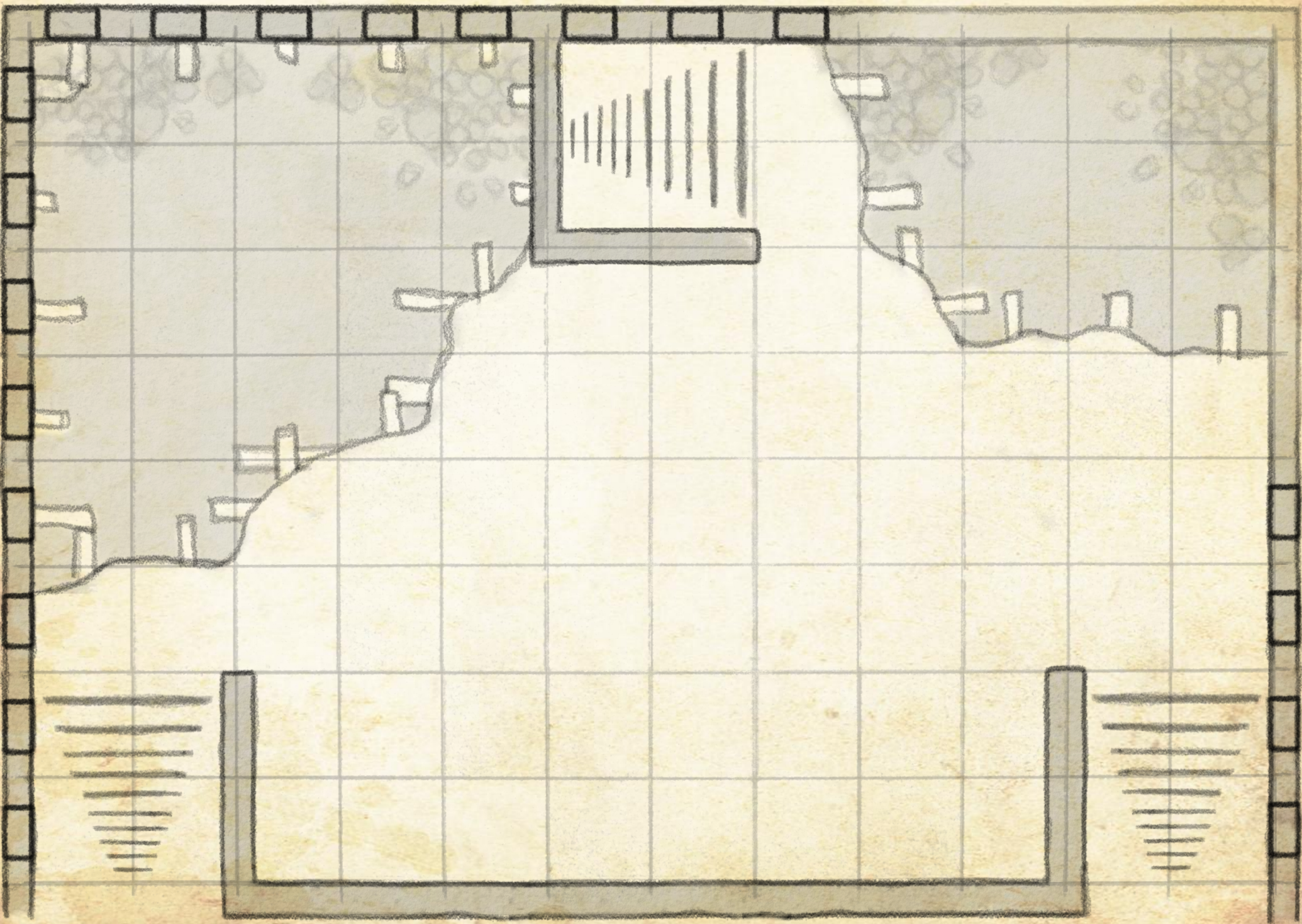


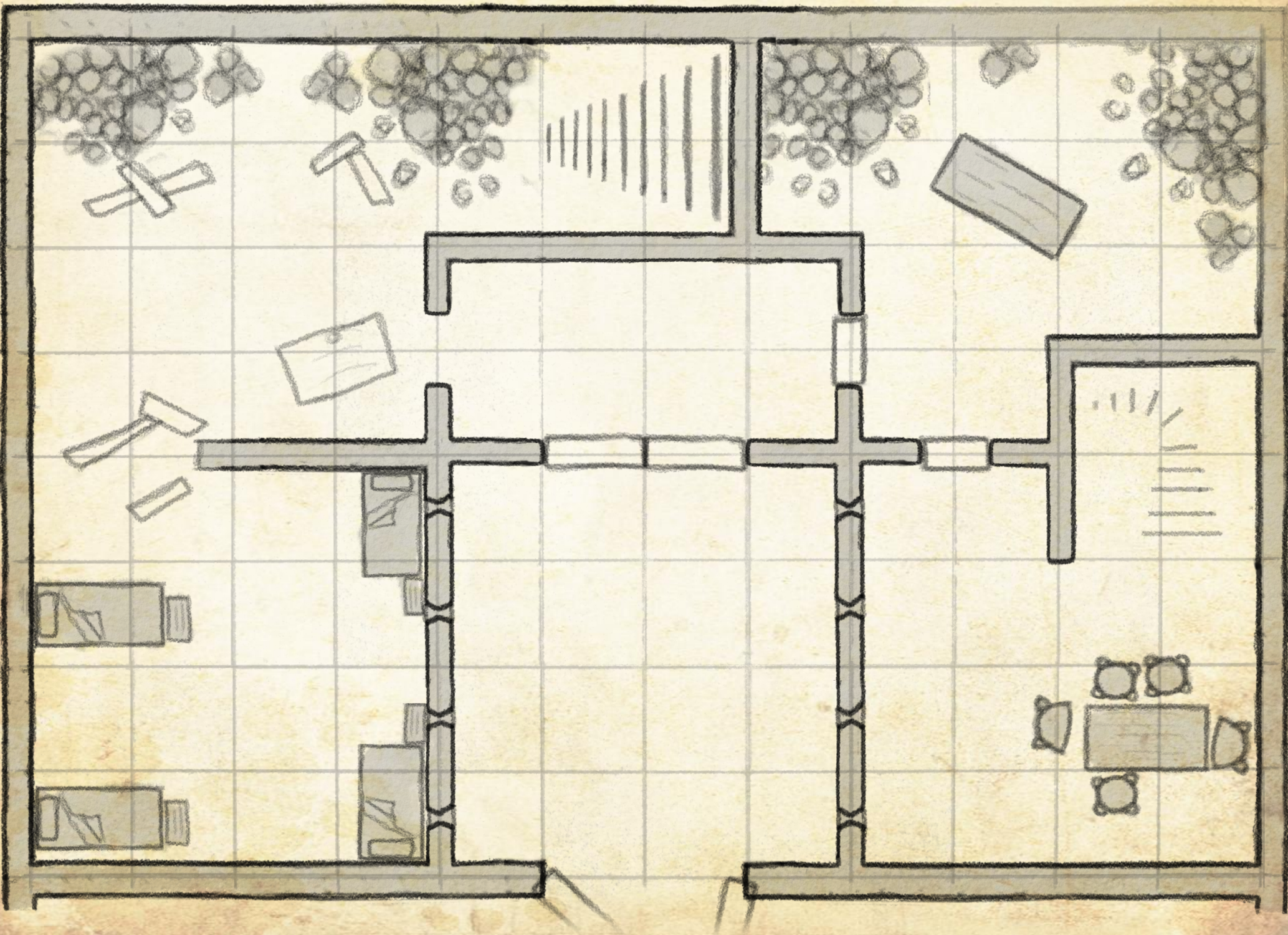


