

HERO KIDS CREATOR'S GUILD



ADVENTURE: TREASURED POSSESSIONS

ENCOUNTERS: 5

DIFFICULTY: NORMAL

DURATION: 30-45 MINUTES

DESIGNED AND MAPPED

BY

KYOJIN STUDIOS



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herokidsrpg.blogspot.com
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ADVENTURE

Designed by Jeremy & Michael Manson

Mapped by Michael Manson

Version: 0.1 (Build 1)

Changelog:

- 0.1 Play tested, drafting complete.

Hero Kids Creator's Guild Adventure

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

- Hero Cards for each player
- Monster Cards for the monsters (Snakes, Spiders, Lizardkin)
- 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 four-encounter adventure takes the Hero Kids from town to retrieve the possessions of the Mayor from a disgruntled ex-employee. The most treasured possession of Sergeant Fluffy-1Cuddles is the Mayor's teddy bear.

Adventure Intro

Today's trouble starts when you are asked to go to the Town Mayor's office.

As you are strolling through the town square when the sheriff stops you.

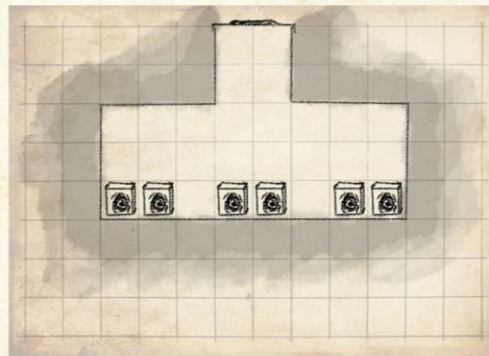
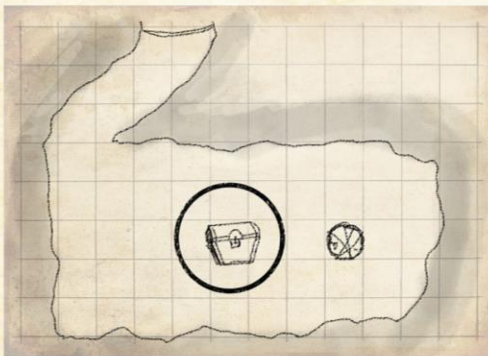
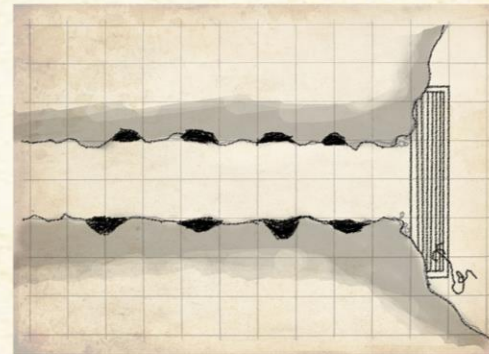
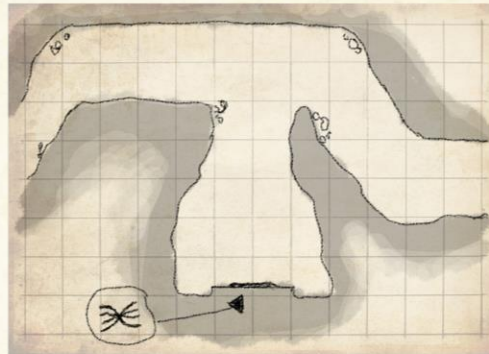
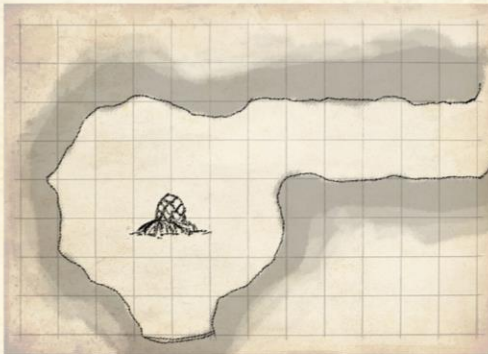
"The Mayor has a matter that needs your attention and asks you head straight to his house to hear more."

