

HERO KIDS



ADVENTURE: TOMB OF THE LOST KING

ENCOUNTERS: SIX
DIFFICULTY: HARD
DURATION: 60 MINUTES

DESIGNED AND MAPPED
BY
JUSTIN HALLIDAY

Hero Kids Adventure

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

- Hero Cards for each player
- Monster Cards for the monsters (ghost, skeleton warriors, skeleton shamblers, skeleton swordsmen)
- Equipment Cards to award to players
- Print-outs of all of the encounter maps
- Stand-up minis for the heroes and monsters

Additionally, these extra materials are required:

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

Background

You all live in the same village, Rivenshore, which is nestled in a tight valley beneath a towering mountain. A river runs past the village and flows into a small bay.

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

Adventure Overview

In this six-encounter adventure, the kids are woken in the middle of the night by the ghost of their clan's lost king, Rothgar. He leads them to the Rivenshore cemetery, when they find the entrance to his tomb. The kids fight their way into and through the tomb, and finally come up against a powerful ghost.

Adventure Intro

Today's trouble starts at the entrance to the Rivenshore cemetery.

In the dead of night, as you are tucked up in your bed and covered in warm blankets and furs, you are woken by the banging of wooden window shutters.

You crawl from under your blankets to close the shutters. You look outside and see that the village is shrouded in a thick mist which twists and curls. As you watch, a ghostly figure emerges from the mist and beckons you to follow him.

Grabbing your weapons, you climb through the window. When you approach, the figure disappears and then reappears further away in another bank of mist, again gesturing to you to follow him.

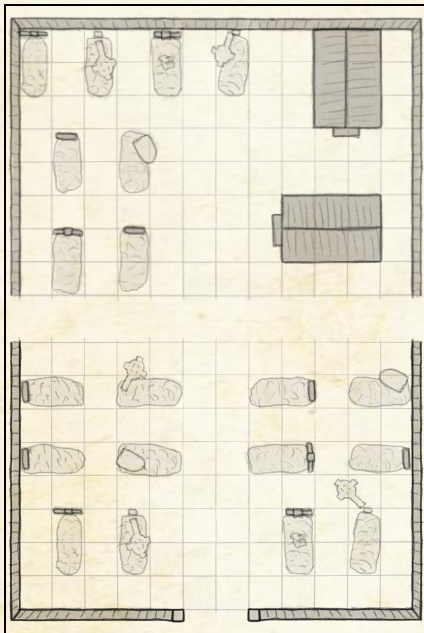
Each time you approach, the wavering figure fades, only to materialize from the mist in the distance.

Soon you reach the Rivenshore cemetery, where the figure waits next to the rusty gates. As you approach, the figure raises a bony finger and points towards a crumbling mausoleum which is shrouded in mist.

Without speaking out loud, you hear his voice in your head, "I am Rothgar, the thirteenth warrior king of the people of the Brecken Vale. My greatest treasure awaits any hero brave and skilled enough to overcome the challenges of the lost tomb!"

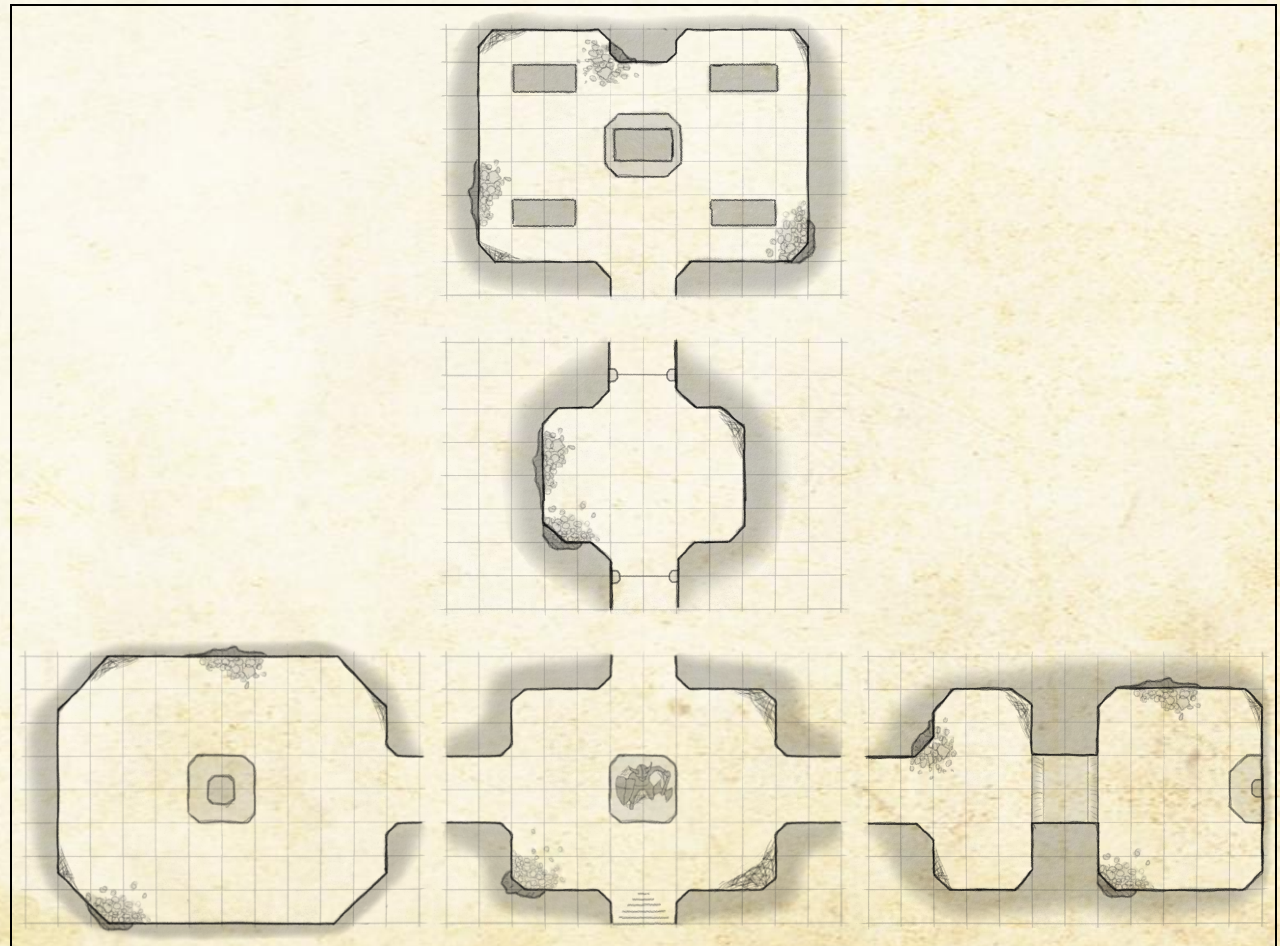
Map of the Tomb of the Lost King

This adventure takes the heroes through six encounters. The first encounter takes place on the double-map of the Rivenshore cemetery.



The adventure then moves into the tomb itself (starting in the entrance chamber, which is the bottom middle of the tomb maps).

Inside the tomb, the heroes must overcome three challenges before they reach the final burial chamber that holds the lost king Rothgar's sarcophagus (and his ghost).

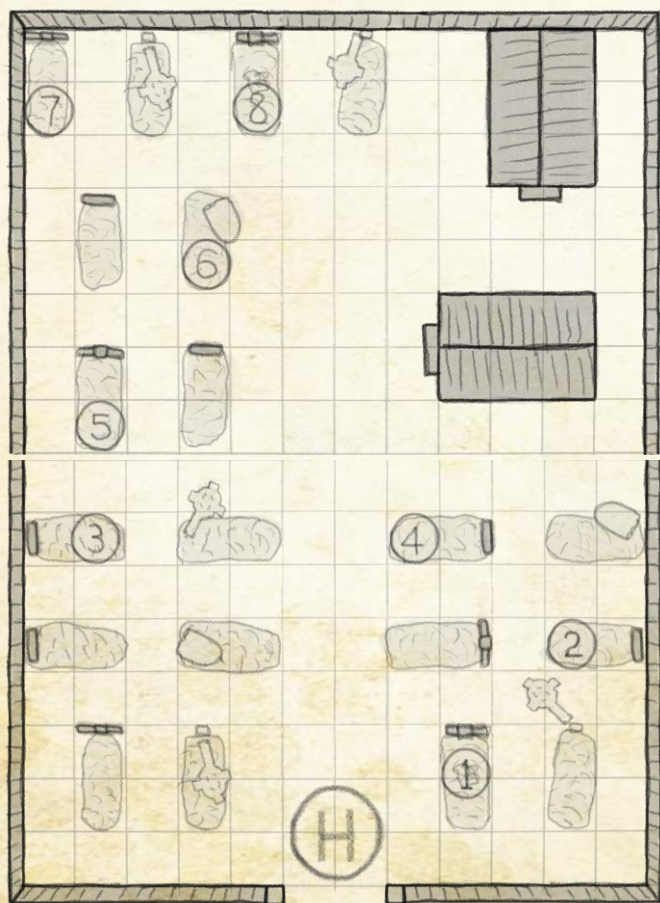


Encounter 1: Rivenshore Cemetery

The first encounter is the double-map of the Rivenshore cemetery. Trim the two cemetery maps and stick them together to make one big map.