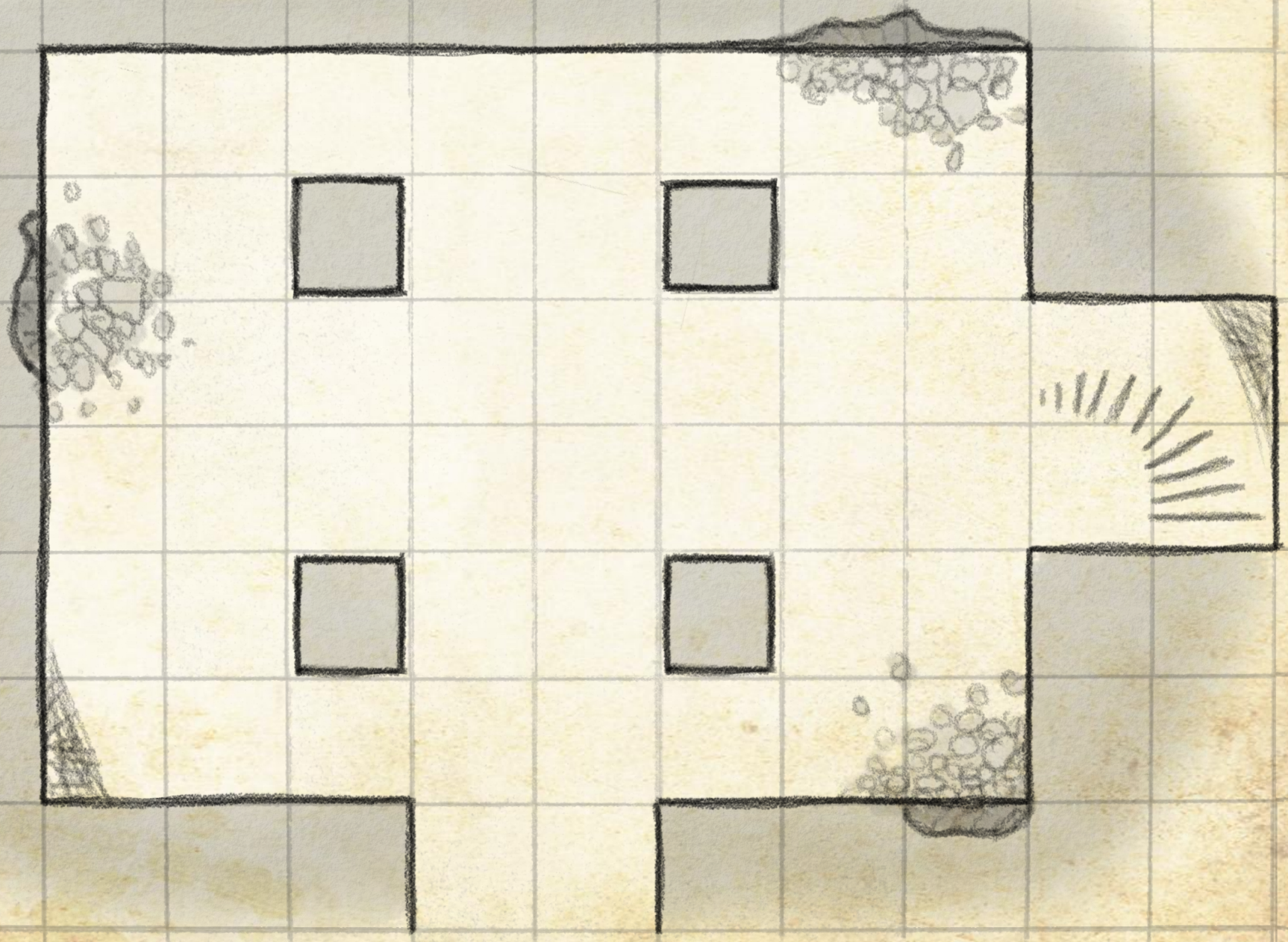


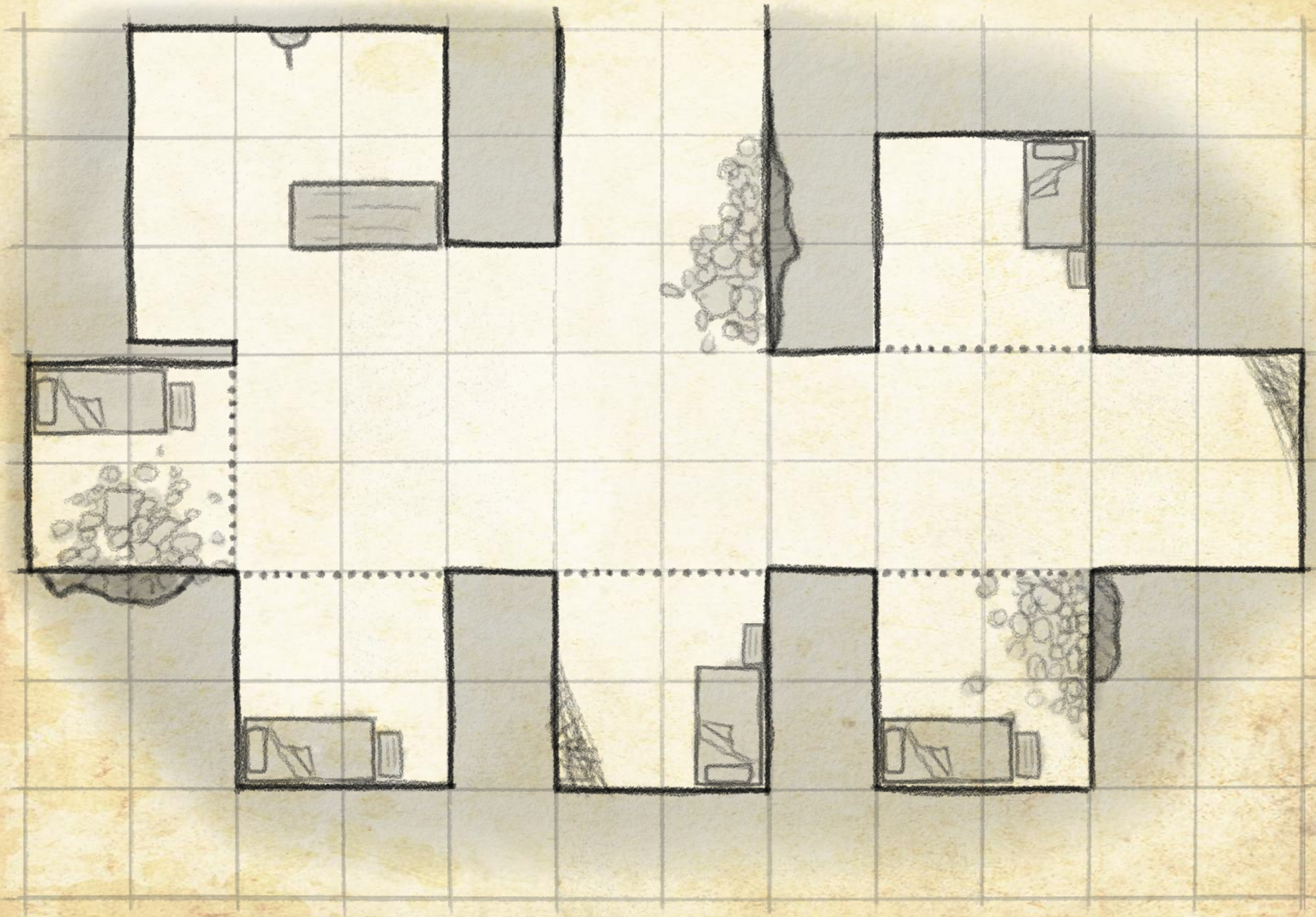














HERO KIDS



Wolf



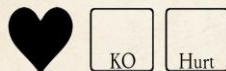
Melee Attack: Ferocious Bite
Melee attack at an adjacent target.



