

HERO KIDS



ADVENTURE: THE LOST VILLAGE

ENCOUNTERS: EIGHT
DIFFICULTY: HARD
DURATION: 60-90 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 monsters
- Print-outs of the encounter maps
- Stand-up minis for the heroes and monsters

Background

The heroes all live in the same village, Rivenshore, which is nestled in a tight valley beneath a towering mountain. A river runs past the village and flows into a small bay. Rivenshore would be a beautiful place to live, if it weren't beset by an endless series of calamities.

Adventure Overview

In The Lost Village, the kids must travel to a distant village – Willowsdell – and rescue the villagers who've been captured by lizardkin!

This adventure expands on the experiences in previous adventures by giving players options in how they get to the lost village and how they tackle the challenges they find there.

Adventure Intro

Today's trouble starts in Rivenshore when the town sheriff finds the kids after their training.

As you finish a hard day's training and walk back towards Rivenshore, you see the sheriff waiting for you.

"Looks like trouble again. Winter's first snow fell today and we haven't heard from the villagers down at Willowsdell on the west side of the bay. They've never missed the last wagon before winter, until now."

He continues.

"We're worried that something's happened there, maybe a scourge or a terrible hex."

He finishes, "Get down there, find out what's been happening, and sort it out."

He hands you a map showing the location of Willowsdell.

"It's up to you to decide how you want to get there."

Give the kids the map of The Brecken Vale and show them the location of the village.

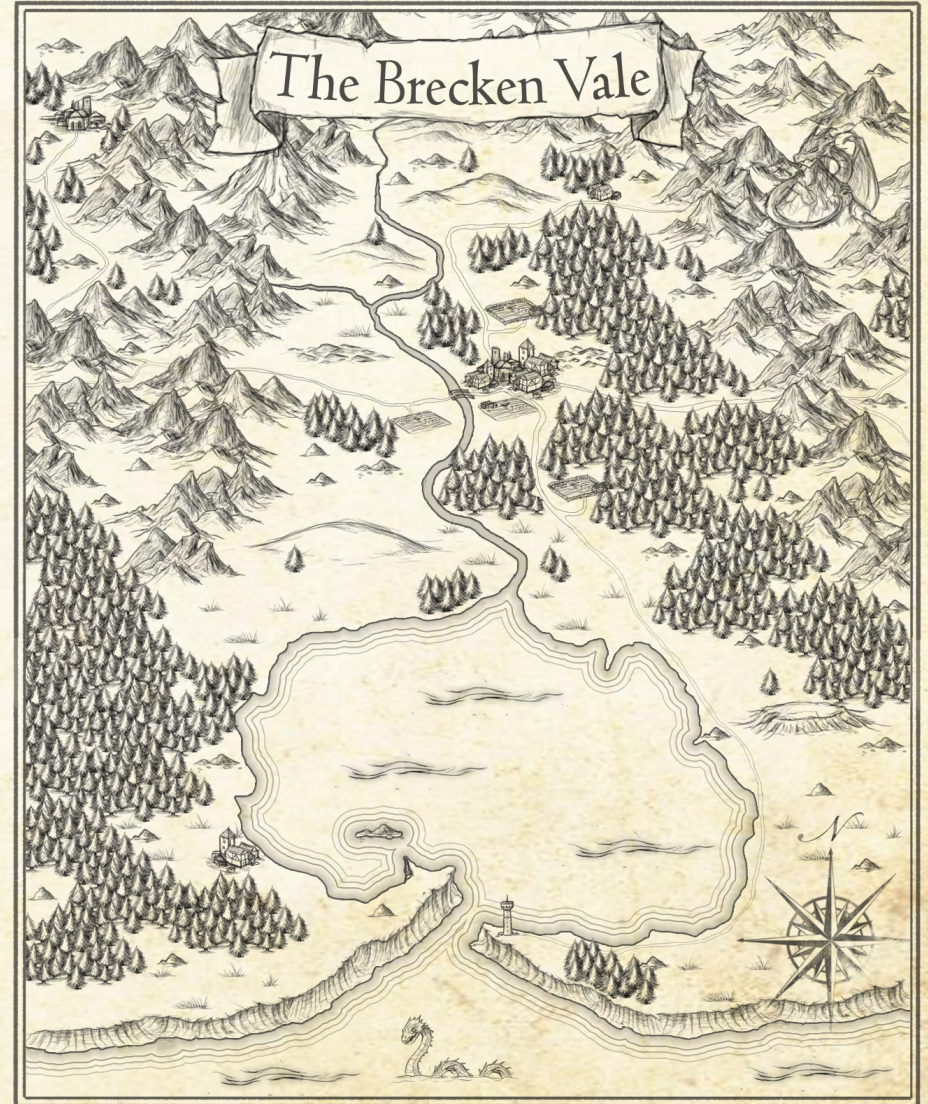
Encounter 1: Planning the Trip

The first encounter is a role-playing scene where the kids need to work out how their heroes are going to get to Willowsdell.

The kids should have the map of The Brecken Vale, so they can work out how to get from Rivenshore (the town on the river) down to Willowsdell which is the little town on the south-west coast of the bay.

Map

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



Role-Playing

In this role-playing scene, the heroes can converse with the sheriff or take ability tests (detailed in the Ability Tests section) to work out the best way to reach the village.

If asked, the sheriff offers two routes: overland by pony or down the river and across the bay by boat.

If asked about danger, the sheriff knows that brigands (bandits) have been seen on the trail between Rivenshore and Willowsdell. He also knows that with the coming winter there's a strong chance of foul weather on the bay, which could be dangerous.

Ability Tests

In addition to gaining information from the sheriff, the kids can also have their heroes perform a number of ability tests to see if they know some of this information already:

- Intelligence (Knowledge) test at difficulty 4 to know that there are two routes to the village (overland and by boat).
- Intelligence (Knowledge) test at difficulty 5 to know that brigands have held up travelers on the road to Willowsdell.
- Intelligence (Knowledge) tests at difficulty 6 to know that there's likely to be bad weather on the bay this time of the year.

Conclusion

Once the kids have decided which route to take, the sheriff will make the preparations:

Overland:

The sheriff agrees with your choice.

"Okay, I'll make sure your ponies are ready for the trek to Willowsdell. Get everything you need and meet at the corral."

You quickly prepare to travel and meet at the corral where your ponies are stabled. You mount your pony and head west out of Rivenshore, crossing the Camarva river, then turn south and follow the trail that runs alongside the river towards Willowsdell.

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

By boat:

The sheriff agrees with your choice.

"Okay, I'll go see Bern the Fisher and get him to take you to Willowsdell by boat. Get everything you need and meet at the dock."

You quickly prepare to travel and meet Bern the Fisher at the dock. He pushes his little sailboat off and you begin your journey to Willowsdell.

