

HERO KIDS CREATOR'S GUILD



ADVENTURE: PICTURE DAY

ENCOUNTERS: EIGHT

DIFFICULTY: NORMAL

DURATION: 90-120 MINUTES

DESIGNED AND MAPPED

BY

B DRONE GAMES



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PICTURE DAY

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Mapped by Brian Phongluangtham

Additional art by Brian Phongluangtham

Version: 2.1

Changelog:

- Improved resolution and increased readability of hero/monster cards
- Story edits for better cohesion
- Adjusted ability test difficulties
- Bookmarks added

Hero Kids Creator's Guild Adventure

This adventure requires the *Hero Kids Fantasy RPG* to play. Additionally, these extra materials are required:

- Six-sided dice (D6s)
- Pencil and eraser
- Hero Cards for each player (not the ones included in this pdf, these are meant to be used after completing this adventure)

Background

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

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

Adventure Overview

This adventure takes place a few weeks after the *Fire in Rivenshore* Adventure. The town rebuild fund is stolen and the thief escapes. The heroes will investigate the crime scene for clues.

The next day, the heroes will witness the thief breaking into Lenidlio's studio and chase him into the mountains. Once the heroes catch the boy, they will learn that it was someone else who stole the rebuild fund. The heroes will have to apprehend the real thieves as they try to escape Rivenshore.

Adventure Intro

A few weeks following the Rivenshore Fire:

You have just finished eating dinner at the newly rebuilt Block and Tackle Inn and are about to leave when you are approached by a tall thin, well-dressed man. You recognize him as Scotch, the Tremondale family's chauffeur. The Tremondale family is one of the richest in all the Vale and are known for their incredible (and very expensive) art collection. They are also well known for having the most spoiled kid in Rivenshore, Tammy Tremondale. You've seen her around town barking orders at people and complaining that her ice cream is too cold.

Scotch bows slightly and hands you an envelope. "Master Tremondale would like to thank you for your efforts in saving the honored Tremondale Family's magnificent art collection from the Rivenshore fire," he pauses, "and would like to reward you with a portrait session by the famed artist Lenidlio tomorrow morning at his studio."

Your ears perk up, Lenidlio is known throughout the Brecken Vale as the painter of royals and legendary heroes, what an honor it would be to have your portrait done by a master such as him. You are very excited and eagerly accept.

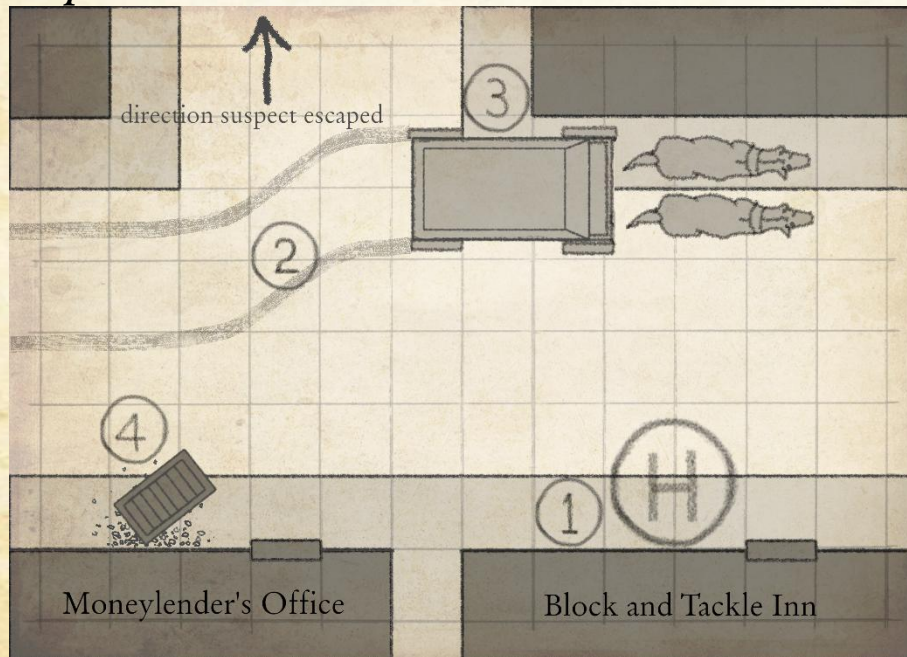
Just then you hear a man yell from outside, "HELP! STOP THAT BOY! THIEF! HELP!" You quickly gather your equipment and run outside to see if you can help.

Encounter 1: The Scene of the Crime

The first encounter takes place outside the moneylender's office which is adjacent to the Block and Tackle Inn. Players will need to examine the crime scene and interview witnesses.

On the map, place the hero minis in the "H" area and place the Karl Gardum mini on the square labeled "1."

Map



Encounter Intro

The heroes begin in front of the Block and Tackle Inn. Karl Gardum (see character appendix on page 34) runs up to them looking for help:

As you exit the Block and Tackle, you are confronted by Karl Gardum, "The town rebuild fund has been stolen!" he yells, "The thief ran that way!" He points across the street into the distance. You look in that direction and for the briefest moment, you see a silhouette disappear into the forest at the edge of town. There is no way you could possibly catch up to whatever it is you saw. Maybe you can find some clues that will help you catch the thief.

Exploration and Role-Playing

There are a couple items to investigate at the crime scene and two witnesses to interview. They are marked on the map numbered 1-4. Number 1 (Karl Gardum's Statement) should be done first. Numbers 3-4 can be done in any order and should be triggered whenever the heroes move into the general area of the number. By the end of the encounter, the players should come away with the following 3 clues:

- There are not any foot prints in the mud crossing the street where the thief would have escaped.
- There are differences in witness statements about the suspect being armed.
- The broken storefront shutter at the moneylender's office is on the ground outside.

There are also some optional ability tests to call out the clues. These are meant to help younger and less experienced players. It's up to you if and how you want to implement for your players.

#1 Karl Gardum's Statement



Players should come up with questions to ask Karl Gardum. Karl will answer the following questions but will be rushed and non-descript if the players ask anything else:

What happened?

"I was in the moneylender's office doing my normal security checks when this crazy kid armed with the longest, sharpest sword I've ever seen comes crashing through the storefront shutters. He demanded the money for the town rebuild. "

What did he look like?

"A boy about your age, dressed in dark clothes with some foreign language printed on the jacket. I think he was one of those nomads coming through the mountains. I saw them at the blacksmith's this morning; I warned the sheriff about them! "

Who are the nomads?

"Adatesky, Edestorai, I don't know what they call themselves, all I know is that you can't trust them. Anyone who lives their lives moving place to place must be running from something. I bet they do this kind of stuff all over the Vale, then leave town when the heat comes. "

You're a security expert, why didn't you stop him?

"He got the jump on me when he crashed through the shutters. He pointed his sword at me, I had no choice. "

After a couple more questions, Karl will say this:

"I don't have time for this, I need to talk to the sheriff!"

He will quickly leave in the opposite direction of where the thief ran. Move his piece off the map, but make sure he does not cross the carriage tracks.

#2 Tracks in the Mud

Once the players are in the general area of the square marked with the number 2, read this:

As you cross the street, you feel your feet sink into the mud. The road has been in bad shape since the fire and it rained in the afternoon, making a squishy mess. You notice there are no other footprints in the mud other your own. You see wheel tracks crossing the street leading to a parked carriage.

Optional: Point out where the moneylender's office is and where Karl Gardum said the thief ran on the map.

Optional: Perform an ability test for each hero:

- Intelligence (Perception) test at difficulty 5.

If all the heroes fail the ability test:

You can't shake the feeling that something does not feel right about this. Maybe the answers will come to you after a good night's rest.

If any of the heroes succeed at the ability test:

You think to yourself, how could the thief possibly cross the street without making tracks in the mud?

#3 Tammy Tremondale's Statement



Once the players are in the general area of the square marked with the number 3, read this:

You recognize this carriage belonging to Tammy

Tremondale because it is the fastest and most expensive buggy in town. Scotch must have driven it here before he met with you inside the Block and Tackle Inn.

You peek inside the open window and see the creepiest sight you've ever witnessed – the carriage is full of porcelain dolls. Some are even life-sized. Sitting among the dolls is Tammy. She looks up at you and says, "It's about time you showed up, I could have died!"

The players should now interview Tammy Tremondale (see character appendix on page 34). Her answers will be very condescending and rude. She will also direct the conversation in ways to brag about her possessions. Eventually she'll become annoyed with talking to the heroes and will close the carriage window shutter.

The following is an example of how the conversation could flow. Adapt this to whatever direction the players go with their questions. It can go longer or shorter depending on how engaged the players are with the conversation. The important thing is to make sure the players have the facts of what Tammy witnessed as well as a feel for her character.

What happened?

"I was sitting here waiting for Scotch when I looked out the window and saw this scrubby looking boy walking toward my carriage. I was frightened that he was coming to steal my dolls. You know I have the best collection in

all the Vale. Daddy buys me these when he goes on business trips. Some of my dolls are from very far away, some are very rare and very, very expensive...

What happened next?

"Pfft... okay whatever, well I guess I wasn't too scared, it wasn't like he was carrying a sword or anything. Anyway, I still didn't want him around and was about to call out to Scotch for help when I heard Mr. Gardum yell "thief." The boy looked at Mr. Gardum, then he ran straight off toward the woods. He was fast, like really really fast. Though I bet we could have caught him if Scotch were here to drive the buggy. Did you know that my carriage was built for racing? It's the fastest and most expensive buggy in Rivenshore..."

Have you ever seen the boy before?

"As if! I wouldn't be seen with such a ragamuffin!"

What is a ragamuffin?

"Go ask your mummy, I don't have time to entertain you troglodytes!"

What is a troglodyte?

"Go away or I'll have Scotch bend you into a pretzel!" Tammy then slams the window shutter of her carriage shut.

At this point Tammy will stop responding to the heroes, even if they knock on the window or do other things to get her attention.

Optional: Summarize both Tammy Tremondale and Karl Gardum's statements. Do not call out the differences, let the players come to their own conclusions.

Optional: Perform an ability test for each hero:

- Intelligence (Perception) test at difficulty 5.

If all the heroes fail the ability test:

You can't shake the feeling that something does not feel right about this. Maybe the answers will come to you after a good night's rest.

If any of the heroes succeed at the ability test:

Mr. Gardum said that the thief threatened him with a sword. Later when Tammy saw the thief, he was unarmed. If the thief dropped the sword, it must be around here somewhere.

If the players choose, they can have their heroes search the map for the sword, but they will not find anything.

#4 The Broken Shutters

Once the players are in the general area of the square marked with the number 4, read this:

You approach the moneylender's office and the first thing you notice is the big storefront shutters smashed apart with pieces of wood all over the cobblestone walkway in front of the building.

A large man steps out the front door and crosses his arms.

You recognize his uniform belonging to Gardum Security. He says, "You kids can't be here."

Place the Melee Security Guard mini on the map between the players and the front door. The players can engage the guard in conversation. If the players want to attack the guard, remind them that he has done nothing wrong and they would likely go to jail for it. If the players want to try to convince the guard to let them inspect the office, perform an ability test for each hero:

- Intelligence (Talking) test at difficulty 5.

If all the heroes fail the ability test:

"I told you kids to stay away, this is a crime scene and we can't have you running around destroying evidence!"

If any of the heroes succeed at the ability test:

"Fine! You can look in through the storefront, but that is it. Just make it fast, if my boss sees you here, I'm in big trouble."

The players can also try other ways to get a closer look by distracting or tricking the guard in some way. It's up to you what you want to allow and what ability tests will need to be passed. The front door will be locked, so the players will only be able to get a look through the storefront.

If the players are unsuccessful in getting a closer look:

You think to yourself, "Something seemed fishy about that guard, maybe he was hiding something..."

If the players are successful in getting a closer look:

Looking into the building, you notice that there aren't any broken pieces of the shutters inside the office.

Optional: If the players don't see anything unusual about this, you may choose to have them perform an ability test:

- Intelligence (Perception) test at difficulty 5.

If all the heroes fail the ability test:

You can't shake the feeling that something does not feel right about this. Maybe the answers will come to you after a good night's rest.

If any of the heroes succeed at the ability test:

You think to yourself, "If someone were to crash through these shutters, wouldn't there be more of a mess on the inside of the building?"

Encounter Conclusion

Let the players talk among themselves to discuss the clues they found. Once they are satisfied, read this:

It's getting very late and you realize that you are too tired to continue investigating. Besides, you need to get your beauty sleep. Tomorrow you're having your portrait done by the great Lenidlio and you want to look your best.

