

HERO KIDS CREATOR'S GUILD

THE BRECKEN VALE GAMES

DESIGNED AND MAPPED

BY

B DRONE GAMES

BIX SIX ADVENTURES

OPIE GAMES





Hero Kids and Hero Forge Games
are trademarks of Justin Halliday

herokidsrpg.blogspot.com
heroforgegames.com

Hero Kids designed and written by Justin Halliday

Hero Kids cover art by Eric Quigley
www.ericquigley.com

Printing Authorization:
This PDF document may be printed for personal use.

This product was created under license.

This work contains material that is copyright Justin Halliday. Such material is used with permission under the Community Content Agreement for the *Hero Kids Creator's Guild*.

All other original material in this work is copyright 2020 by B Drone Games, Bix Six Adventures, and Opie Games, and published under the Community Content Agreement for the *Hero Kids Creator's Guild*.

THE BRECKEN VALE GAMES

Designed by Josh Bixler, John D. Parker and Brian
Phongluangtham

Art by Brian Phongluangtham

Edited by John D. Parker

Version: 0.4

Hero Kids Creator's Guild Adventure

This adventure requires the *Hero Kids* RPG to play. The core game and this adventure include:

- Hero Cards for each player
- Event maps
- Tokens/player aids
- Stand-up minis for the heroes

Additionally, these extra materials are required:

- Six-sided dice (d6s)
- Pencil and eraser

Introduction

The Brecken Vale Games is very different from the standard Hero Kids adventure. At its core, this supplement is a collection of mini-games (events) that combine into a larger sporting competition. Players who compete well have the opportunity to win medals.

In addition to the events, we've added new lore to the Brecken Vale. There is a history of the games and why it's important to the region.

Events

Events in the *Brecken Vale Games* are designed to use standard Hero Kids hero cards so players can use their existing characters to compete in the games. Each event has its own unique rules and history, and may require maps and/or player aids included in the back of this PDF.

The Brecken Vale Teams

Included in this PDF are five teams from Rivenshore's neighboring communities. These teams can either be controlled by the players or used as opponents in the games. Starting on page 6, each team has an overview page that gives a little background about their community and team members. Every team member has a standard hero card that can be used beyond this adventure, either as player heroes or Non Player Characters (NPCs).

Player Teams

Each event is designed for teams of four heroes, so that is the minimum size of a team. More than four heroes on a team will be fine, but not all heroes will be able to compete in all events.

The events and provided teams have been balanced to take advantage of the breadth of skills available to Hero Kids heroes. When assembling a team, include a character that is focused on each of the core skills: strength (melee), dexterity (ranged), and intelligence (magic). The fourth team member can have any ability focus, following the Hero Kids rules for hero creation. It doesn't hurt to have a brute in the fourth position, but a ranged or magic hero adds variety.

When building their own teams, the players are encouraged to describe their heroes' home town, what life is like for them there, and to describe why each hero is excited to be in the Brecken Vale Games.

Modes of Play

Game Masters (GMs) can run this adventure in one of four ways: Cooperative Adventure Mode, Competitive Adventure Mode, Competition Mode, or Custom Mode.

GM Tip: Due to the added complexity and time needed to teach players the various games, it's highly recommended that Adventure Mode be split over multiple play sessions.

Cooperative Adventure Mode

In this mode, the GM runs the module like a typical Hero Kids adventure. Each event represents a combat encounter or sequence within the module. The players form a single team to compete against each host village representing that event.

Competitive Adventure Mode

In this mode, the GM runs the module in order of its sporting events. However, each player forms their own team. Their team competes against each host village that is representing that event. The team with the most wins is crowned the overall winner. In cases where more than one or all players defeated the host village, rank players in order of how well their team performed.

GM Tip: Expand the adventure even further, by adding subplots and side stories to your campaign. See page 32 for some story hook ideas to get you started.

Tournament Mode

In this mode, players compete against each other. They can use one of the teams provided or build their own. For the 4 on 4 Sparring and Comet Ball events, create a bracket of all the players' teams, and have them compete until there is a clear 1st, 2nd, and 3rd overall ranking.

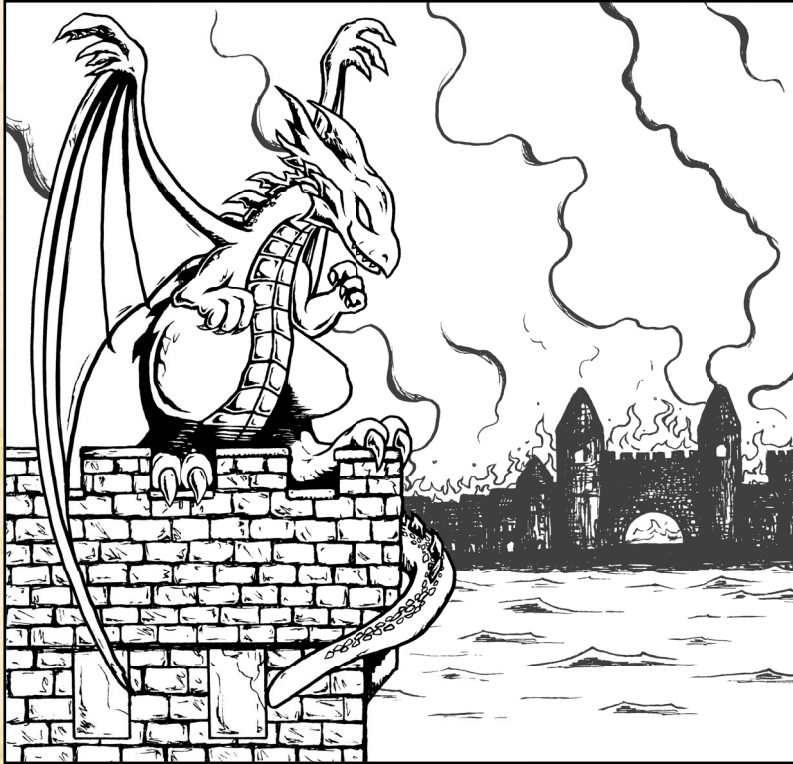
Custom Mode

In this mode, there is no adventure tied to the sporting events. The GM chooses which sporting events to play in any order. Players can compete against each other or against the GM. They can use one of the teams provided or build their own.

GM Tip: Use the History of the Games (page 5) and the Medal Ceremony (page 33) as bookends for your game in any mode.

GM Tip: Several of the events use ability tests instead of combat dice. It is helpful to prepare for the events by reading page 19 of the Hero Kids base rules.

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.



ADESTIKAY

The Adestikay are a nomadic community that travels across the Brecken Vale following the seasonal migration path of the Druinhowe antelope. They are known for being highly skilled hunters, artists, and scientists. Traditionally, the Adestikay do not have formal leaders (all members are considered leaders), this is to stress that every member has equal personal responsibility in the community's success.

One does not have to be born into the Adestikay to become a member. Anyone is free to join if they are willing to accept the culture and laws. Often the Adestikay pick up new members as they travel. Some of these new members may stay as little as a season, while others may choose to stay the rest of their lives. Adestikay are free to come and go as they please.

The Brecken Vale Games are very important to the Adestikay. It is a chance for them to build connections, make new friendships, and foster goodwill with the various settlements of the Brecken Vale.



Aydin

The default captain of the Adestikay team is 13-year-old swordsman Aydin. Very confident in his abilities, the young teenager has spent his entire life with the Adestikay. As he's grown into a young man, he has begun pushing against the Adestikay mantra of no designated leaders. He loves his community but feels a more defined power structure would lead to greater prosperity.



Jayne

Jayne's grandparents were originally from Rivenshore. They joined the Adestikay many years ago to begin the scientific work of cataloguing the various animal species of the Druinhowe mountains. Jayne has chosen not to follow her family's academic tradition, instead she has chosen the path of a hunter. Jayne is known for her calm demeanor and is sometimes shy in social situations. Those who know her recognize her as a loyal and trusted friend.



Lukas

A talented artist, 10-year-old Lukas is a romantic at heart. The nomadic lifestyle of the Adestikay has given Lukas the opportunity to learn from artists across the Brecken Vale and develop his own unique, eclectic style. He dreams of one day opening his own studio in either Greenfalls or Rivenshore. Recently he visited Rivenshore (see *Picture Day*) and was offered an apprenticeship with the famed artist Lenidlio.



Raina

Daughter of the powerful and dangerous sorcerer Quazorek, Raina was left in the care of the Adestikay to hide her from him when she was just an infant. She first learned of her lineage when her father sent his minions to Rivenshore to kidnap child mages (see *Mage Missing*). Growing up in an environment of love, she is nothing like her father and wants nothing to do with him. She's also known for her sharp wit and giving her friends a hard time.



ALPINELAND

Alpineland is located high in the Druinhowe Mountains. Life in the frozen country of the "snowground" requires much more work than play from even the youngest of the Alpinites, but when the Alpinites play, they play with as much energy and dedication as they work. Their primary recreations are telling and singing stories of their village heroes and competing in games of strength and skill.

Since other Brecken Vale inhabitants rarely travel to their remote village, the Alpinites have little contact with other cultures. Until Nikik had become lost in the "brownground" (see *Yuletide: An Uninvited Guest*), the Alpinites knew almost nothing of the traditions of the other people in the Brecken Vale. They were excited to learn that the other towns and villages also enjoy contests of skill.

The Alpinites are honored to participate in their first Brecken Vale Games. They want to share their heritage with other teams and hope to discover what life is like in other places.



Nikik

Nikik is the only person in her village who has been to the "brownground" before, which is why she is the team captain. She is excited that, at the games, she knows more than her big brother, for once. She thinks he might be a little afraid, but instead of teasing him, she will take care of him. "I hope to see some of my friends from Rivenshore at the games and to make new friends with the other teams."



Kiksu

Kiksu is the Alpinite champion dogsledder and Nikik's older brother. She has told him many things about the "brownground" that he doesn't understand. He is excited to be able to see it for himself. "I heard that I have to swim in a river or lake. No one swims in the rivers or lakes in my village. We skate across them. I hope I don't drown."



Toti

Toti loves to practice traditional Alpinite herbalism and magic under a clear night sky with the stars twinkling overhead like distant snowflakes. She has impressed the village elders with her own creations, which is why they asked her to design a flag for the team. She hopes to meet others who love nature as she does. "We all must live under the same sky. We must become friends with the other villages."



Kaput

One night several years ago, Kaput stumbled into the Alpinite village, an arrow piercing the right leg. After mending the injury, the Alpinites searched for Kaput's home, but were unable to find it. Kaput enjoys living with the Alpinites and helping with difficult projects. Kaput is the strongest in the whole village. "Friends happy, Kaput happy."



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.



HOLLOCIA

Even in times of peace, Hollocia's diplomatic relationship with the other Brecken Vale nations has been confrontational. They are fiercely territorial of the Dark Forest and consider trespassing on their lands an act of war. In the years before Ebonscar, other villages in the Vale were expanding, with some building settlements inside Hollocia's borders. When Ebonscar came, the people of Hollocia felt that joining her was the best defense against these threats to their sovereignty.

Hollocia's alignment with Ebonscar did not last long, however. They were disgusted by Ebonscar's treatment of Willowsdell, and many felt their cause did not justify the cruel means they witnessed. Hollocia's leaders mounted an insurrection and helped turn the tide in favor of the Brecken Vale forces during the final battle against Ebonscar.

After the war, Hollocia retreated to the Dark Forest and to this day rarely interacts with the other communities of the Brecken Vale. Their participation in the Brecken Vale games is a symbolic gesture that confirms their commitment to peace in the region.



Princess Sera

Leader of the Hollocia team and heir to the throne, Sera is a strong leader committed to the success of her people. Even though she sometimes questions their isolationist ways,

Sera trusts her elders and the traditions that have kept them safe for many generations. Being a skilled warrior, she is excited to test her skill in the 4 on 4 Sparring event.



Anders

Anders belongs to an elite order within Hollocia called "the Sleepless." The Sleepless are a group of nocturnal mages specializing in fire magic. With the absence of light and heat,

they tune their bodies through meditation to harness energy within themselves. Usually asleep during the day, Anders hopes he can stay awake during the competition and help Hollocia win some medals.



Aaron

Aaron is a skilled life mage and twin brother to teammate Erin. Aaron gets a hard time from his teammates (especially his sister) for his easy-going nature. Sometimes he even gets caught daydreaming during events. Aaron is very patient, but he can also be indecisive. If you asked him what flavor of ice-cream he wants, most likely he won't tell you until it's melted.



Erin

The fiery Erin is the opposite of her twin brother Aaron in almost every way. Erin can be impatient, short tempered, and pushy. But she's also energetic, decisive, and dependable. Despite her differences with her brother, they are very close and share a bond so tight that they cannot bear to be apart for very long. Erin is also one of the best overall athletes in the competition.



WILLOWSDELL

Many generations ago, Willowsdell was a bustling port town and center of trade for the Brecken Vale. Founded by both humans and lizardkin, Willowsdell enjoyed friendly relations with its neighbors and prospered greatly as the region boomed.

Everything was good until 100 years ago when Ebonscar's forces ravaged the Brecken Vale. Ebonscar's powerful warships battered the port town into submission and that was just the beginning. Things became even more dire after Willowsdell surrendered. The brigands Ebonscar left in Willowsdell were cruel occupiers and when things were at their worst, humans and lizardkin began to turn on each other.

At the end of the war, Willowsdell was liberated. For a while it looked like the city could be rebuilt and relationships could be restored. But the seeds of mistrust were already firmly planted. Various factions of humans and lizardkin arose to fight for power. Their squabbles stopped the restoration in its tracks and tore the city apart from the inside out. Eventually, the lizardkin were banished from Willowsdell.

Today Willowsdell is only a shadow of its former glory, reduced to a small village of a couple dozen buildings. They have never been able regain a sure footing as the region has become a hotbed for human brigands and Lizardkin cults. In Willowsdell, humans and lizardkin live together, holding onto a shared culture and an undying hope that their city will rise again.



Conner

Conner's father is a shipwright and his mother a powerful water mage. Conner has inherited the skill and love for both of his parents' professions. When not studying magic, Conner puts in time working on his pet project—building a sailing catamaran.



Angie

This beach bum enjoys nothing more than relaxing by the bay and soaking up the sunshine. Make no mistake about her mellow appearance and demeanor, Angie is a powerful spellcaster. Magic never seemed to click with her until she began training under a lizardkin shaman who helped her discover her natural ability.



Liam

Liam's father was instrumental in bringing the lizardkin back to Willowsdell. After helping the Rivenshore heroes free the village (see *The Lost Village*), he tirelessly worked to build bridges between the two communities. Sharing his father's ideals, Liam has quickly become a young leader in Willowsdell.



Kaylee

Kaylee is a great example of the Willowsdell youth. Despite the hardships of her childhood, she remains forever optimistic and is dedicated to the future of her community. She's also not afraid of the hard work ahead of them. Through martial arts, she's trained her mind and body, preparing for the travails to come.

4 ON 4 SPARRING

Home Team: Greenfalls

Duration: 10-15 min Difficulty: Easy

Overview

History

After the war with Ebonscar, the need for the villages to have their future adults trained in combat was clear. The people of Greenfalls recognized that, although it was common to train individually, meeting an army in battle required coordinated fighting; they needed to train in teams. To encourage all the villages to train with this common goal and to share advances in team combat tactics, Greenfalls introduced this event to the Brecken Vale Games.

Team sparring forces the villagers to work together in squads of four to defeat opponents. It also allows the villagers to experience each village's fighting style so they can better cooperate when a situation requires another alliance.

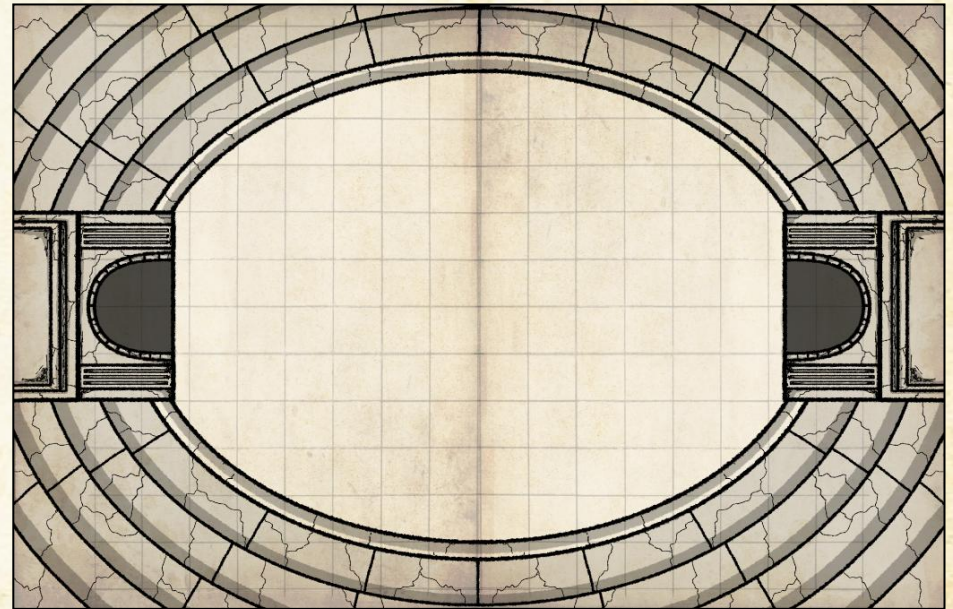
Object of the Game

Sparring tests combat skills without causing injury to the competitors. No one is knocked out during this event. The kids use soft or wooden sparring weapons and the magic used is not lethal. When sparring, kids don't take wounds, since their weapons don't do damage. They take hits.