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: Sure-Footed
You can traverse obstacles without penalty.



HERO KIDS



Dire Wolf



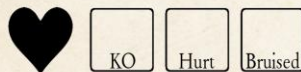
Melee Attack: Ferocious Bite
Melee attack at an adjacent target.



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: Sure-Footed
You can traverse obstacles without penalty.



HERO KIDS



Goblin Warrior



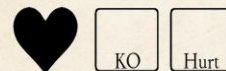
Melee Attack: Slashy Slash
Melee attack at an adjacent target.



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.



HERO KIDS



Goblin Shaman



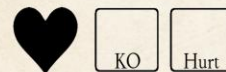
Magic Attack: Gobi Snot Magic
Magic attack at a target up to 4 squares away.



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 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



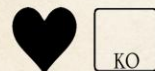
Melee Attack: Stabby Stab
Melee attack at an adjacent target.



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 Archer



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

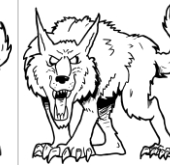
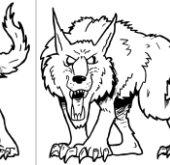
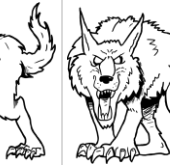


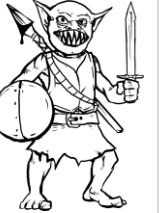
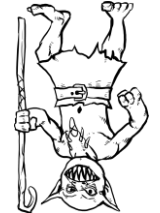
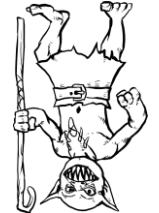
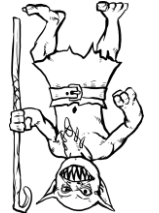
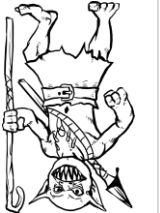
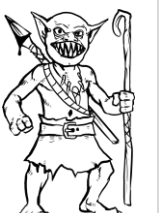
Special Action: Sneaky Shot
If a target within 6 squares (but not adjacent) has made an attack that does not target you since your last turn, you can make a ranged attack at it with 1 extra die.

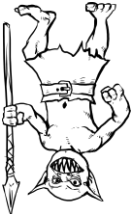
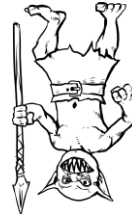
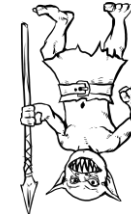
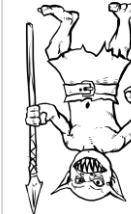
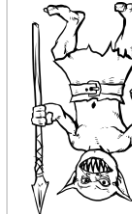
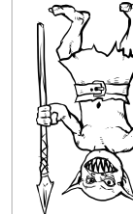
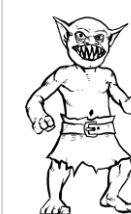
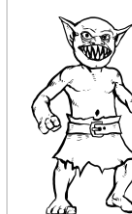
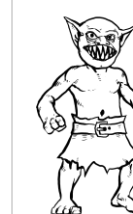
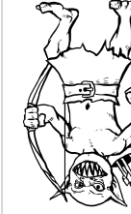
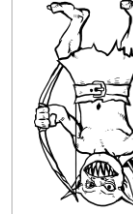
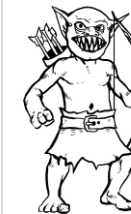
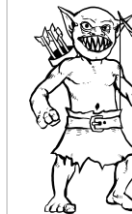
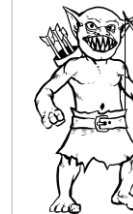


Bonus Ability: Scamper
When you've been attacked since your last turn, you can move 2 extra squares.



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

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

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⑥		⑥		⑥
⑦		⑦		⑦
⑧		⑧		⑧