The heroes can't defeat the undead inhabitants of the cemetery, so they must find the entrance to the lost king's mausoleum (at the top-right of the cemetery).

Map



Encounter Intro

Following the adventure intro, the heroes stand at the entrance of the cemetery, ready to discover the lost king's tomb:

As you step into the cemetery, the dirt covering the graves is pushed aside and bony figures pull themselves up out of the ground.

Rothgar's voice comes to you again, "Tonight, the underworld comes close to the world above, and the spirits of the dead easily cross over to your world. So do not dawdle here, for these creatures cannot be beaten in the light of tonight's dead moon."

The skeletal figures slowly lurch towards you.

Encounter Features

The Rivenshore cemetery has two large mausoleums, and a number of dirt graves. The graves' standing headstones are obstacles that slow movement and offer cover.

Ability Tests

The heroes can perform two ability tests:

- Intelligence (Perception) test at difficulty 4, which allows them to see a shaft of moonlight that spotlights the lost king's mausoleum (top right).
- Intelligence (Knowledge) test at difficulty 5, which tells them that tonight's full moon is a 'dead moon' which wakes the dead.

Monsters

This encounter features skeleton shamblers that use melee attacks against the heroes.

1 Hero: 5 x Skeleton Shamblers ①②③④⑤

2 Heroes: 6 x Skeleton Shamblers ①②③④⑤⑥

3 Heroes: 7 x Skeleton Shamblers ①②③④⑤⑥⑦

4 Heroes: 8 x Skeleton Shamblers ①②③④⑤⑥⑦⑧

Use these health boxes to mark off damage:

① Skeleton Shambler ☐ KO

② Skeleton Shambler ☐ KO

③ Skeleton Shambler ☐ KO

④ Skeleton Shambler ☐ KO

⑤ Skeleton Shambler ☐ KO

⑥ Skeleton Shambler ☐ KO

⑦ Skeleton Shambler ☐ KO

⑧ Skeleton Shambler ☐ KO

Tactics

Skeleton Shamblers are slightly different from normal monsters because they move very slowly (only two squares) and if they are KO'd they remove the damage and get up on their next turn!

Conclusion

This encounter ends when the heroes discover the entrance to the lost king's tomb, which is the mausoleum building at the top-right of the map.

If you feel like it, you can make them force open the door of the mausoleum with a Strength (Athletics) test at difficulty 4.

Once the heroes have discovered the tomb and all entered it, read this:

You leap through the door into the mausoleum and push it closed behind you before the shambling skeletons can push their way in.

A stone staircase descends into the tomb ahead of you.

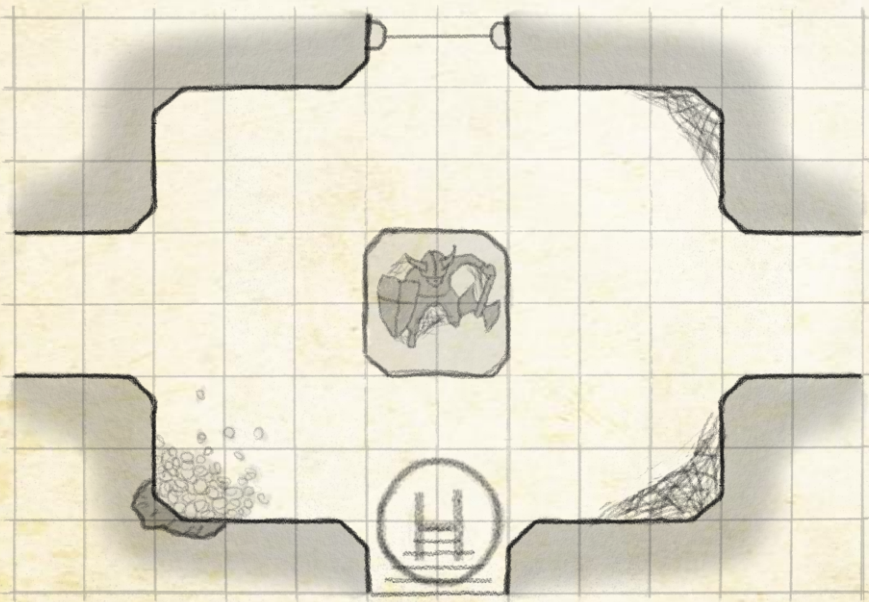
If the heroes were hurt in the cemetery, they can take a short rest to remove damage.

Then continue to **Encounter 2: Entrance Chamber**.

Encounter 2: Entrance Chamber

The second encounter brings our heroes into the tomb of the lost king. The corridors to the west and east are open, while the north exit is blocked by a locked gate. The heroes enter from the stairs at the bottom of the chamber (the stairs are represented by the narrowing horizontal lines).

Map



Encounter Intro

When the heroes enter this area, read this:

The stairs descend into an old and decrepit chamber. In the center of the chamber stands a life-sized statue that you assume is Rothgar, the lost king.

Corridors exit this chamber to the west, east, and north, but that corridor is barred by a locked gate.

The ghostly voice echoes again, "This is the tomb of Rothgar, the lost king. Three challenges you must pass before you can try to claim your prize. To the west, lies and challenge for the strong. To the east, a challenge for the deft."

Encounter Features

This room holds the statue, the open corridors to the west and east, and a locked gate in the north.

Once the players have recovered one of the keys from the challenges (west or east), they can unlock the gate to the north. However, both keys are required before the third challenge can be tackled (because there's another gate at the entrance of encounter 5).

Conclusion

The west corridor leads to **Encounter 3: Challenge of the Strong.**

The east corridor leads to **Encounter 4: Challenge of the Deft.**

Once they have a key and unlock the north gate:

The key fits into the lock and turns with a rusty 'click.' The gate opens to reveal a short corridor to the north.

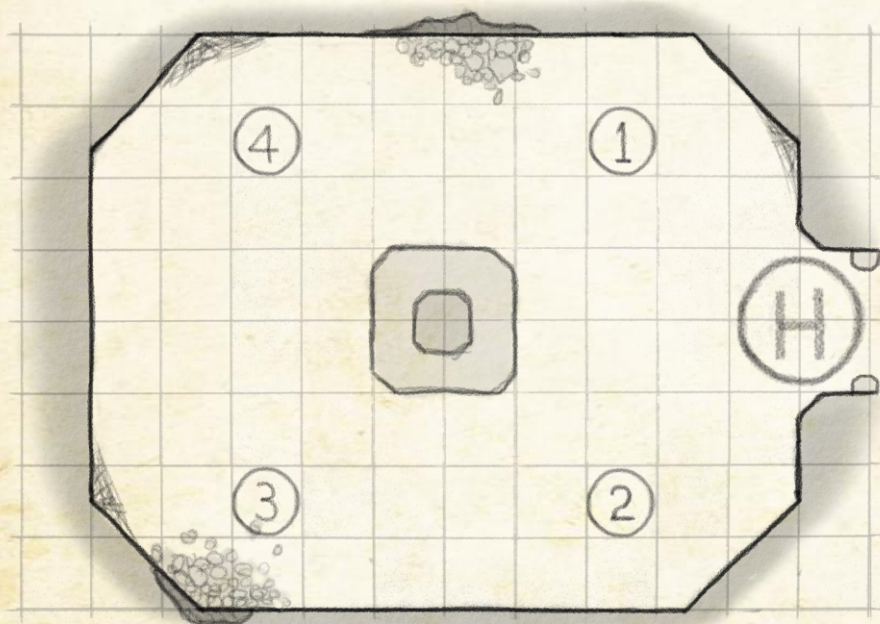
The north corridor leads to **Encounter 5: Challenge of the Cunning.**

Encounter 3: Challenge of the Strong

The third encounter is the challenge of the strong, a fight against one or more skeletal warriors.