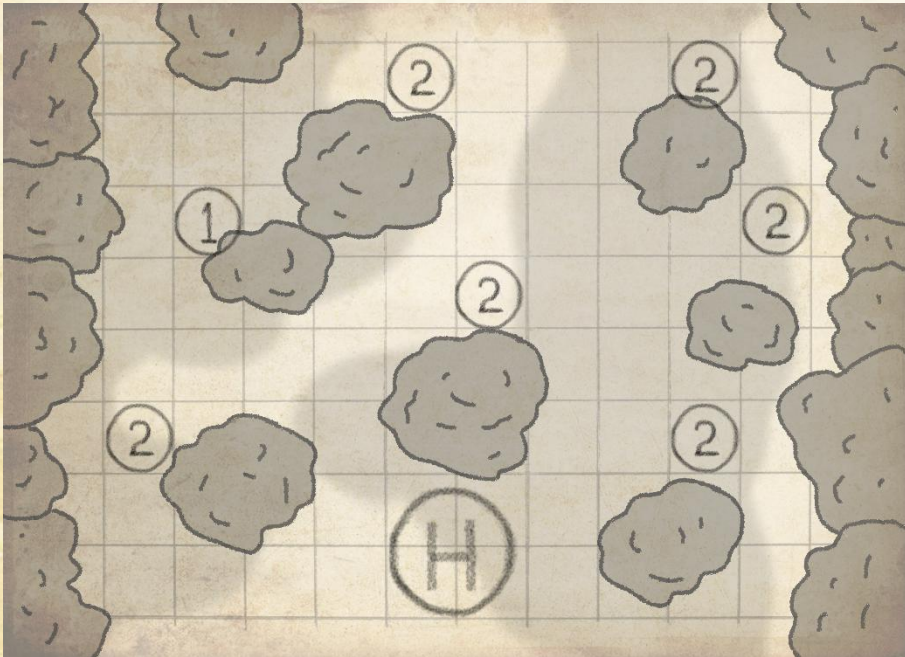
Continue to **Encounter 2: The Chase Begins**

Encounter 2: The Chase Begins

The second encounter begins the morning following the investigation in Encounter 1. The heroes will witness the thief (Lukas) breaking Lenidlio's stained-glass window and chase him into the forest.

In the forest they will lose sight of Lukas and must find where he's hiding. They must be careful though, there are dangerous snakes in this part of the woods. Once discovered, Lukas will escape, and the chase will continue in the next encounter.

Map



Encounter Intro

Before setting up the map, read or paraphrase this:

You wake up early the next morning, put on your fanciest clothes and head out to Lenidlio's studio on the outskirts of Rivenshore. When you arrive, you are greeted by Scotch, "Good morning young heroes. We are all ready for you, please follow me."

As you follow Scotch through Lenidlio's sprawling studio, you see a place of disarray, paint cans everywhere, reference books piled to the ceiling, props and half-finished canvases scattered about. "What a mess," you think as you arrive at a large door.

"Right this way." Says Scotch as he opens the door for you. Immediately you are almost blinded by the sunlight pouring through the large stained-glass windows that line the circular room. Inside the room, you see a small man with wild gray hair standing in front of a canvas, mixing paints. He does not even look up when you enter. Directly in front of him, seated on a stool, in a fancy dress, you see Tammy Tremondale. She looks up at you, barely concealing the annoyance in her voice, "Oh it's you guys, have a seat on the floor. Try not to disturb Lenidlio."

"What," you think, "THIS is our reward... to watch Tammy Tremondale have HER portrait done????!!!" Before you can turn around, you hear the door shut and lock behind you.

"Well," you think, "might as well make the best of it. A lot of people would be thrilled to watch a master artist work." You sit down and stretch out your legs. Best get comfortable, you may be here for a while.

About 3 hours later you feel yourself drifting to sleep...

If you see your players nodding off after reading the long encounter intro, do the next part very loud.

CRASH!!! You hear. "Stop! It's the thief!" yells Tammy. You jump up with a shock and see a boy about your age clad in black. He looks in your direction for a moment, then jumps out the broken stained-glass window.

You run to the window and turn toward Tammy, "don't worry, we got this." You smile as you jump out the window.

Encounter Features

This encounter takes place in the woods where the heroes will search the map to try to find where Lukas is hiding.

Set up the map, but do not place Lukas or the snake minis on the board, then read this:

You see the thief duck into the woods behind Lenidlio's studio. You quickly catch up but are surprised by what you see... nothing. There is no way he could have escaped so quickly, he must be hiding around here somewhere.

Players can either move their pieces around the board to search or use ability tests to find where Lukas is hiding:

- Intelligence (Tracking) test at difficulty 5.

Controlling Lukas



HERO KIDS CREATOR'S GUILD

Lukas





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 range attacks. Add one armor die for attacks 3-4 spaces away. Add two armor dice for attacks 5-6 spaces away.

When controlling Lukas in this and the following chase encounters, the most important thing is to keep him from being KO'd so the players can continue the chase.

- Unless noted in the specific encounter, Lukas will not attack the heroes, he will use his turns to run.
- Lukas will always have initiative. You can explain to the players that he is very quick.
- Lukas will drink a potion between encounters and be at full health at the beginning of every encounter.
- If the players somehow manage to capture or KO Lukas, have his brothers enter the map and battle the heroes. Then skip to encounter 7B.

Monsters

This encounter will feature Lukas and up to 3 snakes.

Use these health boxes to mark off damage:

① Lukas	KO	Hurt	Bruised
② Snake A	KO		
② Snake B	KO		
② Snake C	KO		

Tactics

Snakes will only appear if the players move their hero into a square adjacent to a number 2 marked on the map. If this happens, the snake will jump out of the bushes and attack the hero. Limit the number of snakes the heroes battle to three.

If a player moves to a square adjacent to number 1, Lukas will jump out from behind a tree and move off the map to the north.

Encounter Conclusion

Once Lukas escapes and all discovered snakes are KO'd, read this:

The thief escapes you this time, but the chase has just begun. You will track him up the mountain if necessary, the town rebuild fund is too important to lose.

The heroes can take a short rest to remove damage.

Once ready to leave:

You look back toward Lenidlio's studio and see the sheriff talking to Tammy. She is screaming, stomping her feet and pointing in your direction.

You consider waiting for the sheriff to catch up, but there is no time to spare. You can't risk losing the thief, so you continue deeper into the forest.

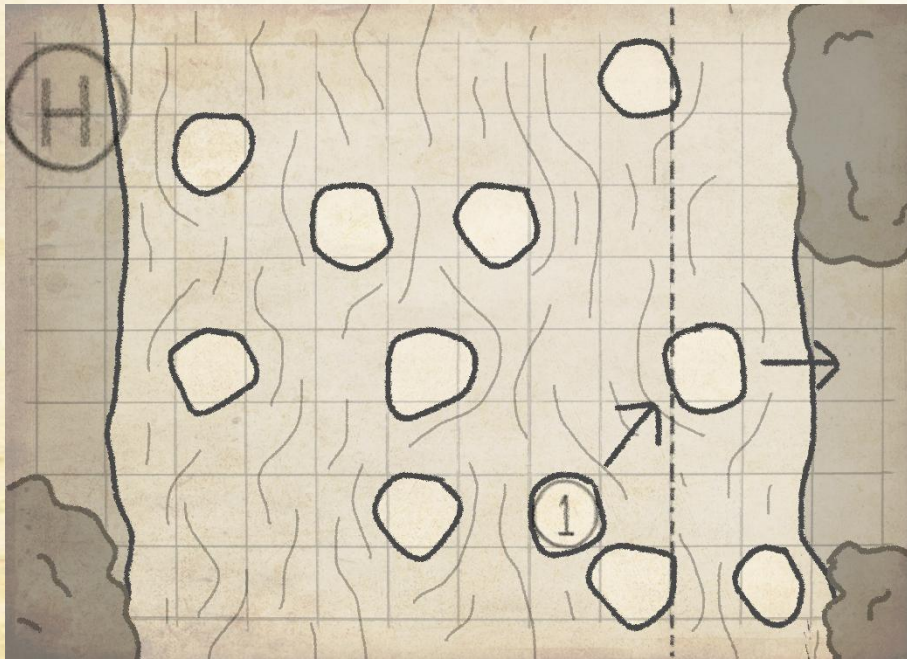
- Continue to **Encounter 3: Crossing the River**

Encounter 3: Crossing the River

The third encounter is a continuation of the chase. The heroes will come to a river and must figure out how to cross while being attacked by Lukas.

On the map, place the hero minis in the “H” area and place the Lukas mini on the square labeled “1.”

Map



Encounter Intro

After setting up the map, read or paraphrase this:

After following the thief's trail for a couple miles, you hear rushing water. As you approach the sound, the forest opens to a river bank. The river current looks a little strong, but manageable flowing around numerous large boulders that

jut out about a foot above the surface.

You see the thief halfway across the river, he is jumping from boulder to boulder.

Encounter Features

The heroes will attempt to cross the river by either swimming against the current or jumping across slippery rocks while having a boomerang thrown at them. Due to the terrain difficulties movement will be limited.

Ability Tests

Heroes who decide to swim must pass a Strength test at difficulty 4 to move one square per turn. If they fail the test, the hero will not move for the turn.

Heroes who decide to jump from boulder to boulder must pass a Dexterity test at difficulty 4 on each jump. If they fail, they will fall in the water and must spend their next turn climbing onto the rock they were attempting to jump on. Heroes can only perform 1 jump a turn.

If a hero attempts to attack while on the boulders, they must pass a Dexterity test at difficulty 3. If they fail, they will fall in the water and must spend their next turn climbing onto the rock they were on when making the attempt.

If a hero is hit by Lukas' boomerang, they will fall in the water and must spend their next turn climbing onto the

rock they were standing on when hit. They will not take damage when hit during this encounter.

Any time a hero falls or is knocked into the water, they may choose to continue crossing by swimming instead of climbing back on the boulders on the next turn.

Monsters

This encounter will feature Lukas.

Use these health boxes to mark off damage:

①

Lukas



Tactics

Lukas will take the jumping route marked by arrows on the map to the other side of the river. He will make one jump every turn. Do not have ability tests for Lukas here, make his jumping attempts successful every time. Once on the other side of the river, he will attack any hero within range who is attempting to cross the boulders. He will not attack any heroes who are swimming.

Once any hero crosses the dashed line marked on the map (swimming or jumping), Lukas will retreat. He will also retreat if he takes 1 damage.

Encounter Conclusion

Once Lukas retreats and the heroes make it to the other side of the river:

You have finally made your way across the river, but the thief has already left. Even though you are physically and mentally exhausted, you will not give up. The challenge only makes your resolve stronger.

You glance back and see Tammy and the sheriff on the other side of the river. You can see that Tammy is pointing to the water and yelling something at the sheriff, but you can't make out the words over the sound of the water.

You take a moment to catch your breath, then continue the chase.

Continue to **Encounter 4: Mountain Intersection**

Encounter 4: Mountain Intersection

In the fourth encounter, the heroes will come to a fork in the road and will be attacked by wolves.

Map



Encounter Intro

After setting up the map:

After about a mile of tracking the thief up the mountain, you can feel the air getting colder and can see the white snow-covered tops of the distant mountain peaks. The trail widens to a small clearing where a handful of wolves are already looking at you. They snarl and flash their sharp teeth, it's obvious that they are not going to let you pass easily.

Encounter Features

This encounter takes place in the woods where the heroes will be attacked by wolves. After all the wolves are KO'd, the heroes will see that the path splits in two. The players will either pass an ability test or guess which path the thief took.

Monsters

This encounter features Wolves.

1 Hero:	2 x Wolves	① ②
2 Heroes:	3x Wolves	① ② ③
3 Heroes:	4 x Wolves	① ② ③ ④
4 Heroes:	5 x Wolves	① ② ③ ④ ⑤

Use these health boxes to mark off damage:

① Wolf	KO	Hurt
② Wolf	KO	Hurt
③ Wolf	KO	Hurt
④ Wolf	KO	Hurt
⑤ Wolf	KO	Hurt

Tactics

The wolves attack the heroes with melee attacks.

Ability Tests

Once all the wolves are KO'd, read this:

You knock out the last wolf then survey the surroundings. You see two paths that the thief could have taken. Unfortunately, the battle with the wolves has made a mess of the trail, tracking the thief will not be easy.

Perform an ability test for each hero:

- Intelligence (Tracking) test at difficulty 5.

If all the heroes fail the ability test:

You do not find any trace of the thief in this area; your only option is to guess which way to go.

If any of the heroes succeed at the ability test:

After searching the ground for clues, you notice a partial imprint of a boot pattern headed to the west. The thief must have gone that way!

The heroes can take a short rest to remove damage.

Encounter Conclusion

When they're ready, they can decide which way to go. Read this before moving on:

As you head up your chosen path, you can hear Tammy's shrill voice echoing in the distance. She is yelling at the sheriff, something about being soaking wet.