You head to the Mayor's house and are greeted at the door

"Come in, come in. Thank you for your quick attendance." He leads you through to a back room where a table is covered by a sprawled-out map of The Brecken Vale. "I have a delicate issue that I have called you here to assist me with. A previous militia member named Borsk has broken into my house and stolen memorabilia from heroes of the past. I have had a tracking spell place amongst some the items taken." He places a list of items down on the table and then a small letter opener that begins sliding across the map to an area where the Darkenwold Woods meet the edge of the Druinhowe Mountains. "I would usually have the Sherriff and his men deal with a retrieval like this but there is one item not on the list I need you to retrieve, but I need your discretion." The Mayor takes out a picture of a teddy bear wearing a badge. "This is Sergeant Fluffy-Cuddles by Teddy. If you can bring him back to me safely and secretly I will be forever grateful to you." He hands you the tracking item and rolled up map.

Map of the cave

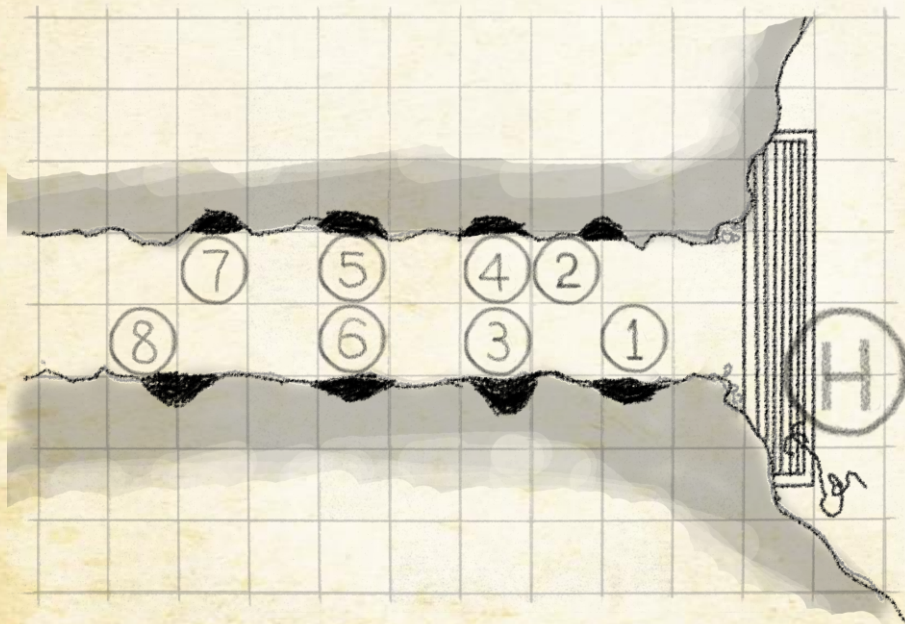
This cave contains not only the treasure but a hidden room that has the key to unlocking the stolen memorabilia.



Encounter 1: Why did it have to be snakes?

The kids easily use the map and tracking item to find the location of the hideout. The first encounter begins at the bottom of a cliff face. High above the heroes, on the cliff face a wooden platform sticks out from a cave entrance. The edge of a coiled rope can be seen on the platform.

Map



Encounter Intro

When the heroes enter this area, read this:

As you step out of the dense forest you stand in front of a vertical cliff face reaching high into the mountains. This is where the tracking device has led you.

Encounter Features

This encounter leads the kids into the hideout of the militia-man. He has his lair deeper into the cave past animal homes to help protect him. The kids must first get up to the cave entrance then pass the first guardians

Ability Tests

The heroes can perform a Strength (Climbing) test at difficulty 6 to climb the cliff face. A Strength (Athletics) test at difficulty 5 will throw a new rope up or hit the rope hanging over the edge to make it fall down for the kids to use. Once inside the cave entrance a Dexterity (Stealth) test at difficulty 6 will allow a kid to pass the snake holes without alerting them. This may split the party to either side of the snakes if some succeed and some fail.

A dimly lit cave entrance leads in from the wooden platform. Small holes litter the hallway and dirt and rubble is crisscrossed with the tracks of slithering animals. The tracking device points deeper into the mountain.