Defeating the undead warriors rewards the heroes with the one of the three keys.

Map



Encounter Intro

When the heroes enter this area, read this:

The corridor opens into a large chamber. A pedestal stands in the middle of the room, and you can see a rusty key sitting on top of it.

Four armored skeletons stand in positions around the central pedestal.

Rothgar's voice echoes in your head, "Only the strong shall earn this key."

Combat Intro

If the heroes touch the key or any of the skeletons:

A gate slams shut across the corridor behind you, locking you in the room.

With creaking bones, one of the skeletons draws its sword and lurches forward to attack.

Encounter Features

This large chamber has one main feature, the pedestal in the middle, which acts as an obstacle. The four squares of the low dais around the pedestal can be occupied, but diagonal movement 'across' the pedestal costs an extra square.

Monsters

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

- 1 Hero: 1 x Skeleton Warrior ①
2 Heroes: 2 x Skeleton Warriors ① ②
3 Heroes: 3 x Skeleton Warriors ① ② ③
4 Heroes: 4 x Skeleton Warriors ① ② ③ ④

Use these health boxes to mark off damage:

① Skeleton Warrior	KO	Hurt
② Skeleton Warrior	KO	Hurt
③ Skeleton Warrior	KO	Hurt
④ Skeleton Warrior	KO	Hurt

Tactics

The skeletons engage the heroes with melee attacks.

With two dice for attacks and two dice for defense, these skeleton warriors are about as powerful as a hero, but they only have two damage stages.

This is a fight where the heroes could take one or two damage, and could possibly get KO'd, depending on how the dice fall.

Conclusion

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

Your final attack sends a skeleton warrior crashing to the ground, its lifeless bones scatter from its armor and its sword clatters on the stone tiles.

Some strange power lifts the gate back into the ceiling, reopening the corridor back out.

If the heroes were hurt in this encounter, they can take a short rest to remove damage.

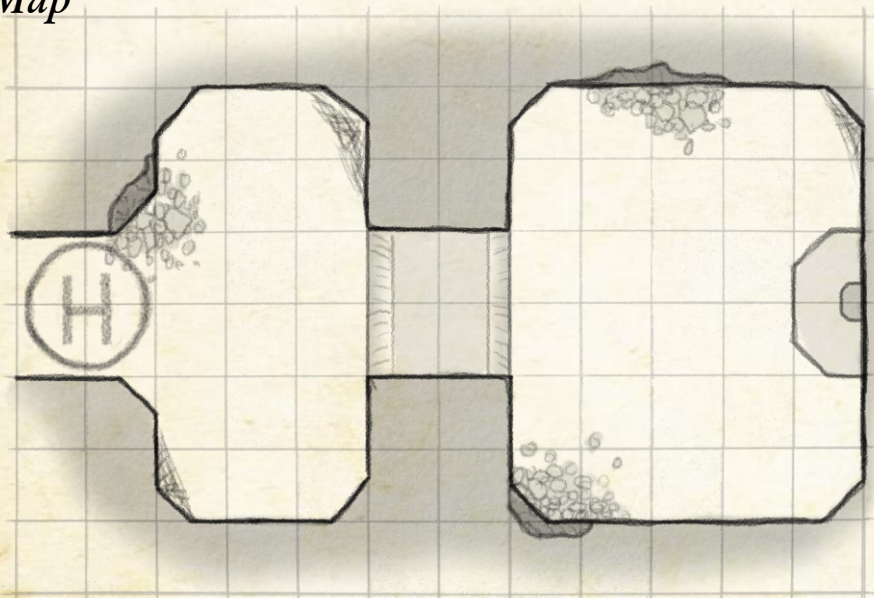
With the key in hand, you head back to the entrance chamber.

Then return to **Encounter 2: Entrance Chamber**.

Encounter 4: Challenge of the Deft

The fourth encounter has two chambers, separated by a deep pit. The heroes need to make the dangerous jump across the pit to reach the key on the other side.

Map



Encounter Intro

When the heroes enter this area, read this:

The corridor opens into a small vestibule, which is connected by a short corridor to another chamber. Unfortunately, the corridor floor is a deep pit.

You look across the pit and see a key on the pedestal at the far side of the second chamber.

Rothgar's voice echoes in your head, "Only the deft shall earn this key..."

Encounter Features

The main feature is the pit between the chambers.

Ability Tests

The heroes must make a Dexterity (Acrobatics) or Strength (Athletics) test at difficulty 4 to jump to the other side of the pit.

If they accomplish the leap:

With great dexterity, you jump across the deep pit and land safely on the other side.

If a hero fails the ability test, they fall into the pit.

You miss-time your leap and tumble through the air for a moment before crashing to the floor of the pit.

Roll a d6 to work out the damage from the fall.

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

You drag yourself up out of the pit to the other side.

Conclusion

Having made it across the pit, you carefully take the key from the pedestal.

You can repeat the test to jump back across the pit.

If the heroes were hurt in this encounter, they can take a short rest to remove damage.

Then return to **Encounter 2: Entrance Chamber**.

Encounter 5: Challenge of the Cunning

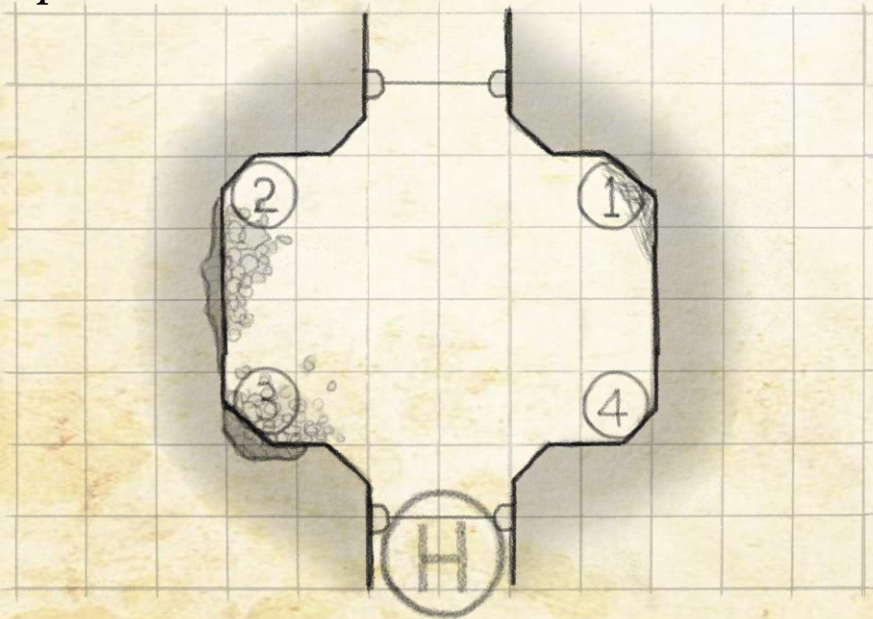
The fifth encounter is the final of Rothgar's three challenges to weed out the unworthy.

First, the heroes unlock the gate with the second key. Then they enter the chamber and see the chains in the corners and the final locked gate (without a keyhole).

The number of chains depends on the number of heroes, two chains for one or two heroes, three chains for three heroes, and four chains for four heroes.

The challenge itself involves the players working out that the final gate is opened only by pulling the chains simultaneously. This is simple with multiple heroes, but the solution for a solo hero is slightly different.

Map



Encounter Intro

When the heroes first enter this area, read this:

Another locked gate bars you from the next chamber.

If the heroes have the second key, they can proceed.

You unlock the gate and step into the chamber. In the opposite wall the corridor seems to continue, but it is blocked by another gate, this one without a keyhole.

[Two/three/four] long chains that hang in the corners, each ends with a rusty metal handle. The floor of the chamber is strewn with rubble.

Encounter Features

The chains must be pulled simultaneously to open the gate. If there is only one hero, then they must weigh down one of the chains and then pull the other.

Ability Tests

The heroes can perform an Intelligence (Knowledge) test at difficulty 5 to realize that the chains must be pulled together to open the gate and that a rock can be used.

Conclusion

Once they've pulled the chains:

You pull the chains and with a crunch, the gate opens to reveal another short corridor.

Allow the heroes to find potions in the rubble if they have used any in the previous encounters.