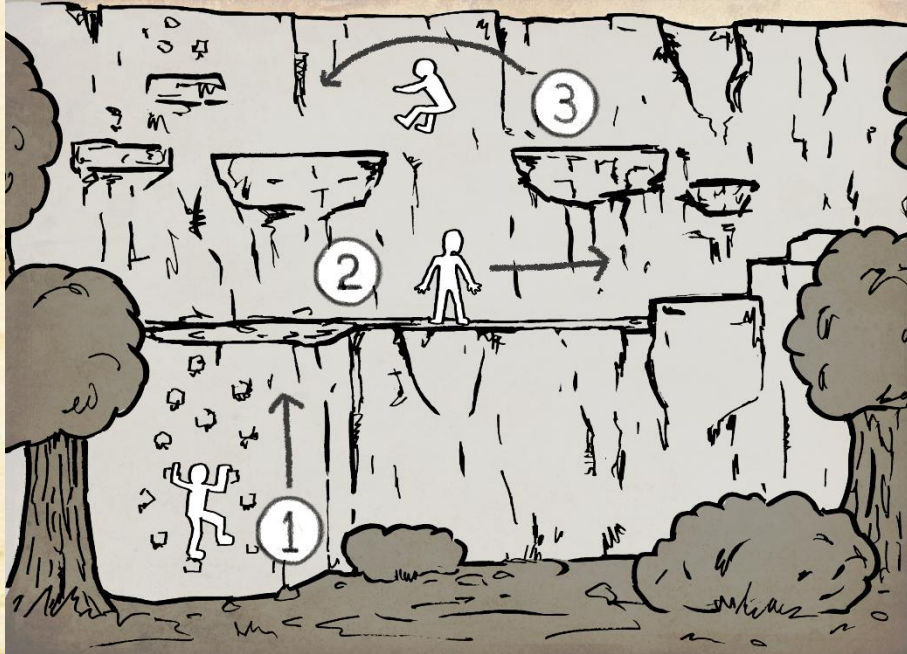
West to **Encounter 5: Dangerous Ascent**

North to **Encounter 6: Meet the Family**

Encounter 5: Dangerous Ascent

In this encounter the heroes choose to either climb the face of a cliff or backtrack to the northern path in Encounter 4.

Visual Aid



Encounter Intro

Show the visual aid to the players and read this:

The trail comes to an end and you find yourself at the base of a 12-meter high cliff. You can see the thief at the top. He is sitting with his legs casually hanging over the edge and is looking down at you smiling. He waves in your direction before standing up and disappearing from your sight.

Examining the cliff face, you can see a way up, but know that it will be very dangerous. It's possible that you can backtrack to the northern path and find an easier way, but you would lose a lot of time.

Encounter Features

The heroes will choose to either scale the cliff face or turn around and head back to the path they did not take in Encounter 4.

Climbing the cliff face will involve 3 different ability tests, failing any tests will result in the heroes having to restart from the beginning and may also cause the heroes to take damage. At any point of the encounter, the heroes can choose to backtrack and head to the northern path.

If any member of the party has the Rope in their inventory, only one hero needs pass the tests. They can get to the top and throw the rope down to their team. Otherwise every hero will have to pass each test to get to the top.

Ability Tests

If the players choose to climb, read this:

You see plenty of hand and foot holds leading up to a narrow ledge about 3 meters off the ground. You think you can climb it, but it will take some strength to make it up all the way.

#1 Climbing the Wall

Perform an ability test for each climbing hero:

- Strength test at difficulty 4.

If any of the heroes fail the ability test:

About 2 meters up, you lose your grip and slide down to the base, scraping your forearms along the way. Should you try again?

Roll a d6 to work out the damage.

- If they roll a 1-4, they take 0 damage.
- If they roll a 5 or 6, they take 1 damage.

If any of the heroes succeed at the ability test:

You make it to the narrow ledge but now there are not any footholds within reach. You can see at the other end of the ledge there are more outcroppings you can climb up on. You'll have to cross the ledge if you want to continue. You're higher up now so there's a greater chance you'll get hurt if you fall.

#2 Crossing the Narrow Ledge

Perform an ability test for each climbing hero:

- Dexterity test at difficulty 4.

If any of the heroes fail the ability test:

As you're edging your way slowly across the ledge, your heel slips, causing you to lose your balance. You slide down the steep cliff face and hit the ground with a thud.

Luckily you fell on your shoulder and not your head. You'll have to start at the base if you want to try again.

Roll a d6 to work out the damage.

- If they roll a 1-2, they take 0 damage.
- If they roll a 3 or 4, they take 1 damage.
- If they roll a 5 or 6, they take 2 damage.

If any of the heroes succeed at the ability test:

Slowly and carefully you shimmy your way across the narrow ledge until you get to a wider outcropping. From there it's just a few easy climbs and you're now at 9 meters, but you've run out of footholds again. You see another ledge about 2 meters away that is adjacent to a series of outcroppings going all the way to the top. You have room and think you can jump to it. But if you're wrong, it's a long way down.

#3 Jumping the Gap

Perform an ability test for each climbing hero:

- Strength test at difficulty 3.

If any of the heroes fail the ability test:

You feel your foot slip as you push off going into your jump. "Oh-no," you think, "I'm not going to make it!" You manage to reach out and get your fingertips on the ledge before slipping off. You tumble down the cliff face grabbing at everything along the way. You're not able to hold onto anything to stop your fall, but you've slowed it

considerably.

You hit the ground at the base of the cliff pretty hard. You're hurt, but lucky to be alive.

Roll a d6 to work out the damage.

- If they roll a 1-2, they take 0 damage.
- If they roll a 3 or 4, they take 1 damage.
- If they roll a 5 or 6, they take 2 damage.

If any of the heroes succeed at the ability test:

You soar across the gap, landing on your feet on the other side. It's now just a few easy hurdles to the top.

If using the rope to help party up:

You lower the rope down to your teammates, so they can join you at the top.

The heroes can take a short rest to remove damage.

Encounter Conclusion

If the heroes did not scale the cliff:

You decide that its best not to risk your life to catch this thief; you head back the way you came to take the north path. Maybe there is another way up.

- Continue to Encounter 6: Meet the Family

If the heroes made it to the top of the cliff:

You've made it to the top of the cliff and look back in the direction you came. "Wow, what a view," you think, "I can see all the way to Rivenshore from here!" Your eyes trace the path of your journey and stop in the area you encountered the wolves. There are no wolves around, but you see the sheriff carrying Tammy on his back. It looks like she is yelling at him.

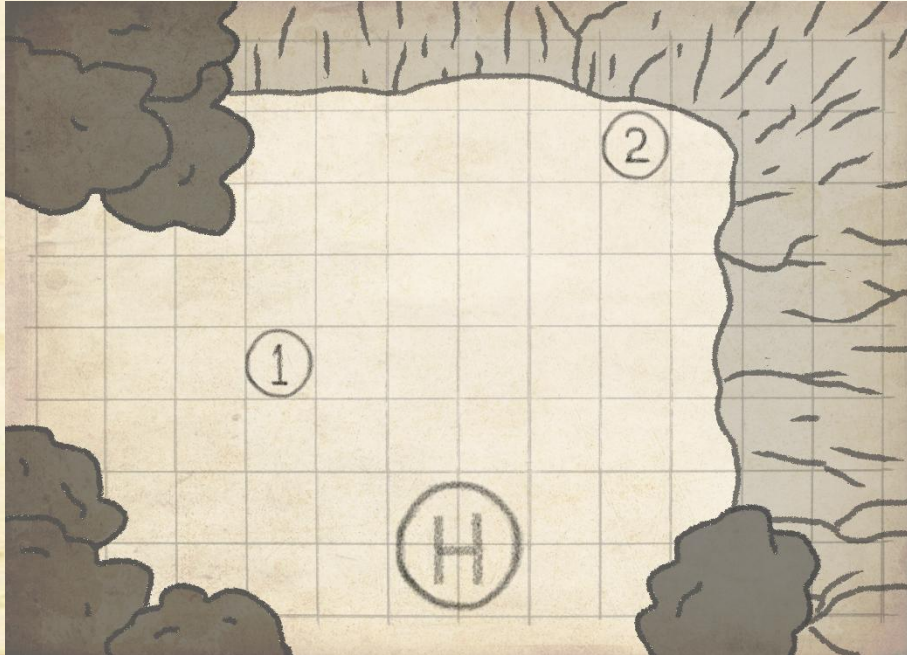
You look to the direction the thief ran. You can see smoke from a campfire rising above the trees. That must be it!

Continue to **Encounter 7A: Adestikay Camp**

Encounter 6: Meet the Family

In this encounter, the heroes will meet Lukas' brothers Aydin and Vincent. Place the Aydin mini on the #1 and the Vincent mini on #2.

Map



Encounter Intro

After setting up the map:

The trail comes to a clearing and you see a boy who looks to be a couple years older than you. He is practicing with swords and appears to be very skilled. Farther back you see another much younger boy sitting very still on the ground with his legs crossed. They are both dressed in clothes similar to what the thief is wearing.

When the older boy sees you, he sheaths his swords and approaches you. He extends his hand to greet you "Hello I'm Aydin of the Adestikay, what can I do for you?"

Encounter Features

This encounter starts with a conversation with Lukas' brother Aydin. Depending on where the conversation goes, it may lead to combat.

Role-Playing

Aydin will engage the players in conversation. Aydin will be very friendly when first meeting the heroes. When the heroes bring up Lukas stealing the rebuild fund, Aydin will become very angry and even hostile to the heroes. Here is an example of how the conversation could go:

Have you seen a boy pass through here?

"Can you describe him?"

He's dressed like you but has short hair and carries a boomerang.

"That sounds like my brother Lukas. Why are you looking for him?"

He stole the town rebuild fund.

"You must be mistaken; my brother doesn't steal."

We saw him break a Lenidlio's window.

"Then you're lying, Lukas would never steal or damage property. I know you townies like to blame us Adestikay for things we would never do!"

Eventually when the conversation has run its course:

"I won't hear your lies and slander any more, please leave the way you came. There will be problems if you linger here!"

As angry as Aydin gets, he will not attack the heroes. If the players attempt to move to the west, Aydin will block their path:

"I can't let you go that way. I don't trust you to enter our camp."

The players perform an ability test for each hero:

- Intelligence (Talking) test at difficulty 6.

If all the heroes fail the ability test:

"I told you to leave, don't try to pass me. I don't want to hurt you."

From here, the heroes can either choose to leave and head to the western path in Encounter 4 or try to pass Aydin which will begin combat.

If any of the heroes succeed at the ability test:

"You make some good points, guess it wouldn't hurt to discuss this with everyone involved. Come with us to our camp. But don't try anything funny, that would be unwise."

Skip to the Encounter Conclusion.

Monsters

This encounter features Lukas' brothers Aydin and Vincent, both are skilled Adestikay warriors.

Use these health boxes to mark off damage:

① Aydin

KO	Hurt	Bruised

② Vincent

KO	Hurt	Bruised

Tactics

Aydin will attack with melee attacks and will use his special ability often. Vincent will not join the battle until Aydin takes one damage. Vincent will keep his distance and attack with magic. If the heroes surround Vincent, he will use his special ability.

If the heroes lose the battle read this:

"Not bad, you are a fierce fighter," Aydin says to you as he kneels to help you drink a potion, "I'll take you to our camp now. We need to decide what to do with you."

If the heroes win the battle read this:

It was a tough battle, but you have beaten the brothers. "Okay you win townie," Aydin says as he begins to heal Vincent and then himself with potions, "We will take you to the camp and get to the bottom of this."

The heroes can take a short rest to remove damage.

Encounter Conclusion

Once ready to move on, read this:

Before you head to the Adestikay camp, you look back and see the sheriff coming up the trail carrying Tammy on his back. He is walking very slowly; It's obvious that he is exhausted. Tammy is still barking orders at him.

Aydin turns to you and asks, "Are they with you?"

"Umm... I suppose," you say somewhat embarrassed, "can we wait for them?"

"If you really want to" Aydin replies.

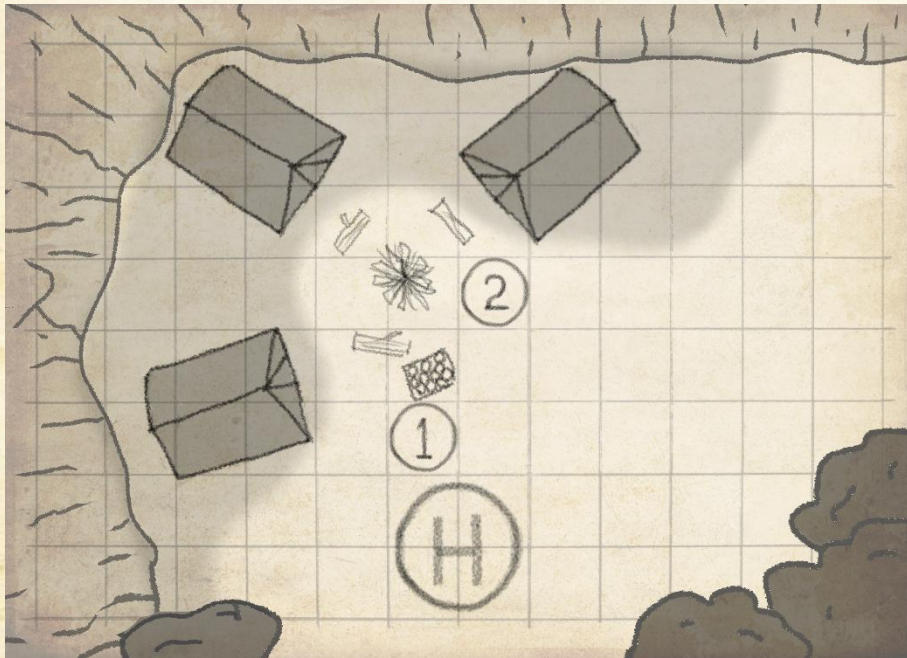
Continue to **Encounter 7B: Adestikay Camp**



Encounter 7A: Adestikay Camp

This Encounter is for those parties who have completed Encounter 5 (Dangerous Ascent). On the map, place the Aydin mini on the #1 and Vincent on #2.

