

HERO KIDS



ADVENTURE: YULETIDE JOURNEY

ENCOUNTERS: SIX
DIFFICULTY: NORMAL
DURATION: 60-90 MINUTES

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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 (wolves)
- 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

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 six-encounter adventure takes place in the winter days before the Yuletide midwinter festival (Christmas). But Odin-Father, who comes to town each year for the feast and with gifts for the town's children, hasn't been heard from, and the kids are sent to find him.

Designers' Notes

This *Hero Kids* adventure lets the players explore the pagan myths and traditions that predate the spread of Christianity. These myths and traditions include the pantheon of 'old' gods, with Odin as the generous and unforgiving Allfather, the midwinter 'Yule' festival, and the annual 'wild hunt'.

If you want a contemporary Christmas adventure, feel free to swap Odin for Santa and Sleipnir for Rudolph.

Adventure Intro

This adventure contains quite a lot of story and role-playing, so feel free to put the spoken passages into your own words, and to break them up with interaction and improvisation with the players.

As winter sets in across the Brecken Vale, you are all in the town square decorating the massive Yule tree, preparing for this year's midwinter festival.

Yuletide is an exciting time for the Vale's children, as Odin-Father comes down from the mountains for the feast, bringing gifts for all of the children.

"Do you think he'll be here soon?" asks one kid.

"I hope he brings me a pony," says another.

"A pony, what would you do with a pony?"

"I'd ride it. Lupon's luck and favor is all I need, then Odin-Father will bring me that pony."

"Don't be silly, Odin-Father doesn't listen to Lupon."

Encounter 1: The Story of Odin-Father

The first encounter is a role-playing encounter where the kids find out about their mission as well as extra information from Eriane.

Encounter Intro

Following the adventure intro, read this introduction or put it into your own words:

You finish adorning the massive Yule tree with decorations and step back to admire your work.

“Kids,” a voice interrupts you from behind. It’s Eriane, the lady who takes care of the orphan kids.

“The Yule tree is decorated and the snows are deepening, but Odin-Father’s messenger raven has not arrived.”

“I am worried that Odin-Father is unhappy with the people of the Vale. He is a generous father to those in his favor, but if he feels that we take his kindness for granted, then winter will be long and hard and the spring frosts will ruin our crops.”

“Even now the sun falls lower and lower each day, and if we do not regain the Allfather’s favor before Yule-day, the sun will fall from the sky and the dark winter will test us all.”

“Grimma tells that Odin-Father cannot be found by grown-ups, so you kids will have to journey to the northern mountains to seek him out, and take a special tribute to regain his favor.”

Ability Tests

All heroes take an Intelligence (Knowledge) test at difficulty 3:

- Odin-Father is the guardian of the Vale, and lives in the mountains at the north end of the valley.*
- Odin-Father brings presents for kids who leave food out for his horse on Yule eve.
- Odin-Father’s horse can fly.

If they roll difficulty 4:

- Odin-Father’s house is very difficult to find.*
- The elves protect Odin on his journey every year.

If they roll difficulty 5:

- Odin-Father collects the souls of the dead, and if he does not come, they linger and haunt the living.
- The elves know the location of Odin-Father’s house, but they keep it secret.*

If the heroes fail at these tests, then Eriane tells them the three facts marked with the * symbol.

Conclusion

Once the kids have worked out their knowledge:

“You children have learned your lessons well. Travel to northern-most depths of the Darkenwold Woods. With luck the elves will guide you to Odin-Father’s house. Take him these gifts, and hope he forgives us.”

Eriane gives the heroes gifts of herbs, food, jewels, and furs as tribute for Odin-Father. Continue to **Encounter 2: The Elves of Darkenwold.**

Encounter 2: The Elves of Darkenwold

The second encounter takes our heroes into the northern reaches of the Darkenwold Woods, where they find the isolated and secretive elven tribe, meet the elf queen Aubrie, and are challenged by the elves to prove their worth.

Encounter Intro

When the heroes enter this area, read this:

You take your ponies along the north road from Rivenshore, following the lazy winding run of the river Camarva and then turning east when the road veers towards the distant Darkenwold Woods.

Light snow falls steadily, blanketing the open fields and rolling hills. The white world gives way to the heavy atmosphere of the close-set trees, and soon you pass a lonely farmstead set just off the road.

Role-Playing

If the kids have played the *Curse of the Shadow Walkers* adventure, they will have been to this farmstead before, and met the girl Saffie, her brother Brin, and her father and mother.

Shortly after passing the farm, you turn off the road to follow a narrow trail that heads north into the forest.

