

HERO KIDS



ADVENTURE: BASEMENT O RATS

ENCOUNTERS: FIVE

DIFFICULTY: EASY

DURATION: 30 MINUTES

DESIGNED AND MAPPED

BY

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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 unique monsters in this adventure (king rat) and the standard *Hero Kids* monsters (giant rats)
- Print-outs 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

This five-encounter adventure takes place in the basement and caves beneath the town's tavern.

The hero kids start the adventure having dinner at the tavern. When the tavern's muck-boy is carried off by oversized rats, the hero kids spring into action to get him back.

Adventure Intro

Today's trouble starts in mundane circumstances – dinner at the Block and Tackle, which is the village's tavern. The meal is interrupted by a shriek of alarm from the innkeeper's wife.

You are enjoying your weekly family feast at the Block and Tackle tavern after a hard day of training.

"HELP, HELP!"

Everyone in the tavern stops eating and drinking as Maeve, the innkeeper's wife, bursts into the dining room from the basement.

"Rats, RATS, ENORMOUS RATS" and then, "and they've taken Roger!"

You know Roger, he's Maeve's son and he helps out in the tavern.

"They've taken him down their hidey hole. Please, get down there and get him back for me!"

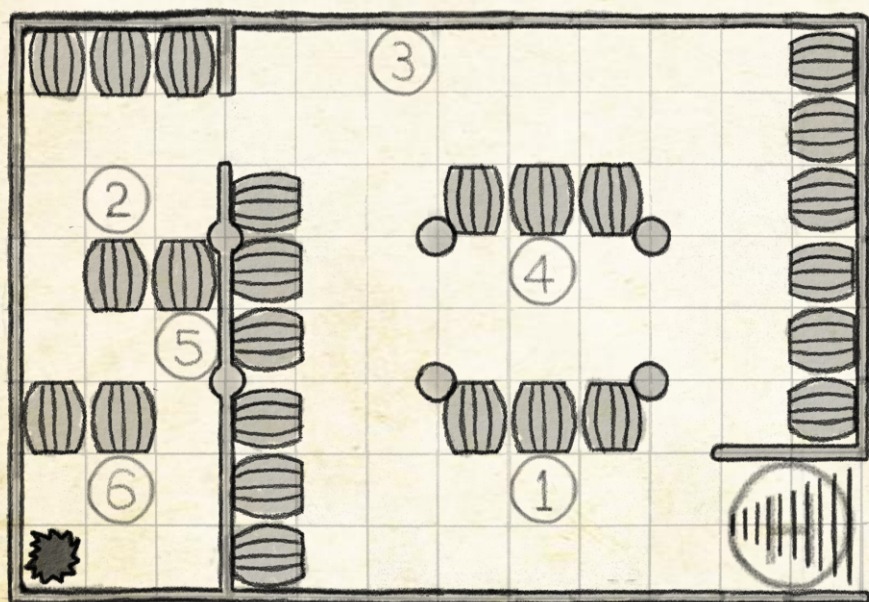
There's a moment of silence as everyone looks to you. Your parents encourage you.

"I hope you're ready for your first adventure."

Encounter 1: Basement Full-O' Rats

The first encounter occurs in the tavern's basement. The heroes start on the stairs and fight their way to the hole in the floor in the bottom-left corner of the map.

Map



Encounter Intro

Following the adventure intro, the heroes are poised to head to the basement to rescue Roger:

You put down your cutlery, pick up your weapons and equipment, then follow Maeve to the entrance to the tavern's basement.

The stairs descend into the dimly lit basement. You immediately smell the putrid stink of rats, and then you hear the patter of their unusually large paws.

At the bottom of the stairs you see flashes of movement. Huge rats scurry between the stacked barrels and sacks of grain that are stored in the tavern's basement.

Encounter Features

The main area of the basement has two stacks of barrels that cannot be climbed over or shot through (with ranged or magic attacks). The second room has a narrow path that forces the players to think about the position of their heroes.