Map



Encounter Intro

If the heroes already met the brothers in Encounter 6, read this:

You follow the direction of the smoke you spotted from the cliffs and come upon a small camp consisting of 3 tents and a campfire.

At the camp, you see the boys who told you to leave at the northern path. Before you can turn around, the older boy

spots you. "I thought I told you to stay out of our camp," he says as he unsheathes his swords, "I didn't want to do this."

Skip the first Role-Playing section of this encounter and go directly to combat.

If they players did not do Encounter 6, read this:

You follow the direction of the smoke you spotted from the cliffs and come upon a small camp consisting of 3 tents and a campfire.

At the camp, you see a boy who looks to be a couple years older than you. He is practicing with swords and appears to be very skilled. Farther back you see another much younger boy sitting very still by the fire with his legs crossed. They are both dressed in clothes similar to what the thief is wearing.

When the older boy sees you, he sheaths his swords and approaches you. He extends his hand to greet you "Hello I'm Aydin of the Adestikay, what can I do for you?"

Encounter Features

This encounter starts with a conversation with Lukas' brother Aydin. Depending on where the conversation goes, it may lead to combat.

If the players already had this conversation with the brothers in Encounter 6, go directly to combat.

Role-Playing #1

Aydin will engage the players in conversation. Aydin will be very friendly when first meeting the heroes. When the heroes bring up Lukas stealing the rebuild fund, Aydin will become very angry and even hostile to the heroes. Here is an example of how the conversation could go:

Have you seen a boy pass through here?

"Can you describe him?"

He's dressed like you but has short hair and carries a boomerang.

"That sounds like my brother Lukas. Why are you looking for him?"

He stole the town's rebuild fund.

"You must be mistaken; my brother doesn't steal."

We saw him break Lenidlio's window.

"Then you're lying, Lukas would never steal or damage property. I know you townies like to blame us Adestikay for things we would never do!"

Where is Lukas?

"He's here, but you won't get your hands on him!"

After asking where Lukas is, the players perform an ability test for each hero:

- Intelligence (Talking) test at difficulty 6.

If all the heroes fail the ability test:

"I didn't want to fight you," Aydin says as he draws his swords, "but I must protect my brother."

From here Aydin will engage the heroes in combat.

If any of the heroes succeed at the ability test:

"You make some good points, I guess it wouldn't hurt to discuss this with everyone involved. I'll get Lukas. But don't try anything funny, that would be unwise."

Continue to the Role-Playing #2 part of this Encounter.

Monsters

This encounter features Lukas' brothers Aydin and Vincent, both are skilled Adestikay warriors.

Use these health boxes to mark off damage:

① Aydin

KO	Hurt	Bruised
----	------	---------

② Vincent

KO	Hurt	Bruised
----	------	---------

Tactics

Aydin will attack with melee attacks and will use his special ability often. Vincent will not join the battle until Aydin takes one damage. Vincent will keep his distance and attack with magic. If the heroes surround Vincent, he will use his special ability.

Role-Playing #2

Regardless of who wins the battle read this:

You see a young woman emerge from one of the tents. She is very glamorous looking, dressed in traditional Adestikay clothing. "What is the meaning of this?" she says as she steps between you and the brothers.

"I would like to know the same thing!" you turn around to see the sheriff walking up the path. Tammy is just a few steps behind him. She's no longer yelling but looks to be sulking as she walks with her arms crossed.

Just then Lukas emerges from a different tent, "I'm sorry everyone, this is all my fault."

The players will engage in a conversation with Lukas. Other characters may also participate. Remind the players who are all present:

- Lukas of the Adestikay
- Aydin and Vincent of the Adestikay
- Rebecca of the Adestikay (see character appendix on page 34)
- The Sheriff
- Tammy Tremondale

Start with the sheriff talking to Rebecca:

"It's good to see you again Rebecca," the sheriff says to the young glamorous looking Adestikay woman, "I just wish it was under better circumstances."

"Indeed sheriff, it appears that young Lukas has a lot of explaining to do. Before we get to that, I'd like to know who everyone is," she says as she turns towards you, "I am Rebecca of the Adestikay and who might you be?"

The players and Tammy will introduce themselves.

Rebecca greets you warmly, then steps back and gestures to Lukas who steps forward and says, "I'm sorry for all the trouble I've caused, I can explain why I did what I did, but there's really no excuse for my poor behavior."

The players can now start asking Lukas questions. Have the sheriff step in and ask questions too if needed. Make sure to touch on these points:

- Lukas had been watching Lenidlio work in hopes of learning from a master.
- Breaking Lenidlio's stained-glass window was an accident.
- Lukas panicked when he fell through the window and ran off.
- Lukas did not steal the town repair fund
- The Adestikay met Karl Gardum at the blacksmith's where he offered to help with tools. He asked them to come to the moneylender's office at the time of the theft.

Here is a sample of how the conversation could go, adjust accordingly to your players' engagement:

What were you doing at Lenidlio's studio?

"I'm an artist too, I have been watching him work the last couple of days in hopes to learn. You see, the four of us stayed behind in Rivenshore while the rest of our community moved on. I had a lot of time on my hands."

Why did you not leave with the rest of the Adestikay?

"We are waiting for the blacksmith to fix some tools for us, he said he's been very busy with town repairs. We plan to catch up with them after he's finished."

Why did you smash Lenidlio's window?

"That was an accident... I was just leaning on it to get a closer look and it fell apart."

The sheriff nods and says, "I can believe that, Lenidlio's studio is in poor repair, he really has a hard time with upkeep and maintenance."

Why did you run away?

"I guess I kind of panicked when I fell through the window, I didn't know what to do. I was embarrassed with Tammy calling me a thief and all...um Tammy she's just so pretty..." immediately everyone looks at Tammy, her face turns bright red, "... I don't know what came over me, I just ran."

Why did you steal the town repair fund?

"I didn't steal any money," Lukas says.

Tammy interrupts, "Then why did I see you last night at the moneylender's office at the time of the robbery?"

"When we were at the blacksmith's, this nice gentleman named Karl had overheard our dilemma. He offered us some tools and said that we could pick them up at that address, at that specific time." Lukas says, "while heading there, I saw you in your carriage. I really wanted to talk to you, get to know you."

Tammy's face turns red again. Lukas continues, "then I hear Karl yelling at me, calling me a thief!"

Rebecca looks at the sheriff, "Lukas may be impulsive, but he has never lied to me."

At this point you should review the statements and physical evidence collected in Encounter #1. If the players need help deciding who the thief is, read the below, otherwise skip to the Encounter Conclusion.

"Sounds like a setup to me," says the sheriff, "I have some questions I want to ask Karl Gardum about this. He reported the robbery last night, but I had a feeling something was fishy with his story. "

Encounter Conclusion

Once ready to move on, read this:

“Lukas,” the sheriff says, “thank you for telling the truth, but you are still in trouble breaking Lenidlio’s window and leading us on this chase.”

“I understand sheriff,” Lukas replies, “I will take whatever punishment you deem fair.”

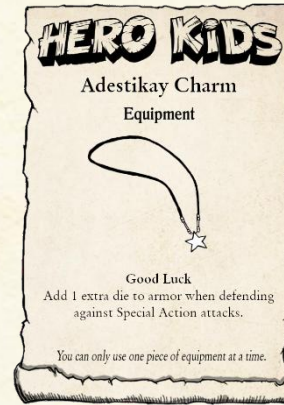
“Sheriff,” says Rebecca, “can we find a way for Lukas to repay the artist for the broken window? We will stay in Rivenshore as long as it takes to make this right.”

You glance at Aydin and Vincent, they are nodding in agreement.

“That will be up to Lenidlio,” says the sheriff, “but I’ll see what I can do.”

“Thank you, sheriff,” Rebecca then turns to you, “And thank you young heroes. Your efforts and bravery are to be commended, I would like to give you this as a token of our gratitude.” Rebecca hands you a charm necklace, “this is a magic item and will bring good luck to those who wear it.” You thank the Adestikay for their gifts. It’s time to return to Rivenshore.

Give every player a Lucky Star necklace card.



Depending on how many heroes are playing, different Adestikay will return with the party to Rivenshore:

- 1 hero – Lukas, Aydin and Vincent
- 2 heroes – Lukas and Aydin
- 3-4 heroes – Lukas

“Sheriff, I will come see you tomorrow,” says Rebecca, “The boys have volunteered to guide you back to Rivenshore.”

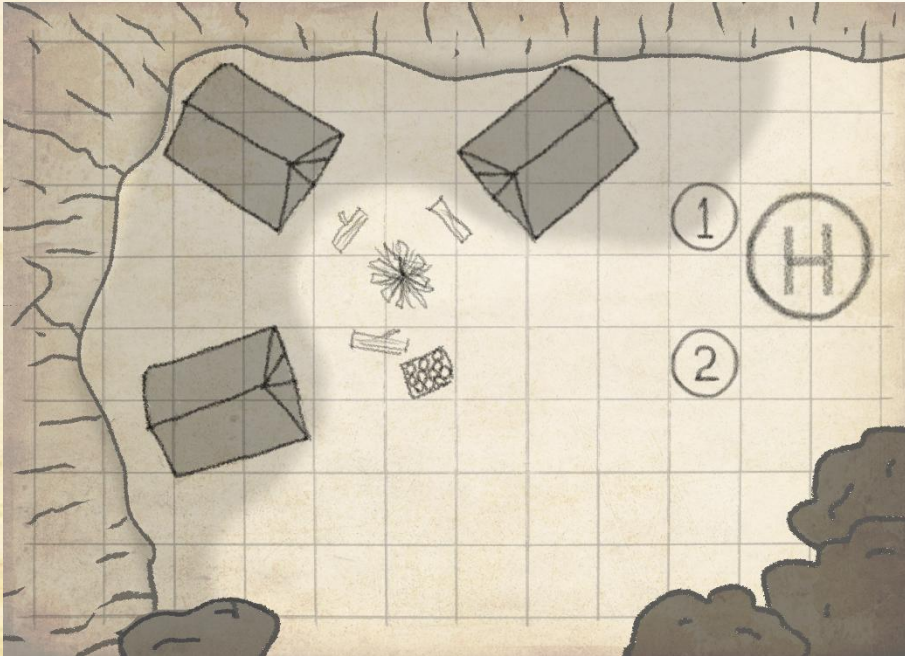
Remove all damage to all heroes and characters.

Continue to **Encounter 8: Bringing in Gardum**

Encounter 7B: Adestikay Camp

This Encounter is for those parties who have completed Encounter 6 (Meet the Family). The map is not necessary for this encounter but can be used for visual aid. On the map, place the Aydin mini on the #1 and Vincent on #2.

Map



Encounter Intro

When the heroes enter this area, read this:

Aydin and Vincent lead you to the campsite. You see that it's a small camp consisting of only 3 tents and a campfire. Aydin calls out, "Lukas, Rebecca... we have guests!"

You see a young woman emerge from one of the tents. She

is very glamorous looking, dressed in traditional Adestikay clothing. "It looks like all of you were in a fight, is something going on?" she says as she steps between you and the brothers.

"I would like to know the same thing!" says the sheriff walking up the path. Tammy is just a few steps behind him. She's no longer yelling but looks to be sulking as she walks with her arms crossed.

Just then Lukas emerges from a different tent, "I'm sorry everyone, this is all my fault."



Role-Playing

The players will engage in a conversation with Lukas. Other characters may also participate. Remind the players who are all present:

- Lukas of the Adestikay
- Aydin and Vincent of the Adestikay
- Rebecca of the Adestikay (see character appendix on page 35)
- The Sheriff
- Tammy Tremondale

Start with the sheriff talking to Rebecca:

"It's good to see you again Rebecca," the sheriff says to the young glamorous looking Adestikay woman, "I just wish it was under better circumstances."

"Indeed sheriff, it appears that young Lukas has a lot of explaining to do. Before we get to that, I'd like to know who everyone is," she says as she turns towards you, "I am Rebecca of the Adestikay and who might you be?"

The players and Tammy will introduce themselves.