Boat travelers proceed to **Encounter 2b: Storm**.

Encounter 2a: Brigands

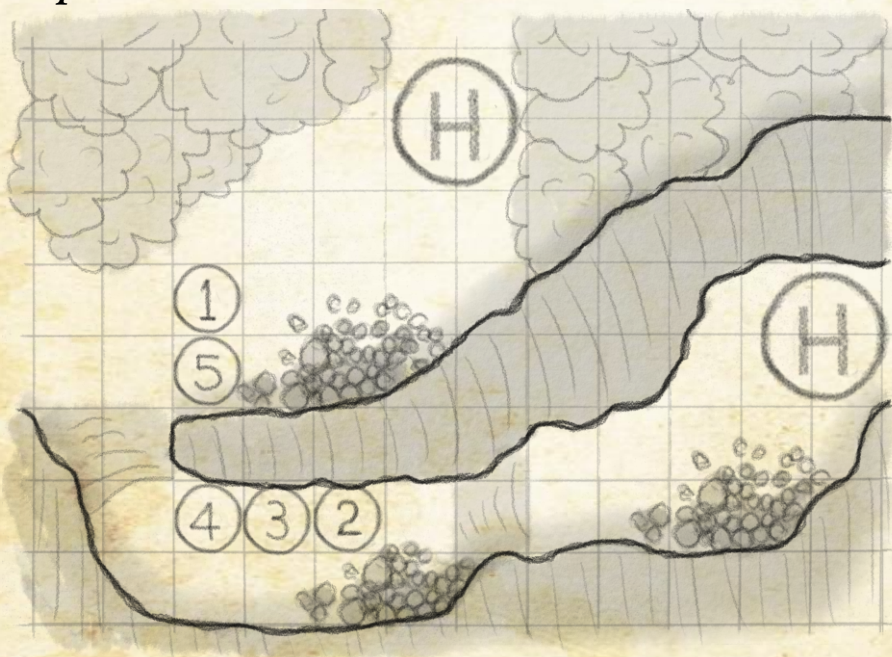
This encounter occurs on the road to Willowsdell.

As it turns out, there *are* brigands on the road to Willowsdell, and they're waiting to ambush travelers.

There are tons of potential resolutions for this encounter, such as:

- Talking to them and scaring them off
- Paying them off (gold or equipment)
- Sneaking or running past them
- Fighting them
- Ambushing them back

Map



Encounter Intro

Before the ambush, read this:

After making camp on the first night of the journey, you wake up the next morning to dark clouds. You saddle up and continue along the narrow dirt track to Willowsdell.

Ability Tests

Have the kids roll an Intelligence (Tracking/Perception) test at difficult 5 to notice the bandits before they spring their trap.

If they succeed, then they notice the bandits first:

The track narrows, with cliffs on one side and dense trees on the opposite. You pull your pony up as you notice movement on a ledge above the track.

If they fail, they walk into the ambush:

After four hours in the saddle you're thankful to reach the shade of a steep cliff. But before you can enjoy the cool shade, you're surprised by movement from above; it's brigands!

From here, the details of the encounter are up to you (based on what the kids want their heroes to do).

If they walk into the ambush it could turn into a straight fight, or the heroes could talk to the brigands before they attack (Intelligence test Talking), or the heroes could sneak past the ambush (Dexterity test Sneaking/Tracking), or even scale the cliffs and flip the ambush (Dexterity test Sneaking/Tracking).

Encounter Features

The forest track enters this encounter area at the north. The brigands use the ledge above the road for their ambush, but there is a higher ledge that the heroes can use to ambush their ambushers! The wooded squares require two squares of movement.

Monsters

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

- 1 Hero: 1 x Brigand Leader ①
2 Heroes: 1 x Brigand Leader ①
1 x Brigand Archer ②
3 Heroes: 1 x Brigand Leader ①
2 x Brigand Archers ② ③
4 Heroes: 1 x Brigand Leader ①
3 x Brigand Archers ② ③ ④

Use these health boxes to mark off damage:

- | | | | |
|------------------|---------------|-----------------|--------------------|
| ① Brigand Leader | <div>KO</div> | <div>Hurt</div> | <div>Bruised</div> |
| ② Brigand Archer | <div>KO</div> | <div>Hurt</div> | |
| ③ Brigand Archer | <div>KO</div> | <div>Hurt</div> | |
| ④ Brigand Archer | <div>KO</div> | <div>Hurt</div> | |

For extra challenge, you can add another baddie:

- ⑤ Brigand Swordsman

KO

Hurt

Tactics

The brigand leader stands on the road to block the heroes' path using melee attacks. The archers shoot down at them from the ledge above the road.

Conclusion

There are many possible conclusions, such as this:

You defeat the brigands and the road to Willowsdell lies open to you.

Alternatively:

You continue your journey slightly poorer, but avoided a dangerous battle.

Or this:

The brigands shout threats as you gallop past, but your pony carries you to safety.

Or even this:

You lead your pony out of the bushes further down the track, having cunningly avoided the greedy brigands.

The brigands are quite tough, so if the heroes are damaged in combat with the brigands then reward them with some potions, then allow the players' heroes to take a short rest to remove some damage.

The next encounter is **Encounter 3: Willowsdell**.

Encounter 2b: Storm

This encounter occurs on the water on the way to Willowsdell.

As warned, the weather closes in during the trip, and a dangerous storm threatens the heroes' boat. They must work to weather the storm and reach their destination.

Encounter Intro

Read this introduction first:

After mooring the boat overnight in a small inlet, Bern sets sail first thing in the morning to get you to Willowsdell before the weather closes in.

You make good time and catch sight of Willowsdell on the horizon just before noon. Unfortunately, the sight of the town is ruined when the heavens open and fierce winds kick up dangerous waves.

"Grab those ropes and help me get us to shore!" Bern commands.

Ability Tests

To safely get to the shore, the kids must succeed three Strength (Athletics), Dexterity (Acrobatics), or Intelligence (Knowledge) 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. If all heroes fail the test, they all take 1 damage.

If the heroes fail three tests (so they're KO'd), then they wash up on the shore in the conclusion.

Conclusion

If the heroes succeed the ability tests:

Despite the driving rain and huge surf, you help Bern to bring the boat through the surf and safely to shore.

If they're KO'd:

A huge wave breaks over the boat and you tumble into blackness. The next thing you know, you wake up lying on the coarse sand. You look around and see Bren drag himself over to the damaged hull of the boat.

Allow the players to have their heroes take a short rest to remove some damage.

The next encounter is **Encounter 3: Willowsdell**.

Encounter 3: Willowsdell

The third encounter brings the heroes to Willowsdell, the titular lost village.

The heroes find the village abandoned and must work out what has happened to the people of Willowsdell: they've been captured by a group of lizardkin!