After what seems like hours following the trail, it opens into a clearing that is lit with dappled sunlight.

Sitting in the middle of the clearing is a woman with long

white hair that falls straight down her back.

"I have been waiting for you children," she says.

She stands and steps towards you. She wears a garland crown of flowers that rests on her pointed ears.

You're face to face with a real life elf.

"I am Aubrie, queen of the elves. What brings you small ones this far into the woods?"

The children now have an opportunity to explain their journey to reach the home of Odin-Father. Once they have done that satisfactorily:

"That is a treacherous journey for ones so young. Night is falling. Perhaps you would like to stay the night in our village, and you can tell me more about your quest."

You blink for a moment and Aubrie disappears, leaving you alone in the clearing.

"Come," you're startled to hear her voice from beside you, where she stands with her hand outstretched, beckoning you to follow her.

Aubrie leads you through the snow-covered woods and into a grove of massive trees that tower above you. Wooden ladders and stairs wind their way around the thick trunks of the trees, and platforms are suspended between their branches.

She takes you up into the treetops, where you find comfortable beds waiting for you.

The heroes sleep overnight, and then in the morning:

The next morning you emerge from your treetop hut to find the whole world covered in white snow.

Three elves stand on the platform outside your hut, one with a bow, one with a sword, and the final elf holding a large book filled with magical writing.

“Aubrie asked us to bring you to the training grounds,” the last elf says to you.

They lead you down from the treetops to the ground. As you descend you notice that you are being followed by another elf, one who appears to be about your age.

Once you reach the ground you see that three objects have been set up in the snow; an archery target, a straw man training figure, and a shimmering ice carving.

A flurry of snow blows past the targets. As you watch, Aubrie emerges from the snow right before your eyes.

“Hello again children. You ask us to break our vow to Odin-Friend, and to take you to his house. We too worry for our friend, but we cannot lead you to his home until you have proved yourselves with bow, or sword, or magic.”

“Our three newest fledglings stand ready to accept your challenge.”

Ability Tests

The heroes need to win at least half of these ability tests against the elf fledglings (round up).

So if there is one hero, they need to beat a single elf at a challenge of their choice; if there are two heroes, then one of them needs to win; if there are three heroes, two of them need to win; if there are four heroes, two of them need to win.

For each of the challenges, the winner is the first character to achieve two attack ‘hits’ against the target. Unlike normal ability tests, for these attacks the heroes and the elves use their normal attack dice pools for Melee, Ranged or Magic.

The heroes can attempt these attacks first, and the elf they are challenging has ☐☐☐☐ for each of their attacks.

- **Melee Attack:** Melee pool tests at difficulty 5.
- **Ranged Attack:** Ranged pool tests at difficulty 5.
- **Magic Attack:** Magic pool tests at difficulty 5.

If the children are struggling, then you can have the young elf intervene to assist, either by giving them some advice (which grants them one extra die) or even trying to make the attack. If the heroes fail entirely, then Aubrie grants them another attempt.

Conclusion

Once the kids have beaten the elves' challenges:

"Well done," Aubrie congratulates you, "you have proven yourselves against our young elves, and shown that you are worthy of learning the way to Odin-Friend's home. Gather your belongings, and these elves will show you the secret path up the mountain. You must make the rest of your journey on foot, so we will take care of your ponies until you return."

You collect all of your possessions, say goodbye to your ponies, and find the three elves waiting for you at the northern edge of the white grove. With one last look back at the soaring treetop houses and platforms, you leave the grove and plunge back into the thick woods.

You trek through the snow-white forest for the whole day and at dusk you set up camp with the elves.

You can have the kids make an Intelligence (Perception) test at difficult 4 to spot the young elf:

As you're setting up the tents, you notice someone watching you from behind a mound of snow- it's that young elf from the village.

The young elf has followed the group, and wants to continue with the players' heroes up to the mountain home of Odin-Father. This is an opportunity for the players to add another hero to their group or for the GM to run the elf for the adventure.

Continuing:

The next morning you set off again and you soon emerge from the woods. Ahead of you, rolling foothills skirt the mighty Druinhowe Mountains.

The elves lead you through the foothills to the base of the mountains. A snow-dappled path winds its way up the mountain and disappears into the thick clouds that shroud its topmost peaks.

"Up there in the clouds," says one of the elves, "is where your Odin-Father lives. We can go no farther, so you are on your own from here."

"This path takes you up to his home, but it is protected by wards that confuse unwanted visitors. Take care, for the mountain is home to wild beasts that seek out Odin-Friend's home to sate their dire hunger. May queen Aubrie's favor guide you on your journey."