Ability Tests

The heroes can perform these ability tests:

- Intelligence (Perception) test at difficulty 4 to hear Roger's shouts in the distance.
- Intelligence (Knowledge) test at difficulty 5 to know that the basement is often overrun by rats (but not usually this big).

Monsters

This encounter features giant rats, weak minions that use melee attacks against the heroes.

- 1 Hero: 3 x Giant Rats (1) (2)
2 Heroes: 4 x Giant Rats (1) (2) (3)
3 Heroes: 5 x Giant Rats (1) (2) (3) (4) (5)
4 Heroes: 6 x Giant Rats (1) (2) (3) (4) (5) (6)

Use these health boxes to mark off damage:

- | | |
|---------------|---------------|
| (1) Giant Rat | <div>KO</div> |
| (2) Giant Rat | <div>KO</div> |
| (3) Giant Rat | <div>KO</div> |
| (4) Giant Rat | <div>KO</div> |
| (5) Giant Rat | <div>KO</div> |
| (6) Giant Rat | <div>KO</div> |

Tactics

The rats are gorging themselves on food scraps and won't attack the heroes until they are attacked first. Once a rat is attacked, it and any other rats nearby attack the heroes.

Conclusion

Once all of the monsters are KO'd, read (or paraphrase) this:

With a screech, the final rat falls to the ground and then there is silence in the basement.

The silence is short-lived as you hear a distant call for help. The cry comes from the broken floorboards in the south-west corner of the basement.

You look through the broken boards and see a rough dirt tunnel underneath the tavern's basement. Surely it leads to the rats' den.

The heroes can take a short rest to remove damage.

Then hint or encourage them to continue down through the hole in the boards down into the tunnel.

If you want to challenge the players, you can require the heroes to use a rope (or some other improvised equivalent) to climb down to the tunnel.

Encounter 2: Where Does This Cave Go!

The second encounter takes our heroes underground into the caves and caverns beneath the town.

The heroes enter from the bottom-left, and the monsters are not immediately visible.

Map



Encounter Intro

When the heroes enter this area, read this:

You carefully climb down into the tunnel beneath the tavern. The ground is hard-packed under your feet, and the whole place smells like a giant rat's toilet.

Large fungi grow from the walls and give off a soft blue light that illuminates a narrow tunnel to your east.

Encounter Features

A tight tunnel leads from the heroes' starting location into a larger cave. As the first hero enters the large room they will see the first three rats.

There is a raised ledge at the far east of the large cave. This ledge is about 10' high, so the heroes need to come up with a way of climbing up it to continue deeper into the caves.

Additional rats can enter the fight from this ledge and jump down onto the heroes.

Ability Tests

The heroes can perform an Intelligence (Tracking) test at difficulty 4 to see rat tracks heading to the east.

Monsters

This encounter features more giant rats. Feel free to add more rats for extra challenge.

- 1 Hero: 2 x Giant Rats ① ②
2 Heroes: 3 x Giant Rats ① ② ③
3 Heroes: 4 x Giant Rats ① ② ③ ④
4 Heroes: 5 x Giant Rats ① ② ③ ④ ⑤

Use these health boxes to mark off damage:

① Giant Rat	KO
② Giant Rat	KO
③ Giant Rat	KO
④ Giant Rat	KO
⑤ Giant Rat	KO
⑥ Giant Rat	KO
⑦ Extra Giant Rat	KO
⑧ Extra Giant Rat	KO

Tactics

All of these rats engage the heroes with melee attacks. This should be an easy fight, but if things get crowded, you can hold a few of the rats off until a couple of the first ones have been KO'd. The rats that start up on the ledge can jump down to the lower level without penalty.

Conclusion

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

The rats stop their shrieking as you finish off the last of their number, but the place still stinks like a dirty sock. You look up and see a high ledge on the east side of the cave.

Again, the heroes can take a short rest here to remove damage.

To escape this room the players need to work out a way of getting their heroes up to the ledge. Here are a few ideas for you:

- An agile character climbs up the wall
- The heroes form a pyramid and lift someone up
- A hero throws their rope and climbs up
- A strong hero lifts (or throws) another hero

If you use an ability test, use a difficulty of 4.