Once a player has taken a number of hits equal their wounds, they are defeated. That character retreats from the event.

Event Setup

- Place the sparring map between the two teams competing.
- Roll a die to determine a starting team. If Greenfalls is competing, the other team goes first.
- Teams take turns placing their hero minis on their side of the center line one at a time. Teams can array their heroes in any formation or position on their side of the line.



Event Rules

- Healing potions cannot be used, but healing spells can be if it is a normal character's action.
- The base stats, special actions, and bonus abilities on the cards are allowed.
- No advancements, either official or unofficial, are allowed.

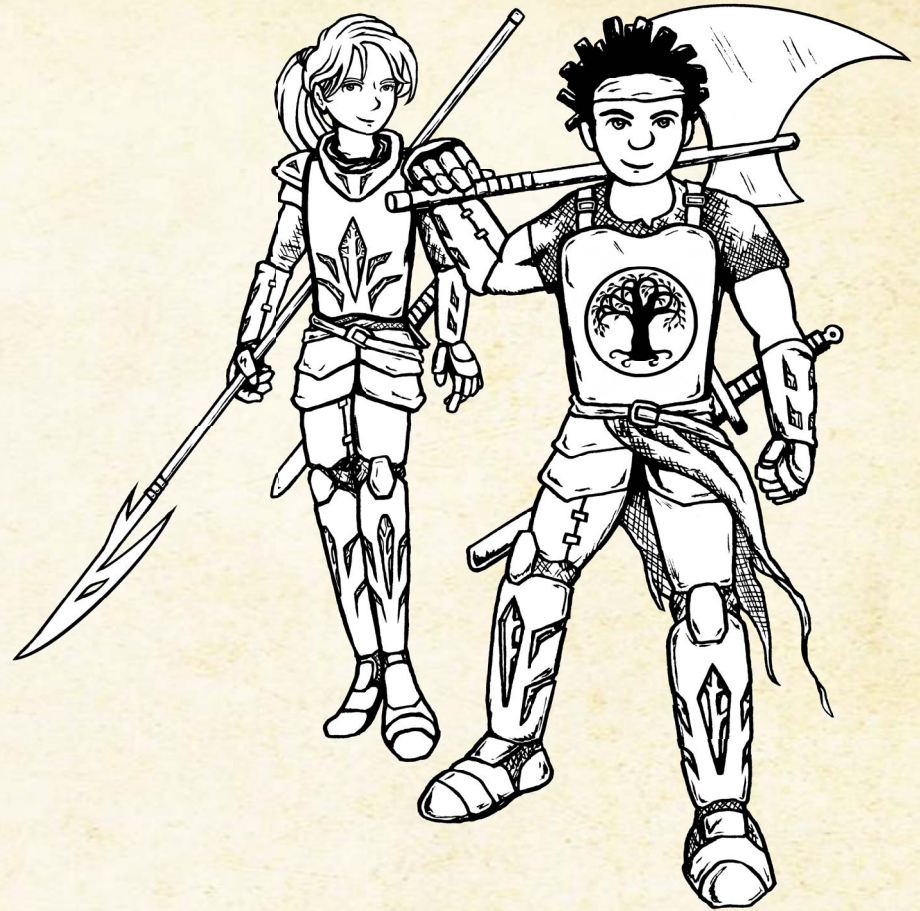
Each Round

- A player moves and takes their action with one hero following the normal combat rules.
- Attacks and defenses are resolved normally, scoring hits as appropriate.
- Place a turn token next to that hero to indicate that it cannot take another turn.
- The second player then takes their turn with one hero, following the same rules and placing a turn token with that hero.
- Players alternate turns until all four heroes on both teams have taken an action.
- When all 4 heroes have gone, remove the turn tokens from the map.
- The order chosen for the first round does not have to be repeated.

Example: Brenda's team has a melee character, a ranged character, and two magic characters. Brenda decides to use her melee character on her first turn. Before she can use her melee character again, she must also use her ranged character and two magic characters. Once she uses all 4 heroes, she gets to start over, using her heroes in whatever order she wants for her next four turns.

Winning

A team wins when their opponent has removed their last hero from the map.



Printable Player Aids

A sparring map (2 pages) is provided starting on page 49. Turn tokens are provided on page 48.



ALPINE RELAY

Home Team: Alpineland

Duration: 20 min/team Difficulty: Normal to Hard

Overview

History

The alpine relay is a favorite Alpinite pastime. The relay combines tests of skills necessary to survive in Alpineland, so every Alpinite begins training at an early age. Although the relay demonstrates individual strength and skill, teamwork is most important. Individual accomplishment is required in the harsh, often life-threatening, Alpineland environment, but the village survives only by its sense of community and teamwork.

Although the practice and competition are fun, an annual competition, the nikunarjak, is a serious village custom. The nikunarjak lasts several days in the Alpineland backcountry, and in some years, teams have had to struggle to survive through horrible storms or animal attacks.

Young Alpinites form their own teams for practicing, which often results in rivalries, but the village elders assemble the teams for the annual competition. So, every competitor must be ready and willing to work with any other.

When a young team beats the winning team from the previous year, they have proven they are ready to be considered adults. By this custom, the Alpinites become smarter, stronger, and closer as a community.

For the Brecken Vale Games the Alpinites have created a shorter version of the relay that resembles their practice sessions. The young Alpinite competitors in the Brecken Vale Games have several years ahead before they can compete in the full relay. They hope to bring home new skills from the games that will help them improve their village and, of course, beat their elders in the nikunarjak.

Object of the Game

To be the first team to complete all three stages of the relay.

Event Stages

The alpine relay has three stages:

1. Sledding - all 4 competitors.
2. Shooting - 2 competitors.
3. Skiing - 2 competitors.

Each team decides in advance which 2 competitors are shooting and which 2 are skiing.

Event Setup

- Place the sledding and skier course maps in the center of the table.
- Give each shooter a set of four target tokens (numbered 3-6).
- Place each team sled behind the sledding course starting line.
- Each shooter places their targets numbered side face up next to their hero card.
- Each skier places their character mini behind the skiing course starting line.

Event Rules

- Choose a starting team. If the Alpinites are 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

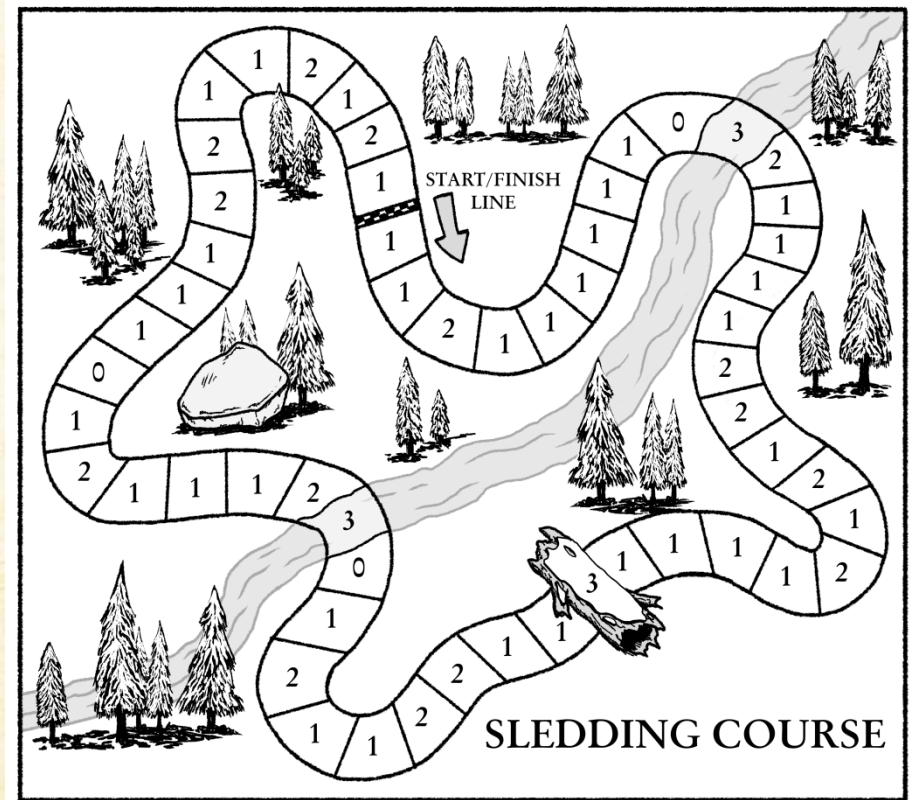
Event-Specific Special Actions can be used once by each competitor as described. See page 34 for Special Actions that can be used in Alpine Relay.

Stage 1: Sledding

Description: All competitors work together to pull and push a heavy, loaded sled over the course.

Rules

- Each team designates two competitors who are pulling (a puller) the sled and two who are pushing.
- Pullers roll their strength or dexterity dice.
- Pushers roll their dexterity or intelligence dice.
- Move the sled along the course clockwise according to the movement score.



Each Round

The pullers roll their dice at the same time.

- Only the highest number of all dice rolled is the movement score, but...
 - If both competitors have the same high number, they have worked together perfectly and add 1 to their movement score.
 - If all four dice are the same number, add 3 to their movement score.
- Move the sled forward along the track as many spaces as possible before the total numbers on the course exceeds the team movement score.

Example: The competitors both have a high roll of 4. Their movement score is $4 + 1 = 5$. The course ahead is $1 - 2 - 1 - 2$. The sled moves 3 spaces which takes only 4 movement ($1+2+1$), but the next space takes 2 movement and they have only 1 movement left.

- The pushers roll their dice at the same time and follow the same rules as the pullers.

Finishing the Stage

Once a team's sled crosses the finish line, that team starts the shooting stage.

Course

Numbered spaces indicating terrain.

Stage 2: Shooting

Description: Two competitors take turns shooting at four targets each until all targets are broken.

Rules

- Each shooter chooses to make ranged or magic attacks.

Each Round

- Each competitor chooses a target and makes a ranged or magic attack on that target.
- If their attack roll (highest number) is equal to or higher than the number on the target, they have hit the target. Flip the target over, broken side face up.
- If their attack roll is lower than the number on the target, they have missed the target. Leave the target as is.

Finishing the Stage

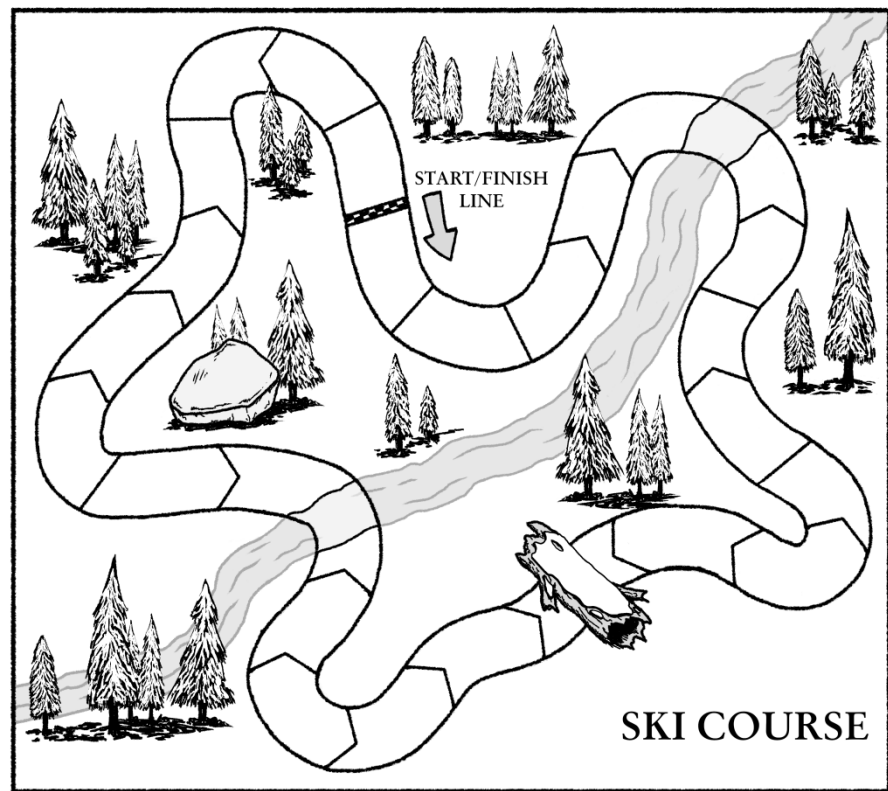
- As soon as a competitor hits their last target, they have a choice:
 - Start one of the skiers or...
 - Stay with the targets to help their teammate next round by shooting at the teammate's targets.
- As soon as the second set of targets are hit, the second skier starts.

Stage 3: Skiing

Description: Two competitors ski around the course. To ski fast, you need to push with one ski and let the other glide.

Rules

- Each skier chooses to use any ability (strength, dexterity, or intelligence), but always rolls three dice.
- Hills are indicated by bent lines between spaces. If you cross a line that is pointing toward you, it is uphill. If you cross a line pointing away from you, you are going downhill.



Each Round

- Each skier rolls their three dice and chooses two to use for movement. The difference between the highest and lowest numbers is their movement score.
- Move the character mini around the track clockwise the number of spaces equal to your movement score.
- If the third die is the same as one of the others, you can add a "glide" at any time in your movement. If all three dice are the same number your movement score is zero, but you get 3 "glides" in a row. Glides can be great, depending on the next spaces on the course. Move according to the terrain indicated by the next line you cross when you start to glide:
 - **Downhill:** The next line is an arrow pointing away from you. Whee! Move ahead until the next space is not downhill.
 - **Flat:** The next line is straight across the track. Nice! Move ahead one extra space.
 - **Uphill:** The next line is an arrow pointing toward you. Ugh! No extra movement.

Finishing the Stage

- As each skier finishes the race, place their character mini in a row, pairing up any skiers who finished on the same round.
- When both skiers are over the finish line, the team has completed the race.

Course

Spaces with uphill and downhill arrows indicate terrain. The spaces where the stream crosses the track are flat terrain.



Winning

The team that finishes the ski race first, wins the relay. If teams finish in a tie, the tied team that had the first skier across the finish line wins (refer to the finishers row). If the teams are still tied, they share the victory.

Younger Players

For a simpler experience, the stages of the alpine relay can be played as individual events. Complete each stage for all teams and determine the winners before starting the next stage.

Ties

Sledding and Skiing: Continue moving each competitor their full movement score. If competitors finished in the same round, the one farther along the course wins the tie. Continue rounds until one team is the clear winner.

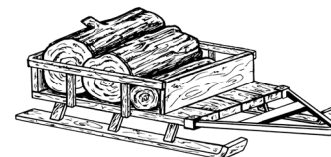
Shooting: As each shooter finishes, place their character mini in a finishers row, pairing up any shooters who finished on the same round. If the shooter stays to help their teammate, they have not finished. The tied team with the first shooter to finish, wins. If the teams are still tied, they share the victory.

Printable Player Aids

Sledding and skiing course maps (4 pages each) are provided starting on page 51. Shooting targets and sled tokens are provided on page 48.



target token



sled token

CLAY DRAGONS

Home Team: Hollocia

Duration: 10 min/team Difficulty: Easy to Normal

Overview

History

The clay dragons event traces its history to the first Brecken Vale Games. The event tests the strength and combat skills of a pair of competitors, while commemorating the historical events that brought the villages together one hundred years ago—fighting an airborne dragon. While the event doesn't capture the grandeur and terror of battling an incoming, enraged dragon, it demonstrates the strength, accuracy, and coordination of a pair of athletes.

Simply, one competitor, the "hurler," throws a target as far as they can and their teammate, the "shooter," tries to knock down the target at the farthest possible distance.

The event is popular among children in the villages because of its simple rules and minimal equipment. While the Brecken Vale Games competitors use a twelve pound, commemorative clay dragon, young athletes use lighter rocks and cobbles. As the young athletes grow larger, so do their stony targets, until they are capable of hurling the official size and weight clay dragons.

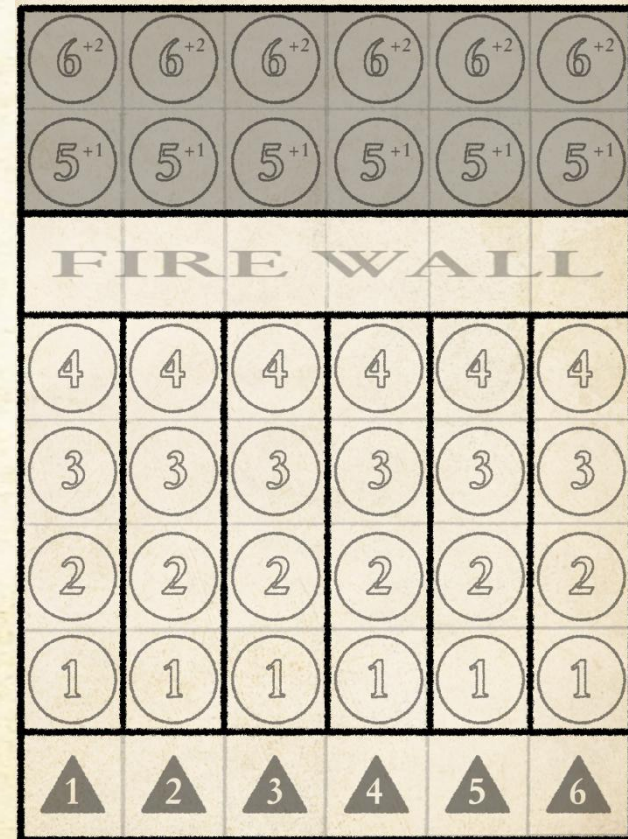
Young athletes play and practice in any open field, but for the Brecken Vale Games they hurl and shoot across a wall of flame.