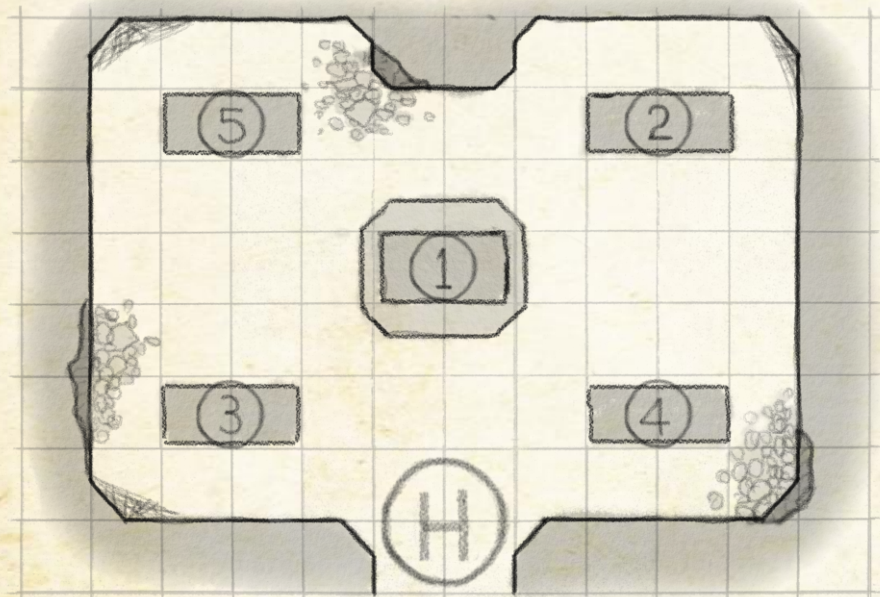
Proceed to **Encounter 6: Rothgar's Tomb**.

Encounter 6: Rothgar's Tomb

The final encounter is Rothgar's tomb.

This climactic battle sees the heroes defeat Rothgar's ghost and several skeletal helpers.

Map



Encounter Intro

When the heroes enter this area, read this:

You tentatively step into the final chamber.

Motes of dust hang in the thick air of this large room.

In the center of the room is an ornate stone coffin that stands on a raised dais. Around it are four smaller stone coffins.

As you watch, a ghostly figure emerges from the central coffin and stands before you.

“Welcome, heroes. I am Rothgar, and you have reached my final challenge. Defeat me to gain your prize.”

With a crash, the lid of another coffin crashes to the ground and a skeletal archer crawls out.

Encounter Features

The five coffins are obstacles that cost extra movement squares to climb over but offer cover from ranged attacks.

Ability Tests

The players can perform an Intelligence (Perception) test at difficulty 4 to know that the ghost can only be damaged on a really good hit!

Monsters

This encounter features Rothgar's ghost and his skeleton cohorts, which used a combination of melee attacks and ranged attacks against the heroes.

If the heroes are really messed up after the first fight, you can switch the skeleton warriors for skeleton swordsmen (from the *Hero Kids* core rules), which bit less powerful than the warriors.

1 Hero:	1 x Ghost	①
	1 x Skeleton Archer	②
2 Heroes:	1 x Ghost	①
	1 x Skeleton Archer	②
	1 x Skeleton Warrior	③
3 Heroes:	1 x Ghost	①
	2 x Skeleton Archer	② ④
	1 x Skeleton Warrior	③
4 Heroes:	1 x Ghost	①
	2 x Skeleton Archer	② ④
	2 x Skeleton Warrior	③ ⑤

Use these health boxes to mark off damage:

① Ghost	KO	Hurt
② Skeleton Archer	KO	Hurt
③ Skeleton Warrior	KO	Hurt
④ Skeleton Archer	KO	Hurt
⑤ Skeleton Warrior	KO	Hurt

Tactics

While the skeletons use standard ranged and melee attacks against the heroes, the ghost has a unique teleport attack that should help him to avoid the coffins.



Conclusion

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

Your final attack tears through the ghostly apparition, and its misty form sucks back into the raised coffin.

After a few moments Rothgar's voice echoes in your ears again.

"Worthy heroes. You have overcome my challenges and you have tested yourselves against the last vestiges of my spirit."

"Your bodies are strong, your reflexes fast, and your minds capable. You have proven yourselves true scions of the lost king Rothgar, whose blood runs in your veins and whose bravery, skill, and courage you embody."

"In honor of your achievement I offer you the choice of one of these legendary artifacts. Choose wisely, and forever keep your prize close at hand."

Rothgar's ghost fades away, and lying on top of his coffin you see four items, a sword, a bow, a shield, and a talisman, each glowing with ancient magic.