Monsters

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

- 1 Hero: 2 x Hissing Snakes ① ②
2 Heroes: 4 x Hissing Snakes ① ② ③ ④
3 Heroes: 6 x Hissing Snakes ① ② ③ ④ ⑤ ⑥
4 Heroes: 8 x Hissing Snakes ① ② ③ ④ ⑤ ⑥
⑦ ⑧

Use these health boxes to mark off damage:

- | | |
|-----------------|---------------|
| ① Hissing Snake | <div>KO</div> |
| ② Hissing Snake | <div>KO</div> |
| ③ Hissing Snake | <div>KO</div> |
| ④ Hissing Snake | <div>KO</div> |
| ⑤ Hissing Snake | <div>KO</div> |
| ⑥ Hissing Snake | <div>KO</div> |
| ⑦ Hissing Snake | <div>KO</div> |

⑧ Hissing Snake



Tactics

All of these monsters engage the heroes with melee attacks. This should be an easy fight, but if things get crowded, you can hold a few of the snakes off until a couple of the snakes have been KO'd. For fun, you can slither the snakes in and out of the connecting holes.

Conclusion

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

You dispatch the last snake, the remaining holes in the wall appear to be empty.

The heroes can take a short rest to remove damage.

If the players investigate further, read this:

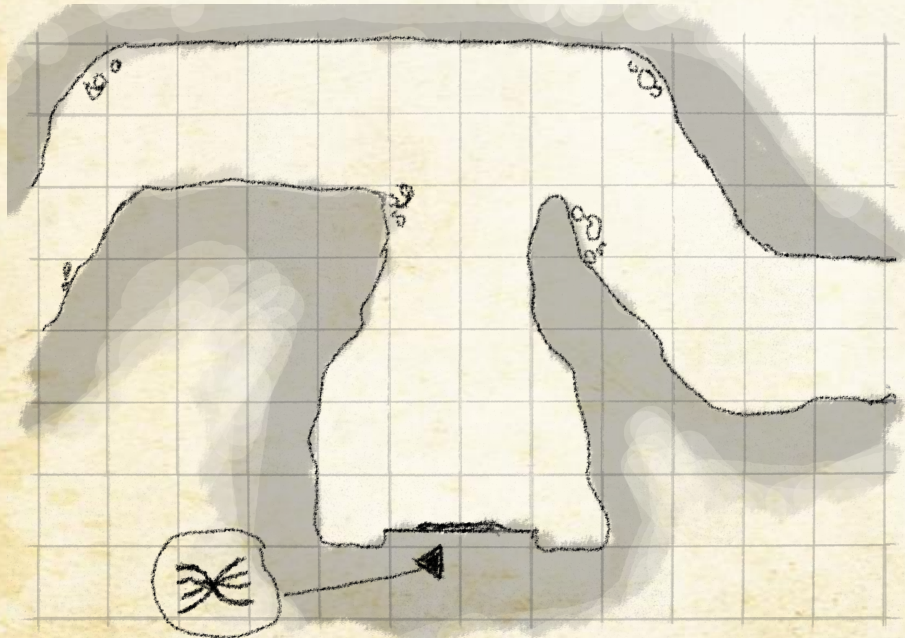
The faint sound of slithering comes from deeper within the cave.

*When they're ready, they move onto Encounter 2:
We're going deeper underground.*

Encounter 2: We're going deeper underground.

The second encounter leads the kids deeper into the caves. A room opens to their left which contains a hidden doorway to the key to unlock a shield protecting the treasure. If the kids choose to move through this area without going through the doorway move on to **Encounter 4: It's no yolk.**

Map



Encounter Intro

When the heroes enter this area, read this:

The pathway into the cave gets darker as it moves around corner. Suddenly the pathway opens into a

room to your left. Where the rest of the cave has been natural rock face, the end of this room is smooth and worked by tools. A simple icon of eight lines moving out from a central point is engraved into the centre of the wall.

Encounter Features

This symbol on the worked wall is arcane in nature. The glyph can be figured out with an Intelligence (Magic) test of difficulty 6. Otherwise if any kid touches any part of the glyph it starts to glow. If they trace their finger along each line they all glow and the stone wall slides open.

Conclusion

Once the door is opened, read this.

The glyph flashes with a light blue light as you finish drawing across the symbol. A grinding sound joins rock dust falling around the edges of a rock doorways that slides open to reveal a room made of worked stone behind.

The heroes can take a short rest to remove damage.