Bidding the three elves goodbye, you begin your climb up the mountain track.

If the young elf has joined the players' heroes, then he or she continues with them from here.

If you want an additional combat encounter and have at least two heroes, you can proceed to **Encounter 3: Giants on the Track**, otherwise, you can jump straight to **Encounter 4: Up the Mountain**.

Encounter 3: Giants on the Track

This third encounter is an optional combat encounter against one or two hill giants, fierce creatures who prowl the lower reaches of the Druinhowe Mountains.

Due to the strength of these monsters, this encounter should be skipped (or made easier) if there is only one hero undertaking this quest. Additionally, you can also skip this encounter if your players will be happy with a single combat encounter in this adventure (which will be the battle with the dire wolf Fenrir and his pack).

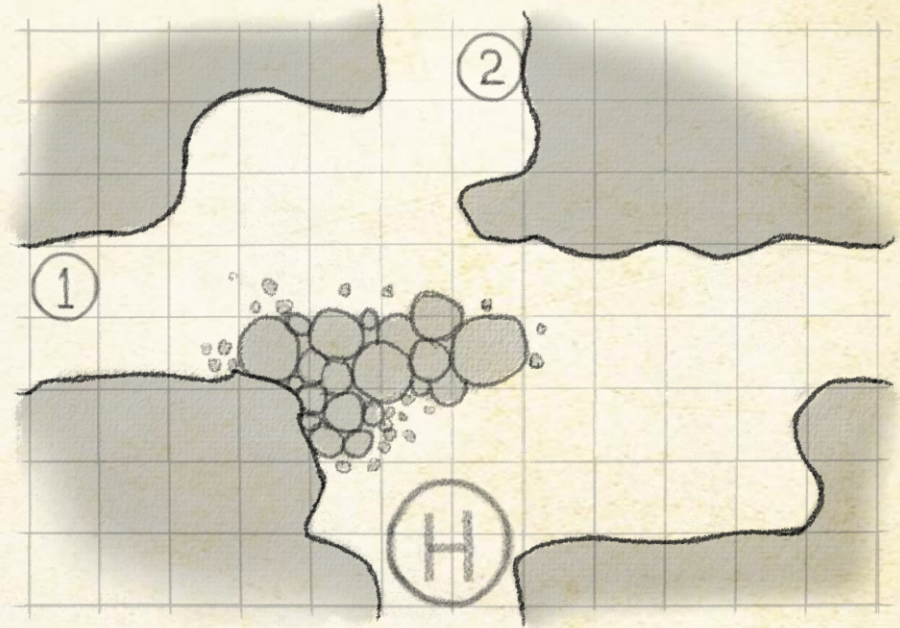
Encounter Intro

When the heroes bid farewell to the elves:

You leave the foothills behind and begin the hard climb into the mountains. The shale path winds through a maze of rocky crags.

As you round a corner, a huge rock flies past you and smashes into the cliff. A huge creature emerges from behind a boulder – it's a giant!

Map



Encounter Features

The steep cliffs are mostly impassable (your call), while the rocky outcrops are obstacles that require two squares of movement.

Tactics

The giants use melee and ranged attacks against the heroes and they use the rocky obstacles to their advantage, staying behind them and using ranged attacks. If the heroes surround a giant, it will try to use its special action to attack multiple opponents.

Monsters

This encounter features one or two hill giants. These monsters are strong melee fighters, but they are also capable ranged attackers.

2 Heroes: 1 x Hill Giant ①

3 Heroes: 1 x Hill Giant ①

4 Heroes: 2 x Hill Giants ① ②

Use these health boxes to mark off damage:

① Hill Giant

KO	Hurt	Bruised
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② Hill Giant

KO	Hurt	Bruised
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Conclusion

Once the giants are KO'd, read (or rephrase) this:

The giant crashes to the ground sending a cloud of snow into the air. The giant's deep slumber shakes the ground and rattles the loose rocks.

Not wanting to wait around to see if there are more of these brutes, you hurry along the track up into the mountains.

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

Continue to **Encounter 4: Up the Mountain.**



Encounter 4: Up the Mountain

The fourth encounter features the journey up the mountain track to Odin-Father's house.

Here the heroes encounter several challenges; an avalanche they must avoid and a choice of path warded to confuse wanderers and unwanted guests.

Encounter Intro

When the heroes begin their climb up the mountain:

The flurries have covered the ground with a thick layer of snow, but some magic keeps the track clear enough for you to see the route up the mountain.

You follow the winding track for several hours. You pause for a rest and some food.