Encounter Intro

Read this introduction first:

With some trepidation, you complete the last part of your journey and approach Willowsdell. The village is nestled in the midst of a thick wood and you follow the path through the trees until it opens into a large clearing.

Before you stands Willowsdell. It's a small village – barely a hamlet – of two dozen houses which are clustered around a central well.

Exploration

Following the introduction, the kids' heroes are standing at the edge of the village. The kids need to work out what's happened by exploring the abandoned village and finding clues to what's happened.

By looking around the village, the heroes notice footprints leading into the forest. By succeeding at an ability test, they can work out that the footprints belong to humans and their lizardkin captors.

Ability Tests

The kids can perform an Intelligence (Tracking) test at difficult 5 to recognize that many of the footprints belong to lizardkin (reptilian footprints, three toes).

On close inspection, you notice that there are two distinct types of footprints; human and three-toed lizardkin prints. Lizardkin are fiercely territorial, and attack all other humanoids that they encounter in their range. But they don't normally venture into inhabited areas, so the appearance of lizardkin here is unusual.

Conclusion

Once the kids decide to have their heroes follow the footsteps (or come up with something else), continue to the next encounter (or somewhere else).

Read this:

The footprints lead west out of the village and into the thick forest that surrounds Willowsdell.

The next encounter is **Encounter 4: Forest Clearing**

Encounter 4: Forest Clearing

The fourth encounter takes place when the heroes follow the footprints to a forest clearing. Here they hopefully find the hidden entrance of a cave.

Encounter Intro

Read this introduction first:

You follow the footprints through the forest. Eventually, they lead to the edge of a dense stand of shrubs and trees. A rocky cliff rises up behind the foliage.

Exploration

Following the introduction, the kids' heroes are standing in a forest clearing. The clearing is a dead-end, but the footprints lead up to the bushes at the base of the cliff.

The kids (or their heroes) need to work out that the footsteps go through the bushes and into a cave that is hidden behind them.

Ability Tests

The kids can also have their heroes perform a number of ability tests to work out where the footprints go:

- Intelligence (Tracking) test at difficulty 4 notice that the footprints continue *through* the bushes and into the cave behind.
- Intelligence (Knowledge) test at difficulty 5 to notice that the bushes are slightly wilted, and have been taken from elsewhere to cover the entrance of the cave.
- Intelligence (Perception) test at difficulty 6 to notice the cave hidden behind the bushes.

Conclusion

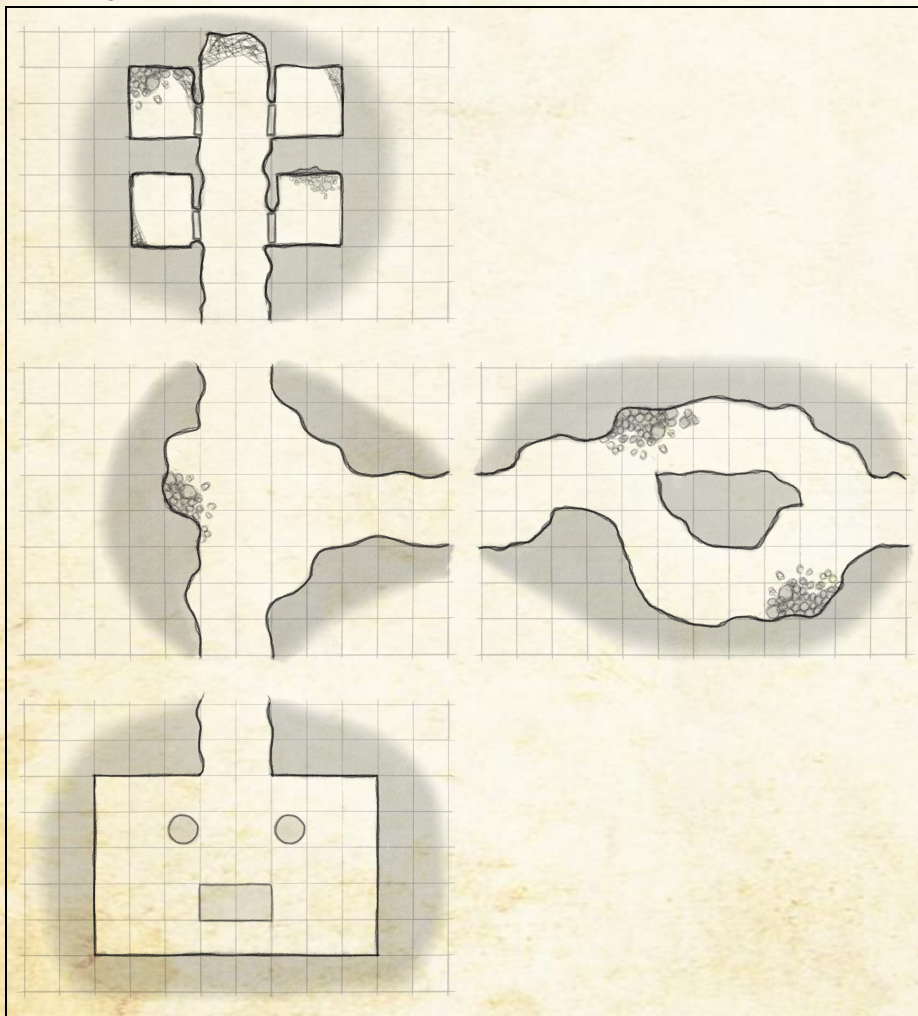
Once the kids have discovered the secret cave and decide to follow the footprints inside:

You quietly push your way through the bushes.

The next encounter is **Encounter 5: Winding Cave**

Lair of the Lizardkin

First, here's a quick overview of the lizardkin's underground lair:

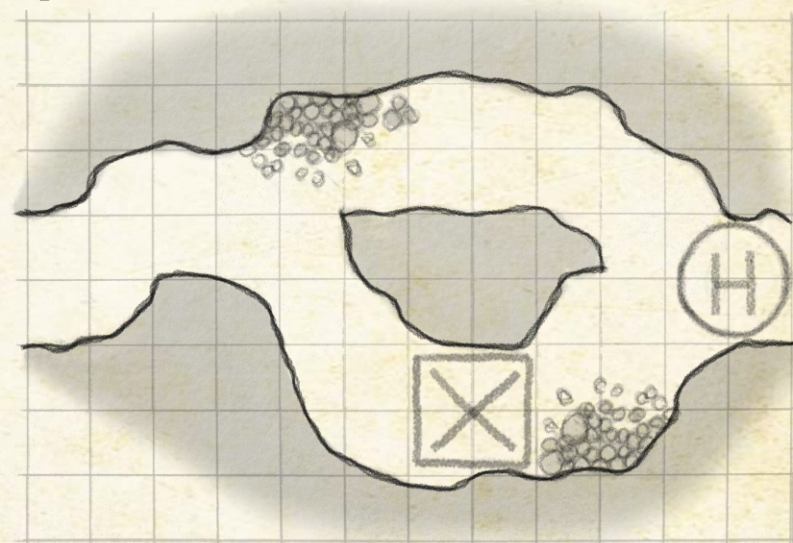


The heroes start at the far right, proceed to the T-intersection, and then to the north or south.