Object of the Game

To finish with the highest total score in a series of six rounds of coordinated hurling and shooting aerial targets.

Event Setup

- Each team forms two pairs of competitors, called "duos," with a "hurler" and a "shooter" in each duo.
- Give each duo a clay dragons score card, wall of fire, and a set of six clay dragon tokens.
- Set the fire wall in the indicated slot between squares 4 and 5 on the clay dragons score card.



Event Rules

- Choose a starting team. If Hollocia is competing, the team to their left goes first.
- Turns pass clockwise.
- Hurlers use strength to hurl a clay dragon as far as they can.
- Shooters use a ranged or magic attack to shoot down the clay dragon.

GM Tip: *The value of the attack roll measures the shooter's accuracy, but it is easier to visualize by using the die roll to represent distance. So, ranged and magic attacks extend up to six squares for this special event.*

- Duos take turns hurling and shooting clay dragons for six rounds as indicated on the score sheet.
- 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.

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 Clay Dragons.

Each Round

- The hurler rolls their strength dice to see how hard they throw the clay dragon.
- Record the highest number on the score card by placing a clay dragon token at that number.

- If the hurler rolled a 5 or a 6, they have thrown the clay dragon hard enough to enter the wall of fire, see Wall of Fire Rules.
- The shooter rolls their ranged or magic attack dice to see how accurate their shot is—how far out they can hit the target.
 - If the shooter's score is equal to or higher than the hurler's, they hit the target at the farthest possible point. Leave the dragon clay token where it is.
 - If the shooter's score is lower than the hurler's, they hit the target closer than what they could have. Move the dragon clay token to their score (closer to the shooting line).



Wall of Fire Rules

If the hurler has thrown the clay dragon hard enough to enter the wall of fire (a roll of 5 or 6), the shooter must declare whether they are trying to shoot the clay dragon before it reaches the wall of fire or if they are trying to shoot it down beyond the wall of fire.

- **Before the wall of fire:** Place the clay dragon token at the 4 location in front of the wall of fire. The shooter's roll is resolved normally.
- **Beyond the wall of fire:** Place the clay dragon token normally at the 5 or 6 location beyond the wall of fire. The shooter rolls their attack, but only a roll of 5 or 6 is a success.
 - If the shooter rolls a 5 or a 6, move or keep the clay dragon at the appropriate score normally.
 - If the shooter doesn't roll a 5 or a 6, remove the clay dragon from the score card. The duo scores 0 for this round.

***GM Tip:** This is a good time for a player to use their special action or bonus ability.*

Shots beyond the wall of fire are especially hard, so they are awarded a bonus:

- +1 for a score of 5
- +2 for a score of 6

Examples

- **Example 1:** The hurler rolls a 2 and a 4. Their score is 4. The throw isn't going to reach the wall of fire, so the shooter doesn't have to declare anything. The shooter rolls a 5 and a 6, so their score is 6. The duo score is 4 with no fire wall bonus.

- **Example 2:** The hurler rolls a 2 and a 5, their score is 5. The shooter tries to knock the dragon down over the wall of fire and rolls a 1 and a 6. The hurler had a great throw and the shooter was dead on. The duo score is 5 and they get +1 fire wall bonus for a total score of 6.
- **Example 3:** The hurler rolls a 3 and a 6. Their score is 6. The shooter tries to knock the dragon down over the wall of fire but rolls a pair of 4s. They missed, so their score this round is 0. The duo score is 0.

Winning

Total the scores for all six rounds for each duo, including any wall of fire bonuses. The duo with the best total score wins. If there is a tie, the tied duos complete additional rounds until there is a clear winner.

Younger Players

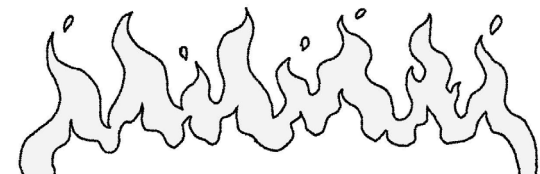
The "press your luck" aspect of the wall of fire may be frustrating or too complicated for young players. If so, make the fire wall bonus automatic for any duo score of 5 or 6 - the shooter doesn't have to declare that they are shooting past the fire wall.

Printable Player Aids

A clay dragons score card, fire wall standee, and six clay dragon tokens are provided on page 59. Print one set for each pair of competitors.



dragon token



fire wall standee

COMET BALL

Home Team: Adestikay

Duration: 20-40 min Difficulty: Normal to Hard

Overview

History

The origins of Comet Ball are steeped in folklore and legend. Many versions of the story exist; the following is the most common told by the Adestikay storytellers:

Many centuries ago, creatures of incredible technology came from the sky to visit the Brecken Vale. Known simply as the “sky creatures,” they promised to share their wondrous knowledge with the primitive people of the Vale; knowledge that would improve the peoples’ lives in immeasurable ways.

On the 1st day, the sky creatures taught the people the game of Comet Ball. The people enjoyed the game, but they were more concerned about how the sky creatures could help improve agriculture, medicine, and infrastructure.

On the 2nd day the leaders of the Brecken Vale presented their concerns to the sky creatures. The sky creatures pondered the peoples’ questions and told them to check back with them tomorrow.

On the 3rd day the Brecken Vale leaders were excited to get their answers, but the sky creatures were nowhere to be found and they never returned. Since then, scholars have debated on whether the sky creatures were trying to teach the Brecken Vale people some kind of lesson, or if they were just jerks.

Comet Ball Today

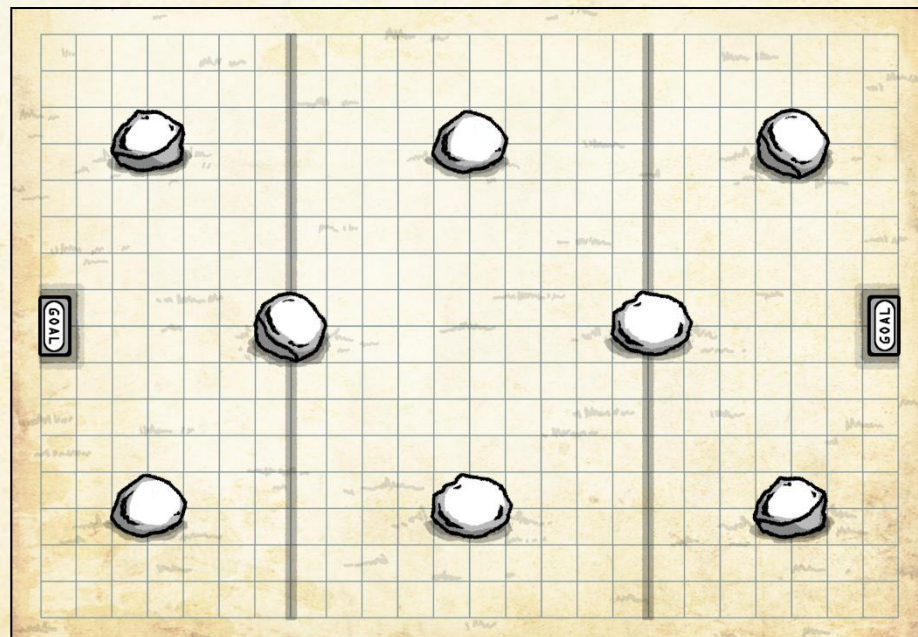
Comet ball continues to be a popular sport across the Vale. It also spawned the phrase “Comet Mom” which is an unflattering term for parents who devote an excessive amount of time to their children’s activities.

Object of the Game

Throw the ball into the opposing team’s goal to score. The first team to score 3 goals wins the match.

Playing Field

Comet Ball is played on a rectangular field. Gray chalk lines divide the field into three zones, with each team having their own defensive zone. The area between these is called the neutral zone. Large boulders are placed on the field as obstacles that players cannot move, shoot, or pass over.



Event Setup

- Place the Comet Ball field map between the two teams competing.
- Each team rolls a die to determine who starts on offense. If the Adestikay are competing, they start on defense.
- Teams take turns placing their hero minis in their defensive zone. Teams can arrange their heroes in any formation or position on their side of the line.
- The ball starts in front of the offensive team's goal.

Event Rules

- Comet Ball is played in rounds.
- Each hero gets one turn per round.
 - Turns are one movement and one action and can be performed in either order.
- Turns alternate between sides.
- Rounds continue until a goal is scored.

Event-Specific Special Actions

Players can use the Special Action corresponding to their hero class (Melee/Ranged/Magic) in place of their normal action. There is no limit to how many times a hero can use their Special Action. See the list on page 34.

Each Round

- The player whose team is on offense is first to take a turn with one hero.
- Place a turn token next to that hero to indicate that they cannot take another turn for the round.

- The second player then takes their turn with one hero, following the same rules and placing a turn token with that hero.
- Teams alternate turns until all eight heroes have gone in the round. Remove the turn tokens from the map.
- Whichever team has ball possession starts the next round.
- The hero order chosen for the previous round does not have to be repeated.
- If the ball is loose at the start of a round, players roll a die to determine which team goes first.
- Rounds continue until a goal is scored.
- Clear all minis and tokens from the map.
- The team scored on then takes possession and both teams place their heroes in the same manner as they did at the start of the game.

Movement

- Each hero can move up to 4 squares in any direction (including diagonally) unless they are carrying the ball.
- Ball carriers can move up to 3 squares in any direction.
- Heroes can move through teammates but cannot end their turn in the same square as one.
- Heroes cannot move through opponents or obstacles.
- A hero can substitute their action for an extra movement - up to 4 squares (3 squares for a ball carrier).
- A hero can pick up a loose ball during their movement if they land on or pass through a square with a loose ball. It does not cost an action.

Offensive Player Actions

Shooting

- A hero can shoot the ball if they are within 6 squares of the opponent's goal.
- Heroes can shoot over teammates and opponents (see Shot Blocking), but not obstacles.
- Roll one base die plus the number of dice from the shooting hero's Ranged dice pool.
 - If their highest single die result is greater than the distance to the goal in squares, they score.
 - If the result is lower than the distance to the goal, the ball only travels the distance of the highest die. The ball is then "loose" and can be picked up by any hero from either team.

Passing

- A hero can pass the ball if they are within 6 squares of a teammate.
- Heroes can pass over teammates and opponents (see Interceptions), but not obstacles.
- Roll one base die plus the number of dice from the passing hero's Magic dice pool.
 - If the highest single die result is greater than the distance to their receiver in squares, the pass is successful.
 - If the result is lower than the distance to the receiver, the ball only travels the distance of the highest die. The ball is "loose" and can be picked up by any hero from either team.

Defensive Player Actions

Tackling

- Heroes can attempt to tackle the ball carrier if they are in an adjacent square.
- Only the ball carrier is allowed to be tackled.
- Roll one base die plus the number of dice from the hero's Melee dice pool. The ball carrier rolls one base die plus the number of dice from their Armor dice pool.
 - The hero with the highest single die result takes/retains possession of the ball.
 - The hero with the lower result is knocked down and loses their next turn. Place a "Tackle Token" next to the knocked down hero to keep track.

Shot Blocking

- A hero can attempt to block a shot if they are between a shooting opponent and the goal.
- Roll one base die plus the hero's Armor dice pool.
 - If the highest single die result is greater than the shooter's, they block the shot and take possession.
- In the event of a tie, the shooter wins.

Interceptions

- A hero can attempt an interception if they are between a passing opponent and their receiver.
- Roll one base die plus the hero's Magic dice pool.
 - If the highest single die result is greater than the passer's, they take possession of the ball.
- In the event of a tie, the passer wins.

Winning

The first team to score 3 goals wins the match.

GM Tip: Encourage your players to think about their opponent's next move before taking their turn.

Printable Player Aids

The playing field map (4 pages) is provided in this PDF and begins on page 60. On page 48, there are printable ball minis, turn, and tackle tokens.



Note: The number side of the Turn Token does not matter for its use in Comet Ball.

GM Tip: The ball mini can be folded to hang over hero minis.

Sci-Fi Comet Ball

An alternate version of Comet Ball set in the Hero Kids Space setting is available as “pay what you want” on [DriveThruRPG](https://www.drivethrurpg.com/).



DRAGON ATTACK

Home Team: Rivenshore

Duration: 5-10 min /team Difficulty: Easy

Overview

History

Many events have come and gone to the Brecken Vale Games over the years, but one event has been consistent every year from the first to the present—Dragon Attack!

Above all, the originators of the games wanted to celebrate their defeat of Ebonscar. So, they commemorate that victory with this event, a crowd favorite.

During the competition, the excitement of the reenactment is rivaled by the awe of the huge contraption constructed to simulate the dragon attack. A wood and cloth dragon is suspended from a giant swing. The event judges pull on ropes to raise the dragon to one side then release it with a yell from the crowd. The competitor must attack the dragon at the lowest and fastest point in the dragon's arcing path, careful to not get in the way.

Object of the Game

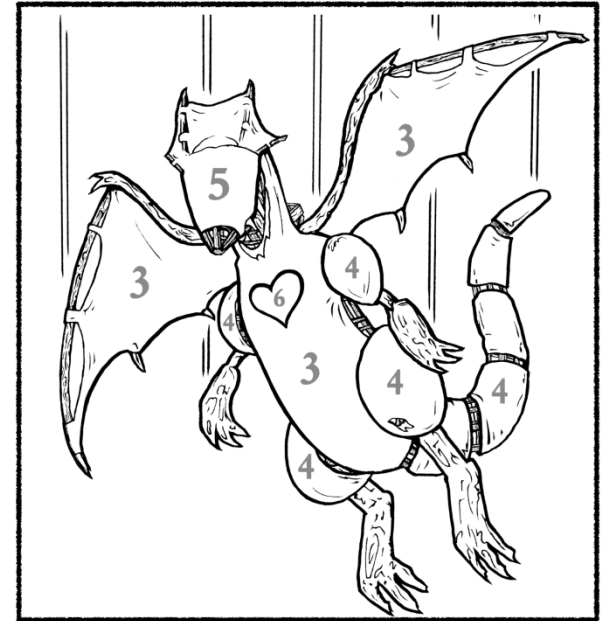
To defeat the dragon by successfully attacking each body part, finishing it off with the heart.

Event Setup

- Each team decides which characters are competing.
- All teams should have an equal number of competitors.
- Give each competitor a Dragon Attack score sheet.

DRAGON ATTACK!

Body: 3
Wing: 3
Legs: 4
Tail: 4
Head: 5
Heart: 6



Event Rules

- Choose a starting team. If Rivenshore is competing, the team to their left goes first.
- Turns pass clockwise.
- Each competitor decides which ability they use to attack the dragon.

GM Tip: Three attack dice is a significant advantage over two, so you may want to make sure the teams are even.

- Competitors take turns attacking their own dragon target.
- The numbers on the target represent the difficulty to hit that body part.
- When a competitor successfully attacks a body part, they mark it off or color it in.

- The heart target can only be attacked after all other body parts have been successfully attacked.
- 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.

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 Dragon Attack.

Each Round

- The competitor declares which type of body part they are attacking: body, tail, leg, wing, head, or heart.
- If their attack roll is lower than the number on the body part, they have missed it.
- If their attack roll is equal to or higher than the number on the body part, they have hit it.
- They can mark off that body part or can choose to attack again, but it is risky:
 - Remove the die that was successful and roll the remaining dice.
 - If the second attack is successful, mark off both body parts.
 - If the second attack is not successful, neither body part is hit.
 - Characters who have three attack dice (normally or by using a special action or bonus ability) may remove the second successful die and roll again with the risk of missing all three body parts if their attack is unsuccessful.

Finishing

As each competitor successfully attacks the heart, place their character in a finishers row, pairing up any competitors who finished on the same round.

Winning

The first team to finish their attack to the heart for all competitors on the team wins. In case of a tie, the team with the competitor who finished first wins. If there is still a tie, the competitors who finished first from the tied teams continue to make attacks on the heart. Any competitor who misses is eliminated from the tie unless all competitors miss.

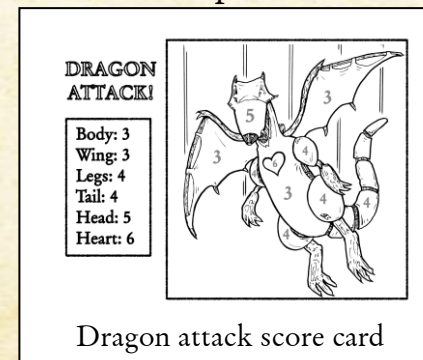
Younger Players

The "press your luck" aspect of Dragon Attack may be frustrating or too complicated for younger players. If so, each competitor always makes one roll per round and does not have to declare the body part they are attacking until after they see their result.