Below you, the mountain slopes to foothills, behind them the thick forest of the elves and beyond those the long curved valley of the Brecken Vale.

Ability Tests

There are several ability tests here. If the heroes fail either of these they take 1 damage.

Warded Path

The first is a simple choice of paths, warded to confuse and disorient.

Not long after you continue your climb, the track bends around a corner and splits in two, one path heading up and the other dropping down for a while before disappearing into jagged rocks.

The players can choose which track to follow.

They can attempt an Intelligence (Tracking) test at difficulty 6 to work out that the 'lower' track is the correct one.

If they succeed at the test:

You carefully inspect the two diverging tracks for signs of activity. You notice that a few of the rocks on the lower track are overturned indicating some recent use, while the other path does not appear to have been used.

If they fail the ability test:

Despite your attempts, you can't see any difference between the upper and lower tracks.

If the players choose the upper path:

You choose the upper path, assuming that it will head higher up the mountain and take you to your destination. Unfortunately, the track winds aimlessly around the mountain, and by the time you finally give up, and return back to the fork in the path, you are cold, battered, and bruised.

The heroes all take 1 damage if they followed the upper track.

If they choose the lower path:

The track drops down for a short time then climbs sharply, doubles back, and snakes up the mountain.

Avalanche

The second test is to avoid a dangerous avalanche:

As the track enters the clouds you find yourself in a white-shrouded world, with only the ground under your feet to tell you that you're still alive.

The snow is piled in towering drifts on the high side of the track, and then drops steeply on the low side.

The heroes can make an Intelligence (Perception) test at difficult 6 to detect the avalanche. If they succeed:

There's a faint rumbling as the earth trembles under your feet.

With knowledge of the avalanche, heroes who made the test receive 1 extra die for their next ability test.

You look up and see a wall of snow come crashing down the mountain towards you. You look around to find somewhere to shelter from the avalanche!

Have the heroes make a Dexterity test at difficult 5 to successfully shelter from the avalanche. If they succeed this test:

You dive behind a rock and hang on as the maelstrom of snow washes over you.

If they fail the Dexterity test:

The snow picks you up and tosses you down the mountain like a ragdoll. Finally you come to a stop, and dig your way out of the deep snow.

Heroes who failed the Dexterity test take 1 damage.

Conclusion

Once the avalanche has passed:

You drag yourself out of the snow and find that the passing avalanche has swept the snow from the track, clearing a path up the mountain towards a sturdy wooden house that is visible in the distance.

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

Up next is **Encounter 5: Fenrir the Dire Wolf**.

Encounter 5: Fenrir the Dire Wolf

The fifth encounter is a battle with Fenrir, the dire wolf who is Odin's perennial nemesis, and his pack.

Encounter Intro

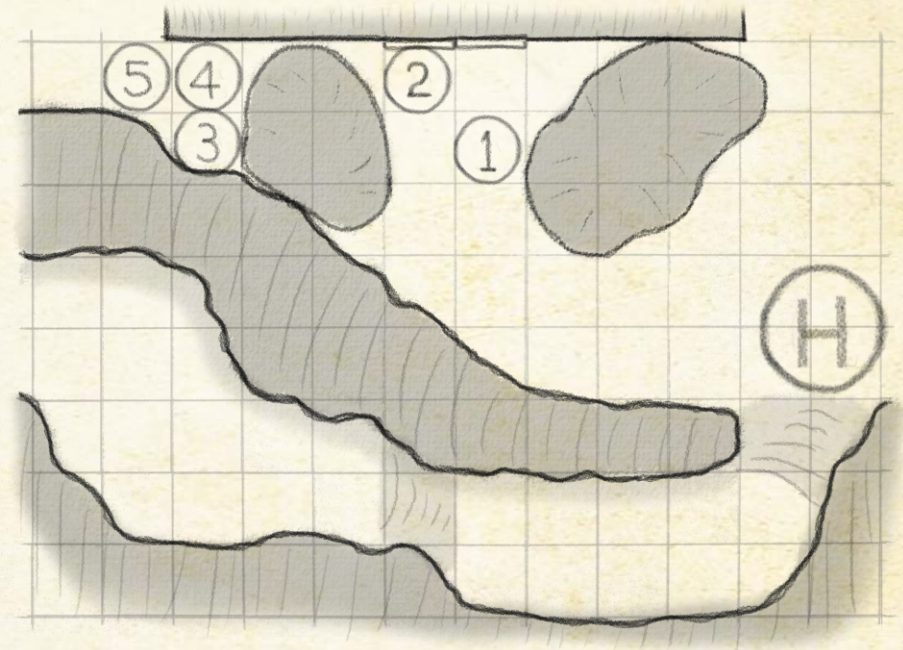
When the heroes approach Odin's house, read:

You continue along the track towards the mountain house, nervous that you are so close to the home of the Allfather, but excited that your long journey is almost at an end.

