

# HEROIC

## CHALLENGES

### Challenge Your Players.

*Heroic Challenges* cards encourage immersive roleplaying and teamwork, adding an exciting new dimension to your game. Players are encouraged to diversify their roleplaying choices and elevate your campaign narrative!

**Draw:** Let each player draw one challenge card at the start of each session. Alternatively, you can draw one for the entire group or use your own homebrew rules.

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cont. 

# HEROIC

## CHALLENGES

### A Game Master Tool.

*Heroic Challenges* cards can also be used by the game master to help come up with exciting encounter ideas. Instead of putting the cards in the players' hands, perhaps you prefer to use them on your own. Your unique inspirational tool.

**Improvise:** Both the challenge and reward cards are sometimes intentionally open-ended, so there is plenty of room for both players and the game master to improvise.

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cont. 

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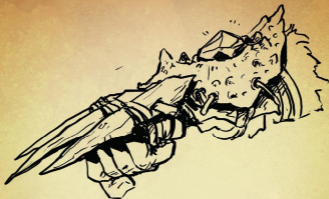
# challenge

-CORE SET-

1

**KNOCKOUT OR KILL  
AN ENEMY BAREHANDED**

**WIELD OR CRAFT AN  
IMPROVISED WEAPON**



*"Weapons? Who needs 'em?"*

Artist: Daniel Comerci

# challenge

-CORE SET-

2

ESCAPE OR CHEAT DEATH  
USING MAGIC OR WISDOM

HONOR OR ANALYZE  
HUMANOID REMAINS



*"The value of life is most appreciated once it's lost."*

Artist: William McAusland

# challenge

-CORE SET-

3

DISGUISE OR TRANSFORM  
YOURSELF TO GO UNSEEN

DECEIVE OR ENTERTAIN  
TO GAIN SOMEONE'S TRUST



*"Don't judge a book by its cover."*

Artist: Daniel Comerci

# challenge

-CORE SET-

4

**DEFEND OR CREATE  
A PERMANENT SANCTUARY**

**ESCAPE OR UTILIZE  
A MAGICAL LOCATION**



*"Magic runs through the earth like blood  
through our veins."*

Artist: The Forge Studios

# challenge

-CORE SET-

5

CONCEAL OR DISCOVER  
A SECRET PASSAGE

SURPRISE OR WARN  
A NON-COMBATANT



*"The size of a blade doesn't matter  
if you don't see it coming."*

Artist: William McAusland

# challenge

-CORE SET-

6

OUTSMART OR OUTFRAN  
AN AGGRESSIVE BEAST

BURROW OR SWIM TO  
ESCAPE OR WIN A FIGHT



*"Sometimes victory is living to fight another day."*

Artist: Daniel Comerci

# challenge

-CORE SET-

7

THREATEN OR TRICK A FOE  
USING VIOLENCE  
OR ILLUSION

PROTECT OR BETRAY  
A HELPLESS INDIVIDUAL



*“Protect those who protect you.”*

Artist: Daniel Comerci

# challenge

-CORE SET-

8

TRADE WITH OR DEFEND  
A COMMUNITY IN NEED

AMBUSH OR INFILTRATE  
AN ENEMY ENCAMPMENT



*“A wall is only as strong its weakest stone.”*

Artist: William McAusland

# challenge

-CORE SET-

9

ENACT OR PREVENT  
AN ELDRITCH RITUAL

HEAL OR SHELTER AN  
ENEMY OR ALLY IN NEED



*"From the void it came, and to the void  
it must return."*