Rebecca greets you warmly, then steps back and gestures to Lukas who steps forward and says, "I'm sorry for all the trouble I've caused, I can explain why I did what I did, but there's really no excuse for my poor behavior."

The players can now start asking Lukas questions. Have the sheriff step in and ask questions too if needed. Make sure to touch on these points:

- Lukas had been watching Lenidlio work in hopes of learning from a master.
- Breaking Lenidlio's stained-glass window was an accident.
- Lukas panicked when he fell through the window and ran off.
- Lukas did not steal the town repair fund
- The Adestikay met Karl Gardum at the blacksmith's where he offered to help with tools. He asked them to come to the moneylender's office at the time of the theft.

Here is a sample of how the conversation could go, adjust accordingly to your players' engagement:

What were you doing at Lenidlio's studio?

"I'm an artist too, I have been watching him work the last couple of days in hopes to learn. You see, the four of us stayed behind in Rivenshore while the rest of our community moved on. I had a lot of time on my hands."

Why did you not leave with the rest of the Adestikay?

"We are waiting for the blacksmith to fix some tools for us, he said he's been very busy with town repairs. We plan to catch up with them after he's finished."

Why did you smash Lenidlio's window?

"That was an accident... I was just leaning on it to get a closer look and it fell apart."

The sheriff nods and says, "I can believe that, Lenidlio's studio is in poor repair, he really has a hard time with upkeep and maintenance."

Why did you run away?

"I guess I kind of panicked when I fell through the window, I didn't know what to do. I was embarrassed with Tammy calling me a thief and all...um Tammy she's just so pretty..." immediately everyone looks at Tammy, her face turns bright red, "... I don't know what came over me, I just ran."

Why did you steal the town repair fund?

"I didn't steal any money," Lukas says.

Tammy interrupts, "Then why did I see you last night at the moneylender's office at the time of the robbery?"

"When we were at the blacksmith's, this nice gentleman named Karl had overheard our dilemma. He offered us some tools and said that we could pick them up at that address, at that specific time." Lukas says, "while heading there, I saw you in your carriage. I really wanted to talk to you, get to know you."

Tammy's face turns red again. Lukas continues, "then I hear Karl yelling at me, calling me a thief!"

Rebecca looks at the sheriff, "Lukas may be impulsive, but

he has never lied to me."

At this point you should review the statements and physical evidence collected in Encounter #1. If the players need help deciding who the thief is, read the below, otherwise skip to the Encounter Conclusion.

"Sounds like a setup to me," says the sheriff, "I have some questions I want to ask Karl Gardum about this. He reported the robbery last night, but I had a feeling something was fishy with his story. "



Encounter Conclusion

Once ready to move on, read this:

“Lukas,” the sheriff says, “thank you for telling the truth, but you are still in trouble breaking Lenidlio’s window and leading us on this chase.”

“I understand sheriff,” Lukas replies, “I will take whatever punishment you deem fair.”

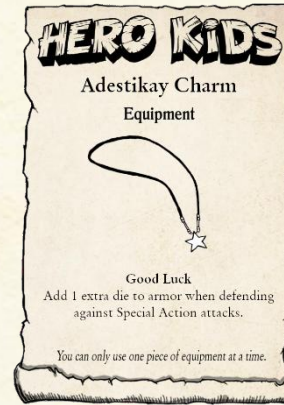
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“That will be up to Lenidlio,” says the sheriff, “but I’ll see what I can do.”

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Give every player a Lucky Star necklace card.



Depending on how many heroes are playing, different Adestikay will return with the party to Rivenshore:

- 1 hero – Lukas, Aydin and Vincent
- 2 heroes – Lukas and Aydin
- 3-4 heroes – Lukas

“Sheriff, I will come see you tomorrow,” says Rebecca, “The boys have volunteered to guide you back to Rivenshore.”

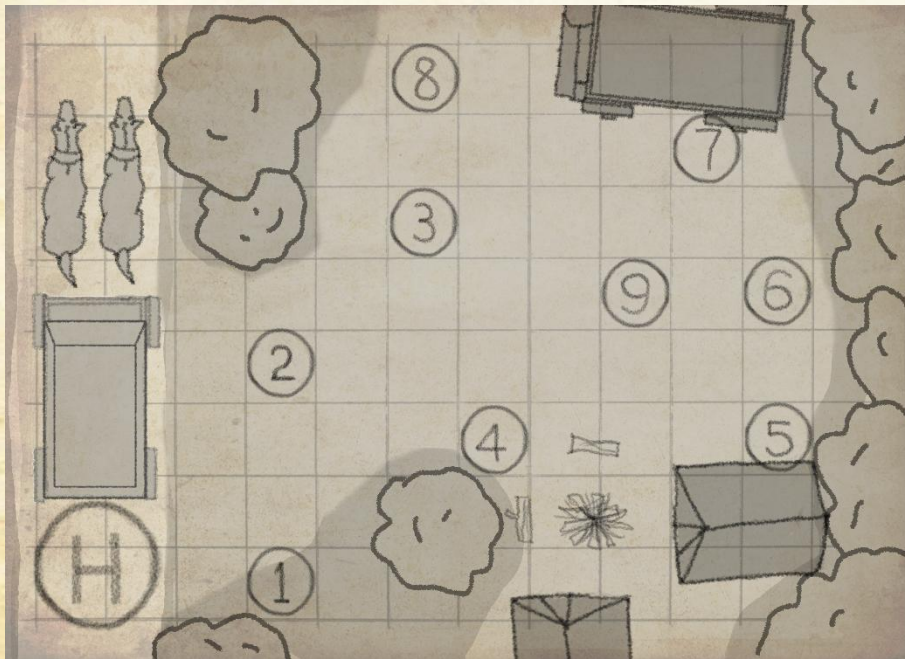
Remove all damage to all heroes and characters.

Continue to **Encounter 8: Bringing in Gardum**

Encounter 8: Bringing in Gardum

The final encounter is a battle to bring Karl Gardum in for justice. Any Adestikay travelling with the party will fight on the side of the heroes against Gardum's Security force. Place the Melee Security Guards on the numbers 1-4, the Archer Security Guards on the numbers 5-8 and Karl Gardum's mini on number 9.

Map



Encounter Intro

Before setting up the map, read or paraphrase this:

The group walks back to Rivenshore, allowing you and the sheriff time to talk with Lukas and learn more about the Adestikay. During the hike Tammy is unusually quiet and

appears lost in thought.

You arrive at Lenidlio's studio around dinner time and see Scotch waiting in front of Tammy's carriage.

The sheriff asks Scotch, "Can I get a ride to Gardum's estate?"

"Funny, he just passed here a couple hours ago," Scotch replies, "he had a couple wagons loaded up and a full security team with him. Looked like he was headed north, out of town."

"He must be making a run for it!" says the sheriff, "but there's no way we'll be able to catch up to him before the sun goes down. Looks like he's going to get away..."

Suddenly Tammy comes alive with excitement, "You forgot sheriff, this is the fastest buggy in Rivenshore!" She then throws open the carriage door and pushes her dolls out the other side. The porcelain hits the street with a crash. She steps into the carriage and looks back at you, "What are you troglodytes waiting for?"

The sheriff holds the door open as you all pile into the carriage. But just as he's about to climb in, Tammy shuts the door. "All full," she says as the carriage speeds off, leaving the sheriff standing in the street bewildered.

Encounter Features

This encounter takes place at Gardum Security's roadside camp at dusk. The heroes and their new Adestikay friend(s) will be attacked by Gardum's Security forces. The players can strategize before the battle after seeing the map. You will control any of the Adestikay present.

After setting up the map, read or paraphrase this:

The carriage thunders down the northern trail. After about an hour you hear Scotch yell, “it’s getting too dark, we’re going to have to turn around!”

You peer out the window; in the distance you see a flickering light. “A campfire, that must be them!” you say out loud “Just a little farther Scotch!”

About 10 minutes later, Scotch pulls the carriage to a halt in front of the camp. “Good luck young heroes,” he says to you, “I will stay behind and protect Master Tremondale, but will be with you in spirit!”

You exit the carriage and begin gathering your equipment. “Don’t come any closer,” you hear Karl Gardum say, “leave now, you are outnumbered!” You turn around to see Karl surrounded by his security team – men armed with clubs and bows.

Role-Playing

The players can engage in a conversation with Karl Gardum. He will be very confident and will not hide his guilt or surrender if asked. If the heroes continue to ask questions, they will be attacked by the Gardum security forces. The heroes will also be attacked if they enter the camp.

Monsters

This encounter features combat with Karl Gardum and his Security team.

Use these health boxes to mark off damage:

①	Melee Security	KO	Hurt		
②	Melee Security	KO	Hurt		
③	Melee Security	KO	Hurt		
④	Melee Security	KO	Hurt		
⑤	Archer Security	KO	Hurt		
⑥	Archer Security	KO	Hurt		
⑦	Archer Security	KO	Hurt		
⑧	Archer Security	KO	Hurt		
⑨	Karl Gardum	KO	Hurt	Bruised	Grazed

Tactics

The Melee Security Guards will run at the heroes while the Archer Security Guards will attack from as far as possible. If heroes either attack or move into a space adjacent to Karl Gardum, the Melee Security Guards will use their “Crowd Control” special action to try to push the heroes out of the way.

The fight is over when Karl Gardum is KO’d, the security guards will surrender at that point.

Once Karl Gardum is KO’d read this:

“I surrender! I surrender!” Karl howls as lays down on the ground and covers his head. You look around and see the security guards are putting down their weapons.

As if on cue, Lenidlio’s wagon pulls up to the camp and the sheriff hops out and walks directly to Karl. “Why did you do it Karl? Why did you steal the money?”

“I saw an opportunity,” says Karl, “I figured everyone would believe me if I blamed the Adestikay.” He looks in your direction, “and I would have gotten away with it too, if it weren’t for you meddling kids!”

“You saved the town again,” the sheriff says to you, “Thank you Heroes of Rivenshore!”

Conclusion

About a week after Karl Gardum’s arrest, you are summoned to Lenidlio’s studio. He answers the door very excited, “Good morning young heroes! Come with me, I

have something for you...”

You follow Lenidlio through his studio, noticing a huge difference from when you were there before. Everything is very tidy and neatly organized, “Your friend Lukas has been a great help,” he says to you, “...and he’s got potential as an artist.”

Lenidlio leads you into the circular room where you had watched him paint Tammy’s portrait. You see the stained-glass window is fixed and in the middle of the room you see a large canvas on an easel, covered with a dust sheet.

“Lukas and the Adestikay left this morning, but he wanted you to have this,” Lenidlio motions toward the covered picture, “he thought you’d like it very much.”

You put your hand on the cloth sheet and can feel yourself tremble with excitement. “finally, my heroic portrait!” you think to yourself as you slowly pull the sheet off to reveal...

Give the Tremondale Portrait equipment card to the players:

...a portrait of TAMMY TREMONDALE?!!!!

Oh well, you’ll just have to be patient. If you keep saving Rivenshore, you’ll get your heroic portrait someday.

CHARACTER APPENDIX



Tammy Tremondale – Tammy has been given everything she could ever possibly want every day for her entire life. Tammy is entitled, arrogant and bossy. But truth be told, she is lonely. Her intimidating social standing and demeanor has separated her from the other kids in Rivenshore.

Secretly she would like to change but doesn't know how. Instead her attempts to make friends can sometimes be scary.



Scotch – The people of Rivenshore only know three things about Scotch:

1. He came to Rivenshore 6 years ago to work for the Tremondale family as Tammy Tremondale's personal assistant, butler, chauffeur and body guard.
2. He has never tried to make any friends since he arrived.
3. He never takes off his gloves.

Town gossips don't dare talk about him and tough guys turn around when he approaches. But questions still linger – where did he come from and why is he so secretive?



Karl Gardum – Owner and chief operator of the Gardum Security Firm. A former knight who is well respected and trusted by the people of Rivenshore.

Karl grew up in Rivenshore but left home early to pursue a life of adventure. A few years ago, he returned home and founded Gardum Security.

Karl makes several "recruiting trips" a year, where he travels the Brecken Vale hiring the roughest security guards he can find.



Lenidlio – He is known across the Brecken Vale as a living treasure. One of the greatest artists Rivenshore has ever produced. Lenidlio is uncomfortable with his fame, but he tolerates it because it provides a living doing what he loves best – creating. Lenidlio lives alone and sometimes becomes so engaged in his work that he forgets to even stop for dinner. Luckily, he has caring neighbors who check up on him regularly.



Rebecca – Although still young, she is one of the most respected members of the Adestikay. She is known to be responsible, fair, kind and generous.

The Adestikay – The Adestikay are a nomadic community of scientists, artists and hunters that travel across the Brecken Vale following the seasonal migration path of the Druinhowe Antelope.

Traditionally, the Adestikay do not have designated leaders (all members are considered leaders), this is to stress that everyone in the community has equal personal responsibility.

Adestikay typically wear similar clothing to each other with ancient writing prominently displayed on the front. This writing holds cultural significance, showing the Adestikay name and name of the wearer's mentor. For those who choose not to have a mentor, only the Adestikay name is displayed.