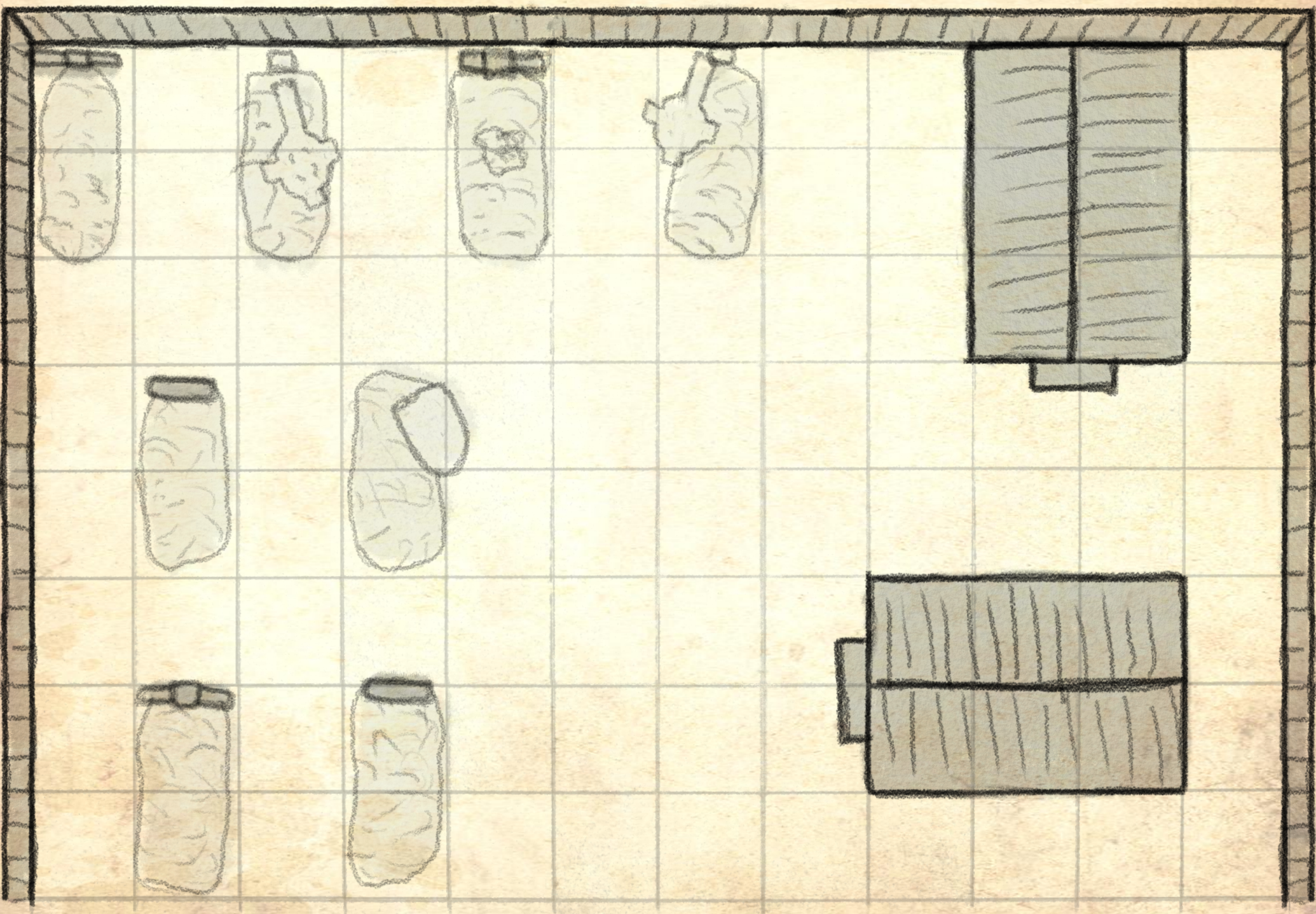
Treasure

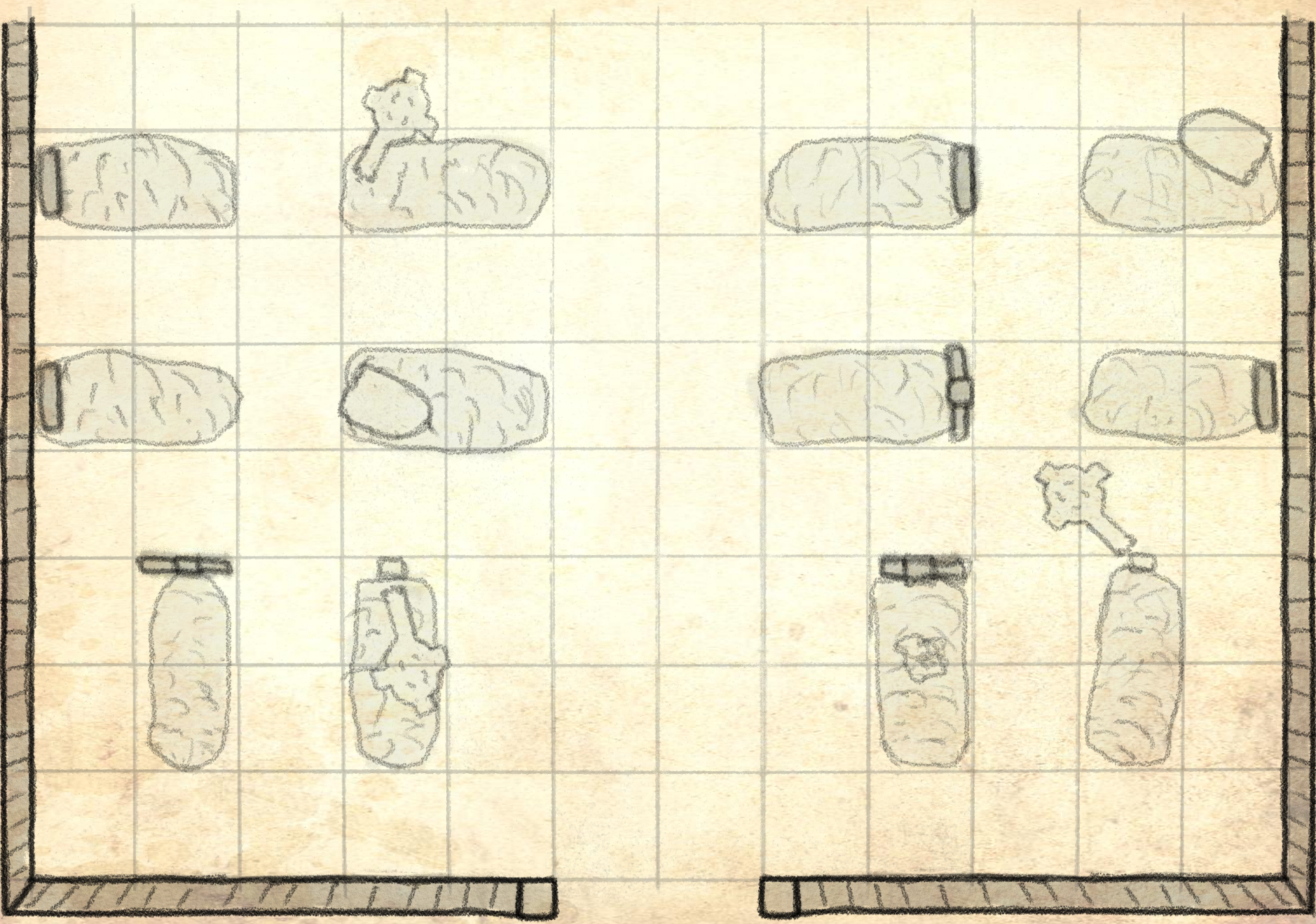
After the monster cards and stand-ups you'll find the four pieces of treasure for your heroes to choose from (only one item for each hero). Print them out and cut them like you would a Hero Card.

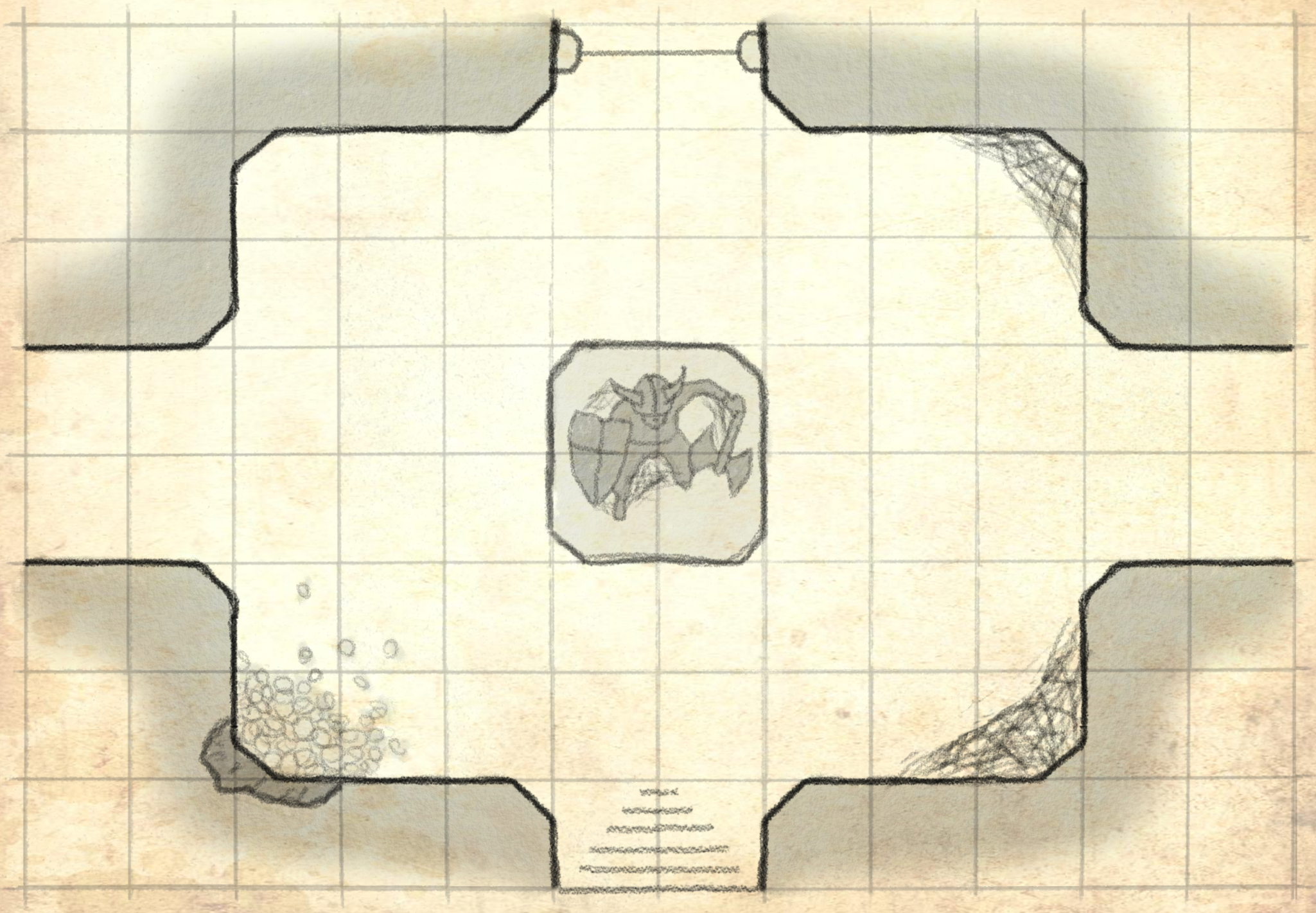
These items are Equipment, which grant the heroes special actions or extra dice in their pools. Heroes can only use one piece of equipment at a time.