Coloring in each body part as it is successfully attacked may be especially fun for younger players.

Printable Player Aids

A dragon attack score card is provided on page 64. Print one for each competitor.



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

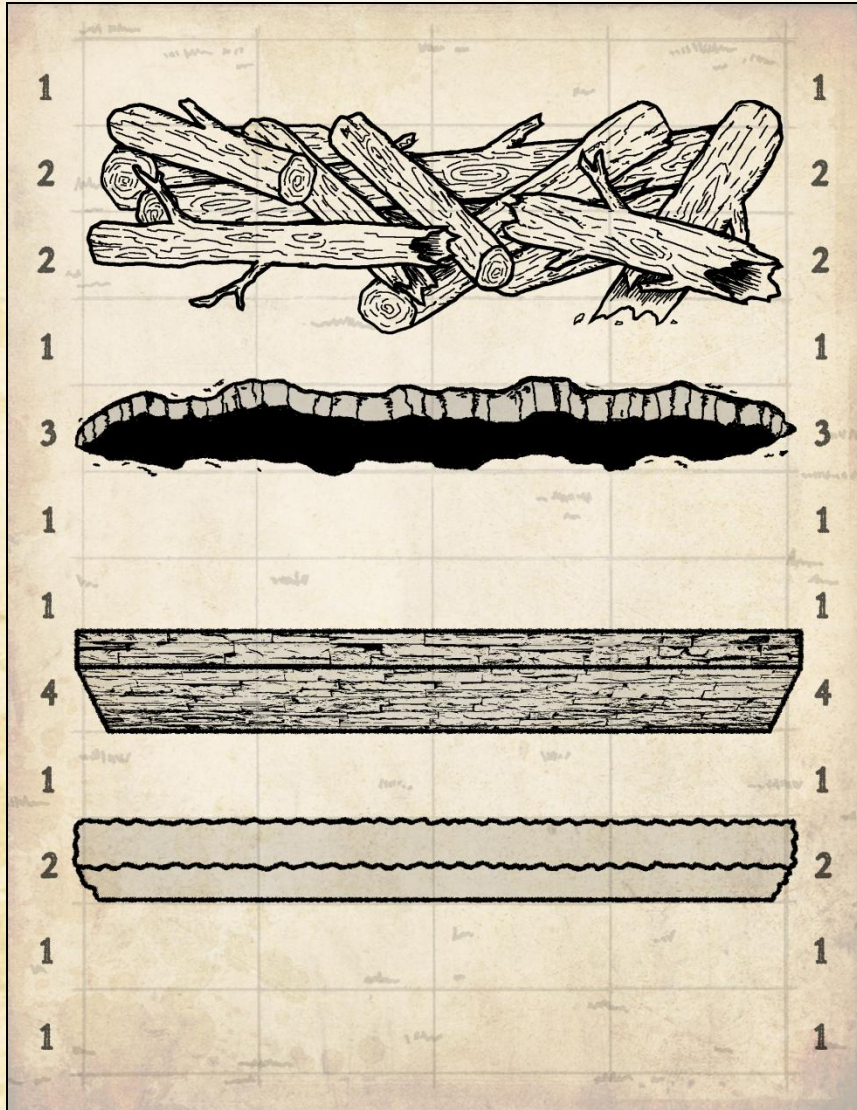
- The swimmer makes a strength or dexterity roll. If they meet or exceed the difficulty indicated in the next square, they move to it or retrieve the dummy.

Finishing the Stage

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

Stage 2: Rescue Race

Description: Also, known as the three-legged race. Two competitors stand side-by-side with their inside legs tied together. They must coordinate their run across the obstacle course to the base of the tower.



Rules

- Each runner chooses which ability they use (strength, dexterity, or intelligence).
- The runners move along the course according to the movement score.

Each Round

The runners roll their dice at the same time.

- Only the highest number of all dice rolled is the movement score, but...
- If both runners have the same high number, they have worked together perfectly and add 1 to their movement score.
- Move the runners forward along the track as many spaces as possible before the total numbers on the course exceeds the team movement score.

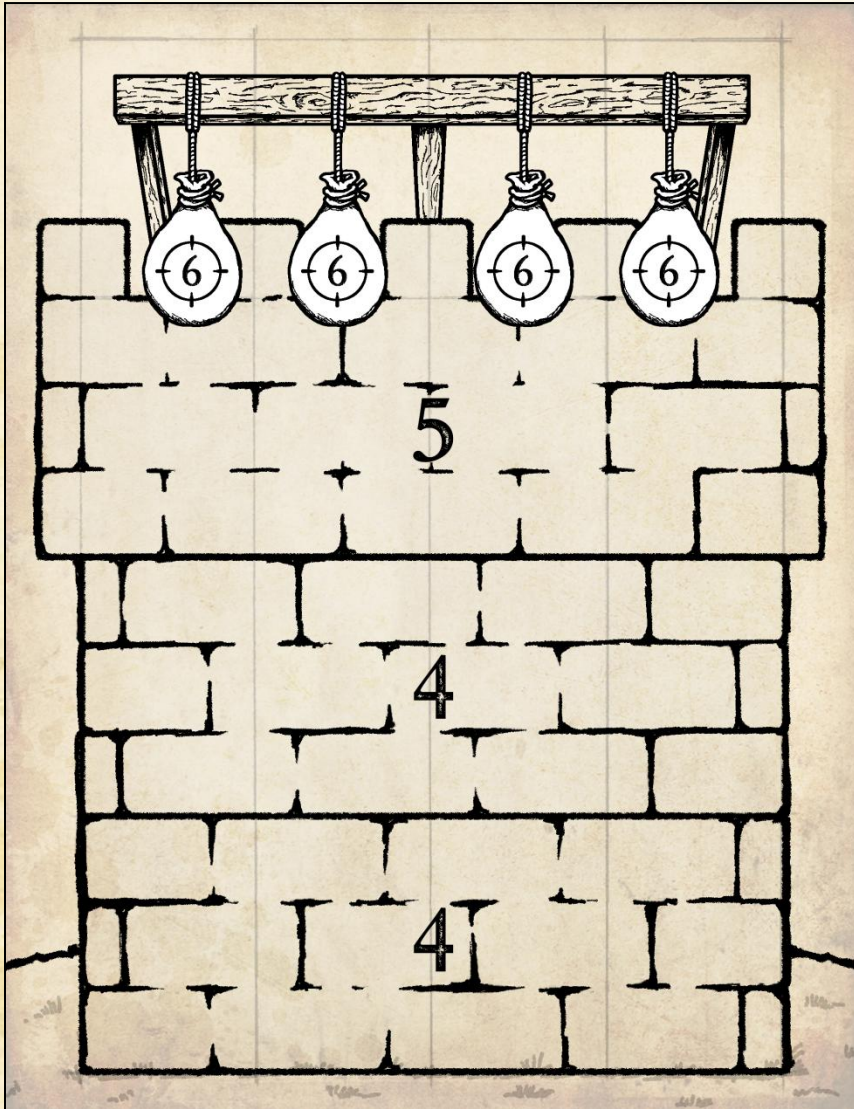
Example: The runners both have a high roll of 4. Their movement score is $4 + 1 = 5$. The course ahead is $1 - 2 - 1 - 4$. The runners move 3 spaces which takes only 4 movement ($1+2+1$), but the next space takes 4 movement and they have only 1 movement left.

Finishing the Stage

- When a pair of runners reach the last space of the obstacle course, that team can start the tower rescue stage.

Stage 3: Tower Rescue

Description: The climber must release the climbing rope, climb to the victim dummy, then climb back down with the dummy.



Rules

- Each climber chooses which ability they use (dexterity or intelligence).
- The numbers on the course indicate the difficulty of climbing through that square.
- The climber must climb up the tower.
- The climber picks up the dummy at the top of the tower. This takes a turn, but does not require a roll.
- The climber must climb down the tower with the dummy.
- Climbing with the dummy adds 1 to the difficulty of each square.

Each Round

- The rope is tied up in a sack at the top of the tower. The climber must release the rope with a successful ranged or magic attack of difficulty 6 to release the rope before they can start climbing.
- To climb the tower, the climber makes a dexterity or intelligence roll. If they meet or exceed the difficulty indicated in the next square, they move to it.

Finishing the Stage

- As each climber finishes the race, place their character mini in a finishers row, pairing up any climbers who finished on the same round.

Winning

The team that finishes the tower rescue first, wins the relay. If there is a tie, the teams share the victory.

Younger Players

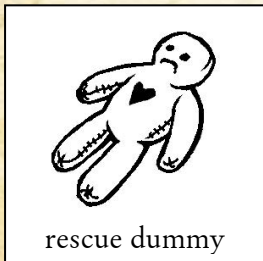
For a simpler experience, the stages of the rescue relay can be played as individual events. Complete each stage for all teams and determine the winners before starting the next stage.

Ties

If there is a tie, the teams share the victory.

Printable Player Aids

A rescue course map (3 pages) is provided starting on page 65. A rescue dummy token is provided on page 48.



STORY HOOKS

Story hooks can be used to implement subplots and side quests for those running the game in either Adventure Mode. Here are some examples to get you started:



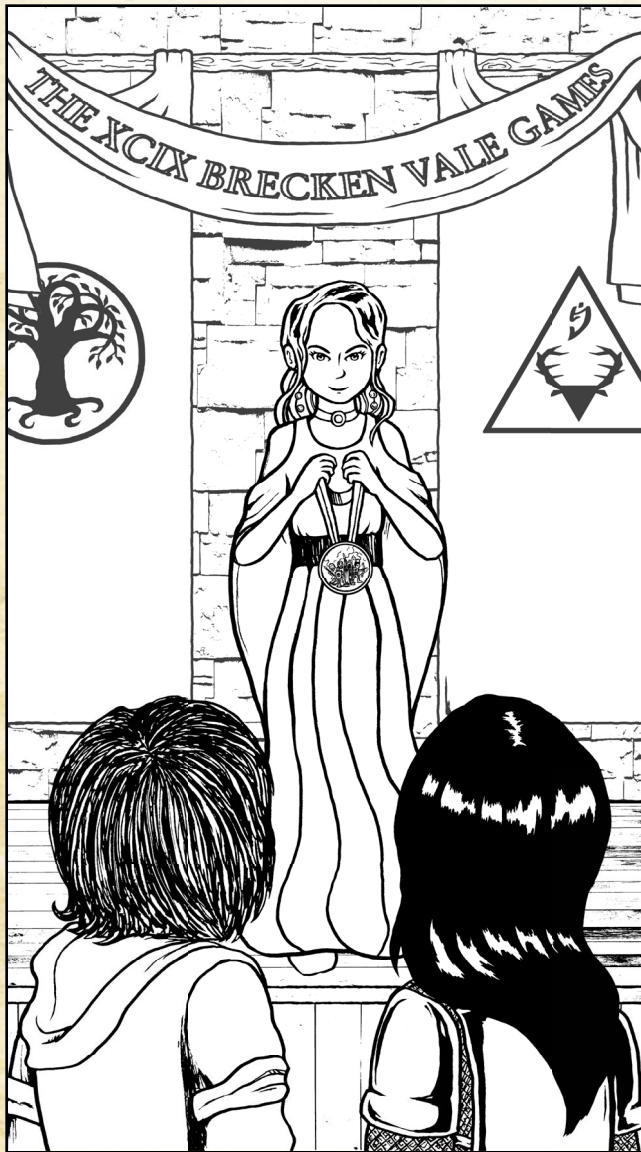
- The medals have gone missing! Work with the other teams to find out what happened. Did someone take them?
- That jokester Flavius painted your sled green right before the big Alpine Relay. Don't let Greenfalls get the last laugh, pull off an even bigger prank before you face them in the next event.
- The Alpineland heroes are asking everyone if they also have strange creatures roaming near their towns recently.
- A group of wild boars (a sounder) have stampeded through the food tents ruining the meal for the closing ceremony. Will the heroes be able to help get the final meal ready again and rid the village of the boars?
- One of the sunken rescue dummies had a giant bite taken out of it. Is it safe to be swimming here?
- Anders from Hollocia saw a strange apparition wandering around camp during the night. Is it a ghost and what is its connection to the games?

For further adventures featuring the villages and/or characters from this supplement, please check out the following products available on DriveThruRPG:

- [Picture Day](#) and [Mage Missing](#) (Adestikay)
- [Yuletide - An Uninvited Guest](#) (Alpineland)
- [Dark Elves Lair](#), [Unicorn Heist](#), [The Village Monster](#) and [The Magical Armory Solo Gamebook](#) (Greenfalls)
- [The Lost Village](#) (Willowsdell)

MEDAL CEREMONY

As in most competitions, the closing ceremonies of the Brecken Vale Games is an exciting event when the competitors are recognized for their accomplishments. Below is a short narrative of this event based on all teams competing. Adjust as appropriate for the teams that competed in your Brecken Vale Games and encourage your young competitors to reminisce about and celebrate their favorite moments.



After a long week of fun, challenge, and hard work, the tournament is over. Banners fly and loud music blares, as the peoples of the various villages all dance and sing in celebration of the completion of another successful Brecken Vale Games. As you walk to the stage to be recognized, you feel friendly pats on your shoulders as the villagers all show appreciation for your performance during the games.

When you arrive at the stage, a silver-haired young woman walks to the podium. With a big smile, she quiets the crowd.

“Welcome to the closing ceremony for this year’s Brecken Vale Games!” she exclaims. “The teams from the villages of Adestikay, Alpineland, Greenfalls, Hollocia, Rivenshore, and Willowsdell have performed brilliantly and have fostered the spirit of friendly competition amongst our great villages. Here we stand 100 years from the victory over Ebonscar, united as friends. Before, we stayed separate and minded our own affairs, but the arrival of Ebonscar taught us a great lesson. When we stand together, we are stronger and better. The diversity that each village brings to our friendly alliance is the secret to its success.”

“Now for the moment we have all been waiting for, the Medal Ceremony!” she proclaims.

“Our Bronze medal village is _____!”

“Our Silver medal village is _____!”

“And finally, our Gold medal village of this year’s tournament is _____!”

“Now let’s give a round of applause to everyone who competed this year!”

As the applause dies down, and the ending party starts up with even more energy, you cannot help but have a smile spread across your face. It was an amazing experience to compete against and spend time with the people of the other villages. No matter what may happen in the future to the Brecken Vale, you know that together your villages can handle it.

EVENT-SPECIFIC SPECIAL ACTIONS

Alpine Relay

Each Special Action can be used once by each competitor as described.

- **On Three!:** All four competitors roll their dice at the same time to make the two best scores, counting any bonus movement for ties. Total the scores for one movement score.
- **Dig In!:** A puller or pusher rerolls some or all their dice. They must take the second result.
- **Breathe:** A shooter rerolls some or all their dice. They must take the second result.
- **Skate:** A skier rerolls some or all their dice. They must take the second result.

Comet Ball

Heroes can use their Special Actions in place of their normal action as much as they like.

- **Slide Tackle:** (Melee) Attempt to tackle a target 2 squares away using 1 less melee die.
- **From Downtown:** (Ranged) Shoot up to 8 squares away. Rolls that sum to 12 or above will succeed.
- **Hail Mary:** (Magic) Pass to a teammate up to 8 squares away. Rolls that sum to 12 or above will succeed.

Clay Dragons

Each Special Action can be used once by each competitor.

- **Heave:** A hurler can reroll their dice. They must take the second result.
- **Steady:** A shooter can reroll their dice. They must take the second result.

Dragon Attack

Each Special Action can be used once by each competitor.

- **Take That!:** A dragon attacker can reroll their dice. They must take the second result.
- **Whack Whack:** If the competitor rolled doubles when attacking a body part that has a pair (legs or wings), they can simultaneously attack both targets. This uses both dice.

Rescue Relay

Each Special Action can be used once by each competitor.

- **Breathe:** A swimmer can reroll their dice. They must take the second result.
- **Together:** A pair of runners can reroll their dice. They must take the second result.
- **Looking Up:** A climber can reroll their dice. They must take the second result.

GM CHEAT SHEET

4 on 4 Sparring

Differences between standard combat

Turns alternate between heroes instead of sides.
Potions cannot be used.
Advancements cannot be used.

Alpine Relay

Stage1: Sledding (2 pushers, 2 pullers)

Action	Dice Pool
Pulling	Strength or Dexterity
Pushing	Dexterity or Intelligence
1 bonus space if highest die for both heroes match.	
3 bonus spaces if all dice for both heroes match.	

Stage2: Shooting (2 shooters)

Action	Dice Pool
Shooting	Dexterity or Intelligence
Note: Once all targets are hit by the 1 st shooter, a skier can start – or – the 1 st shooter can help the 2 nd shooter finish their targets.	

Stage3: Skiing

Movement	
Roll 3 dice, move the difference between low and high die.	
If 3 rd die matches another, add 1 glide.	
If all 3 dice match, add 3 glides.	
Gliding	
Downhill	Move ahead until reaching a flat or uphill space
Flat	Move ahead 1 space
Uphill	No movement

Clay Dragons

1 hurler, 1 shooter

Action	Dice Pool
Throw	Strength
Shoot	Dexterity or Intelligence
Note: The shooter must declare their intentions if they are attempting to hit a clay dragon beyond the wall of fire.	
Note: If a target is missed beyond the wall of fire, 0 points will be scored for the round.	