The doorway leads to **Encounter 3: Pest Control.**

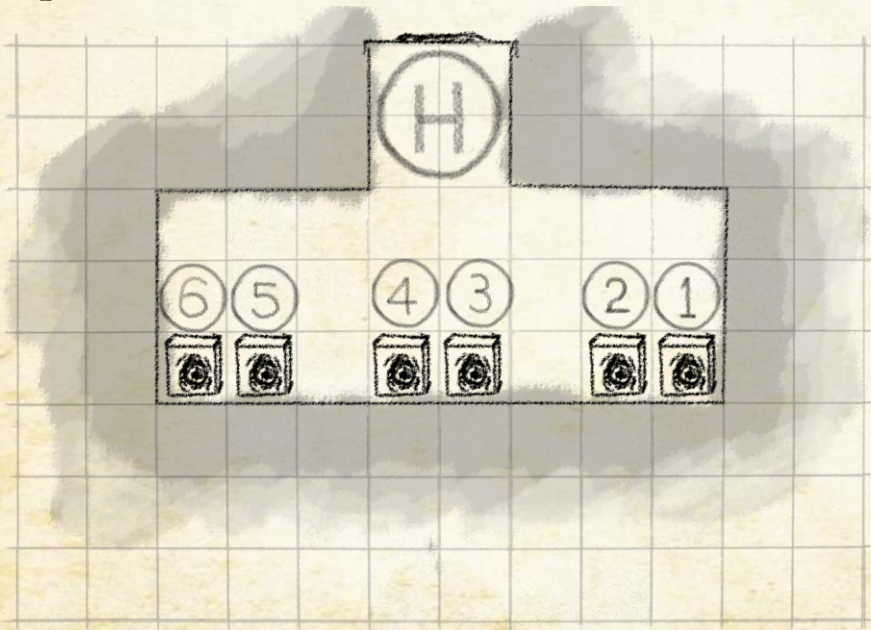
The pathway leads to **Encounter 4: It's no yolk.**

Encounter 3: Pest Control

The third encounter brings the heroes to a room with 6 plinths each with a spider egg on it. Roll a die in secret and record this number. This plinth contains a treasure, the rest have spiders.

Once all the spiders are defeated, a magical lantern appears on the ground which is used to deactivate the shield in **Encounter 5: Who's the Borsk?**

Map



Encounter Intro

When the heroes enter this area, read this:

This hidden room has smooth worked walls and 6 plinths along the wall. Each of these plinths has a single spider egg sac. The sacs cover most of the plinth, but the edges of arcane glyphs are visible beneath. It's time to clean them off.

Encounter Features

The main feature of this area is the heroes choosing how many eggs to smash open at a time. They can be careful or fast. One Egg contains a Coin of the Fates instead of spiders. As each egg is dealt with the glyph on top of that plinth glows. When all 6 are glowing, a magical lantern appears with a flash for them to take.

Ability Tests

The heroes can perform an Intelligence (Tracking) test at difficulty 6 to see one of the eggs does not wriggle at all, giving them a hint to which one contains a treasure.

Monsters

This encounter features spiders bursting from five of the smashed eggs, and one containing a treasure (Coin of the Fates). What bursts from each egg for the number of heroes is as follows:

- 1 Hero: 1 x Giant Spider (1) (2) (3) (4) (5) (6)
- 2 Heroes: 2 x Giant Spiders (1) (2) (3) (4) (5) (6)
- 3 Heroes: 3 x Giant Spiders (1) (2) (3) (4) (5) (6)
- 4 Heroes: 1 x Spider Queen (1) (2) (3) (4) (5) (6)

Use these health boxes to mark off damage:

(1) Giant Spider

KO

Hurt

(2) Giant Spider

KO

Hurt

(3) Giant Spider

KO

Hurt

(4) Spider Queen

KO

Hurt

Bruised

Tactics

All of these spiders will attack in melee as soon as they are broken from their slumber in the eggs. Area of effect spells could break open more eggs if not careful and break out more spiders into the room.

Conclusion

Once all of the monsters are KO'd, and the party has not moved into Borsk's room, read this.

You clear the final egg and all of the glyphs on the plinths light up. There is a bright flash of light and a magical lantern appears floating in front of you. You take this lantern unsure of it's use but hoping to find out further into the cave.