Artist: Daniel Comerci

# challenge

-CORE SET-

10

FORAGE OR STEAL  
VITAL GOODS

USE MAGIC OR STEALTH  
TO SPY ON AN ENEMY



*"The land provides everything you need,  
if you know where to look."*

Artist: Daniel Comerci

# challenge

-CORE SET-

11

**CONSULT OR CHARM**  
A POWERFUL INDIVIDUAL

**MEDITATE OR RESEARCH**  
TO GAIN VALUABLE  
INSIGHTS



*"There is no perspective as useful as a fresh one."*

Artist: Daniel Comerci

# challenge

-CORE SET-

12

OVERCOME OR NEGATE  
A HARSH ENVIRONMENT

HELP A PARTY MEMBER  
OR NPC AGAINST THE COLD



*"Nothing burns like the cold of winter."*

Artist: Daniel Comerci

# challenge

-CORE SET-

13

**CHANGE OR CREATE  
A WEATHER PHENOMENON**

**PREVENT OR PREDICT  
A DISASTER OR DISCOVERY**



*“When the clouds part,  
the truth will be revealed.”*

Artist: Daniel Comerci

# challenge

-CORE SET-

14

ERADICATE OR EXPOSE  
A DANGEROUS CULT

ACQUIRE A SKILL OR SECRET  
FROM A CULT OR NPC



*“Cult? We’re just friends who dress the same!”*

Artist: Daniel Comerci

# challenge

-CORE SET-

15

**SNEAK PAST OR MISLEAD  
A GUARD OR MONSTER**

**USE FIRE OR SMOKE  
TO DEFEAT A CREATURE**



*“Light a fire they can’t ever put out.”*

Artist: Daniel Comerci

# challenge

-CORE SET-

16

DISARM OR CIRCUMVENT  
A TRAP OR MONSTER

ESCAPE OR BREAK INTO  
A GUARDED ROOM



*“Pay close attention now, this is how it’s done.”*

Artist: William McAusland

# challenge

-CORE SET-

17

RESEARCH OR BANISH  
AN EVIL GOD OR CULT

REGAIN OR IMPROVE  
ONE OF YOUR ABILITIES



*“Challenges come in many shapes and forms,  
just as solutions do.”*

Artist: William McAusland

# challenge

-CORE SET-

18

**SURVIVE OR DETECT  
A POISON OR DISEASE**

**STUDY OR STEAL A NEW  
ALCHEMICAL CREATION**



*"Nature never fails to surprise and scare me."*

Artist: Earl Geier

# challenge

-CORE SET-

19

**OVERTAKE OR SLOW  
DOWN A FAST ENEMY**

**USE CLOTHING TO  
IMPRESS OR DISGUST**



*“With these boots? Think again!”*

Artist: Dean Spencer

# challenge

-CORE SET-

20

DISCOVER OR CREATE  
A NEW SPELL OR POEM

CAUSE A MONSTER  
OR NPC TO FALL ASLEEP  
OR RUN AWAY



*“What you can’t imagine, you can’t achieve.”*

Artist: The Forge Studios

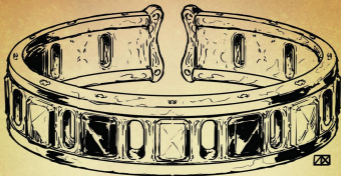
# challenge

-CORE SET-

21

CREATE A UNIQUE NEW  
ABILITY OR MANEUVER

GIVE OR ACCEPT  
A WONDERFUL GIFT



*"Kindness is a gift anyone can give."*

Artist: Daniel Comerci

# challenge

-CORE SET-

22

DISARM OR DESTROY  
A DANGEROUS ARTIFACT

OBSERVE OR INQUIRE  
WITHOUT BEING SEEN  
OR RECOGNISED



*"It's covered in skulls. That can't be good right?"*

Artist: The Forge Studios

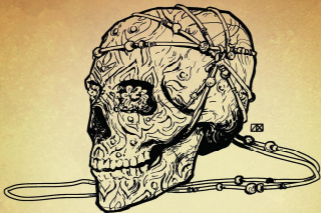
# challenge

-CORE SET-

23

BETRAY AN ALLY OR  
AID AN ENEMY

GIVE AWAY OR STEAL  
A MAGICAL ITEM



*"You have served me well,  
but it is time for a new master."*

Artist: Daniel Comerci