Comet Ball

Movement

Without Ball	4 squares
With Ball	3 squares
Note: If a hero does not use their action on their turn, they can perform an extra Movement.	

Offense (1 base die + dice pool)

Action	Dice Pool
Shoot	Dexterity
Note: Cannot shoot over obstacles.	
Pass	Intelligence
Note: Cannot pass over obstacles.	

Defense (1 base die + dice pool)

Action	Dice Pool
Tackling	Strength
Note: Only the ball carrier can be tackled	
Defending Tackles	Armor
Shot Block	Armor
Intercept Pass	Intelligence

Dragon Attack

Important things to remember

Heroes must announce which body part of the dragon they are targeting before making their roll.
If successful, heroes can attempt a follow up attack using 1 less die.
If a follow up attack fails, the hero's previous successful attacks for the round do not count.
The heart cannot be targeted until after all other body parts have been successfully hit.
A team finishes after all their heroes hit the heart.

Rescue Relay

Stage1: Water Rescue (1 swimmer)

Action	Dice Pool
Swim/Dive	Strength or Dexterity
Note: Swimming with the dummy adds 1 difficulty to each section.	

Stage2: Rescue Race (2 runners)

Action	Dice Pool
Run	Strength, Dexterity or Intelligence
1 bonus movement point if the highest die for both heroes match.	

Stage3: Tower Rescue (1 climber)

Action	Dice Pool
Shoot	Dexterity or Intelligence
Climb	Dexterity or Intelligence
Note: Climbing the tower cannot begin until after the rope bag is successfully hit.	
Note: Climbing down with the dummy adds 1 difficulty to each section.	



HERO KIDS CREATOR'S GUILD



Adestikay Swordsman:



Melee Attack: Swords

Melee attack at an adjacent target.

Special Action: Ambidexterity

Dual wield swords - can split melee dice to attack a single target twice or two targets once each.

Bonus Ability: Parry

Add one extra die to armor when defending against melee attacks. Add two dice if defending against a bladed melee weapon.

Inventory and Skills



HERO KIDS CREATOR'S GUILD



Adestikay Hunter:



Ranged Attack: Bow

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

Special Action: Long Shot

Ranged attack at a target up to 8 squares away (but not adjacent) with 1 fewer dice.

Bonus Ability: Quick Draw

Can perform a second attack using one less die if a 6 is rolled on the first attack.

Inventory and Skills

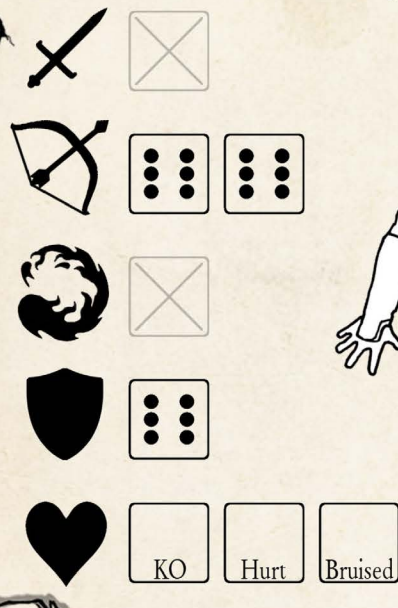




HERO KIDS CREATOR'S GUILD



Adestikay Ranger:



Ranged Attack: Boomerang

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

Special Action: Return Service

Can ranged attack at 2 targets if they are adjacent to each other. Subtract one ranged die when attempting.

Bonus Ability: See It Coming

Can dodge long ranged attacks. Add one armor die for attacks 3-4 spaces away. Add two armor dice for attacks 5-6 spaces away.

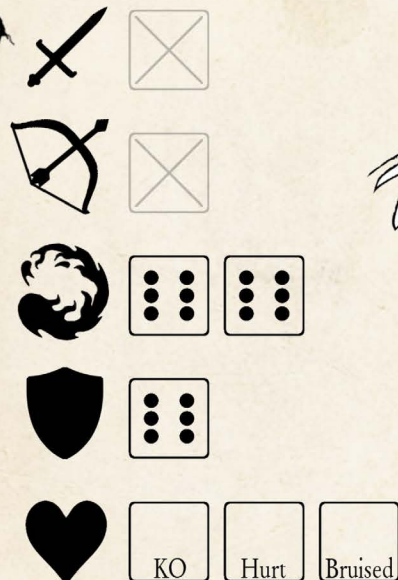
Inventory and Skills



HERO KIDS CREATOR'S GUILD



Adestikay Mage:



Magic Attack: Energy Blast

Magic attack at a target up to 4 squares away.

Special Action: Force Field

Can trade attack turn for one extra armor die. Cannot perform this special action two turns in a row.

Bonus Ability: Chain Reaction

Can make a second attack using a single magic 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





HERO KIDS CREATOR'S GUILD



Alpineland Ice Thrower:



Ranged Attack: Sling 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.

Inventory and Skills



HERO KIDS CREATOR'S GUILD



Alpineland Musher:



Melee Attack: Slick Pick

Melee attack at an adjacent target.

Special Action: Precise Attack

If an adjacent target has not moved since your last turn, you can make a melee attack with 1 extra die.

Bonus Ability: Cunning

When an attack against you resolves, you can immediately move 1 square.

Inventory and Skills





HERO KIDS CREATOR'S GUILD



Alpineland Ice Mage:



Magic Attack: Freezing Blast

Magic attack at a target up to 4 squares away.

Special Action: Freezing Fire

Create a persistent blue 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: Freezing Strike

When you roll a 6 on an attack die, your target cannot move during their next turn.

Inventory and Skills



HERO KIDS CREATOR'S GUILD



Alpineland Yeti:



Melee Attack: Crushing Blow

Melee attack at an adjacent target.

Special Action: Knockback

Melee attack at an adjacent target using 1 fewer dice; if the attack hits, the target is also pushed back 4 squares.

Bonus Ability: Defender

When an adjacent target has been hit, you can take the damage instead of the ally.

Inventory and Skills





HERO KIDS CREATOR'S GUILD



Greenfalls Berserker:



Melee Attack: Axe Slash

Melee attack at an adjacent target.

Special Action: Bull Rush

Melee attack with one fewer die.

Target takes no damage, is knocked back 2 spaces, and is prone.

Bonus Ability: Retaliation

When you hit a target that has damaged you since your last turn, you deal 2 damage.

Inventory and Skills



HERO KIDS CREATOR'S GUILD



Greenfalls Phalanx Soldier:



Melee Attack: Spear Thrust

Melee attack at an adjacent target.

Special Action: Reaching Strike

Melee attack at a target 2 squares away with 1 fewer dice.

Bonus Ability: Shield Wall

Forgo attack to increase defense pool to 4 dice. All enemies within 3 squares must attack you until the start of your next turn.

Inventory and Skills





HERO KIDS CREATOR'S GUILD



Greenfalls Spellbinder:



Magic Attack: Blast of Force

Magic attack at a target up to 4 squares away.

Special Action: Call to the Earth

Cause vines to shoot up from the earth to grasp foes. All foes roll a die. On a 1-2, opponent is knocked prone. On a 2-4, enemy is slowed by one square on their next turn. On a 5 or 6, no negative effects.

Bonus Ability: Regenerating

When you take damage, you can't take anymore damage until your next turn.

Inventory and Skills



HERO KIDS CREATOR'S GUILD



Greenfalls Skirmisher:



Ranged Attack: Javelin Hurl

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

Special Action: Percise Shot

You can forgo your defense die and move one less square until your next turn to aim at an enemy's weak spot. If you hit, target takes 2 damage. If you miss, you still lose your defense die and movement square for the turn.

Bonus Ability: Marathon Runner

Your speed is 4 squares, but you can ignore obstacles, enemies and allies when moving.

Inventory and Skills





HERO KIDS CREATOR'S GUILD



Hollocia Knight:



Melee Attack: Scary Sword

Melee attack at an adjacent target.

Special Action: Knockdown Strike

Melee attack at an adjacent target using 1 fewer dice; if the attack hits, the target is also knocked down.

Bonus Ability: Block Breaker

Add one extra die to attack if the defender has 2 or more armor dice. Add two dice if defender is armed with a bladed melee weapon.

Inventory and Skills



HERO KIDS CREATOR'S GUILD



Hollocia Fire Mage:



Magic Attack: Fire Blast

Magic attack at a target up to 4 squares away.

Special Action: Blaze of Glory

Magic attack at all targets within a 2 square radius (including allies); you take 1 damage.

Bonus Ability: Campfire

Gets 1 extra armor die when defending against opponents using wooden weapons (melee and ranged).

Inventory and Skills

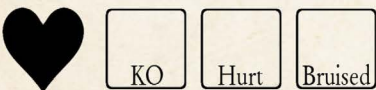




HERO KIDS CREATOR'S GUILD



Hollocia Life Mage:



Magic Attack: Energy Blast

Magic attack at a target up to 4 squares away.

Special Action: Resurrection

Can use action turn to revive a knocked out ally once per encounter.

Bonus Ability: Clerical

Gets 1 extra magic dice when attacking undead creatures (ghosts, skeletons, zombies).

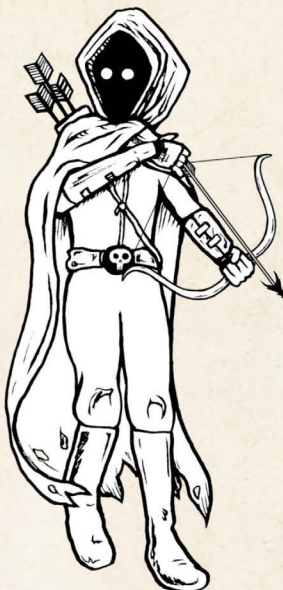
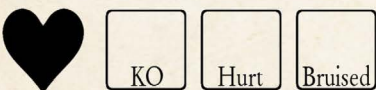
Inventory and Skills



HERO KIDS CREATOR'S GUILD



Hollocia Ranger:



Ranged Attack: Composite Bow

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

Special Action: Gun & Run

Can attack using 1 less ranged dice then move 2 additional squares after attacking.

Bonus Ability: Nimble

You can move up to 5 squares on your turn, ignoring obstacles, enemies and allies.

Inventory and Skills





HERO KIDS CREATOR'S GUILD



Willowsdell Water Mage:



Magic Attack: Water Blast

Magic attack at a target up to 4 squares away.

Special Action: Deluge

Once per encounter, you can flood your immediate surroundings by performing a magic ability test at difficulty 5. If successful all adjacent monsters and heroes will lose their turn for the round.

Bonus Ability: Extinguish

Gets 1 extra armor die when defending against fire attacks. Does double damage to Fire Elementals/Flaming Skulls.

Inventory and Skills



HERO KIDS CREATOR'S GUILD



Willowsdell Shaman:



Magic Attack: Primal Whip

Magic attack at a target up to 4 squares away.

Special Action: Primal Shackles

Magic attack at a target with 1 fewer die; if the attack hits, the target also can't move on their next turn.

Bonus Ability: Cane Reaction

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 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



HERO KIDS

Bronze Medal of Resilience

Equipment



Resilience

Once per encounter, you can reroll a failed armor roll with a single die.

You can only use one piece of equipment at a time.

HERO KIDS

Silver Medal of Courage

Equipment



Courage

Once per encounter, you can add 1 extra die to your attack roll.

You can only use one piece of equipment at a time.

HERO KIDS

Gold Medal of Unity

Equipment



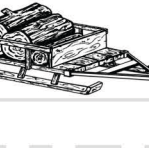
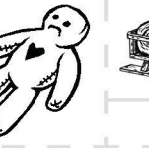
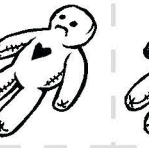
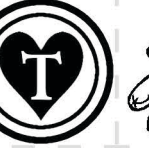
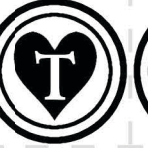
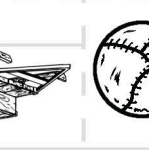
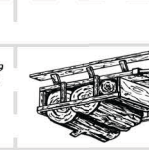
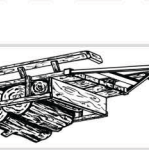
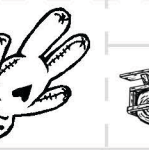
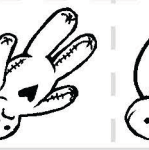
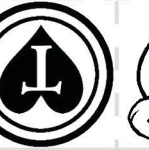
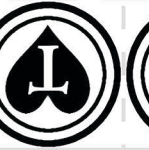
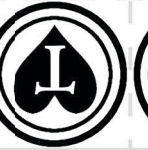
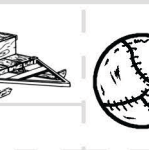
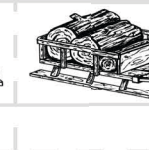
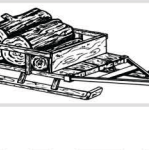
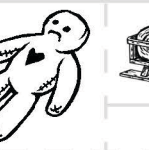
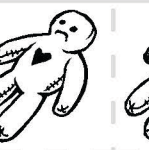
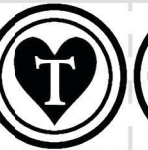
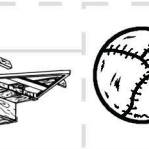
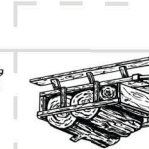
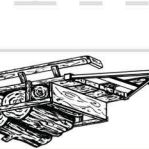
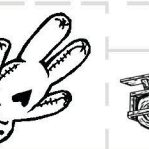
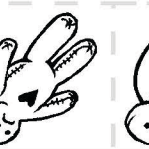
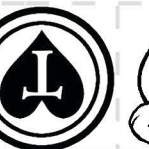
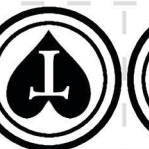
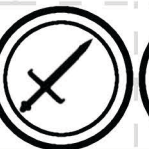
Unity

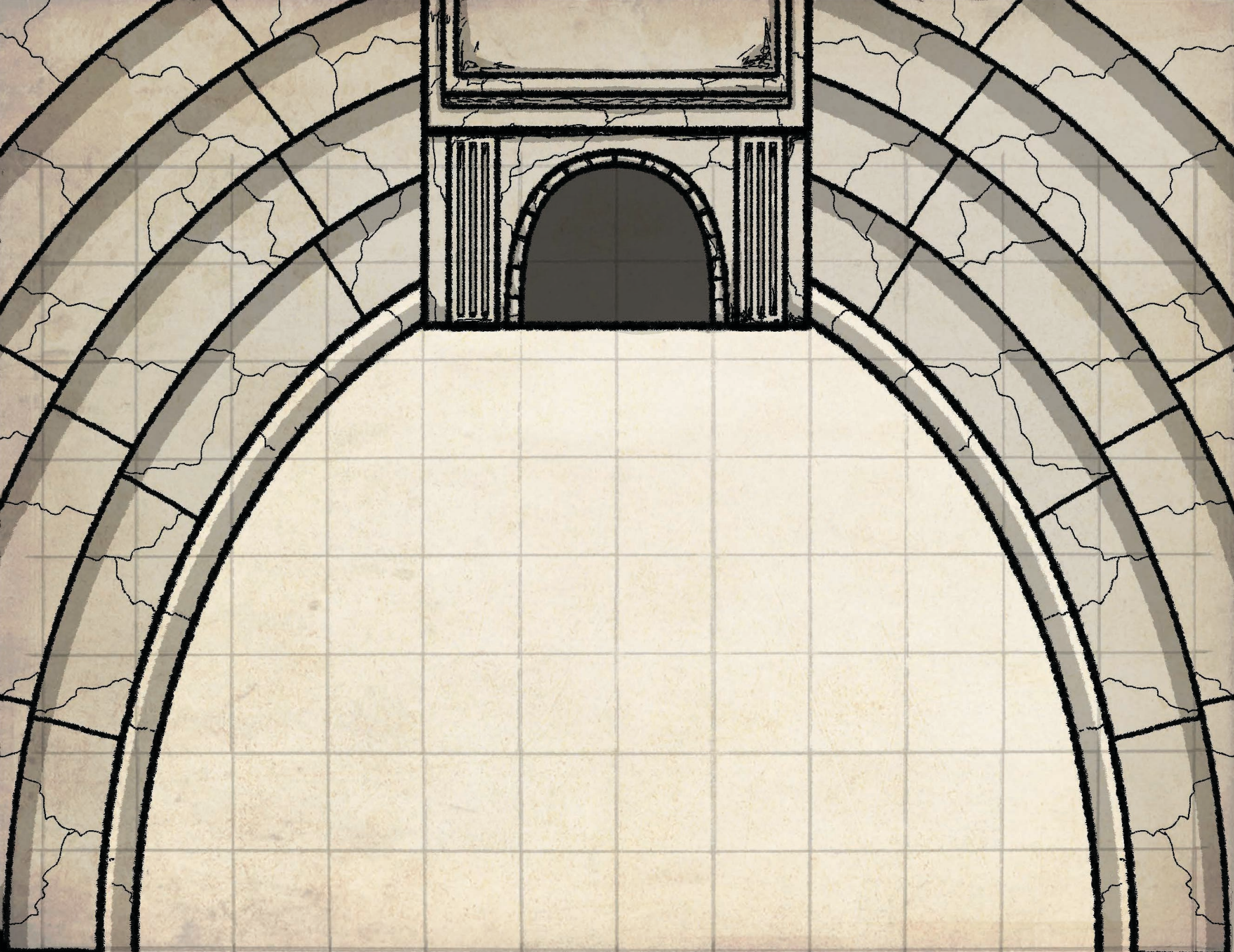
Once per encounter, the entire party can add 1 extra die to their armor rolls.