The track crests a final rise and you find yourself at the edge of a large snowy clearing in front of the house.

Before you can take another step, you hear a guttural growl, and a huge wolf leaps over a snowdrift and lands between you and the house.

Map



Encounter Features

The deep snowdrifts are obstacles that require two squares of movement. The solid walls are impassable. The steep cliffs are mostly impassable (your call), and heroes and monsters can be knocked off them onto the lower path (taking 1 damage for the fall).

Tactics

The dire wolf and the wolves use melee attacks against the heroes. If the dire wolf is KO'd while some of the wolves are still alive, they may flee into the snow.

Monsters

This encounter features the dire wolf Fenrir and additional wolves. These monsters are moderately tough and use melee attacks against the heroes.

- | | | |
|-----------|---------------|---------|
| 1 Hero: | 1 x Dire Wolf | ① |
| 2 Heroes: | 1 x Dire Wolf | ① |
| | 1 x Wolf | ② |
| 3 Heroes: | 1 x Dire Wolf | ① |
| | 3 x Wolves | ② ③ ④ |
| 4 Heroes: | 1 x Dire Wolf | ① |
| | 4 x Wolves | ② ③ ④ ⑤ |

Use these health boxes to mark off damage:

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



Conclusion

Once the wolves are KO'd, read (or rephrase) this:

*The wolf whines and whimpers as it slinks off into the snow, its tail between its legs.
The entrance to Odin-Father's home lies on the other side of the clearing.*

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

The next encounter is **Encounter 6: Odin-Sleep**.

Encounter 6: Odin-Sleep

This final encounter sees the heroes finally reach Odin-Father, who is in a magical slumber. The kids must work out how to wake him.

Encounter Intro

When the heroes approach the house, read this:

You tentatively approach Odin-Father's mountain home. The massive doors are slightly ajar.

When the heroes push open the doors:

The doors scrape against the stone floor as you push them open. The cold wind blows snow into the house's main room. You step in and blink for a moment as your eyes adjust to the dim light.

In the middle of the main room is a long table laid out with a feast fit for the gods. Sitting at the head of the table is Odin-Father, his grey hair falling down around his shoulders, and dressed in a red robe and a peaked hat. He is slumped in his seat, his head resting on his chest, and his eyes closed.

When the heroes approach Odin-Father:

As you step closer you see that Odin-Father's chest is rising and falling as he takes deep slumbering breaths.

Ability Tests

All heroes take an Intelligence (Knowledge /Herbs) test at difficulty 3. If they succeed:

- Odin-Father's food is only partially eaten.
- A weird powder has been sprinkled on his food.

If they equal or beat difficulty 4:

- The powder has put Odin-Father into a long sleep.
- If Odin-Father doesn't wake, he'll miss the Yuletide festival.

If they equal or beat difficulty 5:

- The poison is made from a rare mountain herb.
- The antidote can be prepared from the same herb.

If the kids fail at these tests, then the young elf will help, if he or she is with the kids. Otherwise, you will have to provide them with this information.

You hear clomping hooves from the rear of the house.

If the kids investigate, they discover the stable containing Sleipnir, Odin's eight-legged horse.

The heroes can take a Strength (Athletics) or Dexterity (Acrobatics) test at difficulty 5. When they succeed, they can ride Sleipnir.

You leap onto Sleipnir and his eight hooves ring on the stone floor. He trots out of the stable and around to the clearing at the front of the house. The horse pauses for a moment, his front hooves digging impatiently at the ground. With a start he gallops towards the edge of the cliff. At the last moment he leaps into the air and carries

you up into the clouds.

The horse plunges down through the clouds and you soon emerge into clear air, giving you a spectacular view of the entire valley stretching away to the south.

You guide Sleipnir down to land in a sheltered dell at the base of the mountains.

The heroes can take an Intelligence test (Herbs) at difficult 4. If they succeed, they find the herbs:

You quickly find the herbs you're looking for in the shadow of an overhanging rock.

If they fail the test, their search takes longer:

You search the entire dell looking for the herbs as Sleipnir watches impatiently. Eventually you find the herbs hidden under an overhanging rock.

Conclusion

Once they have the herbs:

Sleipnir stamps at the ground to hurry you up as you climb onto his back. He rears up and leaps into the sky, his eight strong legs running through the air, climbing higher and higher towards the cloudy peaks of Odin-Father's mountain.