Encounter 3: Underground Choices!

The third encounter features a fight and then a choice for our heroes.

Here the heroes encounter more rats. Once the rats are defeated, the heroes can decide to continue to the north or the south.

Map



Encounter Intro

When the heroes enter this area, read this:

The high ledge leads to short narrow tunnel which shortly opens out into another large underground chamber. You see tunnel exits from the chamber to the north and south, and a small dark hole in the north wall of the cave.

As you watch, a rat emerges from the hole, takes one look at you and then charges towards you with a ferocious shriek!

Encounter Features

The main feature of this area is the short rat-hole between the cavern and the small cave in the north.

You can use this cave to bring rats into the fight, or even to have rats run and hide from the heroes.

Ability Tests

The heroes can perform an Intelligence (Tracking) test at difficulty 4 to see rat tracks heading to the north (this will give them a hint that the rats' den is to the north, not the south).

Monsters

This encounter features more giant rats. Bring the extra rats on from the north cave during the fight.

- 1 Hero: 2 x Giant Rats (1) (2)
2 Heroes: 3 x Giant Rats (1) (2) (3)
3 Heroes: 4 x Giant Rats (1) (2) (3) (4)
4 Heroes: 6 x Giant Rats (1) (2) (3) (4) (5) (6)

Use these health boxes to mark off damage:

(1) Giant Rat	KO
(2) Giant Rat	KO
(3) Giant Rat	KO
(4) Giant Rat	KO
(5) Giant Rat	KO
(6) Giant Rat	KO
(7) Extra Giant Rat	KO
(8) Extra Giant Rat	KO

Tactics

All of these monsters engage the heroes with melee attacks. Even with the extra rats this should be an easy fight, but if things get crowded, you can hold a few of the rats off until a couple of the rats have been KO'd. For fun, you can run the rats in and out of the connecting rat-hole.

Conclusion

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

You dispatch the final rat and spend a few moments investigating the caves. You find that the rat hole connects the small northern cave section with the main cavern.

The heroes can take a short rest to remove damage.

If the players investigate further, read this:

The horrid smell of rats is strong from the north, and from the south you can hear the faint trickle of water.

When they're ready, they can decide which way to go:

- South to **Encounter 4: A Momentary Detour**
- North to **Encounter 5: Rat Den!**

Encounter 4: A Momentary Detour!

This fourth encounter area is empty. Feel free to keep it empty, or to try something like this:

- There's a monster in the water
- Old man Jenkins has been stuck down here for years
- The water is magical (refills potions, increases strength, something else)
- The heroes see something sparkling at the bottom of the pool; treasure, a potion, or some equipment
- The stalagmites contain the frozen figures of monsters/commoners

Map



Encounter Intro

When the heroes enter this area, read this:

The rocky tunnel turns left and then right before opening into a larger cavern.

The soft blue light from the fungi is reflected in the surface of the pool of water, and the light dances and sparkles on the roof of the cavern.

Encounter Features

This area has two main features, the pool of water and the stalagmites in the middle of the cavern.

Ability Tests

Any ability tests that the players can perform are up to you. Maybe they need to be dexterous to pick up the shiny thing from the bottom of the pool, or maybe a giant tentacle grabs one of the heroes and tries to drag him or her into the water.

If you employ an ability test, use the standard difficulty targets:

- Easy: 4
- Normal: 5
- Hard: 6

Monsters

There may or may not be monsters here, so here are some random boxes for damage!

Use these health boxes to mark off damage:

① Mystery Monster	KO	Hurt	Bruised
② Mystery Monster	KO	Hurt	
③ Mystery Monster	KO	Hurt	
④ Mystery Monster	KO		
⑤ Mystery Monster	KO		
⑥ Mystery Monster	KO		

Tactics

Up to you really.

Conclusion

If the heroes have had a fight here, they can take a short rest to remove damage.