One does not have to be born an Adestikay to become a member. Anyone is free to join if they are willing to accept the community's culture and laws. Often the Adestikay will 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 members are free to come and go as they please.

Opinions on the Adestikay in the Brecken Vale vary greatly from town to town. Some towns in the Vale look forward to the Adestikay yearly visits and even hold festivals upon their arrival. While other towns are often suspicious and standoffish toward them.

FURTHER ADVENTURES

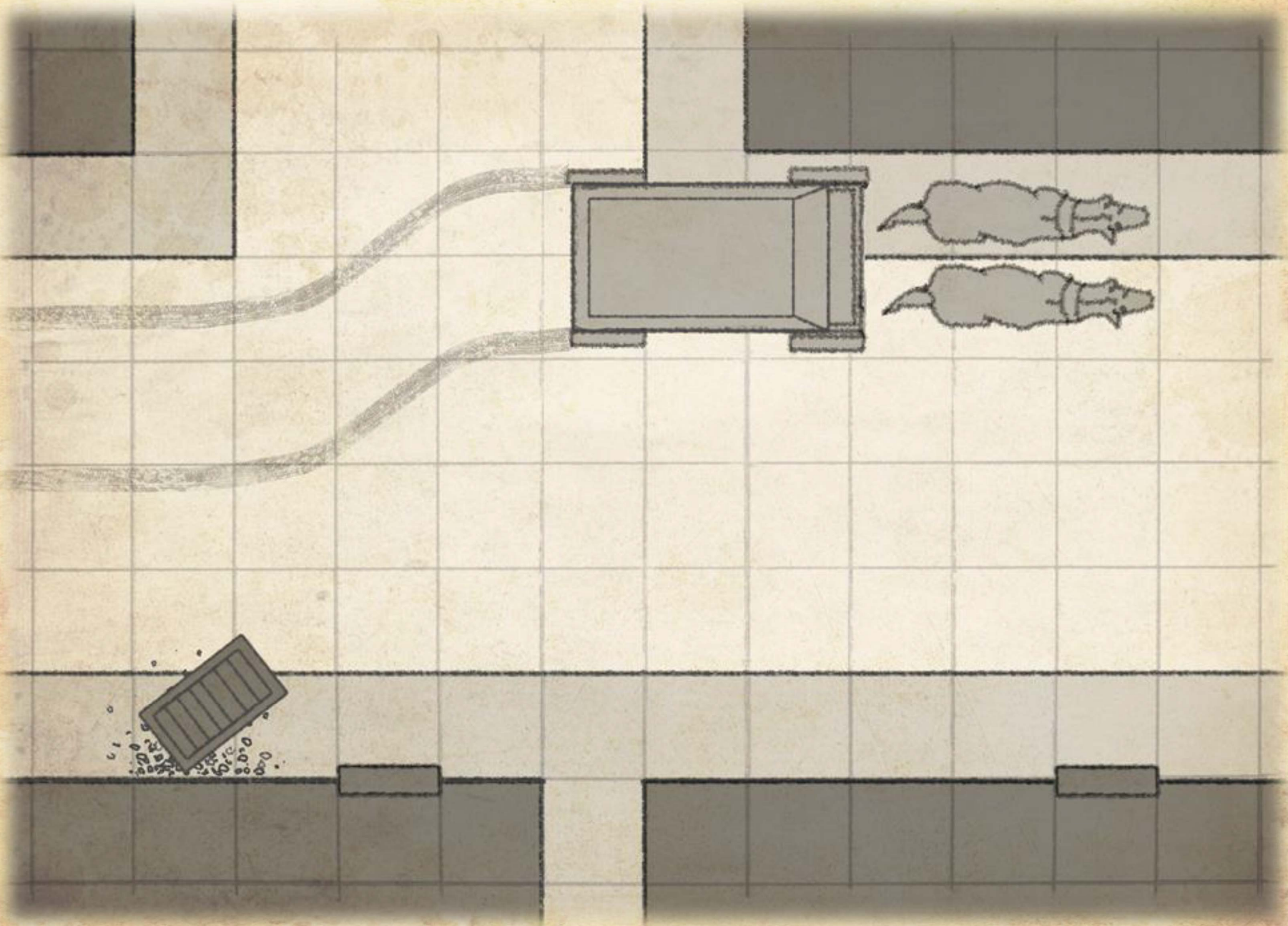
Some ideas for adventures using characters from this adventure:

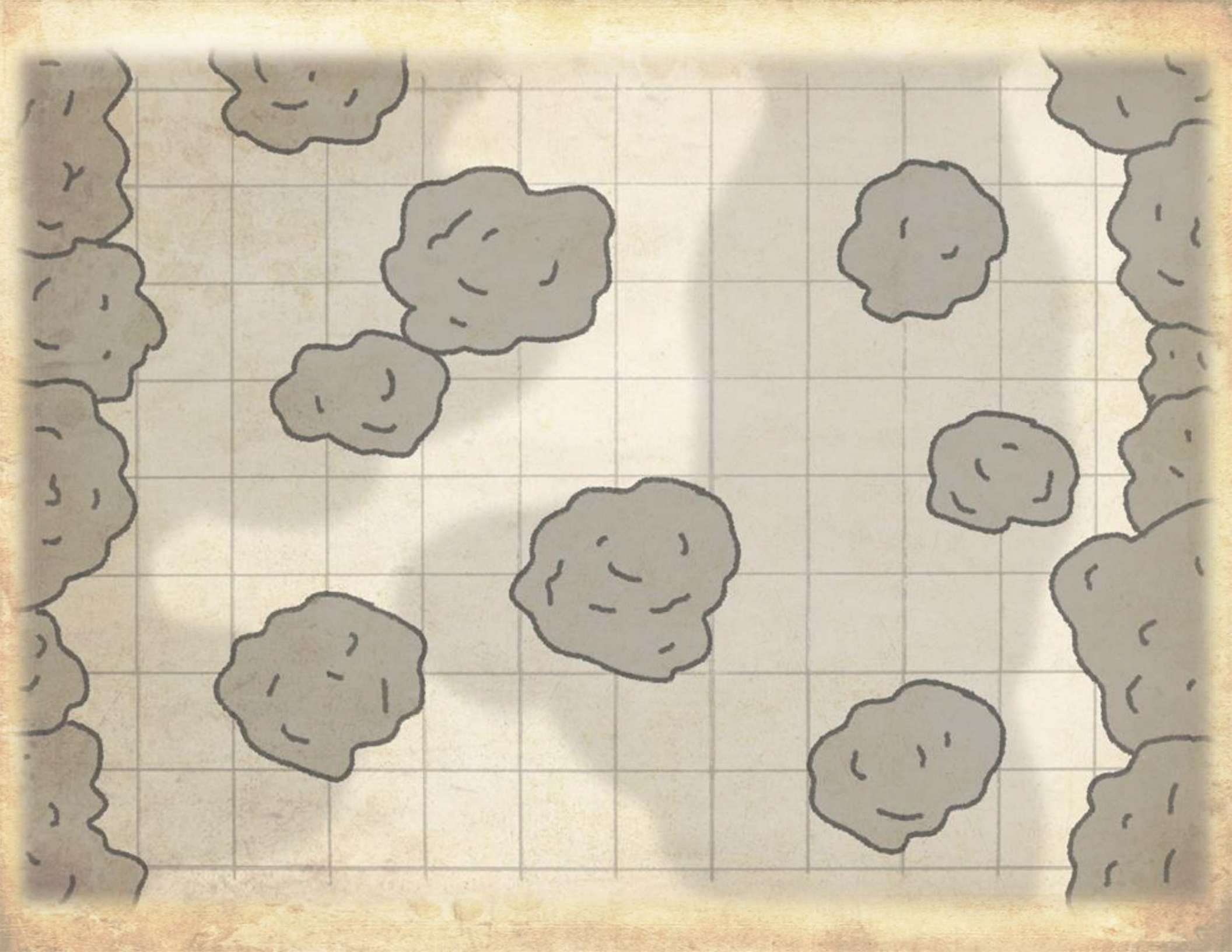
Travel with the Adestikay or even join the community. Learn their customs, find a mentor and visit new towns across the Brecken Vale.

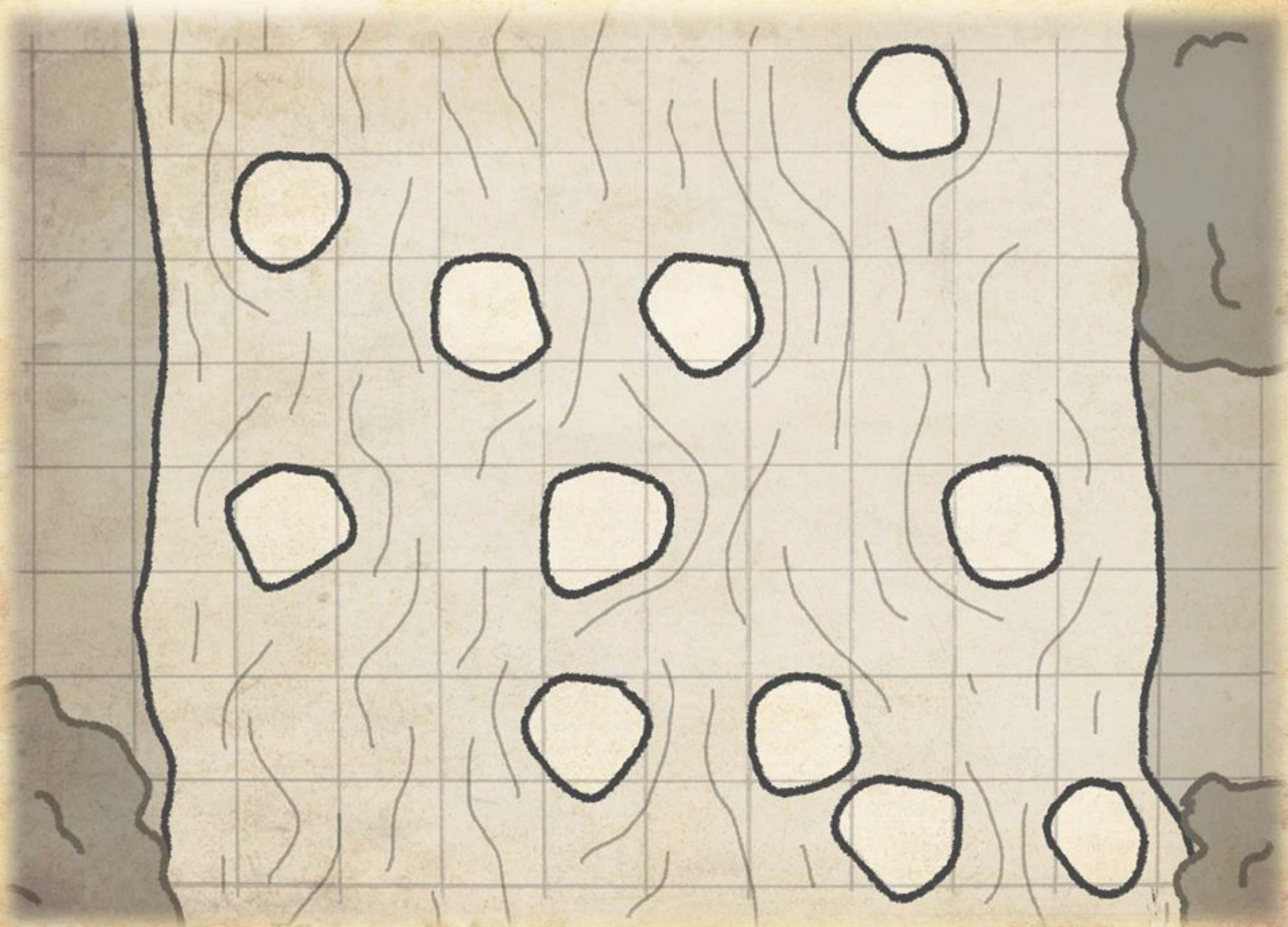
Play as Tammy Tremondale or make a character who you probably would not get along with in real life. It's fun to roleplay with a character very different than yourself.