You pass through the clouds and Sleipnir gallops towards the open front door of Odin's home. He lands heavily inside the door and slides to a halt, his hooves striking burning sparks on the stone floor.

You leap off the horse and run over to Odin-Father. You carefully prepare the antidote from the herbs and push the

mixture into Odin-Father's mouth, then follow it with a sip of water.

After a few moments Odin coughs and jerks awake, startled.

"What?!? What happened? Who are you children?"

After the kids have explained what happened:

"Thank you children for bringing me such beautiful gifts. I was not angry at the people of the Vale. Someone has been up to some mischief, and I think I know who it was..." he trails off.

"Children," he says, "it's Yuletide tonight! We must hurry down to your village with the presents for your friends. Quickly, help me load up my sack."

You help load the sack with gifts for all of the other kids in Rivenshore while Odin-Father harnesses Sleipnir. Once the sack is loaded and Sleipnir in position, he takes the reins.

"Come sit with me children. We must leave now if we're going to reach Rivenshore in time for the Yuletide feast! Sleipnir, fly!"

You arrive back in Rivenshore just as the sun is setting on midwinter eve.

You watch as children run from their houses and flock around Sleipnir as Odin-Father hands out presents.

You join the queue behind the other kids and finally it's your turn. Odin-Father reaches deep into his sack and then pulls his hand out empty.

"I'm sorry children, but my helpers appear to have

forgotten presents for you this year,” he winks at you.

“But perhaps I have a gift for you after all. You can choose something of mine for your gift. My Yuletide sack always gives me something I need, or my Wild Hunt Hat helps when tracking animals or people.”

“And now, I bid you goodbye until next year!”

“Godspeed!” you shout back to him.

He looks down at you and smiles, “always...”

Sleipnir rears up onto his hind legs and bounds into the air, carrying Odin-Father into the distance.

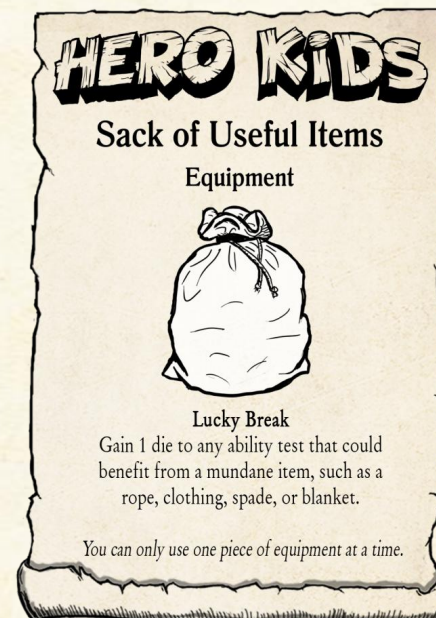
The Yuletide feast continues late into the night, and you finally fall asleep well after the last bell.

The next morning you wake early and step outside into the snow. You’re surprised to see your pony back in the stable, happily munching on fresh hay.