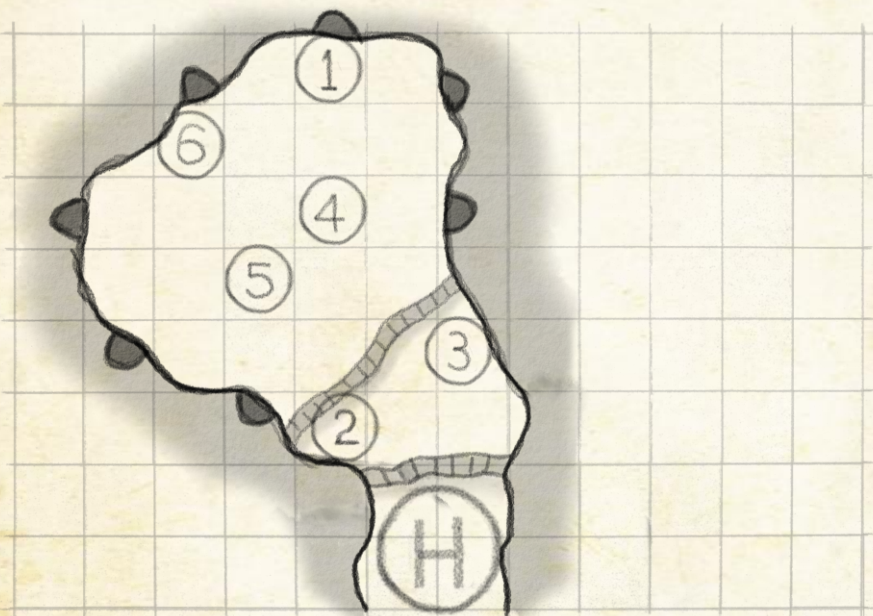
Once the players are ready, they should head back to the north, through the cavern of **Encounter 3**, and onwards to **Encounter 5: Rat Den!**

Encounter 5: Rat Den!

The final encounter is the rats' den.

This climactic battle sees the heroes defeat the rats and their king rat and rescue Roger.

Map



Encounter Intro

When the heroes enter this area, read this:

The stench of rats is almost overwhelming as you push further down the tunnel.

Ahead of you there is a low ledge, perhaps four feet high, and another ledge further along.

You see mangy rats scurrying back and forth on the ledge and you realize that you have entered their filthy den!

The rats suddenly slink backwards.

From behind them emerges a huge rat. It stands up on its hind legs, and wears a crude crown. It points its scepter at you hisses!

Encounter Features

The main features of this area are the two ledges, which are easily scaled (but cost 1 extra square of movement), and the rat holes in all of the walls. The rats can move into these holes and emerge out of any other hole.

Ability Tests

The heroes can attempt an Intelligence (Tracking) test at difficulty 4 to see that the rat holes are interconnected.



Monsters

This encounter features the king rat, plus one extra giant rat for each hero.

1 Hero:	1 x King Rat	①
	1 x Giant Rat	②
2 Heroes:	1 x King Rat	①
	2 x Giant Rats	② ③
3 Heroes:	1 x King Rat	①
	3 x Giant Rats	② ③ ④
4 Heroes:	1 x King Rat	①
	4 x Giant Rats	② ③ ④ ⑤

Use these health boxes to mark off damage:

① King Rat	KO	Hurt	Bruised
② Giant Rat	KO		
③ Giant Rat	KO		
④ Giant Rat	KO		
⑤ Giant Rat	KO		
⑥ Extra Giant Rat	KO		

Tactics

All of these rats (including the king rat) use melee attacks against the heroes. If they've got room, the rats can retreat into the rat holes and emerge from any of the other holes.