Encounter 5: Winding Cave

This encounter is the entrance of lizardkin's cave lair. It has a trap.

Map



Encounter Intro

When the heroes enter this area, read this:

*You step out of the light and into a dark tunnel.
Your eyes adjust in a few moments, and you see that the
tunnel immediately splits into two branches.*

Encounter Features

This cave is dimly lit, with a gravel floor and natural rock walls. The cave splits around a central pillar, with *all* of the footprints following north passage. The south branch is unused - because it is trapped.

The Ability Tests section details how to deal with this encounter.

Ability Tests

Immediately have all players make an Intelligence (Tracking/Perception) test for each hero.

If they roll a 4, they see that the footprints all go to the right:

You notice that the footprints follow the right branch of the cave.

If anyone gets 6 (or 5 if they know something about traps) then they *also* notice the trap in the left branch:

You notice a slight outline in the dirt of the left branch of the tunnel, it's a pit trap!

Then let them trigger the trap and then avoid it:

You poke the trap door with your weapon. It swings open to reveal a deep pit, the bottom of which is filled with sharp sticks and rocks.

If no one notices the trap (by succeeding the previous ability test), then don't mention the trap and let them continue, maybe with this bit of misdirection:

You hear the faint sound of movement in the distance.

If they choose to continue along the left branch of the cave, then they will fall for the trap:

As you step forward the ground beneath your feet begins to collapse.

To avoid falling into the pit, have the players roll a Dexterity (Acrobatics) test at difficulty 5 for each hero.

If a hero succeeds the test, then that hero has successfully avoided the trap.

With lightning reflexes you manage to jump aside and avoid falling into the pit.

If a hero fails the ability test, then they have been damaged by the trap. Roll a d6 to work out the damage from the trap.

- If they roll a 1 or 2, they take 1 damage.
- If they roll a 3 or 4, they take 2 damage.
- If they roll a 5 or 6, they take 3 damage.

You slip sideways and tumble through the air for a moment before crashing to the floor of the pit trap.

After they sort out the damage, get them out:

You scramble out of the other side of the pit.

Allow the players to have their heroes take a short rest to remove some damage.

Conclusion

When they continue to the west:

The left and right tunnel branches rejoin and after just a few more steps you see the flickering light of torches from the tunnel ahead.

The next encounter is **Encounter 6: Guard Post**

Encounter 6: Guard Post

The heroes head deeper into the lizardkin lair and come upon a guard post at a tunnel intersection.

Solutions include:

- Attack them
- Sneak past them
- Ambush them

Map



Encounter Intro

Before they reach the intersection proper:

You pause in the tunnel. Ahead of you an intersection is illuminated by flickering light from several torches that are jammed into cracks in the walls.

Ability Tests

Have the kids roll an Intelligence (Tracking/Perception) test at difficulty 5 for each hero to see the lizardkin skulking in the shadows.

If they succeed, they notice the lizardkin:

You notice the thick scaly tail of a lizardkin skulking in the shadows.

If they fail, they walk into the ambush:

You hear the clatter of loose pebbles from somewhere deeper in the tunnels.

At this point the lizardkin could be lying in wait to ambush intruders or they could be sleeping, which would give the heroes a chance to sneak past or to launch a surprise attack (although this implies a pre-emptive attack from the heroes).

From here, the details of the encounter are up to you (based on what the kids want their heroes to do).

Encounter Features

This encounter takes place in a simple t-intersection. Nothing exceptional here *unless* the players decide to make a run to the north or south, which could get complicated!

Monsters

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

- 1 Hero: 1 x Lizardkin Warrior ①
2 Heroes: 2 x Lizardkin Warrior ① ②
3 Heroes: 3 x Lizardkin Warrior ① ② ③
4 Heroes: 4 x Lizardkin Warrior ① ② ③ ④

Use these health boxes to mark off damage:

① Lizardkin Warrior	KO	Hurt
② Lizardkin Warrior	KO	Hurt
③ Lizardkin Warrior	KO	Hurt
④ Lizardkin Warrior	KO	Hurt

Tactics

Once alerted, the lizardkin attack the heroes with melee attacks. They also try to stop the heroes from escaping down the north or south corridors.

Conclusion

The likely conclusion is that the heroes defeat the lizardkin warriors:

You manage to overcome the last of the guards, sending its lizard-like body crashing to the ground.

After catching your breath for a moment, you see that the tunnels continue to the north and south.

Allow the players to have their heroes take a short rest to remove some damage.

If the players choose to head north, then the next encounter is **Encounter 7: Prison Cells**.

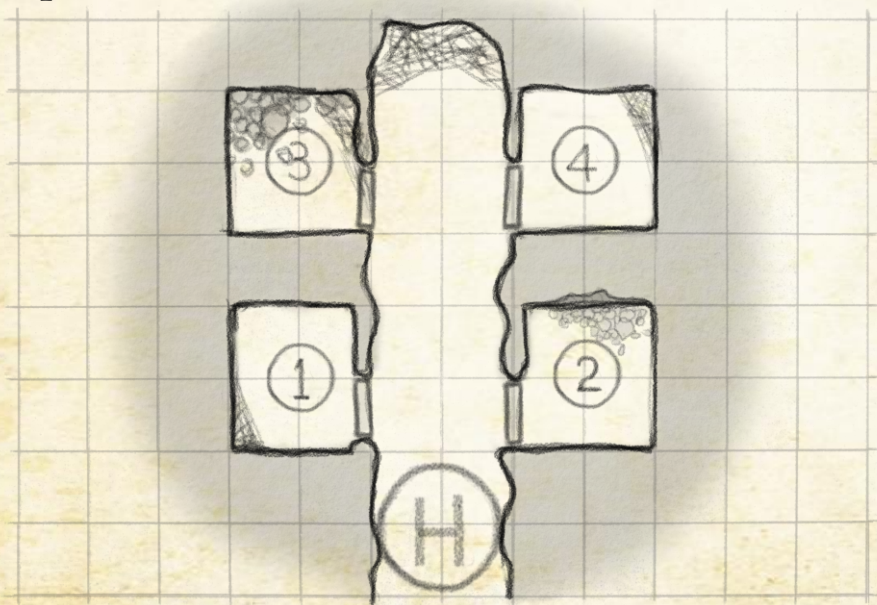
If they take the south path, then the next encounter is **Encounter 8: Lizardkin Shrine**.

