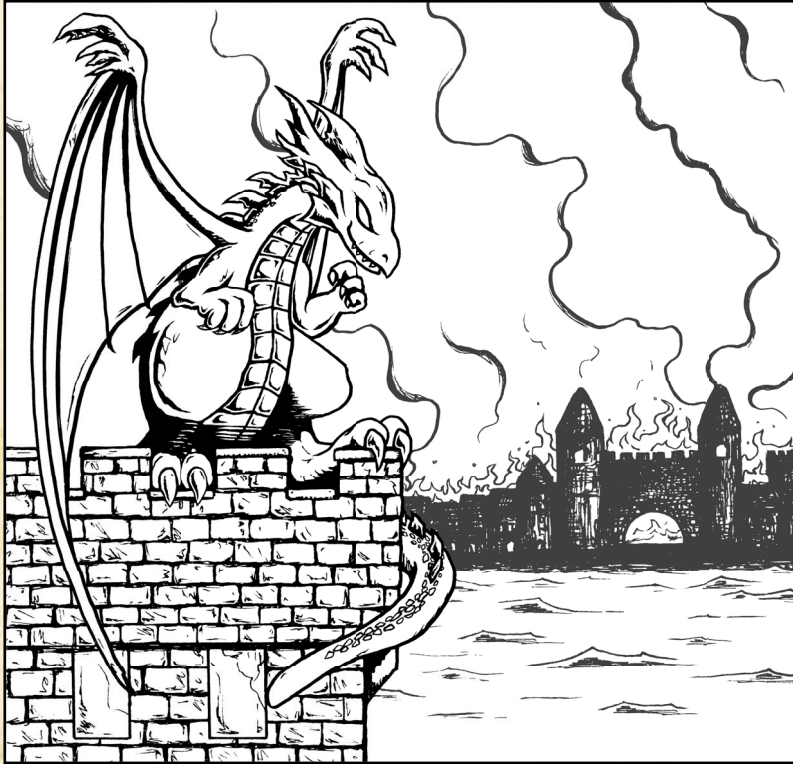


HISTORY OF THE GAMES



One hundred years ago peace reigned among the several human villages who lived comfortably in the Brecken Vale. These villages were not hostile to each other, but neither could they be considered friends. Each village kept to itself. The people of the individual villages would have to temporarily fend off small groups of goblins, orcs, and other monsters, but there were never any large-scale wars. That all changed with the arrival of the silver dragon, Ebonscar.

Ebonscar wished nothing less than to claim the entirety of the Brecken Vale as her own. She enlisted a menagerie of evil monsters to her cause: evil giants, goblins, dark elves, orcs, and even evil humans. Never had the enemies of the Vale been organized into such a terrifying army.

A week later, the dragon and her army launched a surprise assault on the port town of Willowsdell. Ebonscar sent warships full of pirates and brigands to lay waste to the ships of Willowsdell and burn their port. The people of Willowsdell had no choice but to surrender to the vicious attack. Some villagers were able to flee from their occupiers and plead for help from the other villages.

Upon seeing the capture and mayhem wrought upon Willowsdell, the other villages knew they must unite or be defeated as well. The combined army of the peoples of the Adestikay, Greenfalls, Hollocia, and Rivenshore allied themselves with the Willowsdell refugees. Under the cover of night, the army of villagers ambushed the pirates and bandits and freed the village of Willowsdell from their oppressors.

With the numbers of their army swelling with the addition of the Willowsdell troops, the Alliance of the Brecken Vale met Ebonscar and her monstrous army at a field in front of Greenfalls. After a hard-fought battle, the united villager army broke through the line of monsters, sending them fleeing into the surrounding forests. Ebonscar flew away over the top of the Druinhowe Mountains never to be seen or heard from again.

In the aftermath of this victory, the villages realized they needed to cooperate and stay connected with each other in case something horrible like this occurred again. The Brecken Vale Games was created six months later, and the athletic competition has been held every year between the children of the six villages ever since. It encourages competition, combat training, athleticism, and challenging work from the villagers if they are to take home the most medals. Most of all, it is a fun and friendly event that allows all the villages to get together and enjoy each other's company.



GREENFALLS

Strong of arm and back, the team of Greenfalls brings physicality and competitive spirit to the Brecken Vale Games. A village full of blacksmiths and loggers, the people of Greenfalls are not strangers to demanding work or tasks that involve strength. Holding their own against constant invasions from dark elves, goblins, and orcs, the villagers see the Brecken Vale Games as one more way to show off their prowess. The Brecken Vale Games is not just a sporting competition to Greenfalls, it is also a way to keep themselves physically and mentally sharp to face the never-ending tide of evil monsters that are always seeking a way to breach their village walls.

While combat-minded and competitive, the people of the village are also a good, friendly sort. They look forward to a chance to mingle, laugh, dine, and boast with their neighbors. They appreciate fellow warriors, and always look forward to mingling with the Adestikay swordsmen, whose combat skills they admire. The people of Greenfalls see the Brecken Vale Games as an important way to keep up good relations and ensure friendly alliances if great evil threatens the Brecken Vale.