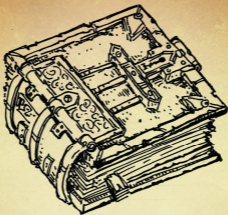
# challenge

-CORE SET-

24

CONVEY OR INTERCEPT  
AN IMPORTANT MESSAGE

MISLEAD OR ALERT  
SOMEONE IN WRITING  
OR SPEECH



*"There is nothing more deceptive  
than an obvious fact."*

Artist: The Forge Studios

# challenge

-CORE SET-

25

ILLUMINATE OR IDENTIFY  
AN UNSEEN ENEMY

IGNITE OR FREEZE  
AN OBJECT OR CREATURE



*"Lets see if it can hide when it's on fire."*

Artist: Daniel Comerci

# challenge

-CORE SET-

26

WORK TOGETHER  
TO AVOID AN  
ENCOUNTER OR TRAP

IDENTIFY OR DISARM  
A HIDDEN TRAP OR ENEMY



*"There's nothing so deadly as a well placed trap."*

Artist: The Forge Studios

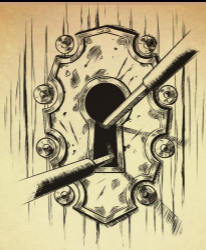
# challenge

-CORE SET-

27

OPEN A TRAPPED  
LOCK OR CHEST

STEAL OR RETURN  
THE TREASURE OF AN  
NPC OR MONSTER



*"Where there is treasure, there are thieves."*

Artist: Dean Spencer

# challenge

-CORE SET-

28

USE PERFORMANCE  
OR SPEECH TO GET  
SOMETHING FOR FREE

WORK TOGETHER TO  
CREATE A DISTRACTION  
OR DISGUISE



*"Are you sure you are going to wear that?"*

Artist: Daniel Comerci

# challenge

-CORE SET-

29

USE A FAMILIAR OR ALLY  
TO SCOUT OR FIGHT

USE FLIGHT OR ELEVATED  
SENSES TO EVADE COMBAT



*"It's over, I have the high ground!"*

Artist: Daniel Comerci

# challenge

-CORE SET-

30

## CHARM OR TAME A WILD BEAST

USE TEAMWORK OR MAGIC  
TO EVADE OR OUTSMART  
A MONSTER



*“Challenges are put before us to learn and grow.”*

Artist: Daniel Comerci

# challenge

-CORE SET-

31

AVENGE OR REVIVE  
A FALLEN FRIEND

USE INTIMIDATION OR  
CHARM TO END OR  
PREVENT A FIGHT



*"Peace can never be made with weapons drawn."*

Artist: Dean Spencer

# challenge

-CORE SET-

32

WIN A DRINKING OR  
GAMBLING CONTEST

GAIN THE FAVOR OF AN  
NPC BY USING DRINK  
OR FOOD



*"Loyalty is not easily bought. Luckily, ale is."*

Artist: Dean Spencer

# challenge

-CORE SET-

33

DODGE OR STOP  
FALLING OBJECTS

SEAL SHUT OR OPEN UP  
A MONSTER LAIR



*"Time is the treasure we can never have enough of."*

Artist: Earl Geier

# challenge

-CORE SET-

34

SLAY A MONSTER BY  
DECAPITATION OR MAGIC

TRICK OR DIVERT A MONSTER  
USING MAGIC OR TACTICS



*"It can't fight without its head... can it?"*

Artist: William McAusland

# challenge

-CORE SET-

35

PURIFY OR BANISH  
AN UNDEAD MONSTER

OBTAIN OR CRAFT  
A TOTEM OR TALISMAN



*“Will we become the very monsters we fight?”*

Artist: Daniel Comerci

# challenge

-CORE SET-

36

WIN COMBAT USING A  
MOUNT OR ANIMAL  
COMPANION

USE THE ENVIRONMENT TO  
DEFEAT OR DISARM A FOE



*"A valiant steed is worth its weight in gold."*

Artist: Daniel Comerci

# challenge

-CORE SET-

37

COLLECT MORE THAN TEN  
SKULLS OR BOUNTIES

FAKE OR UNDO YOUR OWN  
DEATH OR DISSAPEARANCE



*"For all that you achieve, there's nothing you can  
take with you to the other side."*