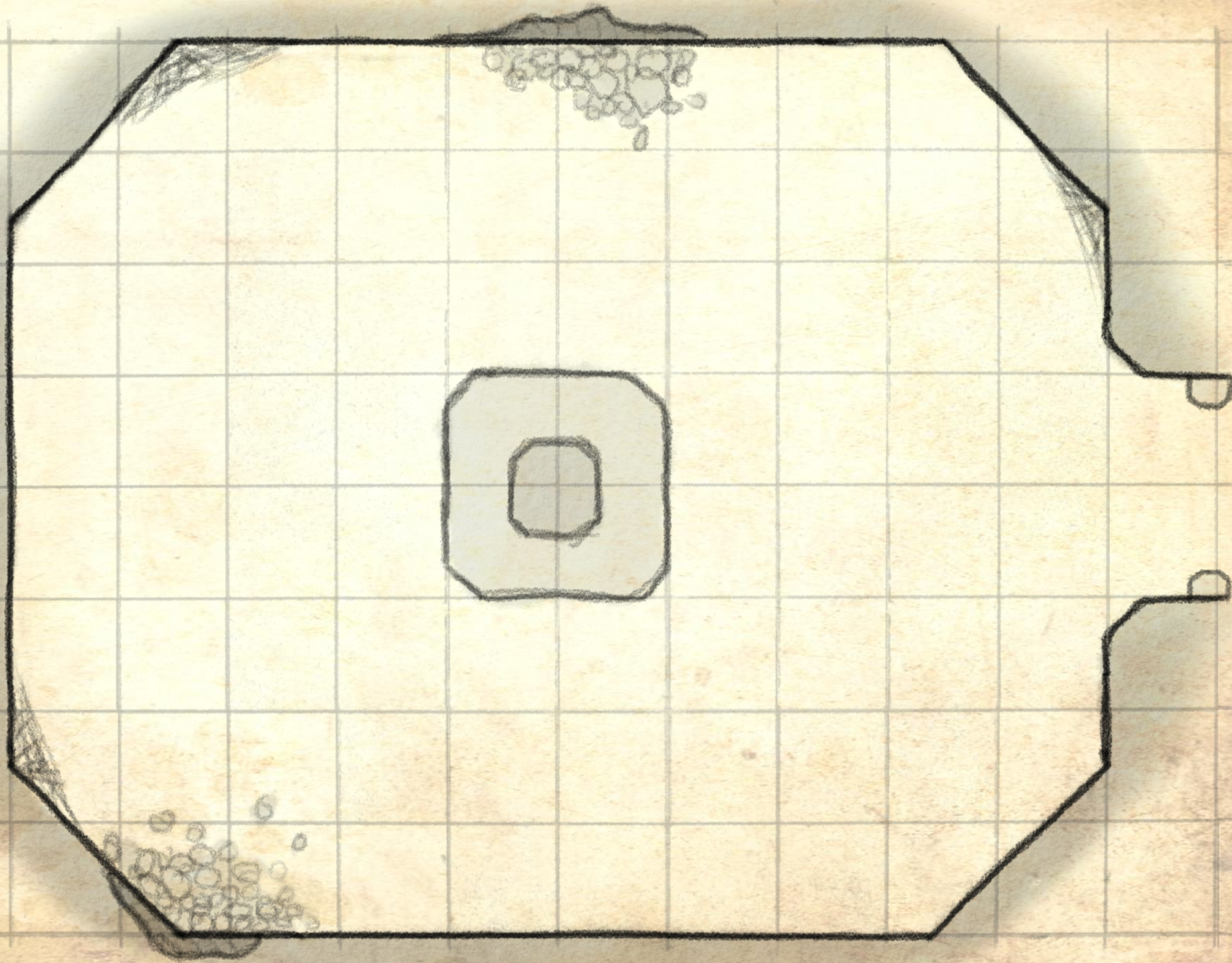
The players can choose one item for each hero:

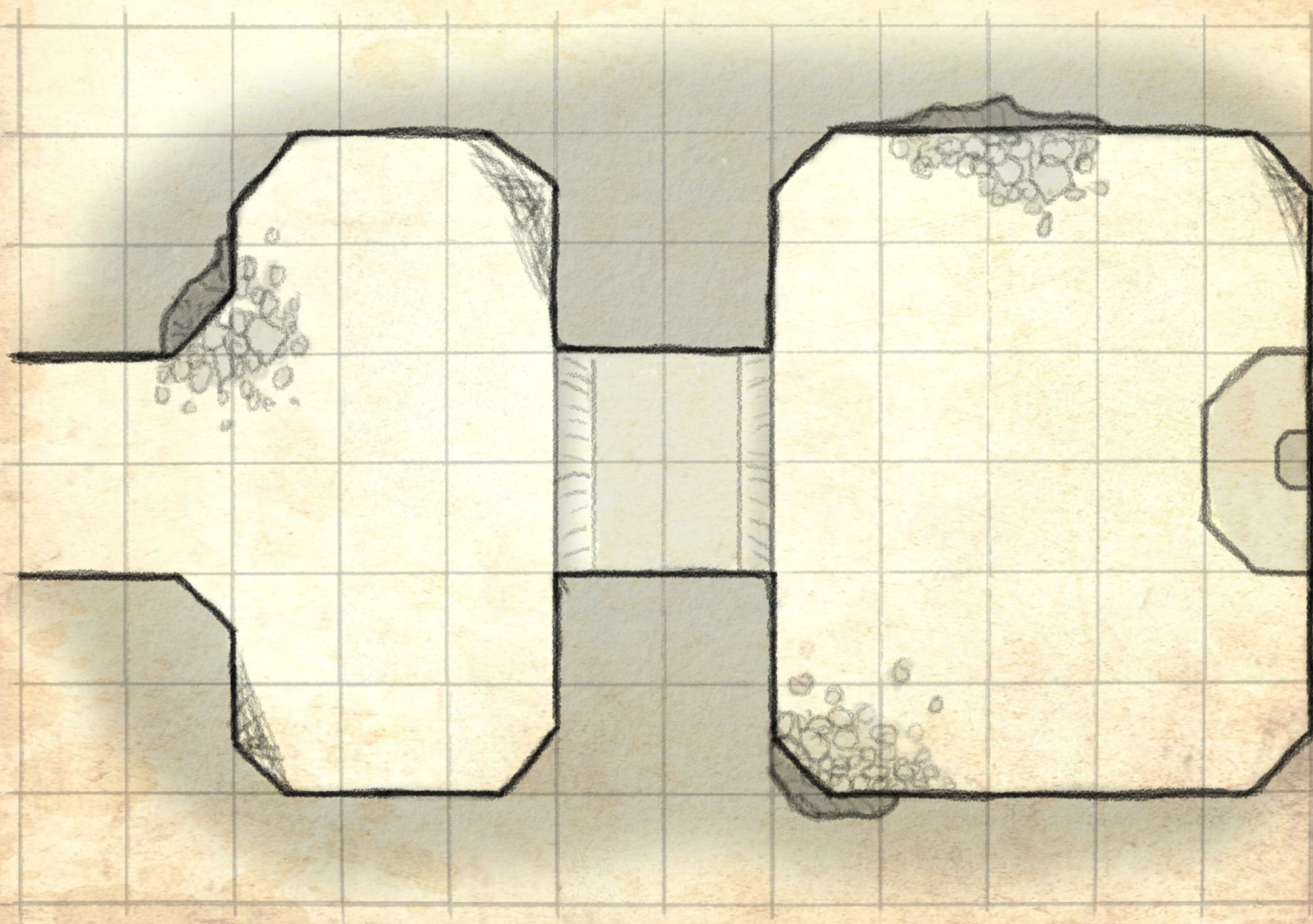


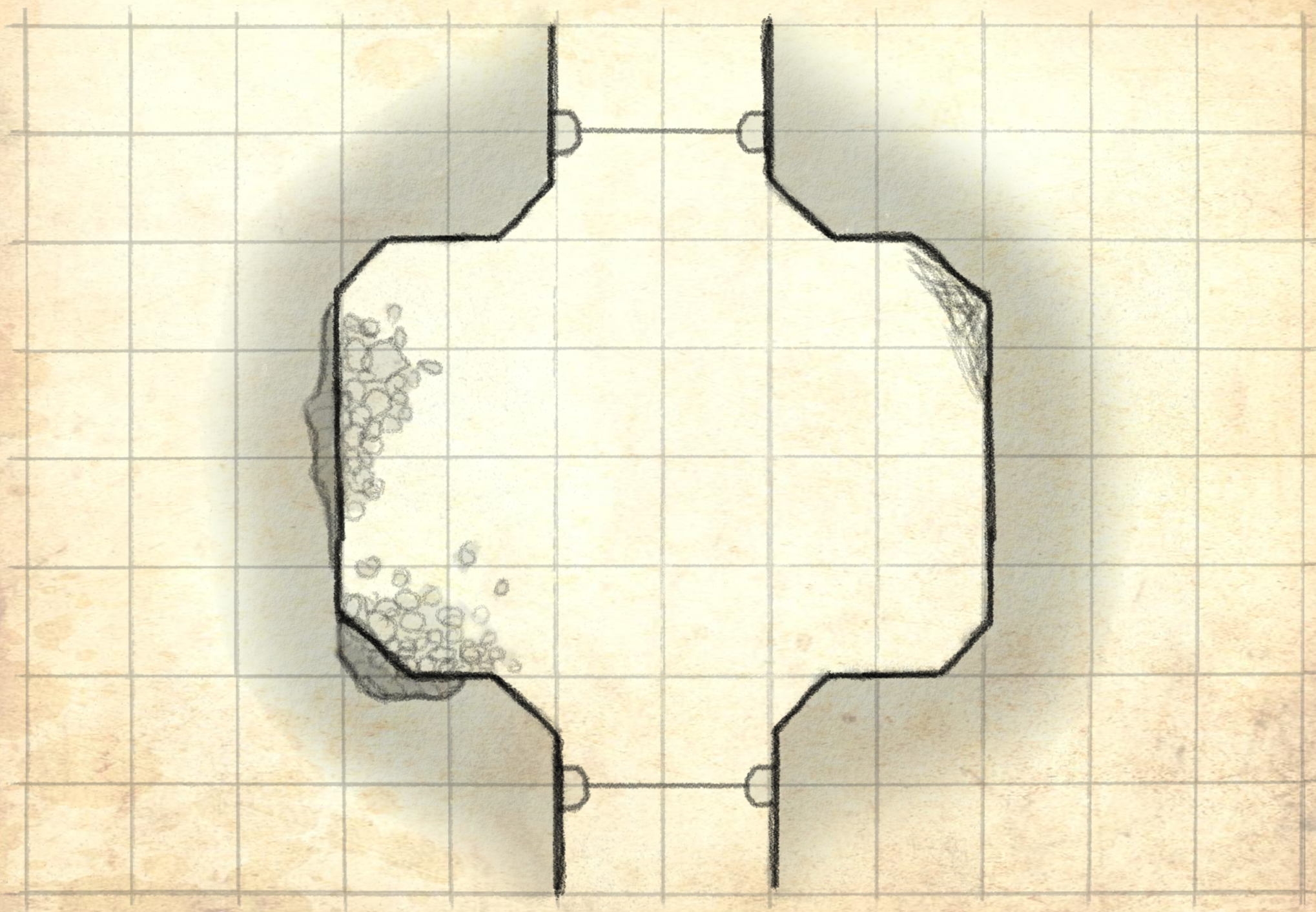


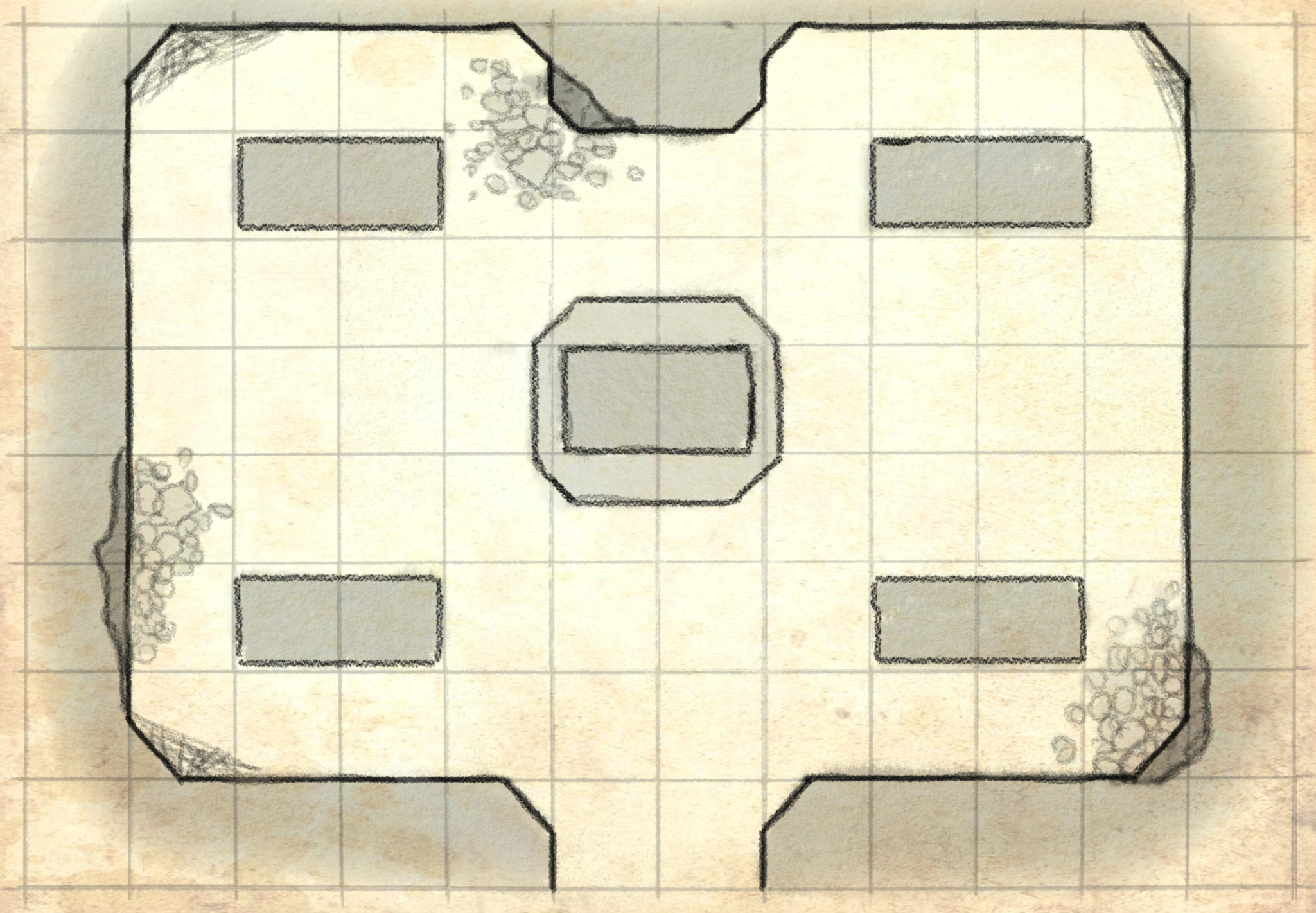














HERO KIDS



Skeleton Shambler

Melee Attack: Wild Swing
Melee attack at an adjacent target.

Bonus Ability: Slow, Unstoppable
You can only move 2 squares with your move action. If you are KO'd, on your next turn you can remove that damage and use your entire move to get up.



HERO KIDS



Skeleton Archer

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

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

Bonus Ability: Rattled
When you are not on full health, your attacks have 1 fewer dice (at least 1).



HERO KIDS



Skeleton Swordsman

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

Special Action: Bullying Attack
If an adjacent target is engaged, you can make a melee attack at it with 1 extra die.

Bonus Ability: Rattled
When you are not on full health, your attacks have 1 fewer dice (at least 1).



HERO KIDS

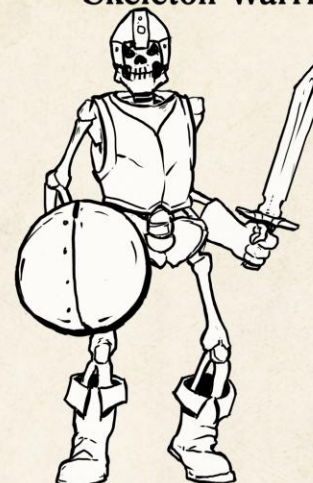


Skeleton Warrior

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

Special Action: Bullying Attack
If an adjacent target is engaged, you can make a melee attack at it with 1 extra die.

Bonus Ability: Rattled
When you are not on full health, your attacks have 1 fewer dice (at least 1).