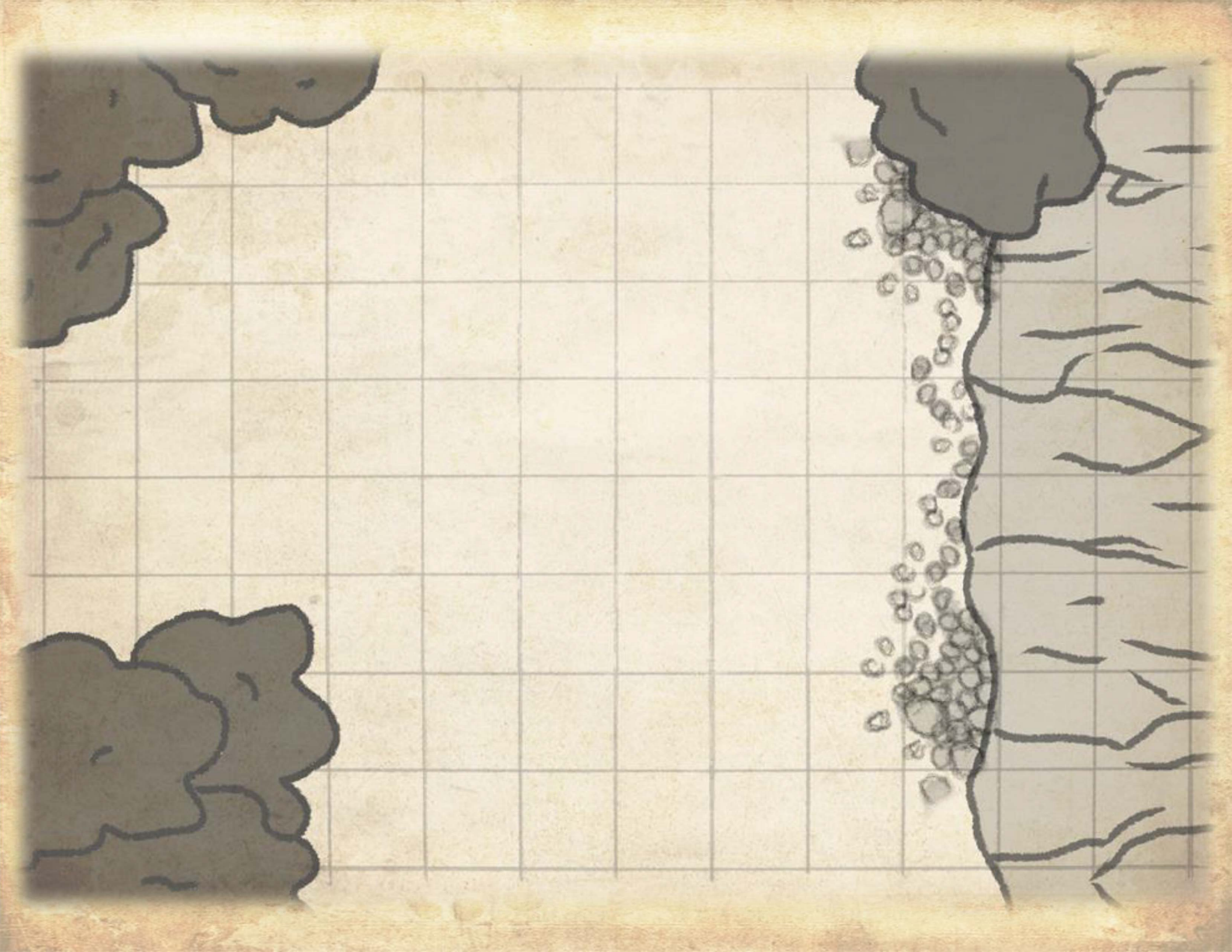
Karl Gardum Escapes from Jail or gets let out for good behavior. Being that he is a security expert, he probably has knowledge that will help him escape. He could come looking for revenge... Or maybe he turns over a new leaf, changes his dishonest ways and becomes a good guy.

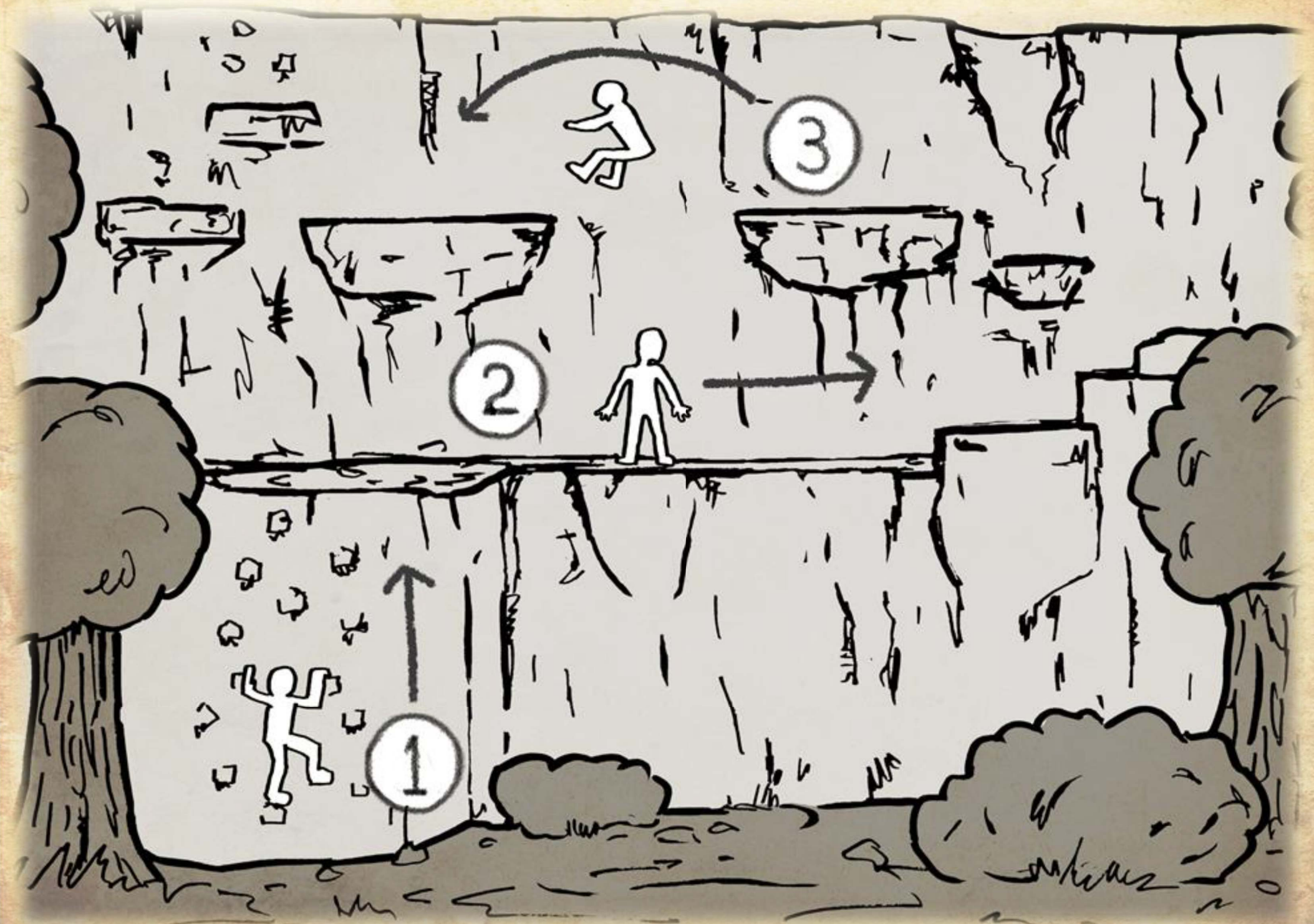
Scotch's Mysterious Past – explore Scotch's past. Who is he? Is he hiding from something or someone? Are they coming to Rivenshore? Maybe he's on a secret mission...