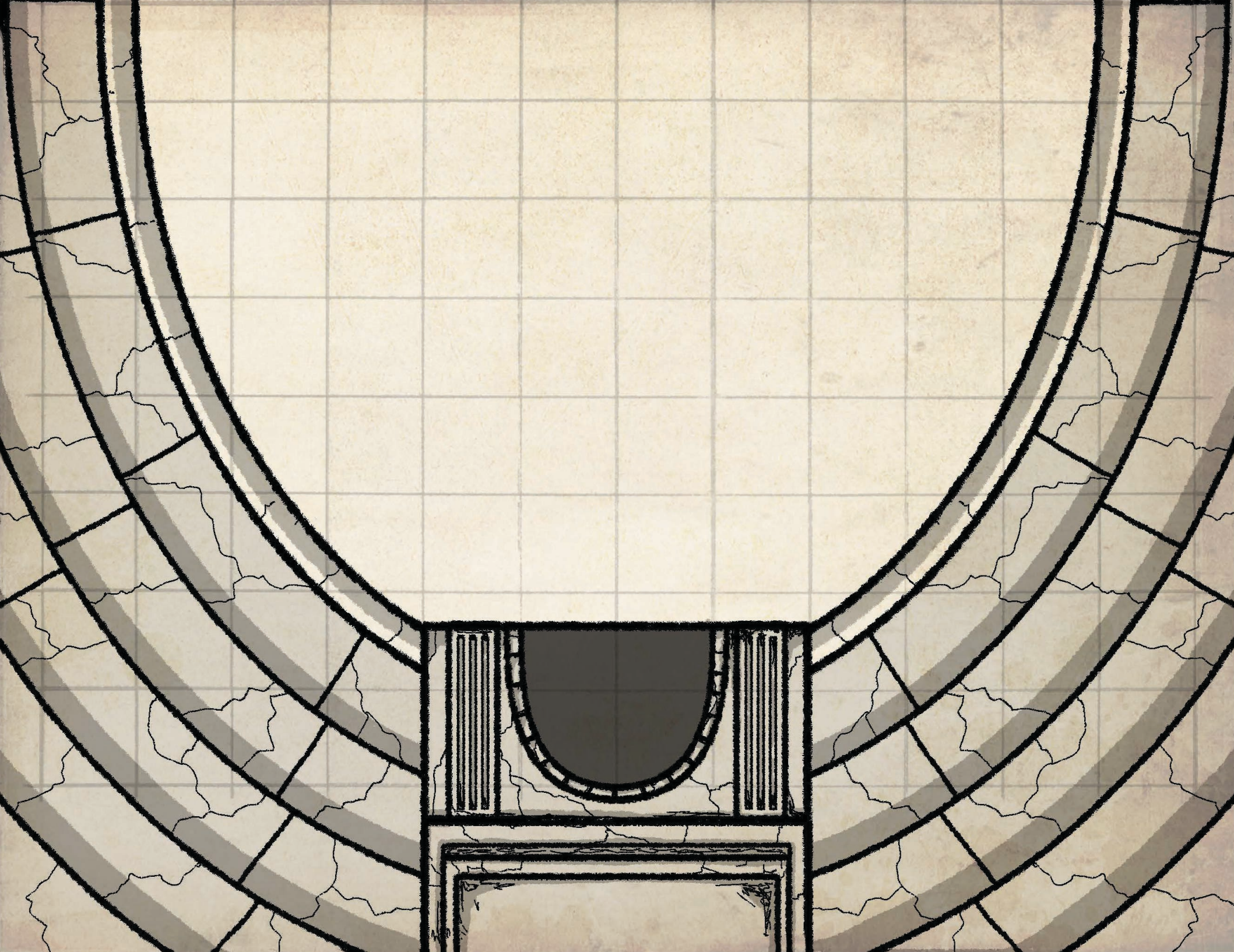
You can only use one piece of equipment at a time.

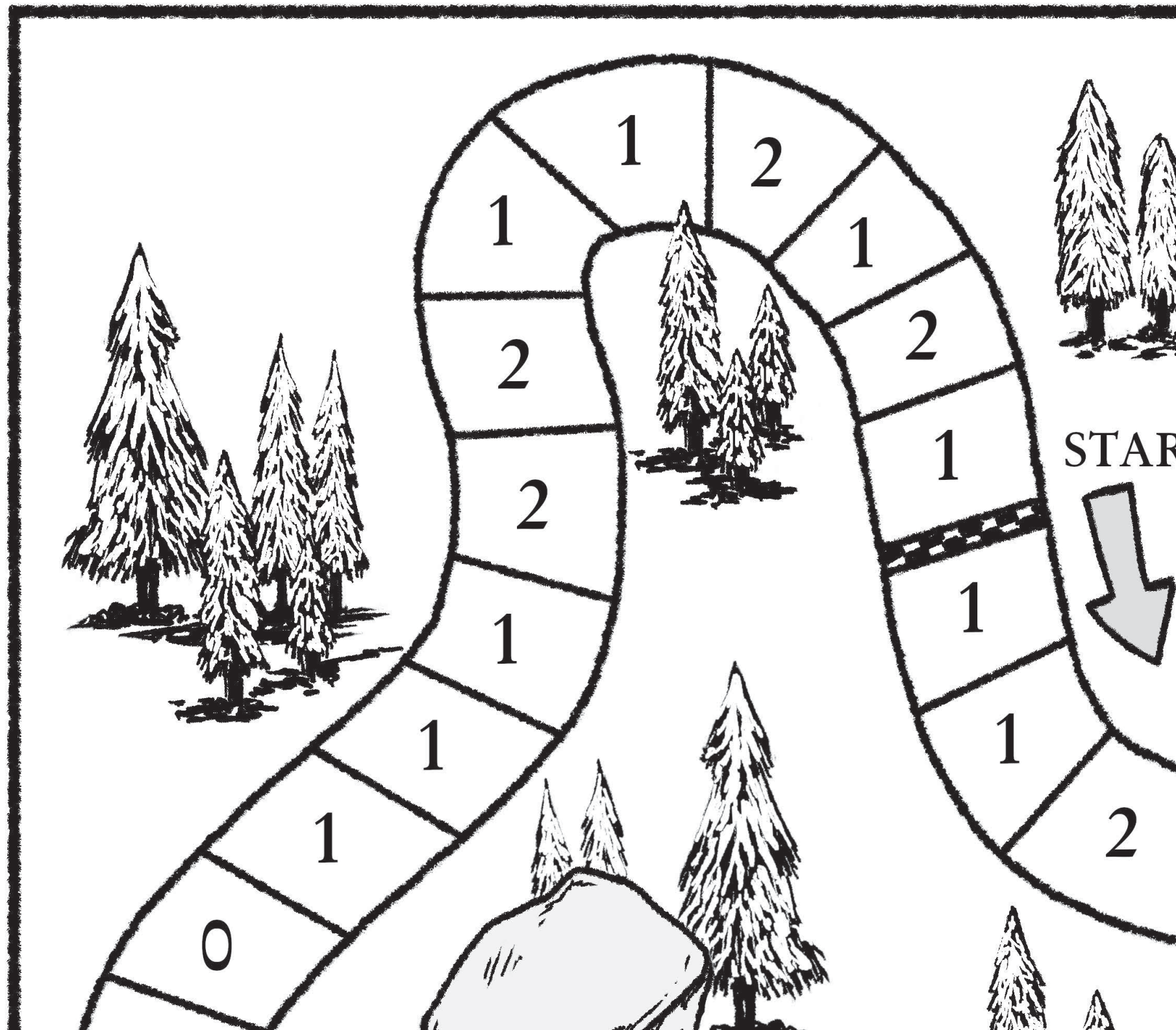
Medal Tracker

4 on 4 Sparring	Gold	
	Silver	
	Bronze	
Alpine Relay	Gold	
	Silver	
	Bronze	
Clay Dragons	Gold	
	Silver	
	Bronze	
Comet Ball	Gold	
	Silver	
	Bronze	
Dragon Attack	Gold	
	Silver	
	Bronze	
Rescue Relay	Gold	
	Silver	
	Bronze	