Encounter 7: Prison Cells

This dead-end tunnel has four cells. There's a fair bit of flexibility here, so feel free to improvise in this area. Generally, the four cells contain:

- 1: Guard Room
- 2: Human prisoners
- 3: Lizardkin prisoner
- 4: Empty, or maybe something else?

Map



Encounter Intro

You move on from the intersection and notice that the left and right rock walls are each set with two sturdy doors. The tunnel ends just a few feet further on.

Ability Tests

The players' heroes can each roll an Intelligence (Perception) test at difficulty 4 to listen at the doors, where they can hear:

- 1: Lizardkin murmurs (Guard room)
- 2: Human speech (Human prisoners)
- 3: Nothing (Lizardkin prisoner)
- 4: Nothing (or a sound from whatever you want to put in here)

Two of the doors are locked (2 and 3), so the heroes can force these open with a successful Strength test at difficulty 6. Breaking these doors will alert the guards in room 1 and trigger a fight.

Room 1

The guards in room 1 have the keys for the locked rooms, but they won't give them up without a fight!

The details for the lizardkin guards are on the Monsters section.

Room 2

The humans in room 2 are the remnants of a group of guards who were trying to defend the village against the lizardkin's attacks.

They tell the heroes that the rest of the villagers fled into the forest, where they still hide. Unfortunately, these humans are in poor shape, and cannot assist the heroes fighting against the remaining lizardkin.

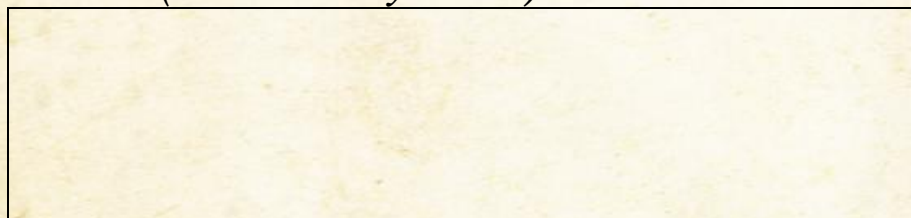
Room 3

The lizardkin prisoner in room 3 has been locked up here by the other lizardkin because he disagreed with the band's raid on the human village.

He can communicate with basic language, and can be convinced to fight alongside the heroes against the other lizardkin with a successful Intelligence (Persuasion) test at difficulty 6. If he chooses to join the heroes, he's a lizardkin savage, so you can find his monster card at the back of this adventure.

Otherwise he will abandon the lair and flee the area.

Room 4 (Intentionally Blank)



Encounter Features

As explained in the Ability Tests section, each of the rooms has different inhabitants with different goals.

Monsters

This encounter features lizardkin warriors that use melee attacks against the heroes.

- | | | |
|-----------|-----------------------|---------|
| 1 Hero: | 1 x Lizardkin Warrior | ① |
| 2 Heroes: | 2 x Lizardkin Warrior | ① ② |
| 3 Heroes: | 3 x Lizardkin Warrior | ① ② ③ |
| 4 Heroes: | 4 x Lizardkin Warrior | ① ② ③ ④ |

Use these health boxes to mark off damage:

- | | | |
|---------------------|---------------|-----------------|
| ① Lizardkin Warrior | <div>KO</div> | <div>Hurt</div> |
| ② Lizardkin Warrior | <div>KO</div> | <div>Hurt</div> |
| ③ Lizardkin Warrior | <div>KO</div> | <div>Hurt</div> |
| ④ Lizardkin Warrior | <div>KO</div> | <div>Hurt</div> |

Tactics

Once alerted, the lizardkin guards attack the heroes with melee attacks. They also try to stop the heroes from escaping down the south corridor and could even try to lock the heroes in one of the cells.

Conclusion

Again, the likely conclusion is that the heroes defeat the lizardkin guards (otherwise you must improvise):

You take the keys from the guards and use them to unlock the remaining doors.

If the heroes have fought the guards, allow them to take a short rest to remove some damage.

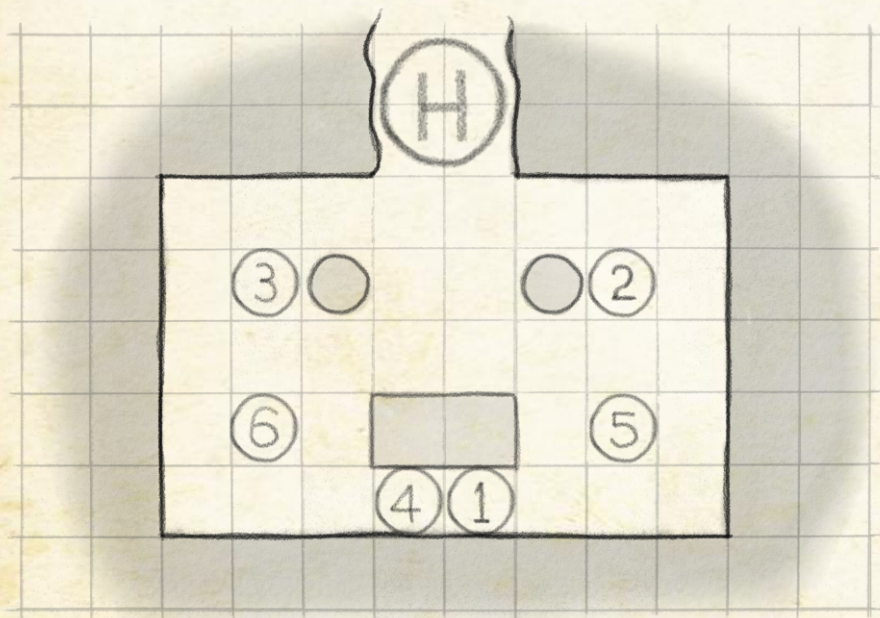
If the heroes are damaged and low on potions, let them find some in the guards' room.

Once finished, the final encounter is: **Encounter 8: Lizardkin Shrine.**

Encounter 8: Lizardkin Shrine

The final climactic encounter takes place in a shrine that the lizardkin have reestablished in their lair. Here a lizardkin shaman is performing a ritual to reclaim the shrine for their kind.

Map



Encounter Intro

When the heroes enter this area, read this:

The tunnel opens into a finely decorated chamber. The walls and floor are carved with delicate scale-like patterns. Against the far wall is a stone altar, behind which a lizardkin shaman is performing some strange ritual.

As you enter, he looks up from his incantations and speaks to you.

"Thiss iss an ancient temple of the lizardkin, losst for many yearsh, but now reclaimed for all creaturess of sscale and tail."

"You defile thish ssacred place by ssetting foot in it, and now you must pay for your transsgressssion."

He makes a movement and more of his kind emerge from the shadows and attack!

Encounter Features

This rectangular room features a low stone altar and several four-foot high pillars that support flaming sconces.