Artist: Dean Spencer

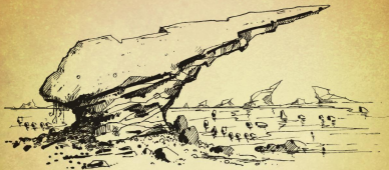
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-CORE SET-

38

SOLVE A PROBLEM USING  
KNOWLEDGE FROM  
YOUR CULTURE OR RELIGION

FIND OR CREATE  
A PATH THROUGH DENSE  
GROWTH OR TERRAIN



*“Look closely, and you will find a way.”*

Artist: The Forge Studios

# challenge

-CORE SET-

39

HIDE FROM OR SHAKE OFF  
ENEMIES USING THE  
ENVIROMENT OR CROWD

LOCATE OR FOLLOW  
AN IMPORTANT NPC



*"I don't follow footprints.  
It is the smell of fear that guides me."*

Artist: Dean Spencer

# challenge

-CORE SET-

40

DECIPHER A CRYPTIC  
LANGUAGE OR SCRIPT

ESCAPE A COLLAPSING OR  
BURNING LOCATION



*"When your plan fails, just improvise!"*

Artist: Dean Spencer

# challenge

-CORE SET-

41

WORK AS A TEAM TO  
RECOVER FROM OR PREVENT  
A FATAL INJURY

DEFLECT OR CATCH  
A THROWN WEAPON



*"One thing's for sure.  
We're all gonna be a lot thinner."*

Artist: Dean Spencer

# challenge

-CORE SET-

42

SHOW MERCY OR HEAL  
AN INJURED ENEMY

CURE OR DISPEL  
A POISON OR DISEASE



*"This is not your day to die."*

Artist: Dean Spencer

# challenge

-CORE SET-

43

USE FIRE OR SMOKE TO WIN  
OR ESCAPE A CONFLICT

CLEAVE THROUGH MULTIPLE  
FOES OR OBJECTS WITH A  
SINGLE ATTACK



*"Like a scythe through wheat."*

Artist: Dean Spencer

# challenge

-CORE SET-

44

USE SONG OR DANCE  
TO GAIN AN ADVANTAGE

STEAL OR ENTER USING  
CLOTHING OR ILLUSION



*"Music is the strongest form of magic."*

Artist: Andrea & Daniel Comerci

# challenge

-CORE SET-

45

USE TALK OR MUSCLE  
TO ESCAPE A CONFLICT

SECURE OR BREAK  
A SUPPLY CHAIN OR GUILD



*"The negotiations were short."*

Artist: Andrea & Daniel Comerci

# challenge

-CORE SET-

46

ESCAPE DANGER BY  
SWIMMING OR CLIMBING

PILOT OR DESTROY  
A MOVING VEHICLE



*"Don't look back now. Don't look back!"*

Artist: Dean Spencer

# challenge

-CORE SET-

47

SUNDER OR DISENCHANT  
AN ENEMY'S ARMOR

WEAKEN OR ENTRANCE  
AN INTELLIGENT MONSTER



*"Your armor or your mind,  
which would you rather lose?"*

Artist: Dean Spencer

# challenge

-CORE SET-

48

OPEN OR DESTROY A  
MAGICALLY LOCKED  
DOOR OR CONTAINER

REVEAL A CAMOUFLAGED  
OR DISGUISED FOE



*"You really sure you want to open that?"*

Artist: Dean Spencer

# challenge

-CORE SET-

49

DECIPHER A COMPLEX  
RIDDLE OR PUZZLE

HELP AN NPC OR  
COMMUNITY ACHIEVE  
PEACE OR FREEDOM



*"Aid will always come to those who ask for it."*

Artist: Dean Spencer

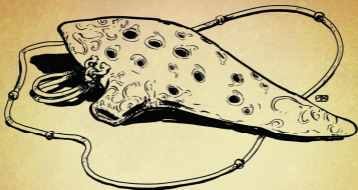
# challenge

-CORE SET-

50

LURE AWAY A MONSTER  
USING **SOUND** OR **SMELL**

WIN OVER AN NPC USING  
USING **SPEECH** OR **MUSIC**



*"Win over the heart, rule the entire world."*

Artist: Andrea & Daniel Comerci