Conclusion

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

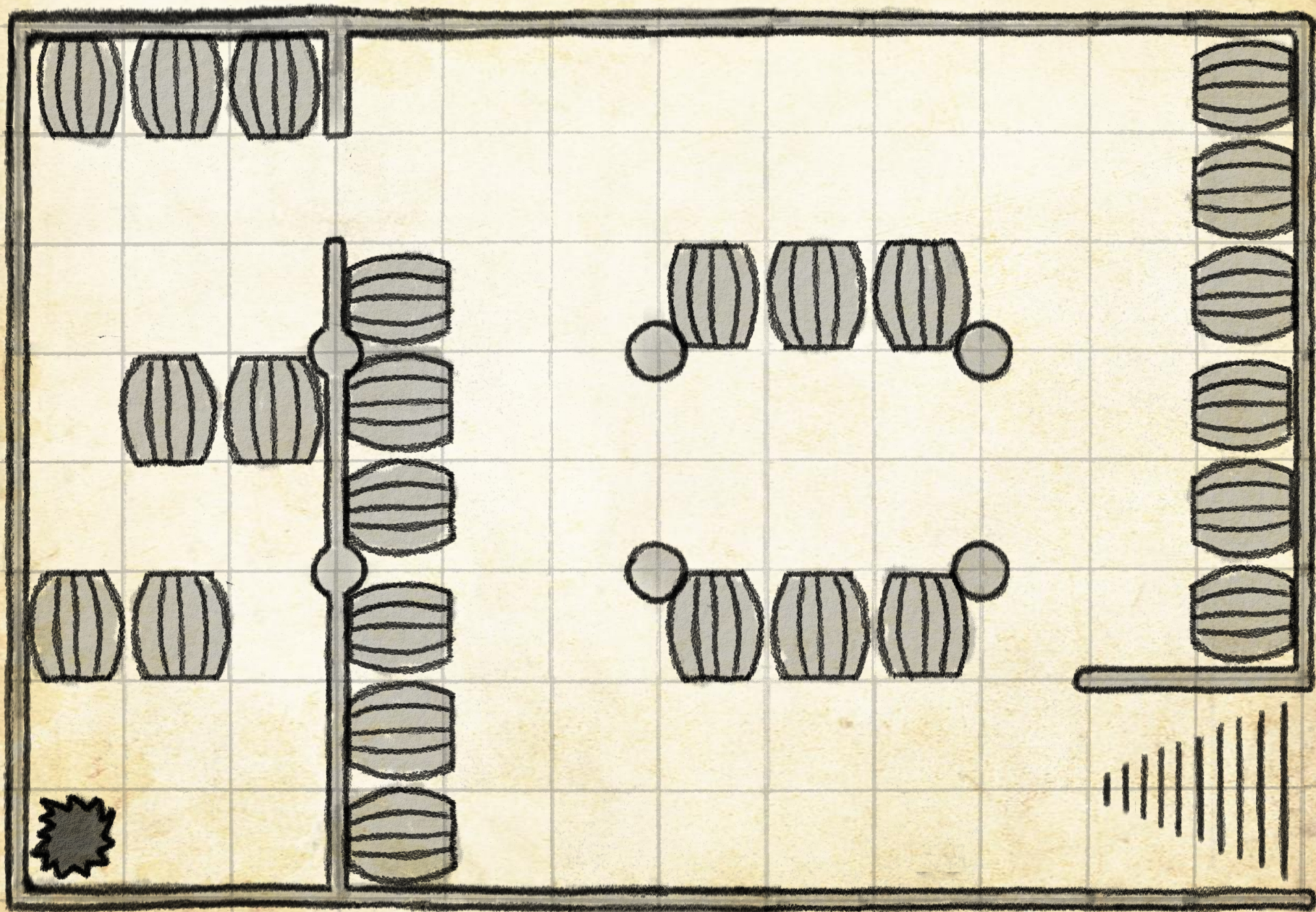
After an epic battle you finally strike down the king rat and his horde of stinky vermin.