The heroes can take a short rest to remove damage. When they're ready, they move further into the adventure to **Encounter 4: It's no yolk.**

Once all of the monsters are KO'd, and the party has defeated Borsk, read this, then the completion section in **Encounter 5: Who's the Borsk?**

You clear the final egg and all of the glyphs on the plinths light up. There is a bright flash of light and a magical lantern appears floating in front of you. You take this lantern to Borsk's room.

Encounter 4: It's no yolk

The fourth encounter is a room that looks like a dead end with vicious snakes protecting a glowing egg. It slowly cycles through a deep ocean blue to a blood red. The egg is actually a simple button to open the hidden doorway to Borsk's (the militia-man's) Lair.

Map



Encounter Intro

When the heroes enter this area, read this:

This whole chamber is bathed in a deep ocean blue light that slowly cycles through to red. The light reflects in the eyes of huge snakes protecting a big egg which is the source of the glow.

As you enter the room the snakes turn and hiss aggressively, moving to attack.

Encounter Features

The snakes protect the egg as if it was one of their own attacking anyone who comes near it and anyone trying to hit the egg is targeted by all remaining snakes. If the heroes find this too easy add another Giant Snake.

Ability Tests

The players can perform an Intelligence (Perception) test at difficulty 3 to know that the egg is unnatural and seems to sink into the floor.

Conclusion

Pressing down on the egg causes a rumbling as a secret door in the rockface slides open revealing Borsk's lair.

When they're ready, they move to the finale of the adventure **Encounter 5: Who's the Borsk?**

Monsters

This encounter features fewer but stronger snakes than the entrance.

1 Hero:	1 x Giant Snake	①
2 Heroes:	1 x King Cobra	①
3 Heroes:	1 x Giant Snake	①
	1 x King Cobra	②
4 Heroes:	2 x King Cobra	①②
Harder:	2 x Giant Snake	①②
	1 x King Cobra	③

Use these health boxes to mark off damage:

① Giant Snake	KO	Hurt	
② Giant Snake	KO	Hurt	
③ Giant Snake	KO	Hurt	
① King Cobra	KO	Hurt	Bruised
② King Cobra	KO	Hurt	Bruised

Tactics

The snakes attack heroes closest to the egg then split their attention to any heroes in the room.

Encounter 5: Who's The Borsk?

The final encounter is in Borsk's Hidden Lair this room has a bright light surrounding a pile of equipment from heroes of old. On top of the stolen equipment is *Sergeant Fluffy-Cuddles*. Nearby an arcane glyph on the floor faintly glows. Inside the room Borsk waits with backup if required.

Map



Encounter Intro

When the heroes enter this area, read this:

As you step into the deepest chamber of this cave your eyes are immediately overwhelmed by the brightness in the middle of the room.

You here the lizard-like voice of Borsk, "Ssso you have entered my lair for that horrid Mayor, have you? Dessstroyed my petssss, and ssset off my trapsss. Ugh I will have to resset them all after this. Attack!"

Encounter Features

Borsk will continue to bad mouth the Mayor throughout the fight. "You know he didn't pay me. What has he promised you?"

Ability Tests

The players can perform an Intelligence (Arcane) test at difficulty 6 to know that the ring in the centre of the room can only be disabled by placing a specific item (magic lamp **Encounter 3: Pest Control.**) on the arcane glyph.

If players touch the ring of light they must succeed at a Dexterity (Acrobatics) test at difficulty 4 or take 1 damage from the searing light.

Monsters

This encounter features Borsk as assisted by any Lizardkin who are with him at the time

- 1 Hero: 1 x Lizardkin War Chief ①
②
- 2 Heroes: 1 x Lizardkin War Chief ①
1 x Lizardkin Savage ②
- 3 Heroes: 1 x Lizardkin War Chief ①
1 x Lizardkin Savage ②
1 x Lizardkin Archer ③
- 4 Heroes: 1 x Lizardkin War Chief ①
1 x Lizardkin Savage ②
1 x Lizardkin Archer ③
1 x Lizardkin Warrior ④

Use these health boxes to mark off damage:

- ① Lizardkin War Chief

KO	Hurt
----	------
- ② Lizardkin Savage

KO	Hurt
----	------
- ③ Lizardkin Archer

KO	Hurt
----	------
- ④ Lizardkin War Chief

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

Tactics

While the Lizardkin use their standard ranged and melee attacks against the heroes, Borsk (Lizardkin War Chief) will use the bright light and other Lizardkin to his advantage to limit hero movement and block ranged attacks through the light.