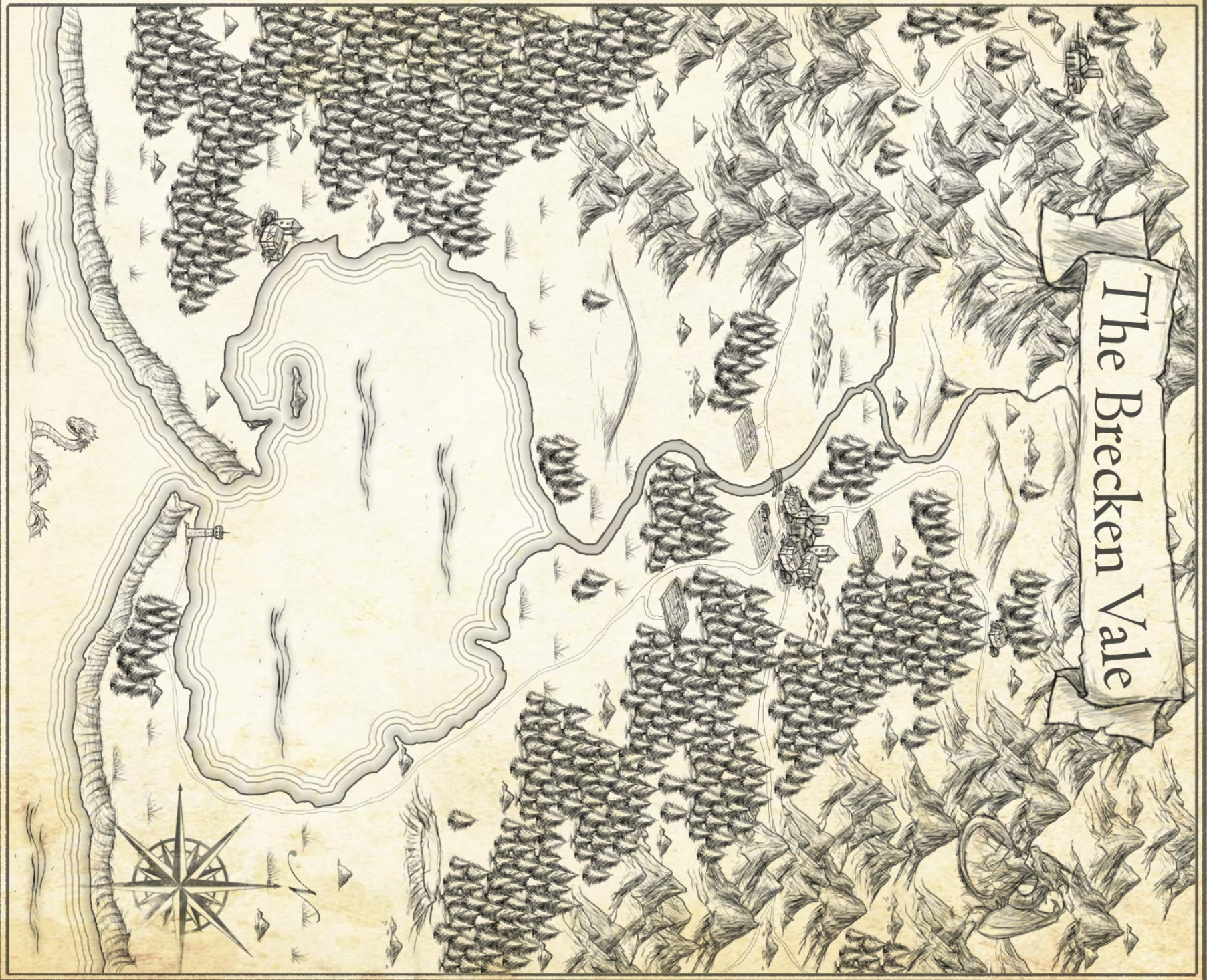
You catch sight of something moving beyond the edge of the village, and there you see a group of elves who turn to look back at you. They raise their hands in a silent waved salute, then they disappear into the snowy trees.

Treasure

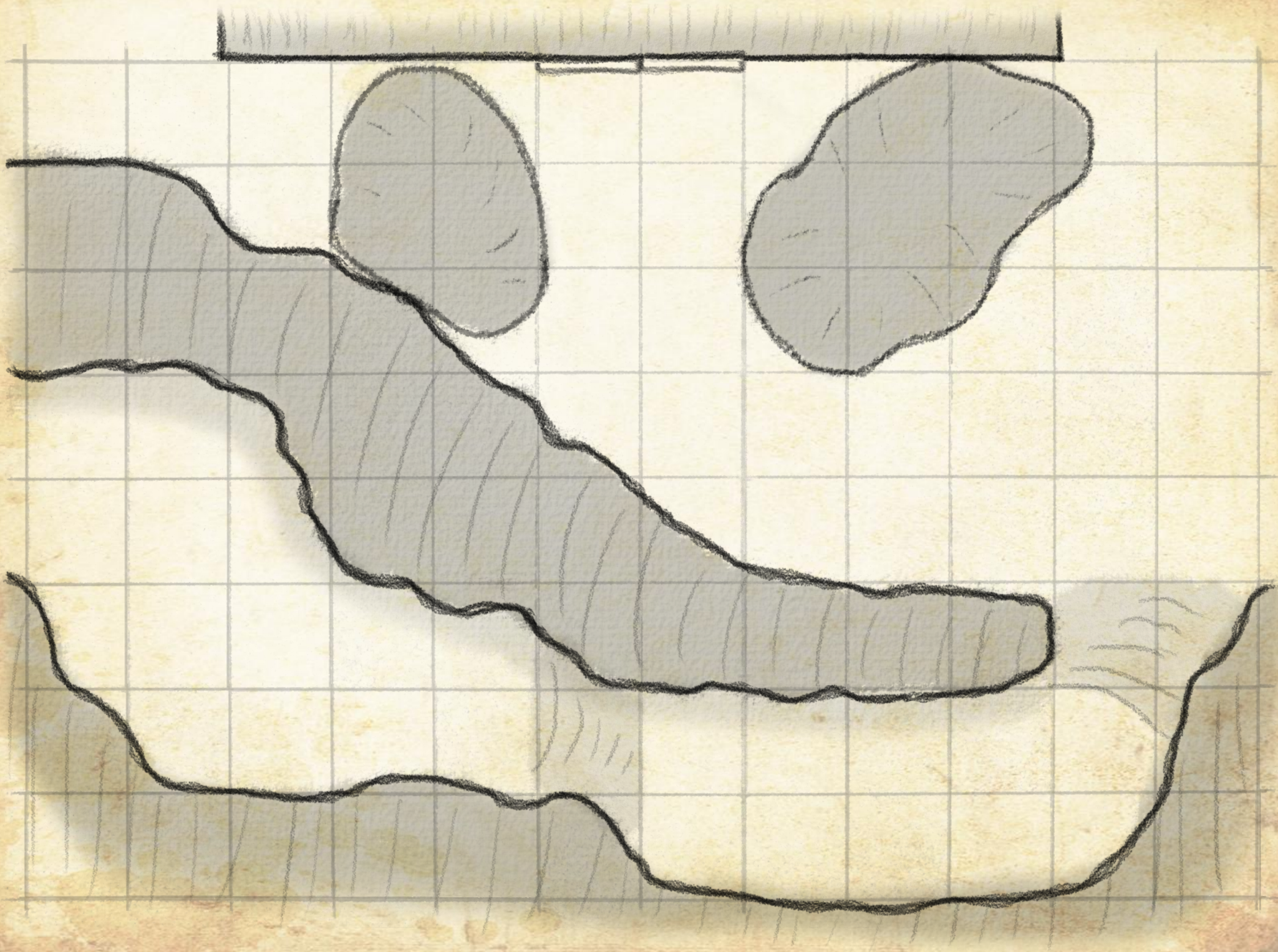
After the monster cards and stand-ups you’ll find Odin-Father’s treasure for your heroes. Print them out and cut them like you would a Hero Card.