HERO KIDS



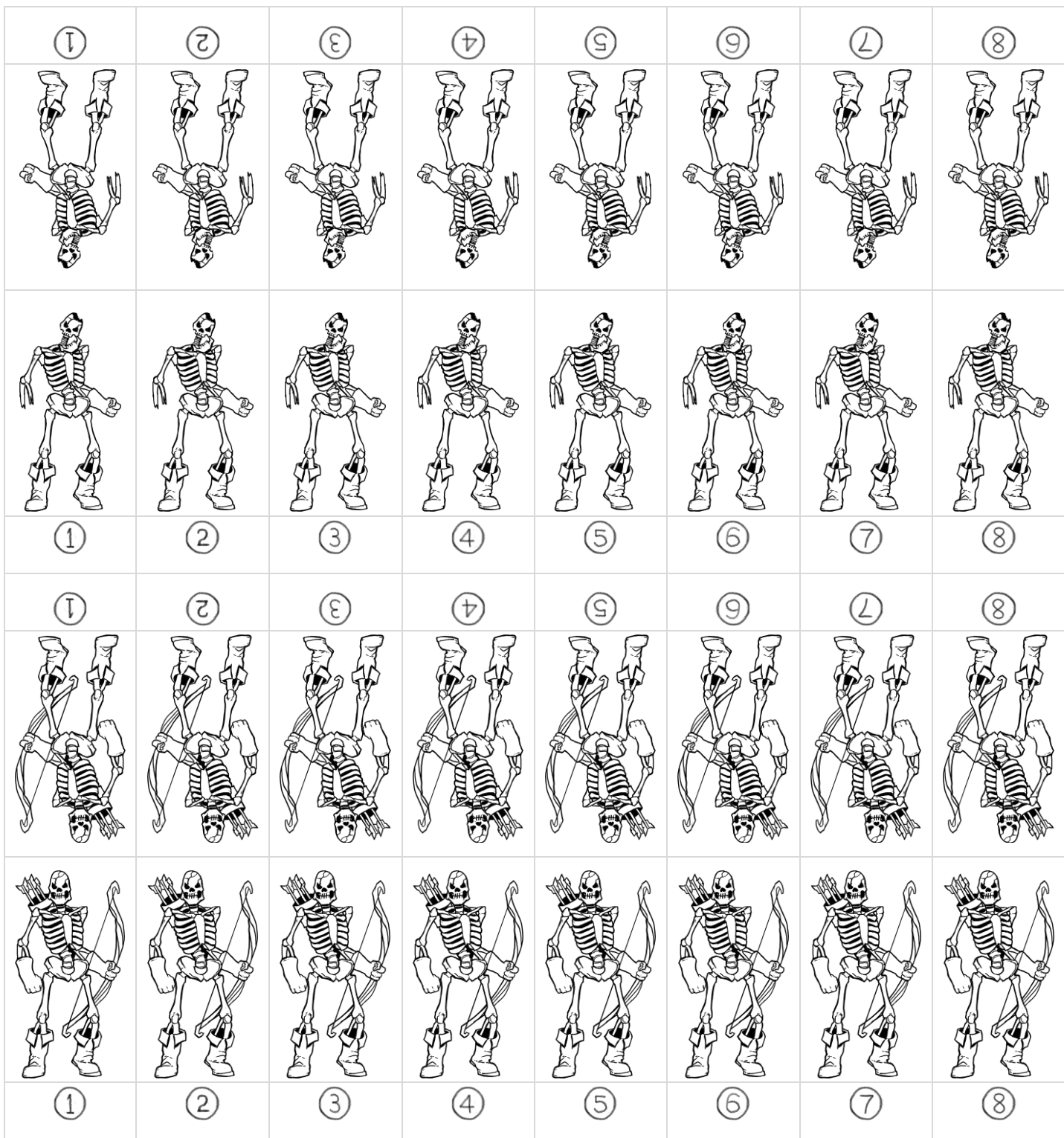
Ghost

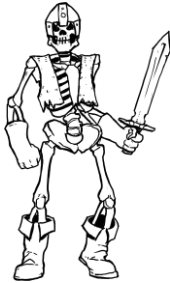
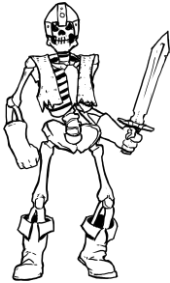
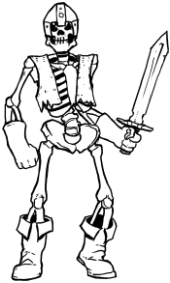
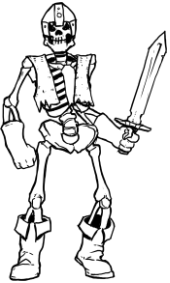
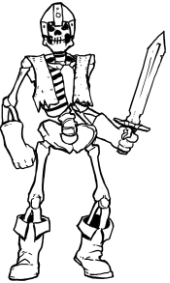
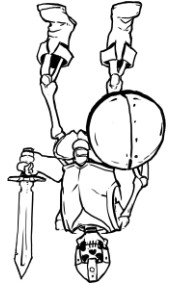
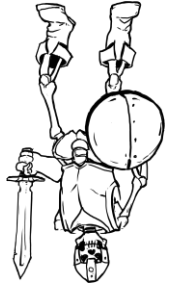
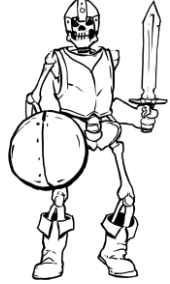
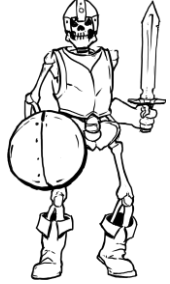
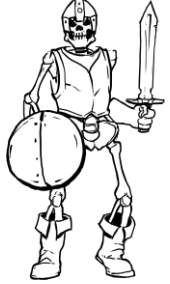
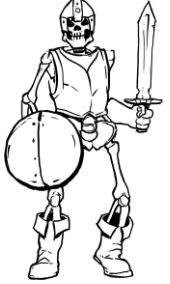
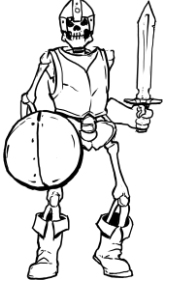
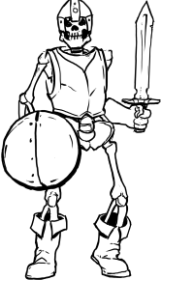
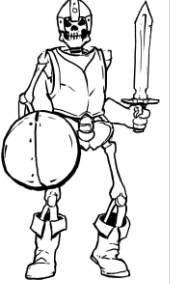
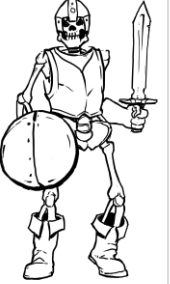


Melee Attack: Spectral Swipe
Melee attack at an adjacent target.

Special Action: Phase Attack
Teleport up to 4 squares and make a
melee attack at an adjacent target.

Bonus Ability: Incorporeal
You can move through characters, walls,
and obstacles, but must end your turn in
an empty square. Additionally, you are
only damaged by attacks that roll a
6 on an attack die.

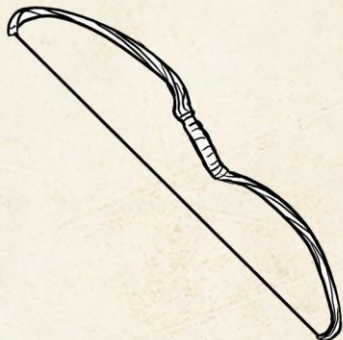


①		②		③		④		⑤		⑥		⑦		⑧				
	①		②		③		④		⑤		⑥		⑦		⑧			
①		②		③		④		⑤		⑥		⑦		⑧		①		
	①		②		③		④		⑤		⑥		⑦		⑧		①	

HERO KIDS

Deepwood Longbow

Equipment



Precision Shot

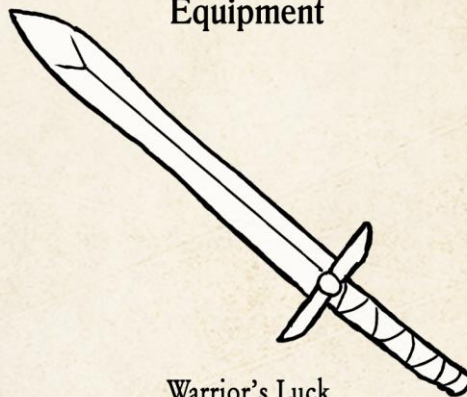
Once per encounter, you can add 1 extra die when you make a ranged attack.

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

HERO KIDS

Lucky Longsword

Equipment



Warrior's Luck

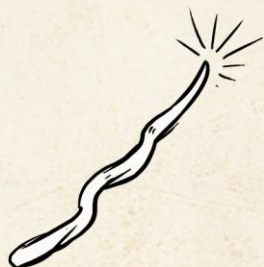
Once per encounter, you can re-roll all of your melee attack dice.

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

HERO KIDS

Magic Wand

Equipment



Arcane Flux

Once per encounter, you can add 1 die when you make a magic attack.

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

HERO KIDS

Lucky Charm

Equipment



Lucky Break

Once per encounter, you can re-roll 1 die in an attack, armor, or ability test.

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