Ability Tests

The players can have their heroes perform an Intelligence (Knowledge) test at difficulty 5 to know that this ancient temple of the lizardkin was abandoned long ago when the lizardkin were driven out of the area by human settlement.

Monsters

This encounter features the lizardkin shaman, who uses magic attacks, lizardkin archers who use ranged attacks, and possibly a lizardkin warrior who uses melee attacks against the heroes.



- 1 Hero: 1 x Lizardkin Shaman ①
 1 x Lizardkin Archer ②
- 2 Heroes: 1 x Lizardkin Shaman ①
 2 x Lizardkin Archer ② ③
- 3 Heroes: 1 x Lizardkin Shaman ①
 2 x Lizardkin Archer ② ③
 1 x Lizardkin Warrior ④
- 4 Heroes: 1 x Lizardkin Shaman ①
 4 x Lizardkin Archer ② ③ ⑤ ⑥
 1 x Lizardkin Warrior ④

Use these health boxes to mark off damage:

① Lizardkin Shaman	KO	Hurt
② Lizardkin Archer	KO	Hurt
③ Lizardkin Archer	KO	Hurt
④ Lizardkin Warrior	KO	Hurt
⑤ Lizardkin Archer	KO	Hurt
⑥ Lizardkin Archer	KO	Hurt

Tactics

The lizardkin shaman tries to use his *primal shackles* attack to freeze the heroes, making them vulnerable to the archers' ranged attacks. If the warrior is present, he uses his melee attacks against the heroes and will defend the shaman with his *staggering attack*.

Conclusion

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

"Merssy, merssy," hisses the battered shaman, "we'll go and never return to this accursed place! Pleash!"

The shaman motions to the other lizardkin and they all rush to the tunnel, the slap-slap-slap of their scaly feet echoes back to you as they flee the lair.

If the lizardkin prisoner is with the heroes:

The lizardkin prisoner approaches you, "I return to our tribe and make ssure these traitorsh keep promish and make shure sstrong peace holdsh between our kindsh."

If the heroes have already found the humans in the cells, then they enter the shrine at this point. Otherwise the heroes need to free them from the cells (and possibly free the lizardkin prisoner if you like, but luckily the guards have fled with the shaman).

If they're already free or once they're been freed by the players, read this:

The human prisoners are overjoyed to be rescued.

"Huzzah," they shout, "you've driven the fiends away, and made Willowsdell safe for us poor farmers again."

Together you all leave the lizardkin lair.

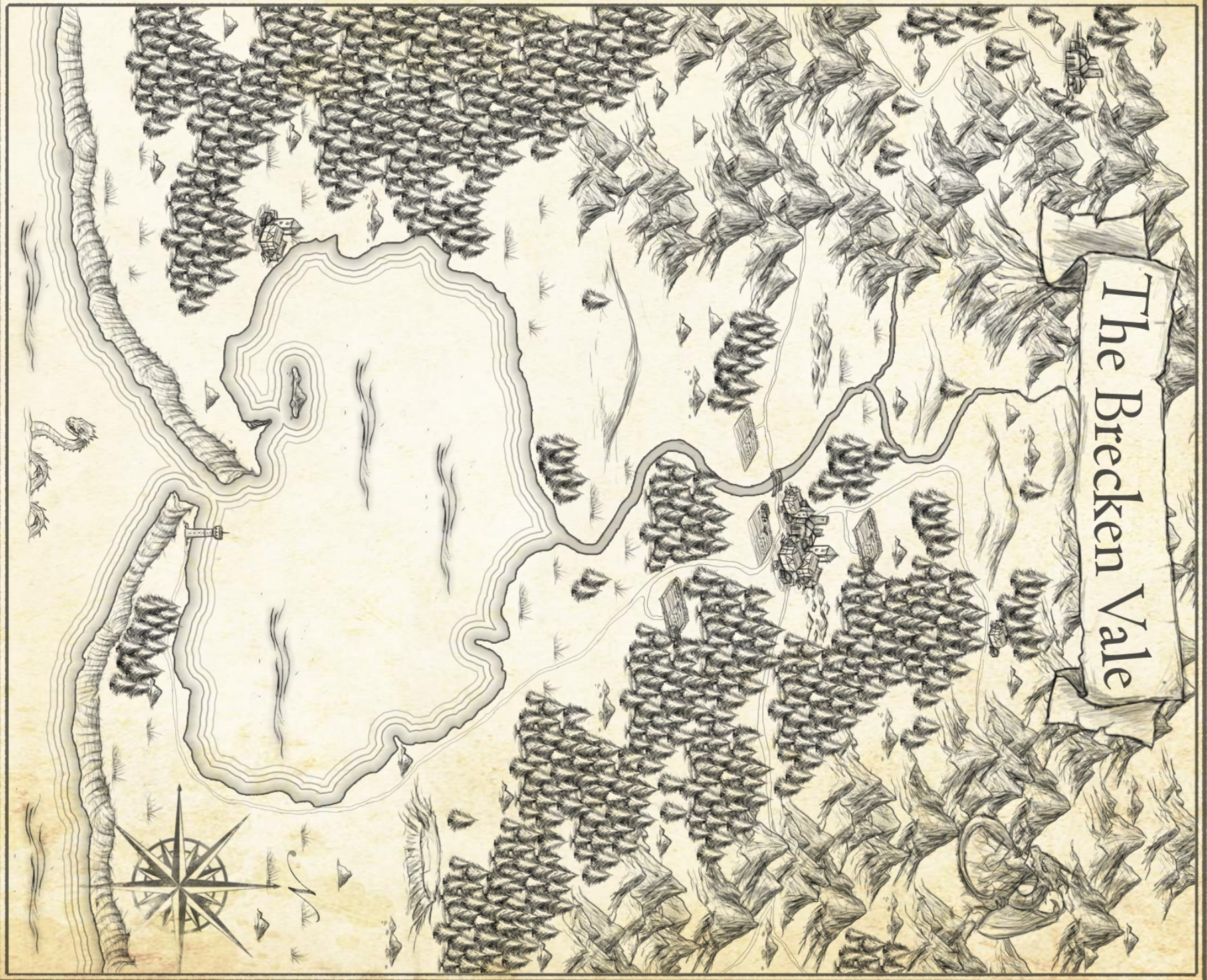
Outside, you scale the cliff above the cave entrance and dislodge a large boulder which tumbles down and – with an earth-shaking crash – it seals shut the foreboding tunnel entrance.

You escort the guards back to the village, and from there they lead you deep into the forest, where you finally come to a large clearing. The guards give a distinct whistle, and after a few moments villager after villager emerges from the trees and bushes and rush to you to give their thanks for your heroic rescue.