Conclusion

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

Your finally overcome Borsk and can turn your attention to recovering the stolen memorabilia and Sergeant Fluffy-Cuddles. The bright ring of light appears to harm anything that attempts to pass through it. The glyph on the floor glows with a dull but similar light.

Once the Magic Lamp is placed upon the glyph, read this:

The lamp dissolves into the floor covering the glyph with a faint red glow, that pulses and then dissipates with a flash of light. The glyph has disappeared, and the room is darker without the light of the ring. You gather the items and take them back to the Mayor.

You are greeted quietly but with great excitement into the Mayor's residence. "Did you get back Sergeant Fluffy-Cuddles?" His grin lights up the room as you hand over his teddy bear. "You may select an item each from the memorabilia to use on the provision that you return it when you no longer need it. Thank you again heroes!" "Yes, thank you for being so brave." Squeaks Sergeant Fluffy-Cuddles, as the mayor talks for him.

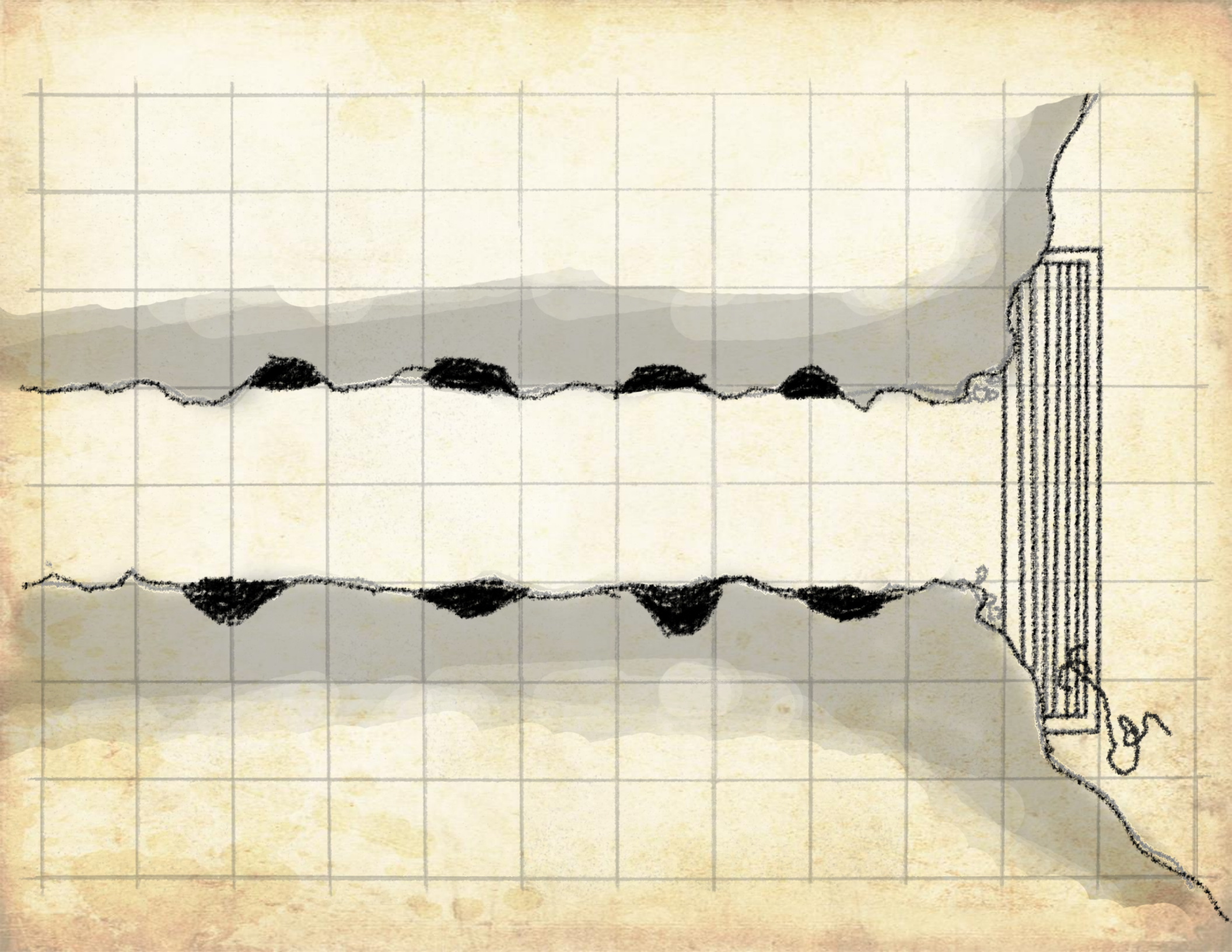
Treasure

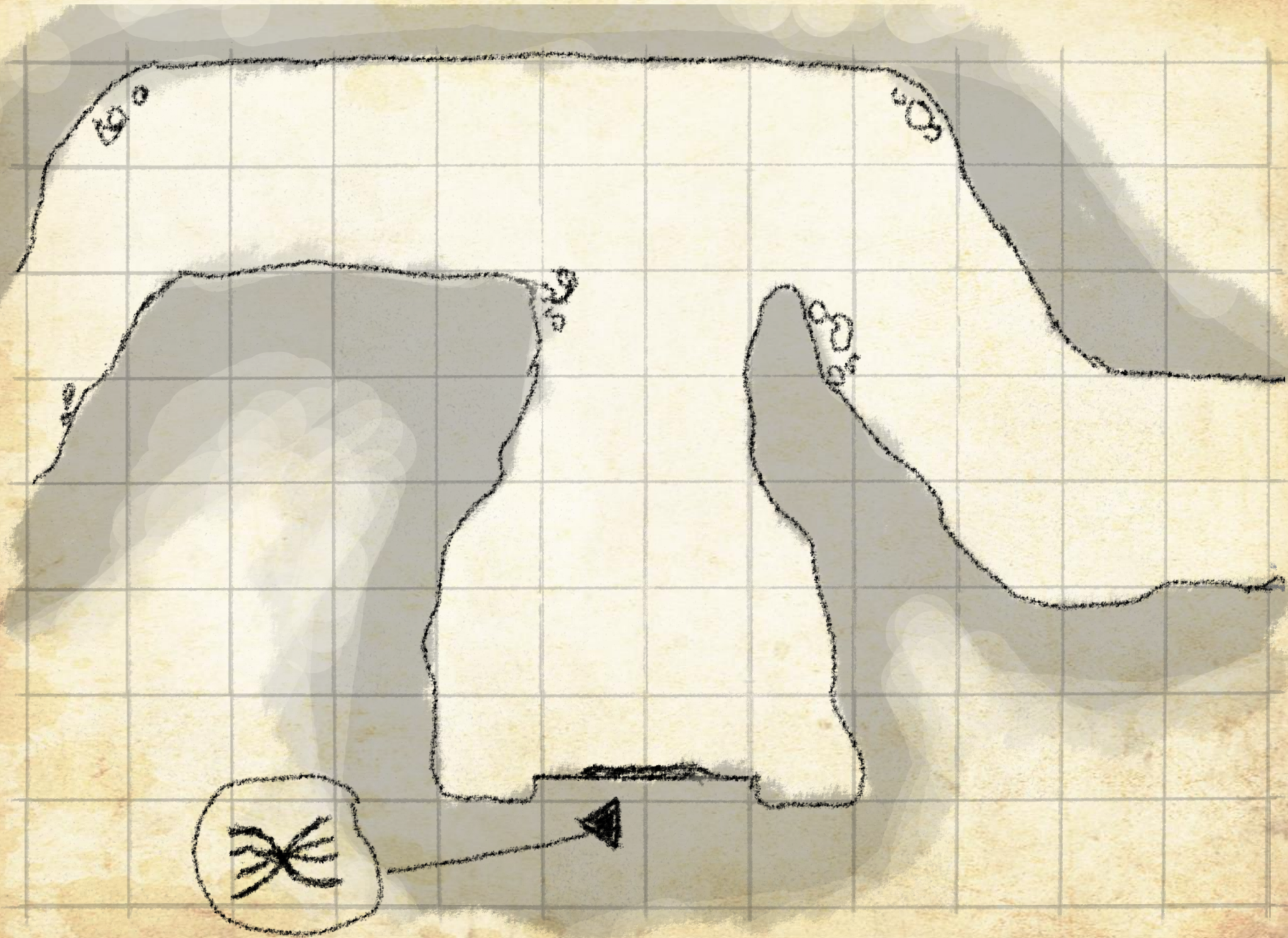
After the monster cards and stand-ups you'll find the four pieces of treasure for your heroes to choose from (only one item for each hero). Print them out and cut them like you would a Hero Card.