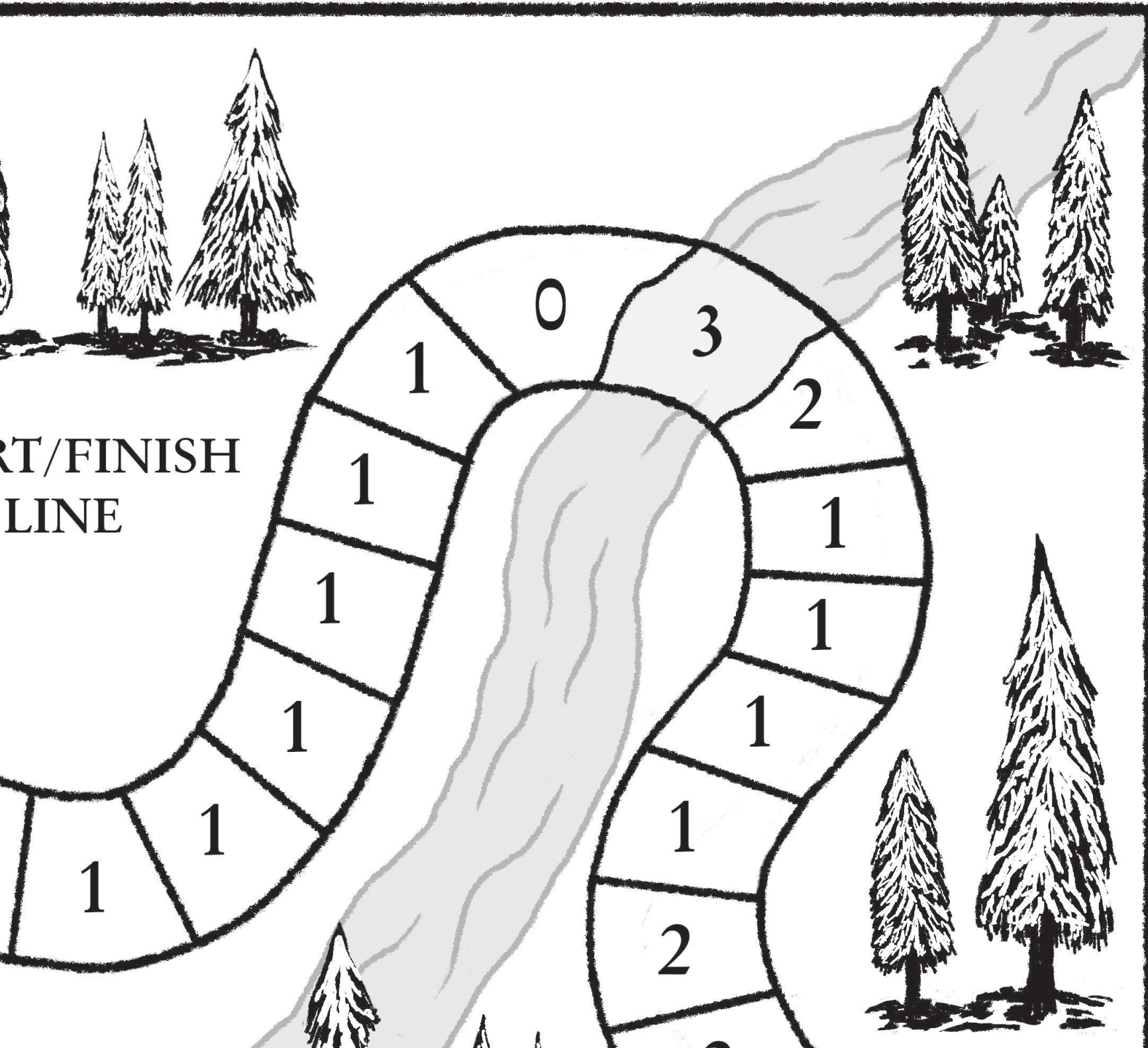


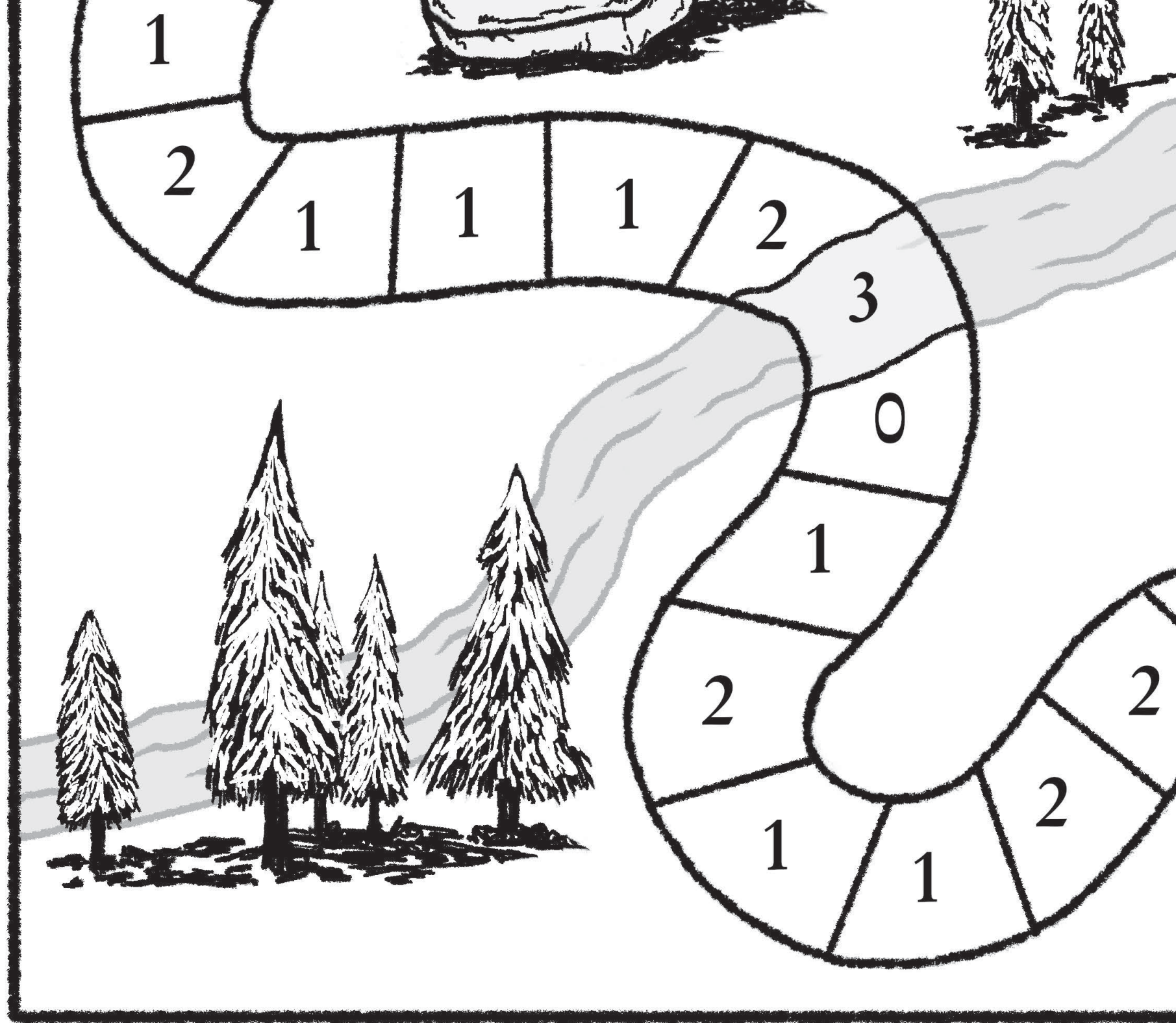






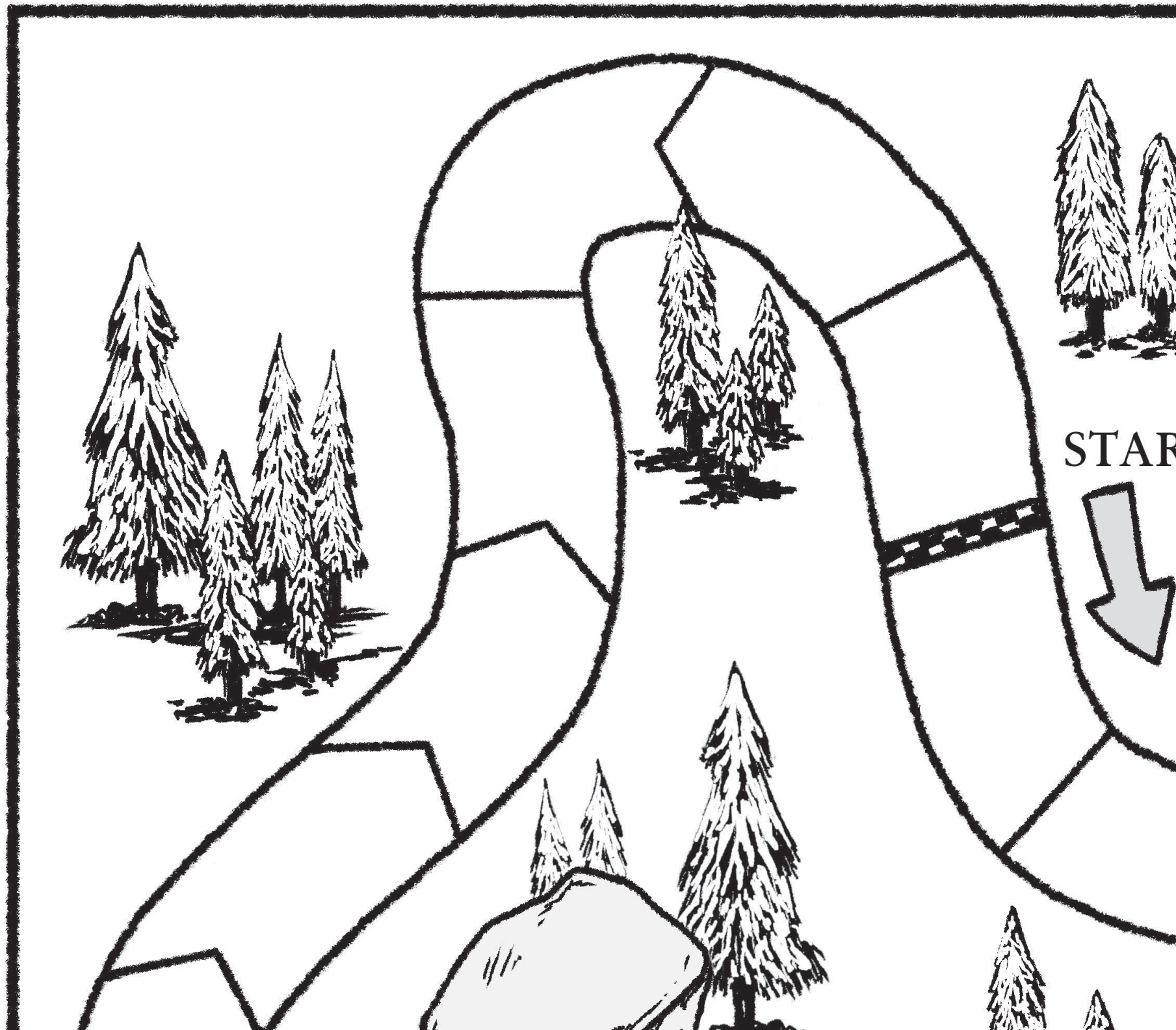
START/FINISH
LINE



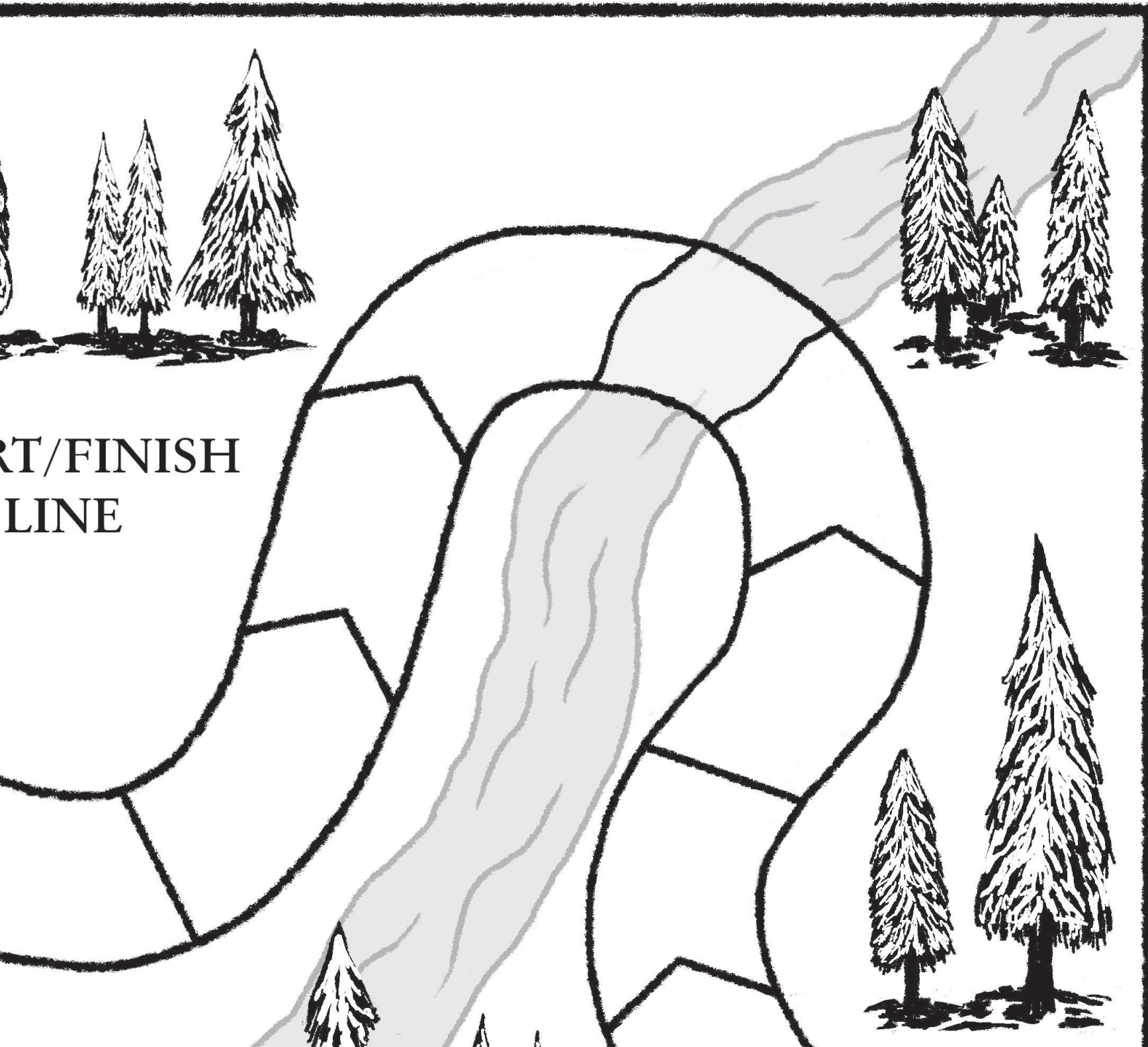




SLEDDING COURSE



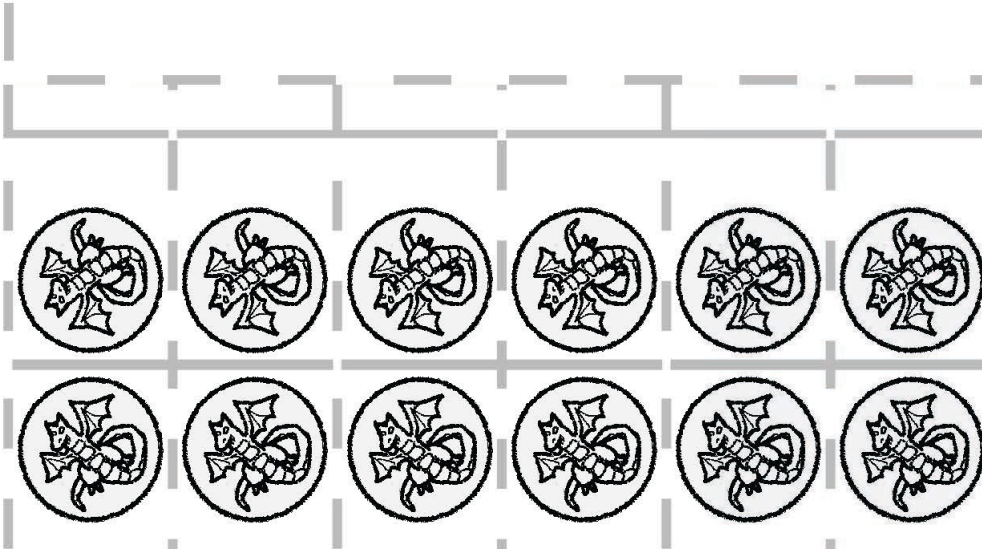
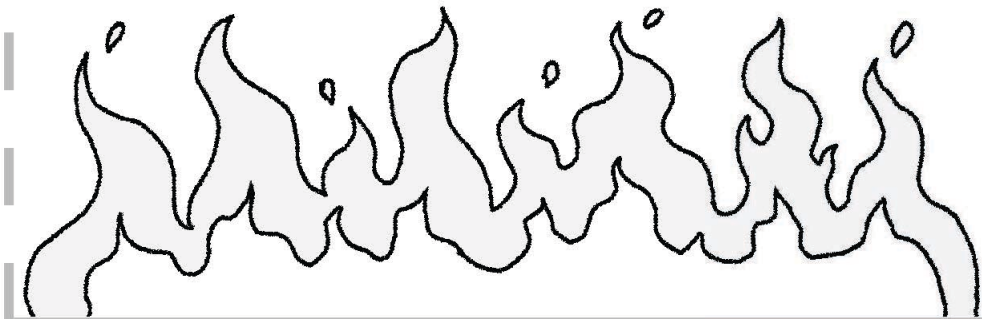
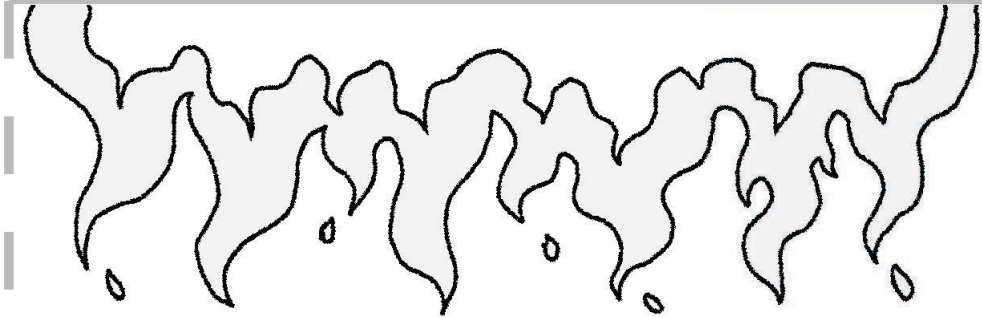
RT/FINISH
LINE