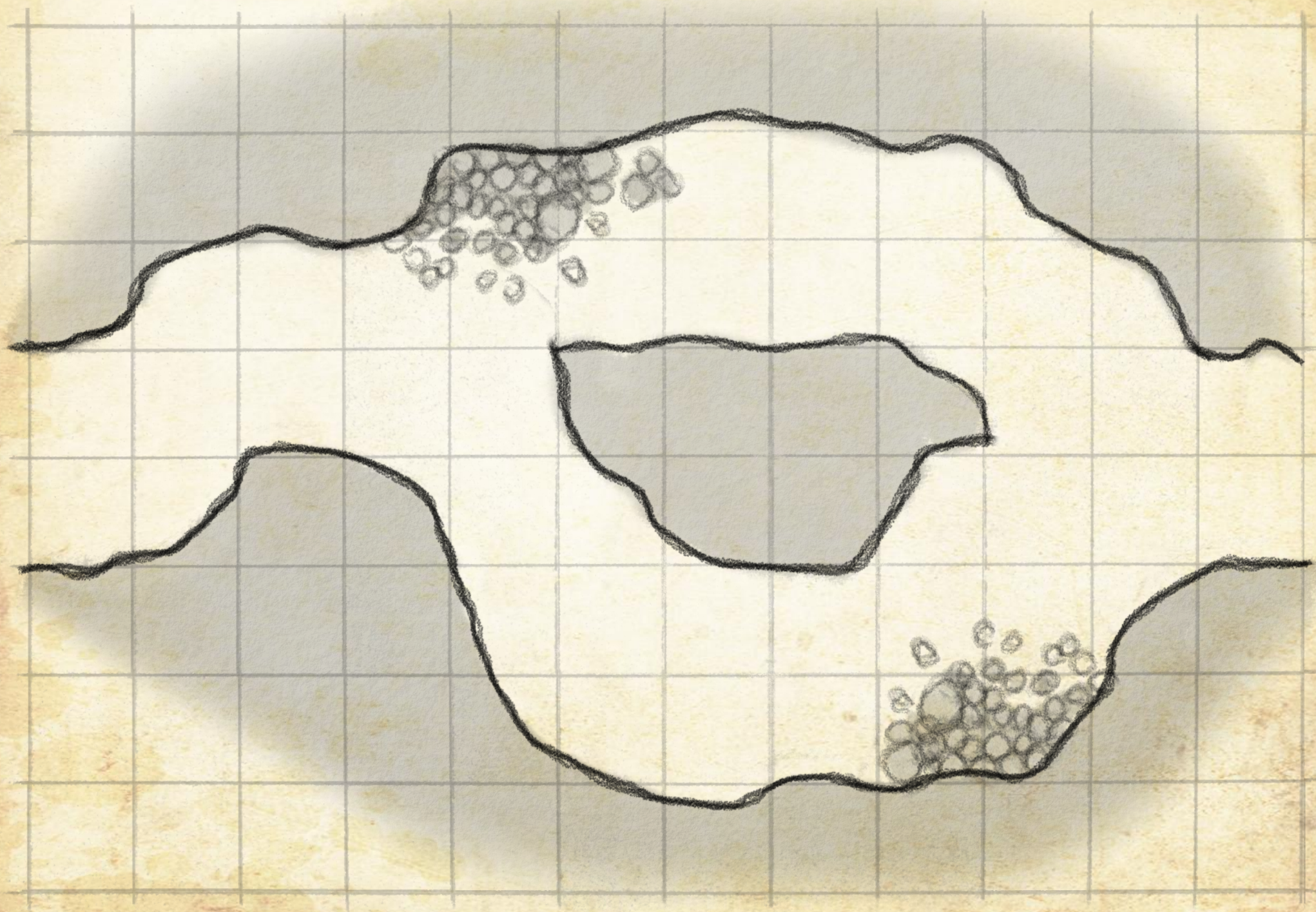
That night the villagers hold a feast in your honor. Late into the night the village folk crowd around and listen as the guards tell them how you defeated the lizardkin shaman and scared the raiders back to their tribe with promises to never return.

With the people of the lost village rescued, you make the long journey back to Rivenshore.