In the silence you hear muffled cries from one of the rat holes. You quickly investigate and find Roger hiding in the hole. He's dirty and scared, but relieved to see you:

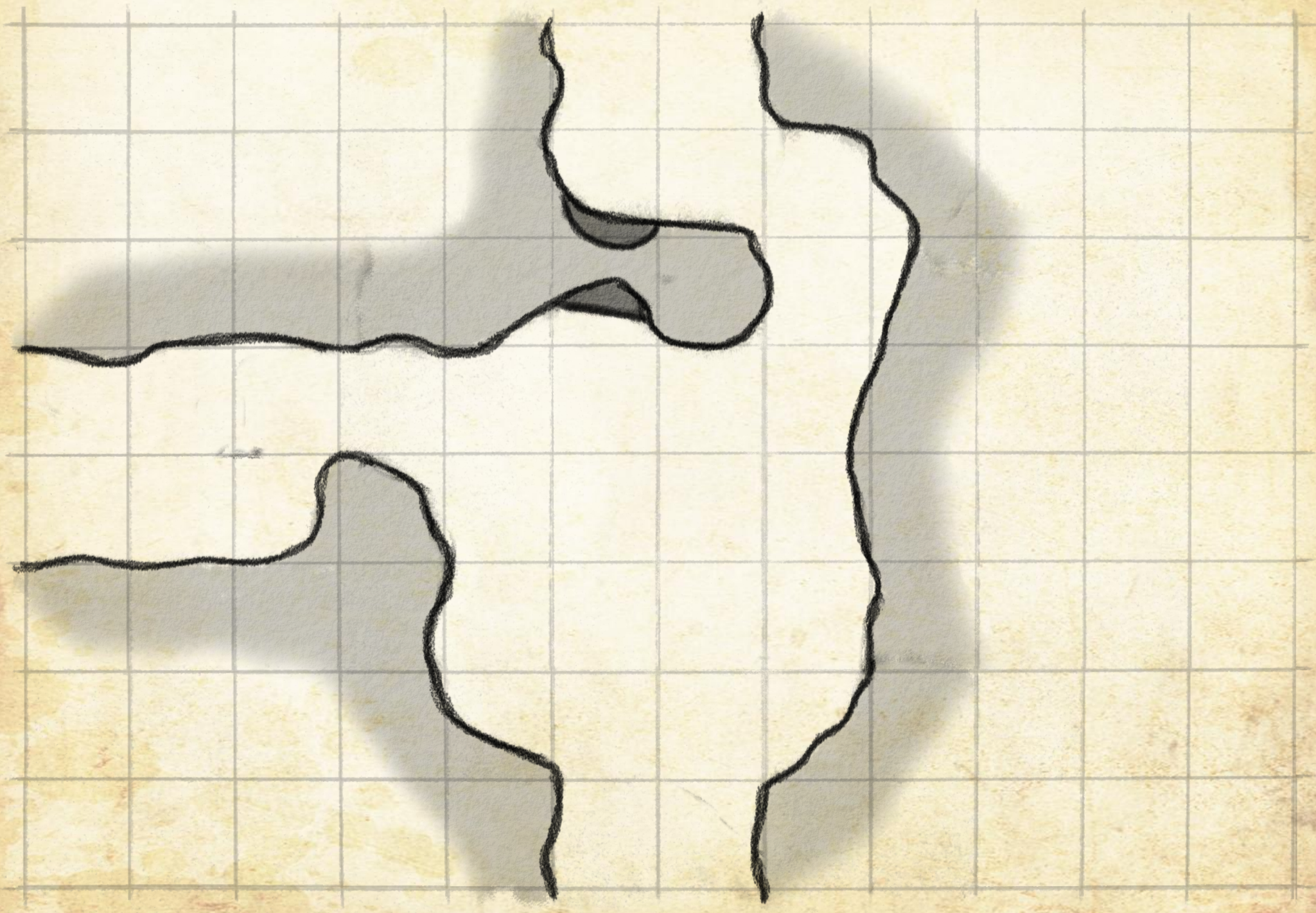
"Thanks! I thought I was a goner for sure. I'd got away from those blighters and hid in the hole, but they woulda got me out sooner or later if you hadn't shown up to get me out!"

He gives you a big hug, which you reluctantly accept because he is pretty filthy.

"I reckon you deserve an extra serve of ice-cream for at least a whole week!"