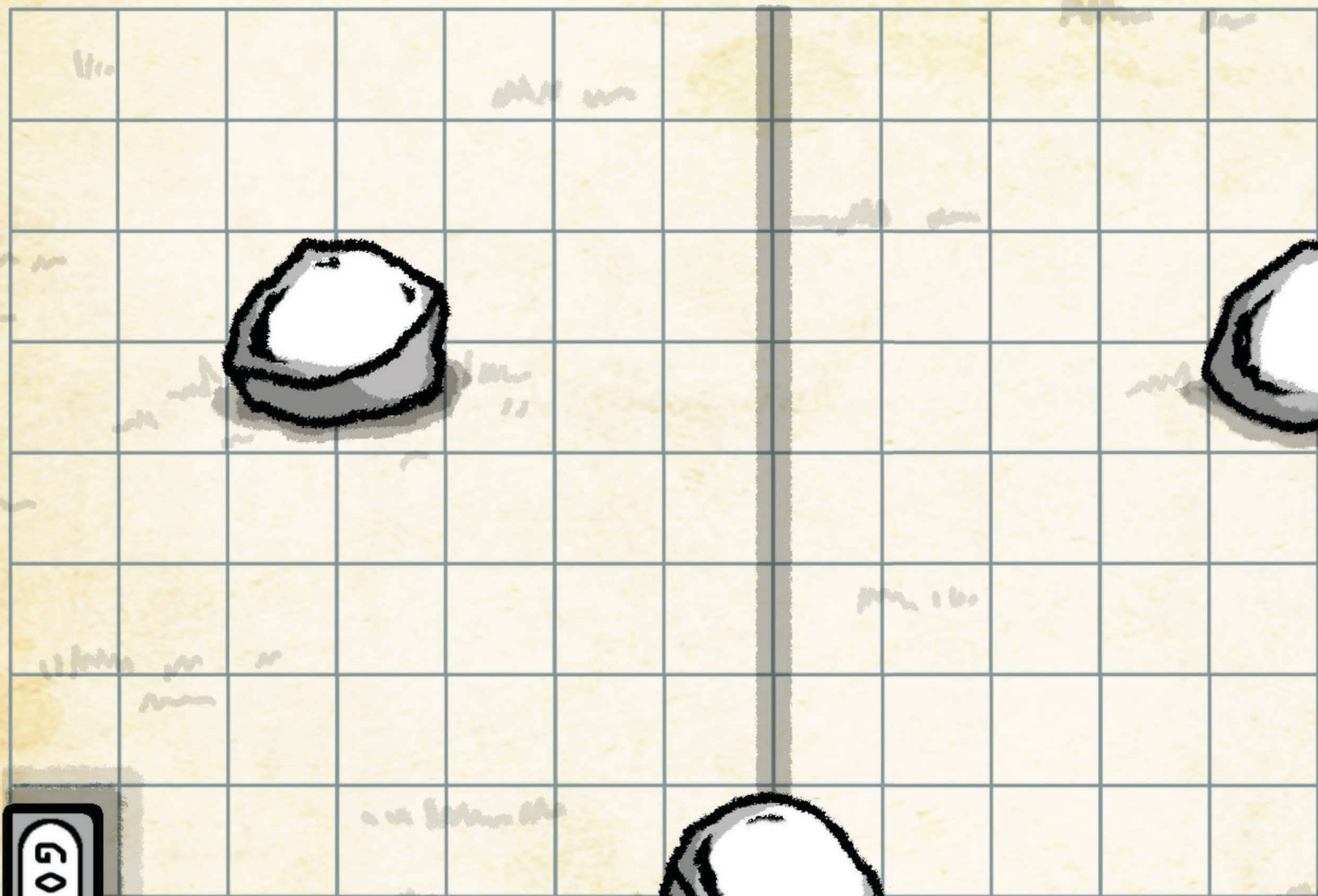




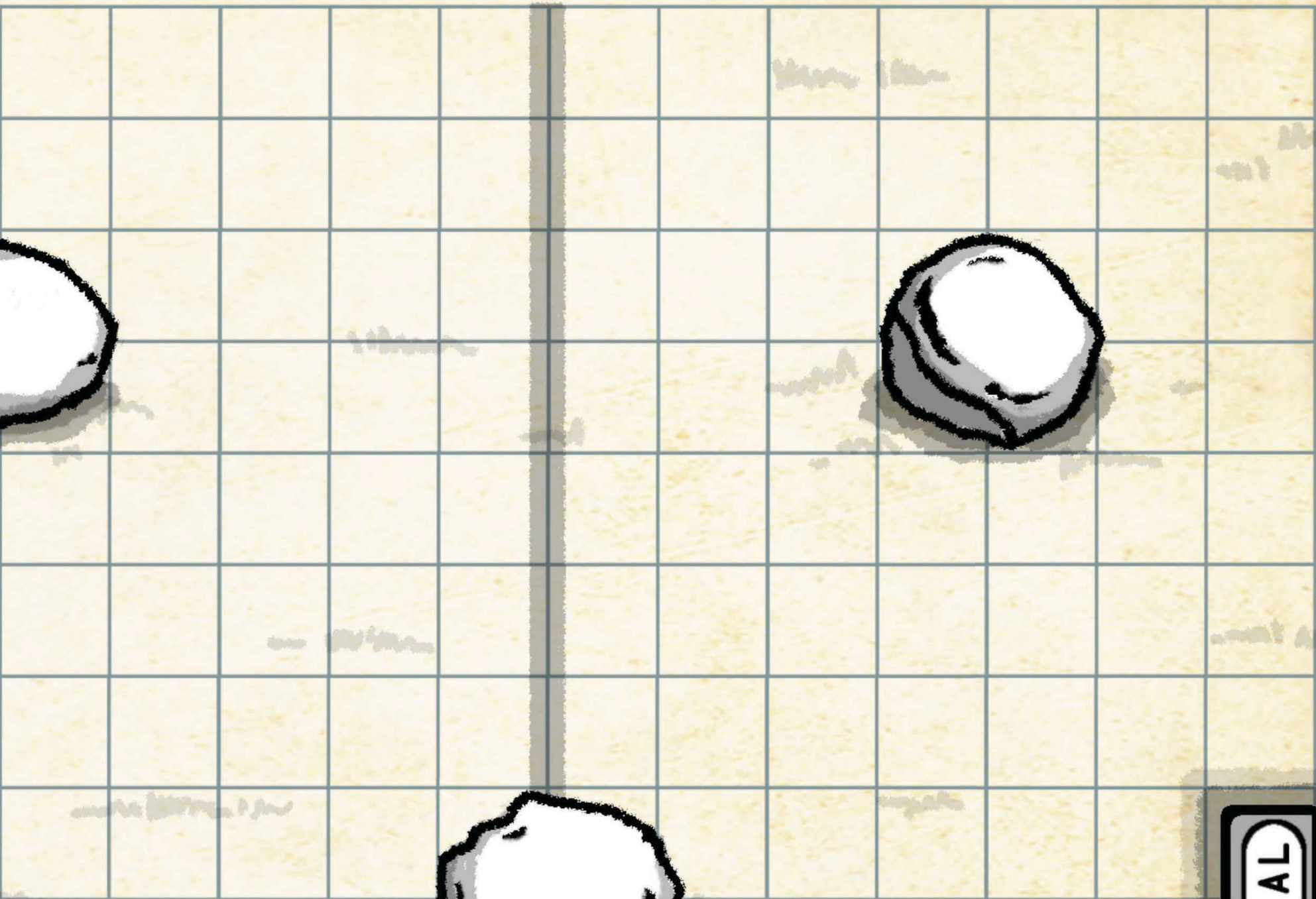
SKI COURSE



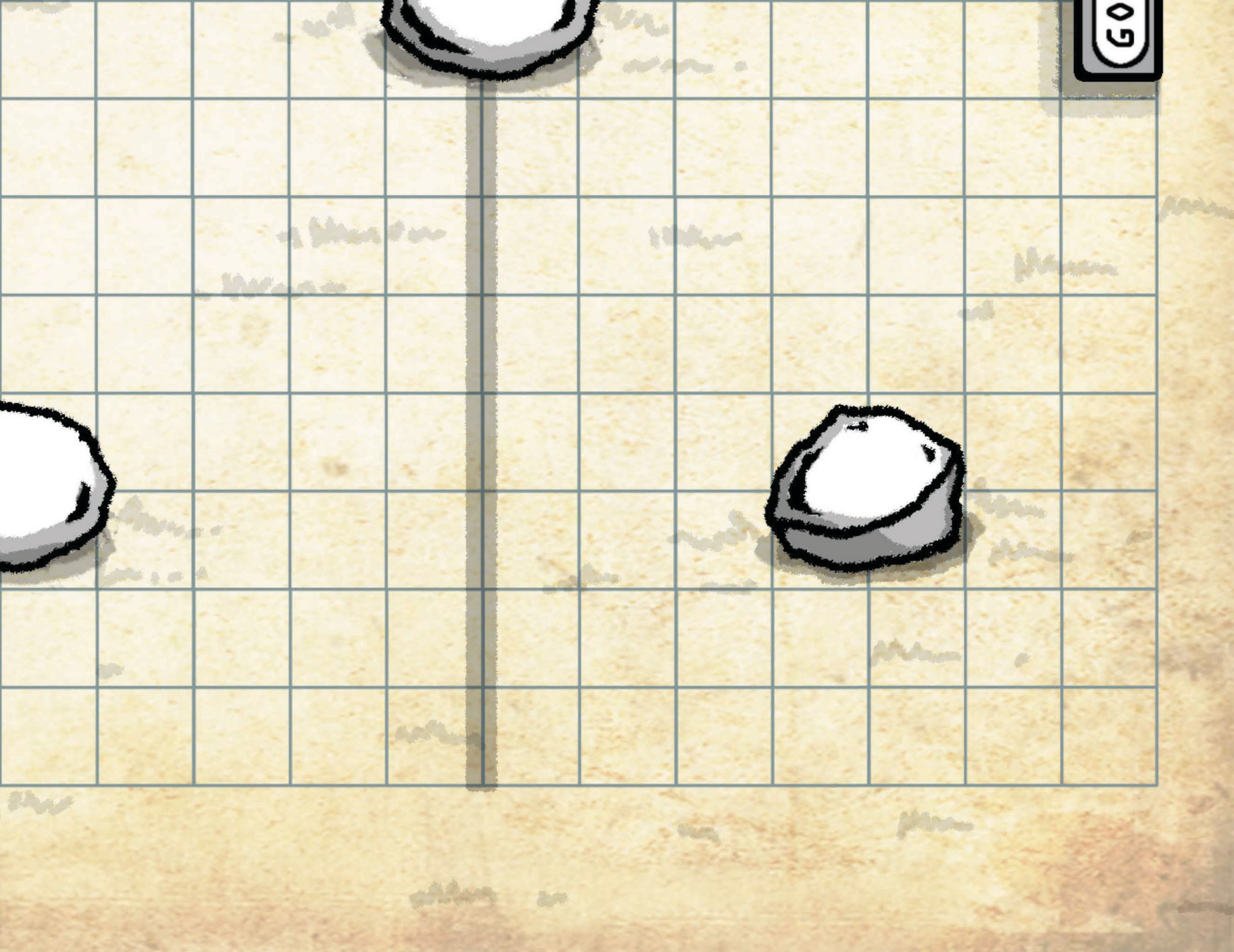
6^{+2}	6^{+2}	6^{+2}	6^{+2}	6^{+2}	6^{+2}
5^{+1}	5^{+1}	5^{+1}	5^{+1}	5^{+1}	5^{+1}
FIRE WALL					
4	4	4	4	4	4
3	3	3	3	3	3
2	2	2	2	2	2
1	1	1	1	1	1
1	2	3	4	5	6



GO

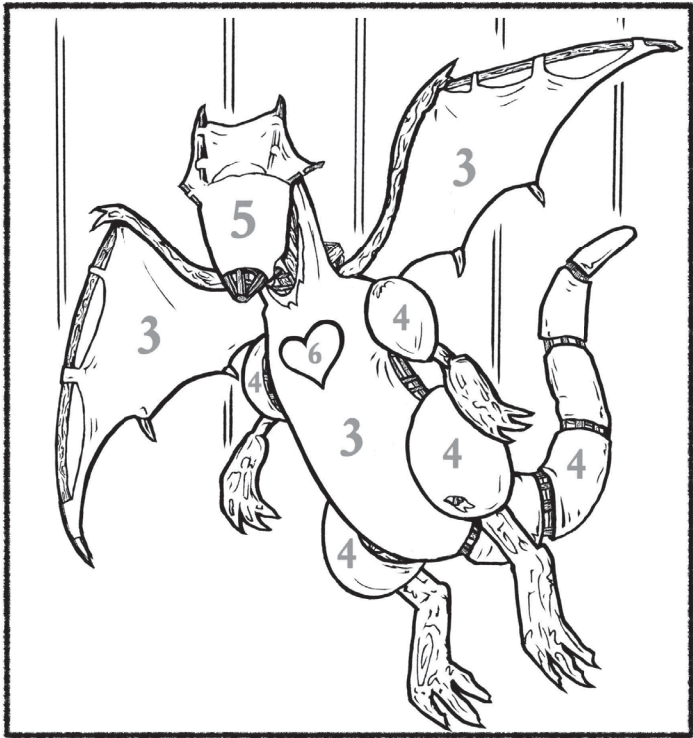






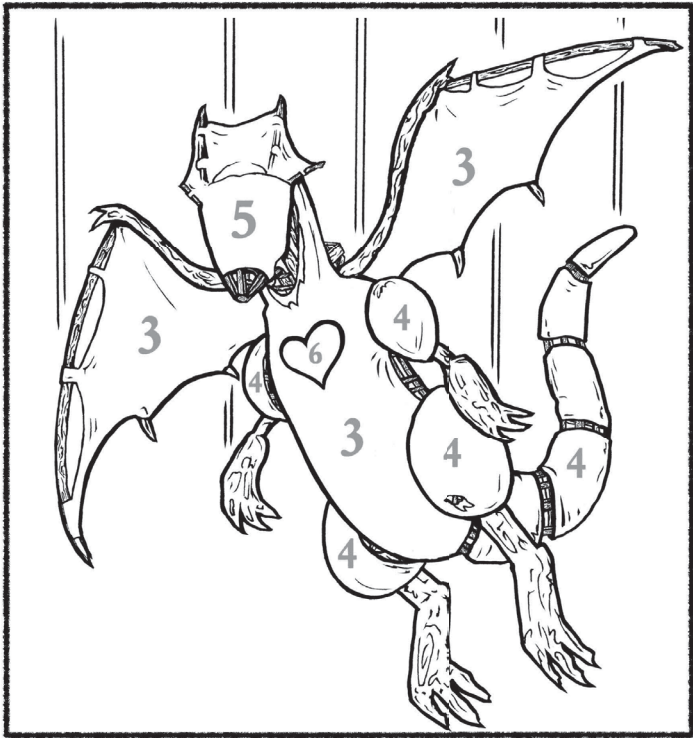
DRAGON
ATTACK!

- Body: 3
- Wing: 3
- Legs: 4
- Tail: 4
- Head: 5
- Heart: 6



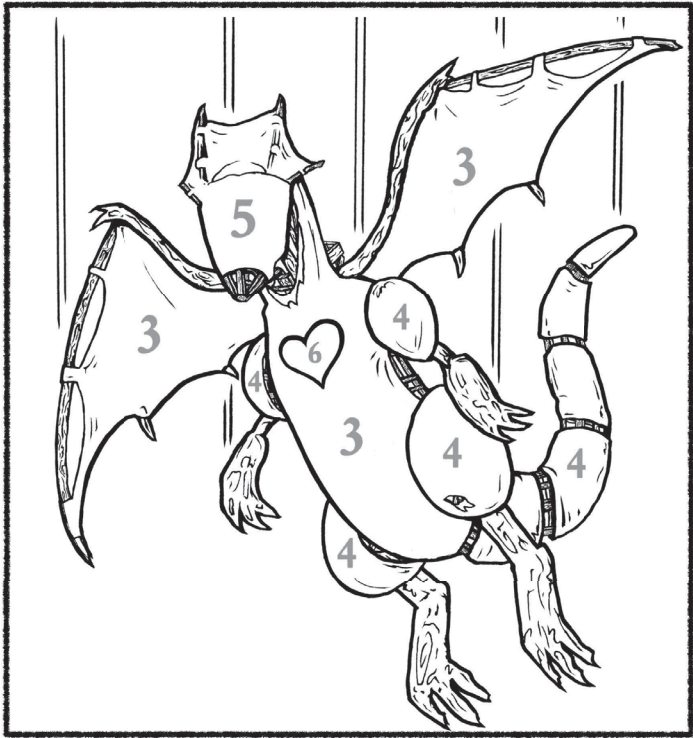
DRAGON
ATTACK!

- Body: 3
- Wing: 3
- Legs: 4
- Tail: 4
- Head: 5
- Heart: 6



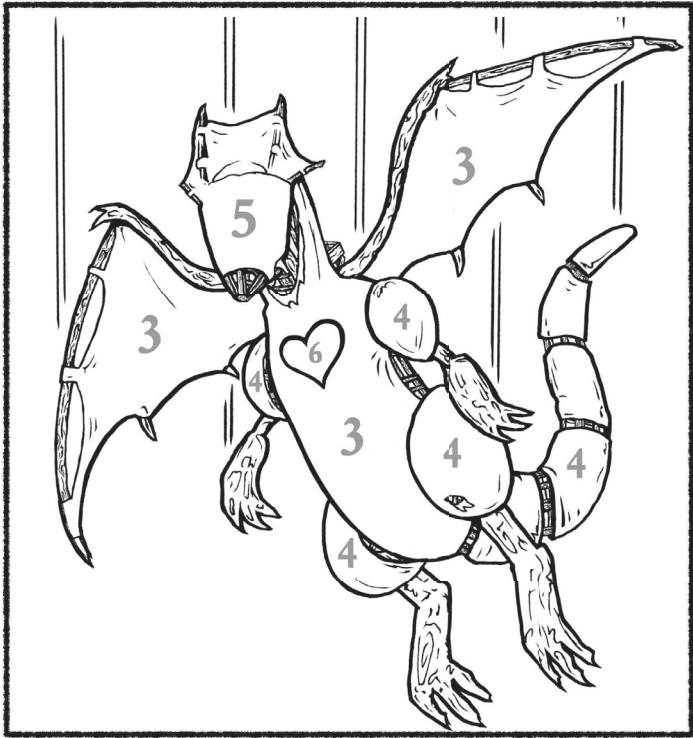
DRAGON
ATTACK!

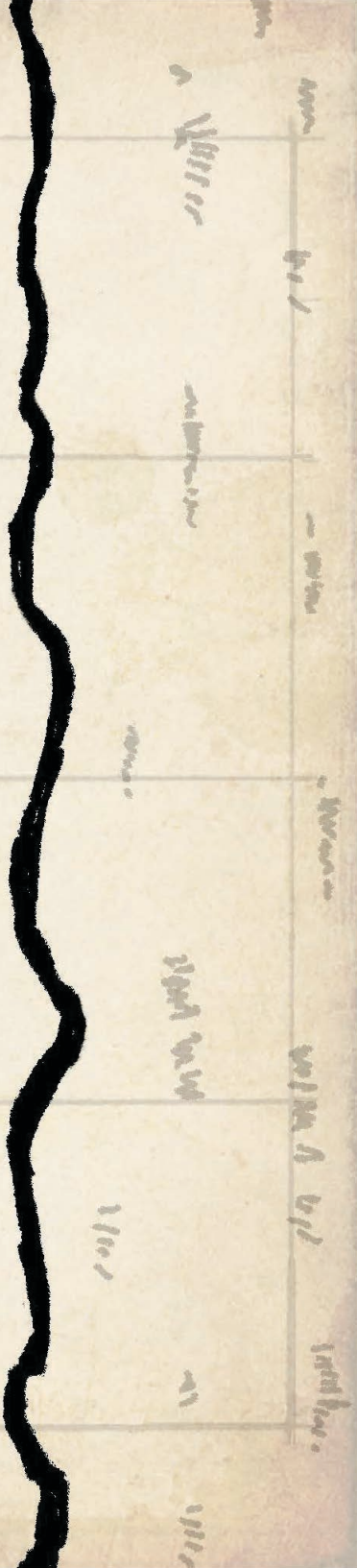
- Body: 3
- Wing: 3
- Legs: 4
- Tail: 4
- Head: 5
- Heart: 6



DRAGON
ATTACK!

- Body: 3
- Wing: 3
- Legs: 4
- Tail: 4
- Head: 5
- Heart: 6





4

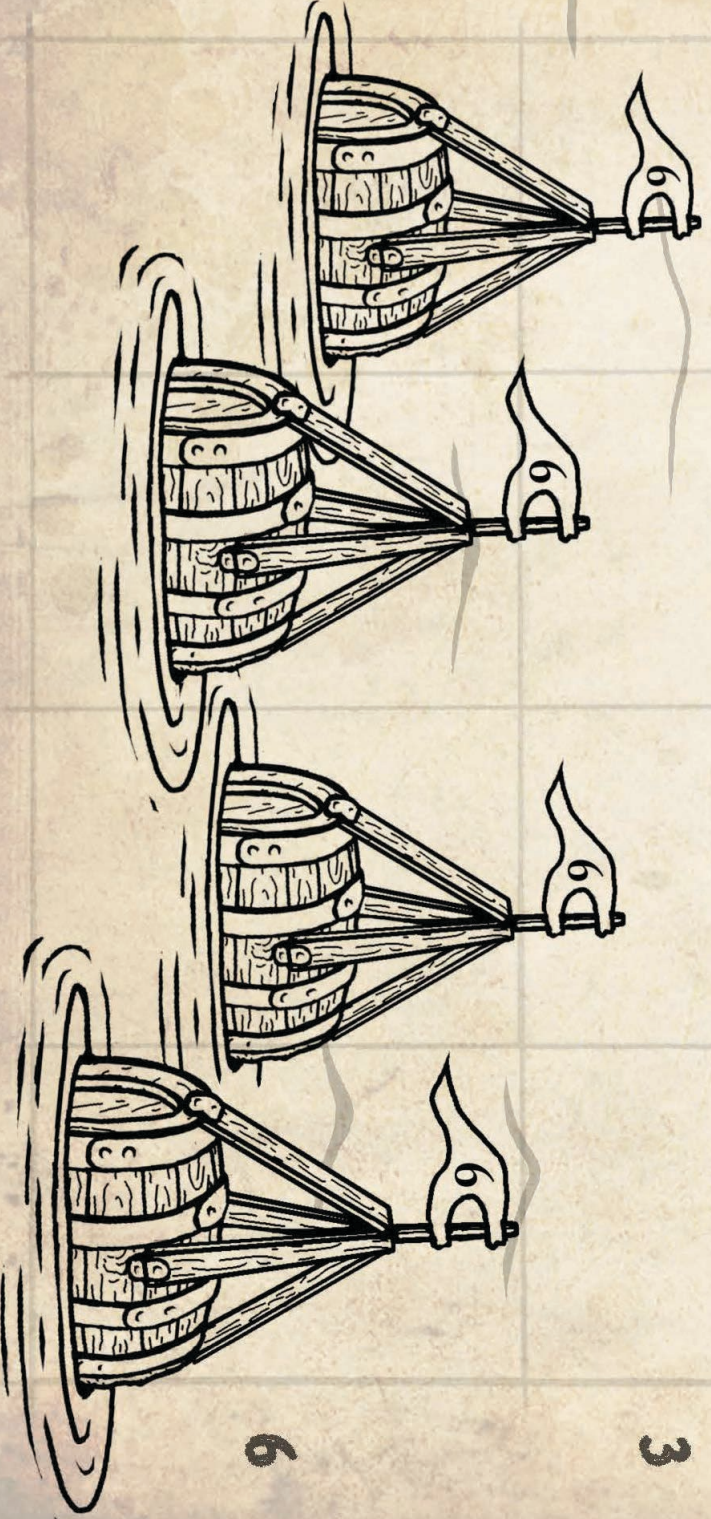
4

3

3

3

3



6

6



1

2

2

1

1

2

2

1



3

1

3

1



1

4

1

4



1

2

1

2

1

1

1

1