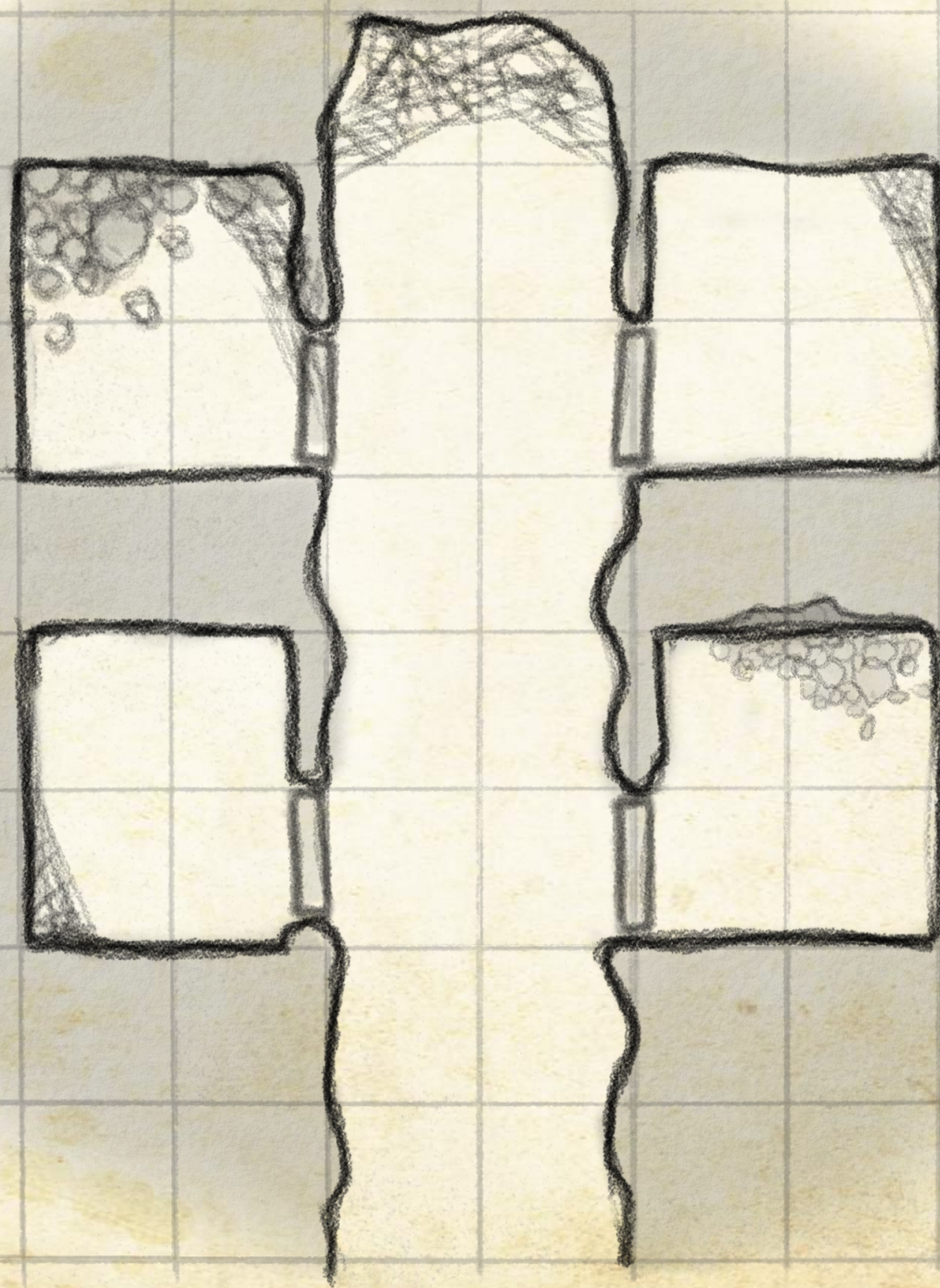
The Brecken Vale

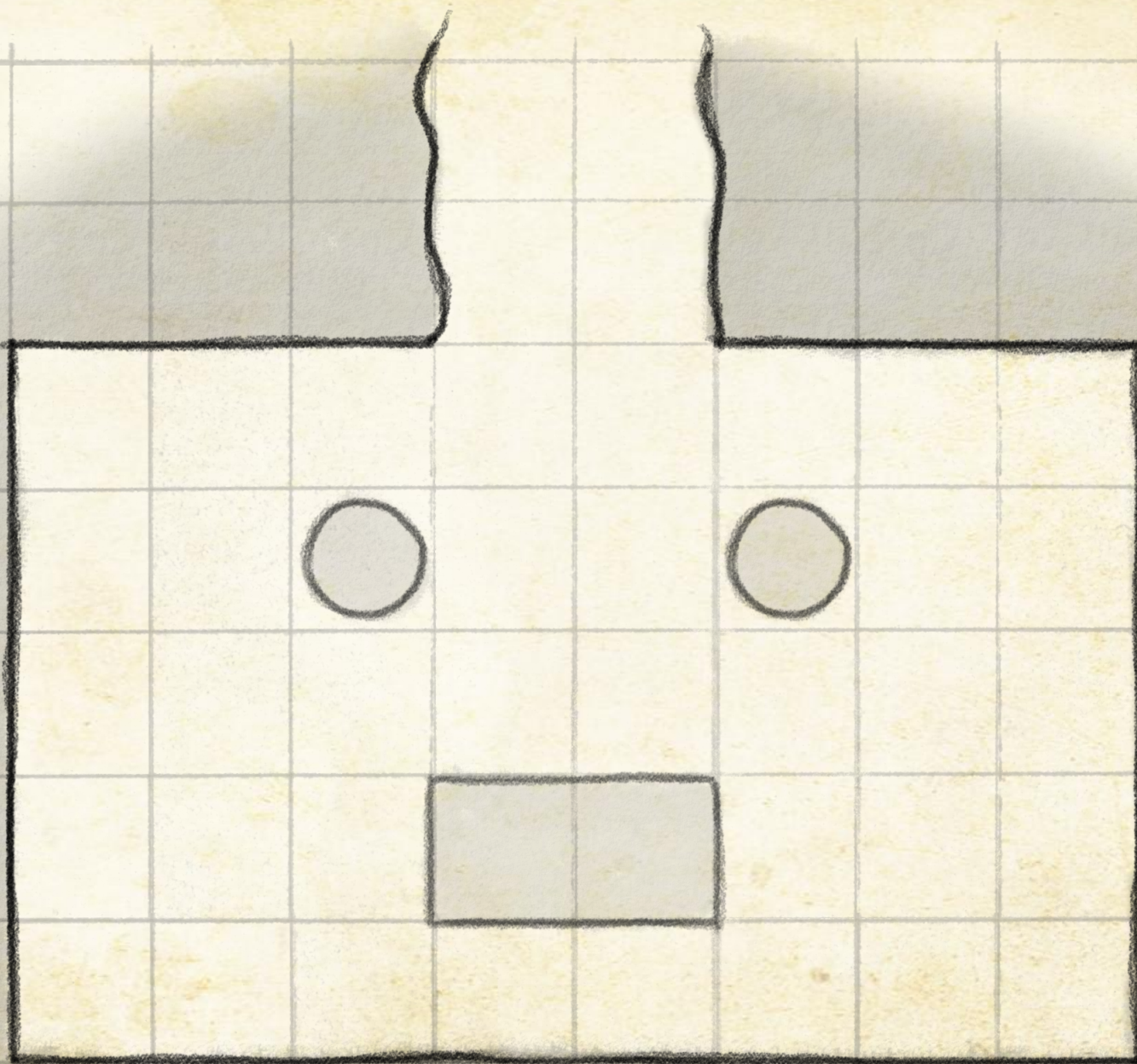














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Brigand Leader



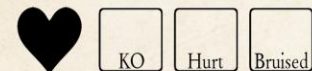
Melee Attack: Pummelling Smash
Melee attack at an adjacent target.



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.



HERO KIDS



Brigand Archer



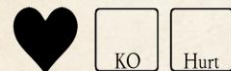
Ranged Attack: Arrow Shot
Ranged attack at a target up to 6 squares away (1 fewer dice against adjacent targets).



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



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



HERO KIDS



Brigand Swordsman



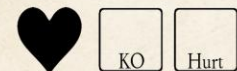
Melee Attack: Slashing Cut
Melee attack at an adjacent target.



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



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



HERO KIDS



Brigand Bandit



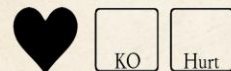
Melee Attack: Slashing Cut
Melee attack at an adjacent target.



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



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

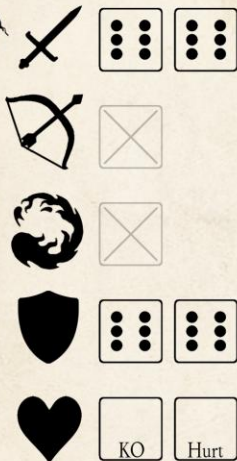




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Lizardkin Warrior



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.

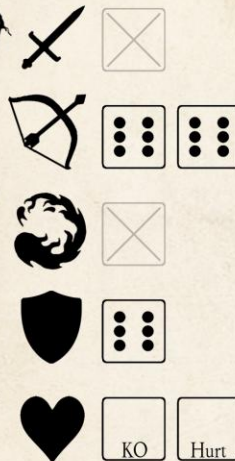
Bonus Ability: Tail Strike
When you are hit by a melee attack, you can immediately make a melee attack with 1 die at an adjacent target.



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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.



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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.



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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.