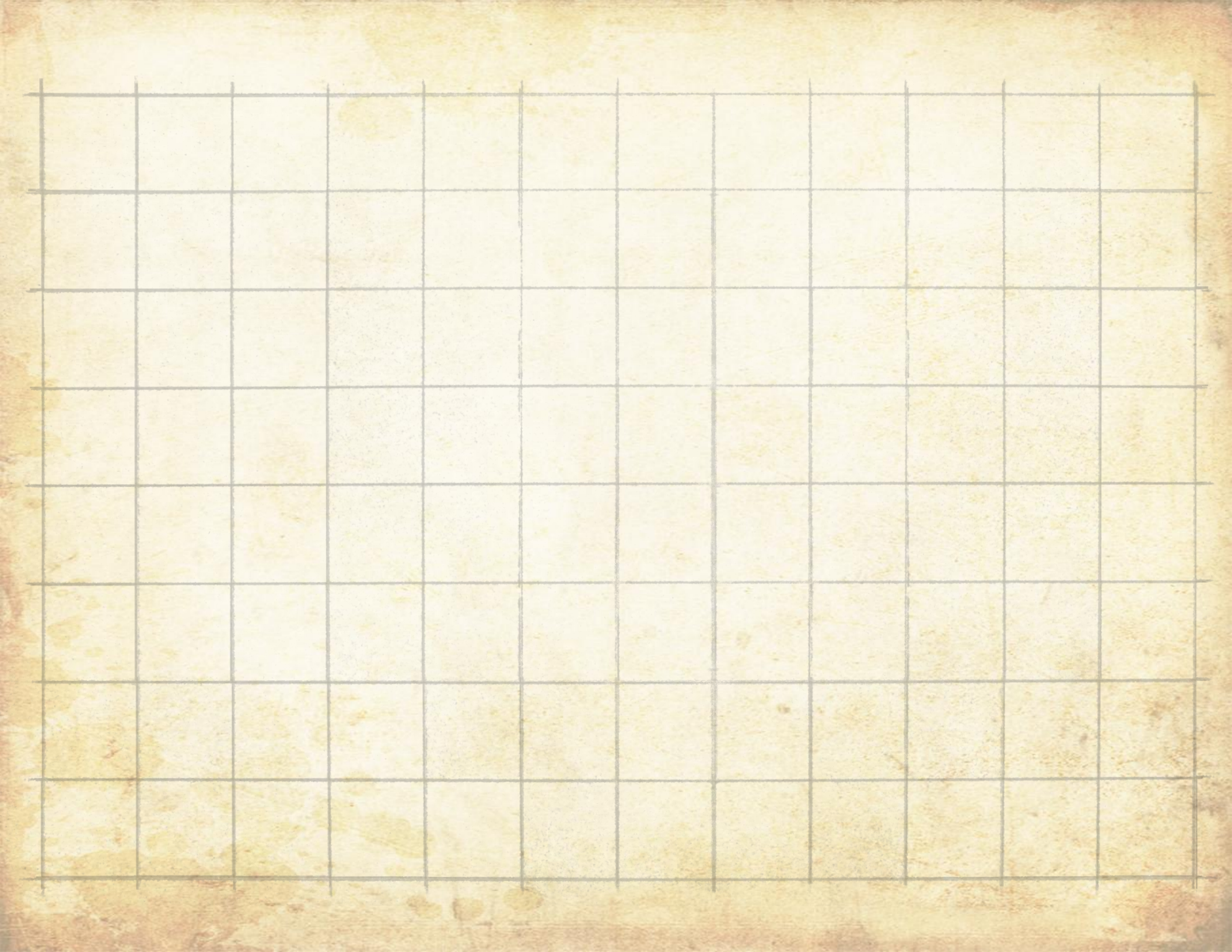














HERO KIDS



Giant Rat



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

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

Bonus Ability: Coward
When you've been attacked since your last turn, you can move 2 extra squares.



HERO KIDS



King Rat



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

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

Bonus Ability: Coward
When you've been attacked since your last turn, you can move 2 extra squares.

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