If battling orcs or ogres, having a strong boy or girl from Greenfalls fighting by your side is always a welcome sight. If competing against one in the Brecken Vale Games, know that you will have to put forth every ounce of effort to achieve victory.



Maximus

As big and strong as Maximus's arms are, his heart is equally as impressive. As much as he loves fighting and competing, his real joy comes from helping his friends and those in need. His skills make him dangerous to monsters, but when those monsters are threatening a friend, Maximus is virtually unstoppable!



Priscilla

Skill with sword and shield are not the only things that make up a great warrior. One glance at Priscilla is proof enough of the power that flows through her. A lover of nature and a part-time gardener, Priscilla feels right at home with Mother Nature. That friendship comes to her aid when enemies attack, as Mother Nature does not hesitate to answer her call.



Melisandre

With excellent melee and defensive skills, Melisandre is the perfect warrior. She is a brilliant leader who does not hesitate to sacrifice for her friends when the occasion calls for it. She has earned the respect of both the kids and adults of Greenfalls due to her professionalism, tenacity, and willingness to lead from the front.



Flavius

Always armed with a javelin and a joke, Flavius is the town clown. His jovial demeanor and optimism always boost morale and spirits even in the direst of situations. Enemies do not take Flavius seriously as a warrior, but his quick reflexes and accurate throws have proven many of them to be dead wrong.

RESCUE RELAY

Home Team: Willowsdell

Duration: 10-15 min/team Difficulty: Normal

Overview

History

From the earliest days of young heroes in Willowsdell, rescuing people and animals in trouble has been vital to their role in the village. The first rescue might have been a kitten caught in a tree or a pig fallen in the river. Since then the Willowsdell heroes have trained for and performed many difficult and life-saving rescues: children from wells, families from burning buildings, fishermen from flash floods to name a few.

The Willowsdell rescue relay simulates three types of rescues that are common in the village between the river and the steep mountains: rescuing someone from drowning, helping an injured person run from danger, and rescuing someone from a great height.

Object of the Game

To be the first team to complete the rescue course.

Event Stages

The rescue relay has three stages:

1. Water Rescue - 1 swimmer.
2. Rescue Race - 2 runners.
3. Tower Rescue - 1 climber.

Each team assigns in advance each competitor to one of the rescue stages.

Event Setup

- Set the course map in the center of the table.
- Position each character mini at the starting point for their rescue stage.
- The swimmers and runners start on the beach.
- The climbers start at the base of the tower.

Event Rules

- Choose a starting team. If Willowsdell is competing, the team to their left goes first.
- Turns pass clockwise.
- The race takes place over a series of rounds.
- Each competitor participating in a stage gets one roll per round.
- Competitors can use each special action or bonus ability only once during the competition. If their ability relies on specific battle conditions (like adjacency to an ally) assume the condition is met.

Note: Since some competitors may finish their stage earlier than others, competitors will be on different stages of the race.

Event-Specific Special Actions

Each Event-Specific Special Action can be used once by each competitor as described. See page 34 for Special Actions that can be used in the rescue relay.

Stage 1: Water Rescue

Description: Each swimmer must swim out to the buoy, dive down to the victim dummy, then swim back to shore with the dummy.



Rules

- Each swimmer chooses which ability they use (strength or dexterity).
- The numbers on the course indicate the difficulty of swimming through that section.
- The swimmer must swim through the three sections of water to get to the buoy then dive down to the dummy.
- The number at the buoys indicates the difficulty to dive down and retrieve the dummy.
- On a successful dive, the swimmer picks up the dummy from the bottom.
- The swimmer must swim back to shore with the dummy.
- Swimming with the dummy adds 1 to the difficulty of each section.

Each Round

- The swimmer makes a strength or dexterity roll. If they meet or exceed the difficulty indicated in the next square, they move to it or retrieve the dummy.

Finishing the Stage

- When a swimmer reaches the shore, that team can start the rescue race stage.



HERO KIDS CREATOR'S GUILD



Willowsdell Ranger:



Ranged Attack: Crossbow

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

Special Action: Fast Reload

Can split ranged dice to make 2 attacks at a single target up to 6 squares away (but not adjacent).

Bonus Ability: Tail Strike

When you are hit with a melee attack, you can immediately make a melee attack with 1 die at an adjacent target.

Inventory and Skills



HERO KIDS CREATOR'S GUILD



Willowsdell Pugilist:



Melee Attack: Fists

Melee attack at an adjacent target.

Special Action: Flying Kick

Can melee attack at a target up to 2 squares away using one less melee die.

Bonus Ability: Combination

Can make a second attack using a single melee die if a 6 is rolled on the first attack. If a 6 is rolled on the second attack, can make a third attack and so on.

Inventory and Skills