The Brecken Vale









HERO KIDS



Wolf



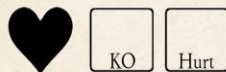
Melee Attack: Ferocious Bite
Melee attack at an adjacent target.



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



Bonus Ability: Sure-Footed
You can traverse obstacles without penalty.



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Dire Wolf



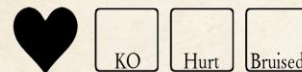
Melee Attack: Ferocious Bite
Melee attack at an adjacent target.



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



Bonus Ability: Sure-Footed
You can traverse obstacles without penalty.



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Hill Giant



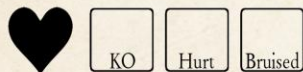
Melee Attack: Crushing Blow
Melee attack at an adjacent target.



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



Special Action: Sweeping Blow
If you have two adjacent targets that are also adjacent to each other, you can make melee attacks at both, the second target is attacked with 1 fewer dice.



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



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Druid: _____



Magic Attack: Nature's Wrath

Magic attack at a target up to 4 squares away.

Special Action: Tangling Roots

Magic attack at a target up to 4 squares away with 1 fewer dice; if the attack hits the target also cannot move on its next turn.

Bonus Ability: Barkskin

When you are not at full health, your armor pool gains 1 extra die.

Inventory and Skills



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Woodswalker: _____



Ranged Attack: Arrow Shot

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

Special Action: Long Shot

Ranged attack at a target up to 8 squares away using 1 fewer dice (cannot attack adjacent targets).

Bonus Ability: Ricochet Shot

When there is an appropriately positioned wall or object, you can bounce your shots around corners.

Inventory and Skills



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Sack of Useful Items

Equipment



Lucky Break

Gain 1 die to any ability test that could benefit from a mundane item, such as a rope, clothing, spade, or blanket.

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

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Wild Hunt Hat

Equipment



Follow the Trail

Gain 1 die to Intelligence (Tracking) ability tests.

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

①	②	③	④
A line drawing of a Hero Kid character, upside down, holding a bone in their right hand.	A line drawing of a Hero Kid character, upside down, holding a bone in their right hand.	A line drawing of a Hero Kid character, upside down, holding a bone in their right hand.	A line drawing of a Hero Kid character, upside down, holding a bone in their right hand.
A line drawing of a Hero Kid character, standing, holding a bone in their right hand.	A line drawing of a Hero Kid character, standing, holding a bone in their right hand.	A line drawing of a Hero Kid character, standing, holding a bone in their right hand.	A line drawing of a Hero Kid character, standing, holding a bone in their right hand.
①	②	③	④