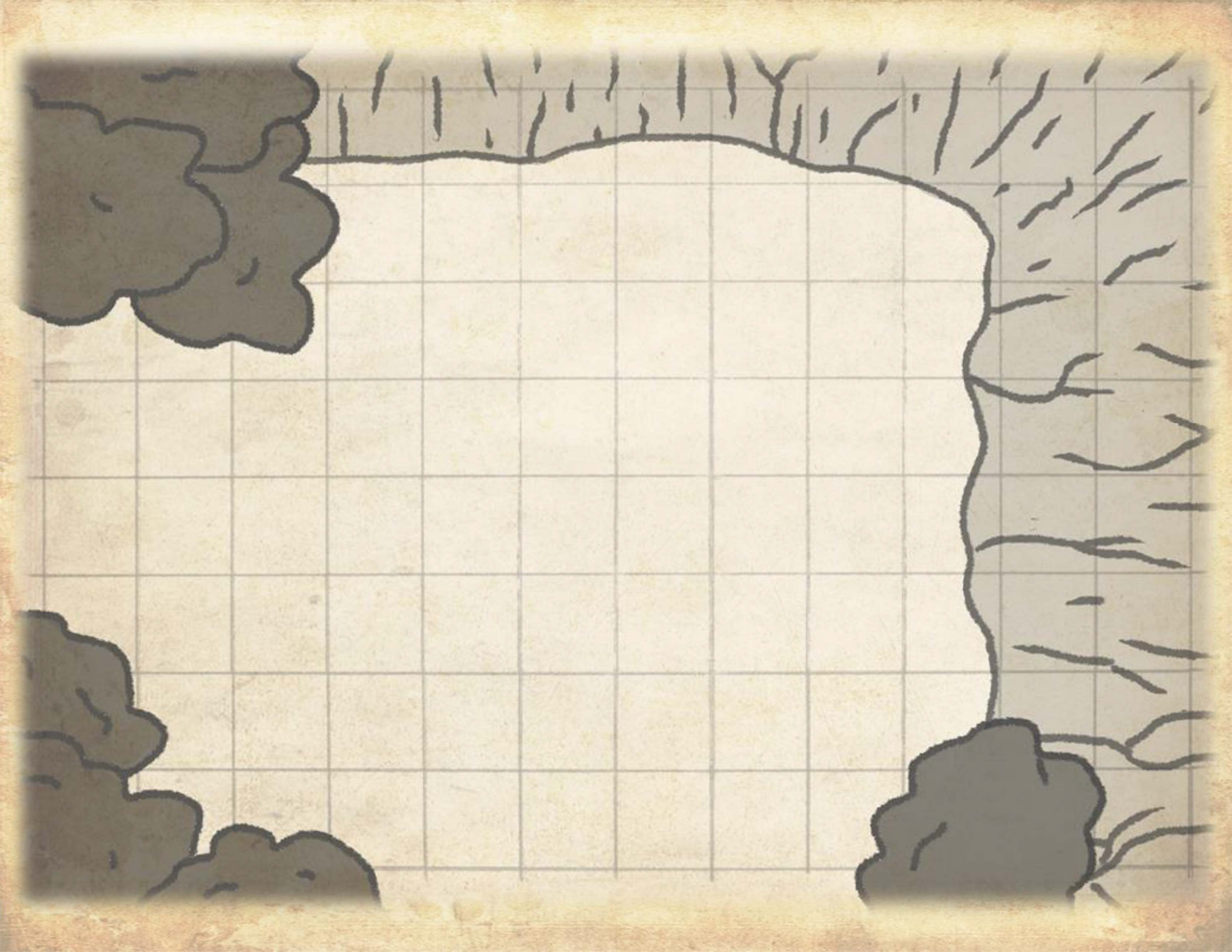


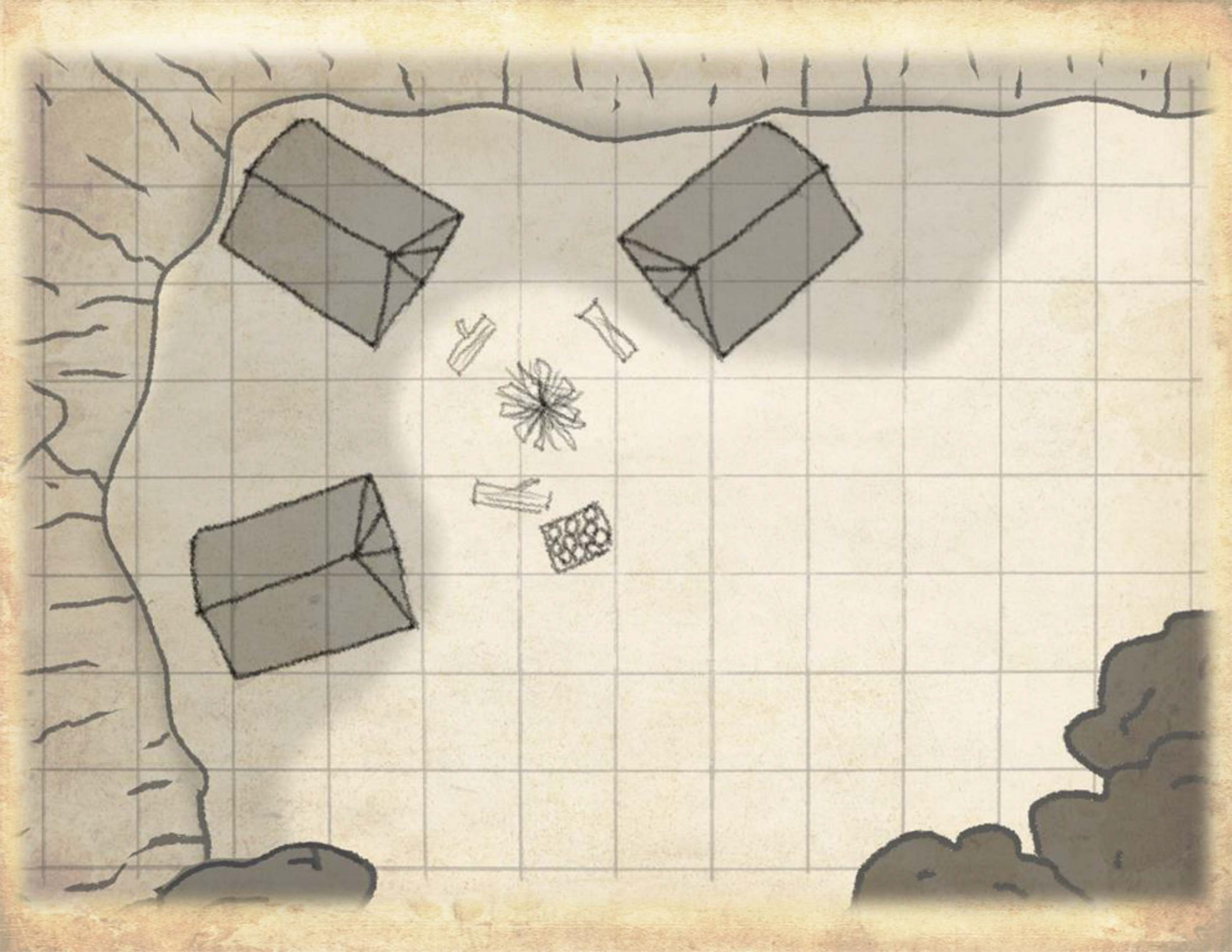


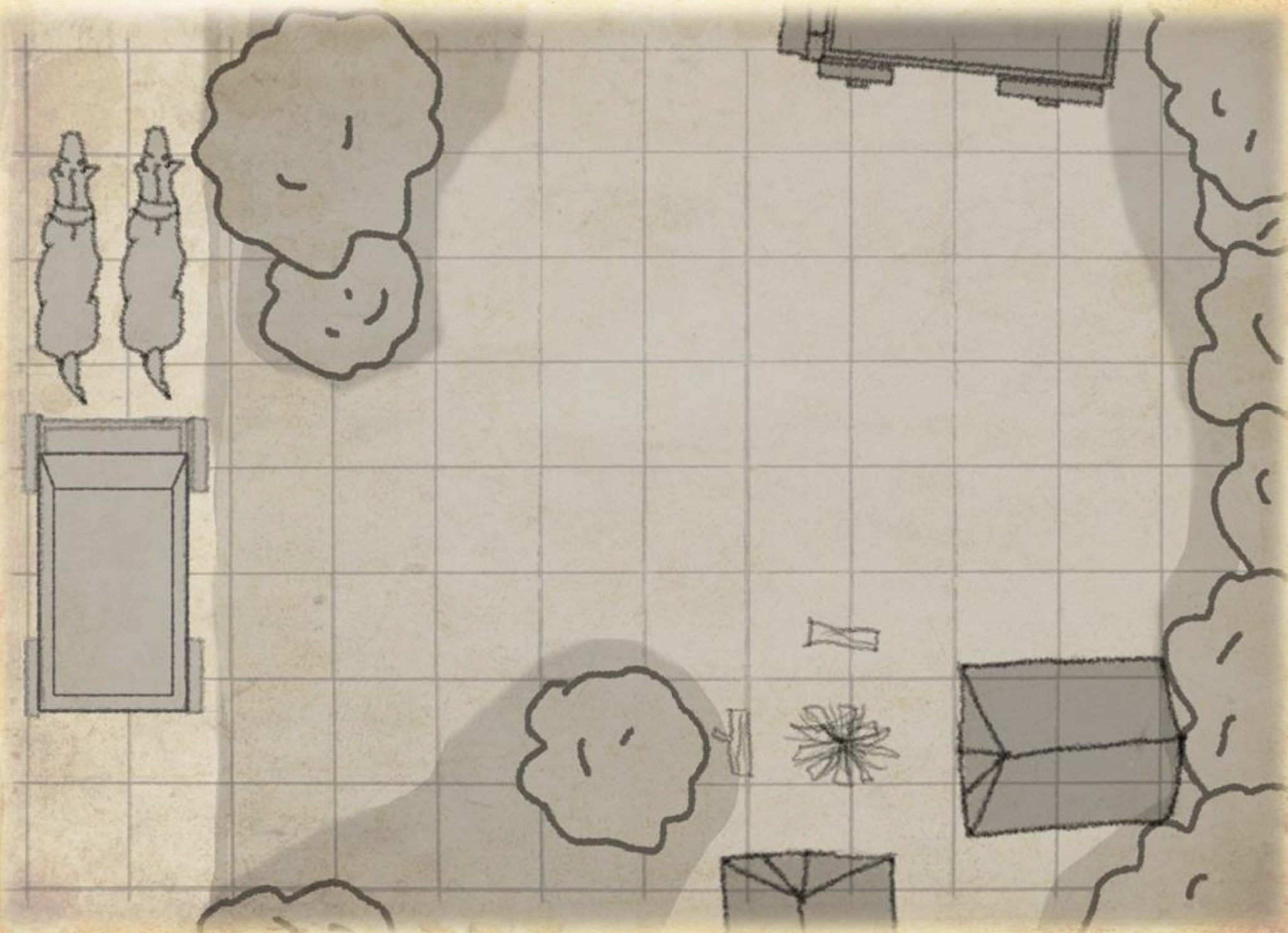














HERO KIDS CREATOR'S GUILD

Lukas



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 range attacks. Add one armor die for attacks 3-4 spaces away. Add two armor dice for attacks 5-6 spaces away.



HERO KIDS CREATOR'S GUILD

Aydin



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.



HERO KIDS CREATOR'S GUILD

Vincent



Magic Attack: Energy Blast

Magic attack at a target up to squares away.

Special Action: Super Nova

Can magic attack all targets within a four square radius. Both enemies and allies in the blast zone will take damage if they do not successfully defend. Cannot attack or defend the following turn. Can only perform Super Nova once per encounter.

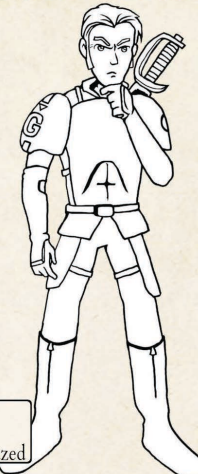
Bonus Ability: Wizard's Bane

Add one die to armor when defending against magic attacks. Add two dice when the attack is a Special Action.



HERO KIDS CREATOR'S GUILD

Karl Gardum



Melee Attack: Backsword

Melee attack at an adjacent target.

Special Action: Heavy Swing

Can attempt a melee attack for double damage. Must roll a 5 or above and beat the target's defensive roll. If either condition is not met, the swing is a whiff and he is defenseless the next turn.

Bonus Ability: Leadership

Other non-hero human characters will protect him as well as follow his orders.



HERO KIDS CREATOR'S GUILD



Melee Security Guard

Melee Attack: Night Stick
Melee attack at an adjacent target.

Special Action: Crowd Control
Can push an adjacent target back one square instead of dealing damage with a successful melee attack. Will then occupy target's former square.

Bonus Ability: Just a Paycheck
Will surrender if boss is KO'd.



HERO KIDS CREATOR'S GUILD



Archer Security Guard

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

Special Action: Long Distance
Can range attack at 8 squares away using one less dice.

Bonus Ability: Just a Paycheck
Will surrender if boss is KO'd.



HERO KIDS

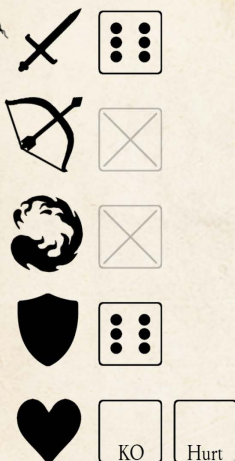


Wolf

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

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

Bonus Ability: Sure-Footed
You can ignore obstacles when moving.



HERO KIDS



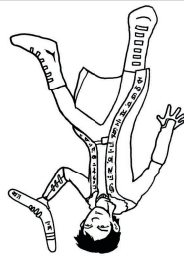
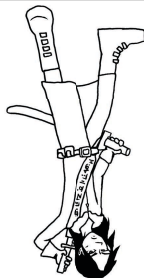
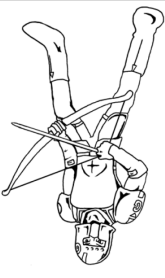
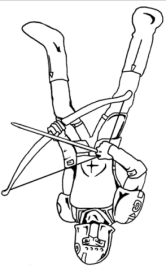
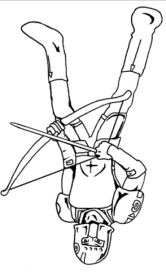
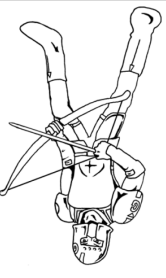
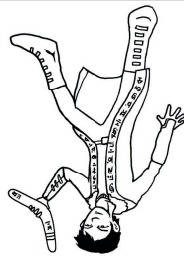
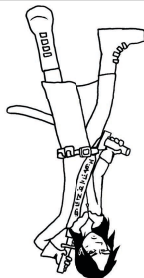
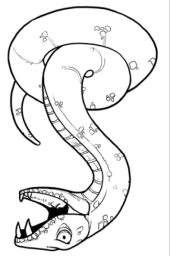
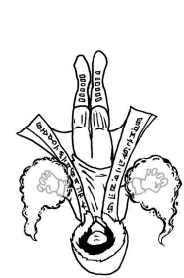
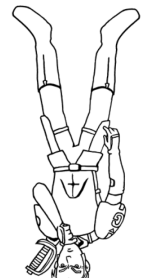
Hissing Snake

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

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

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



①	②	③	④	⑤	⑥	⑦	⑧		
									
①	②	③	④	⑤	⑥	⑦	⑧		
①	②	③	④	⑤	A	B	C	②	⑨
									
									
①	②	③	④	⑤	A	B	C	②	⑨



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 Mage:



Magic Attack: Energy Blast

Magic attack at a target up to 4 squares away.

Special Action: Super Nova

Can magic attack all targets within a four square radius. Both enemies and allies in range will take damage if they do not successfully defend. Can't attack or defend the following turn. Can only perform Super Nova once per encounter.

Bonus Ability: Wizard's Bane

Add one die to armor when defending against magic attacks. Add two dice when the attack is a Special Action.

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

Tremondale Portrait

Equipment



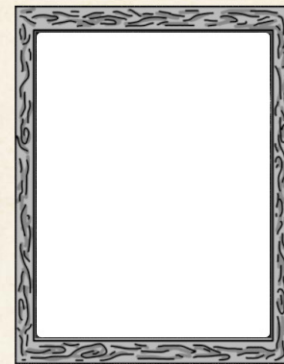
Name Dropping

Add 1 extra die to ability tests involving social interactions (Talking).

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

HERO KIDS

Heroic Portrait

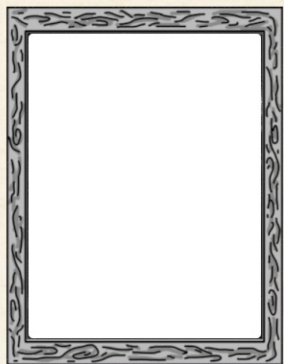


Draw Your Own Portrait

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

HERO KIDS

Heroic Portrait

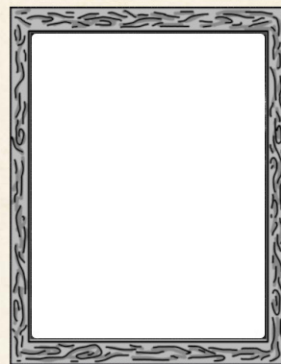


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HERO KIDS

Heroic Portrait

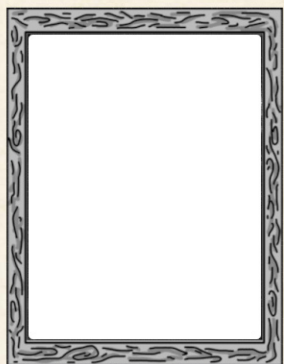


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HERO KIDS

Heroic Portrait

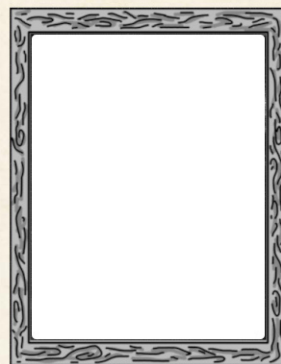


Draw Your Own Portrait

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

HERO KIDS

Heroic Portrait



Draw Your Own Portrait

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

HERO KIDS

Adestikay Charm

Equipment



Good Luck

Add 1 extra die to armor when defending against Special Action attacks.

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

HERO KIDS

Adestikay Charm

Equipment



Good Luck

Add 1 extra die to armor when defending against Special Action attacks.

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HERO KIDS

Adestikay Charm

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HERO KIDS

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