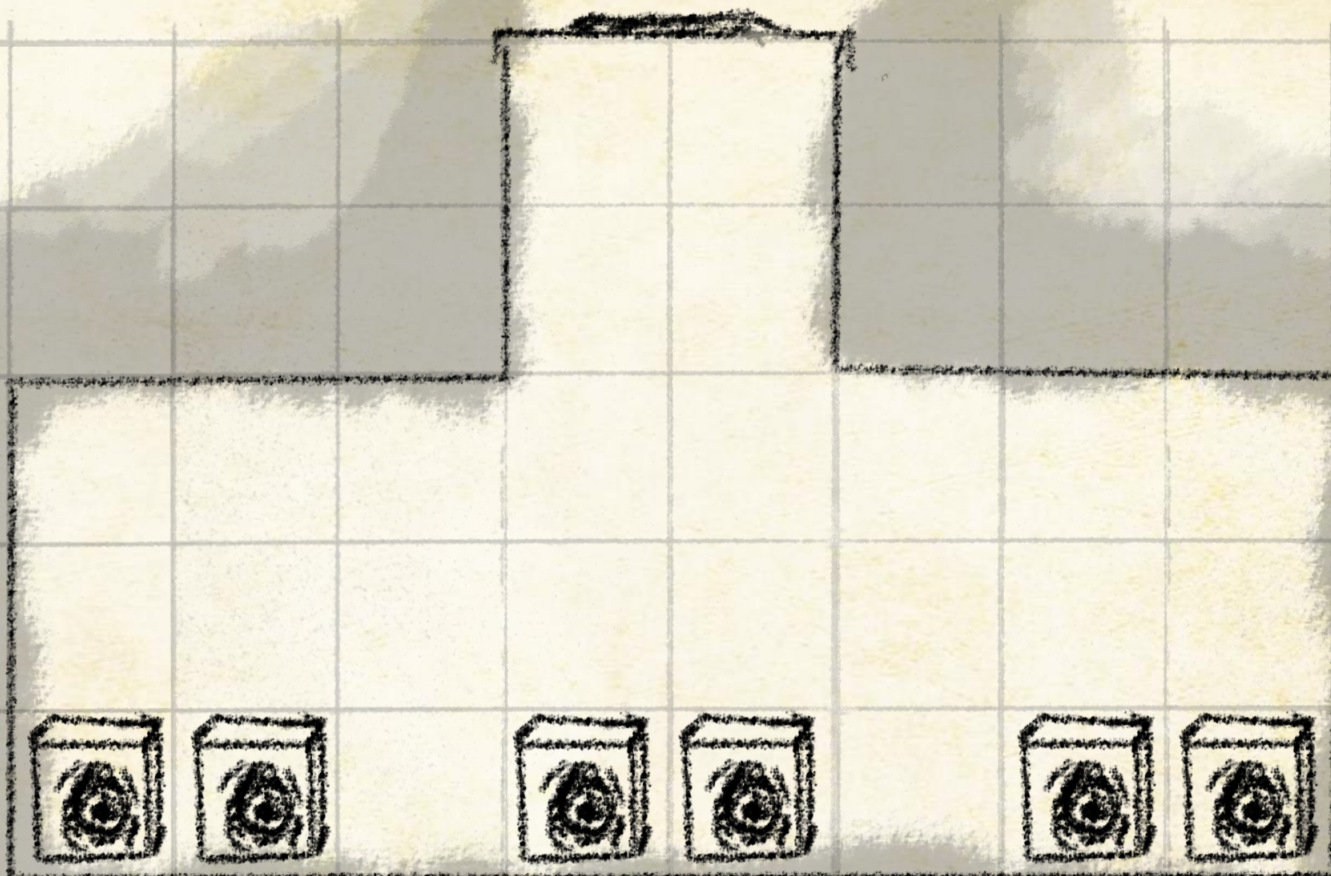
These items are Equipment, which grant the heroes special actions or extra dice in their pools. Heroes can only use one piece of equipment at a time.

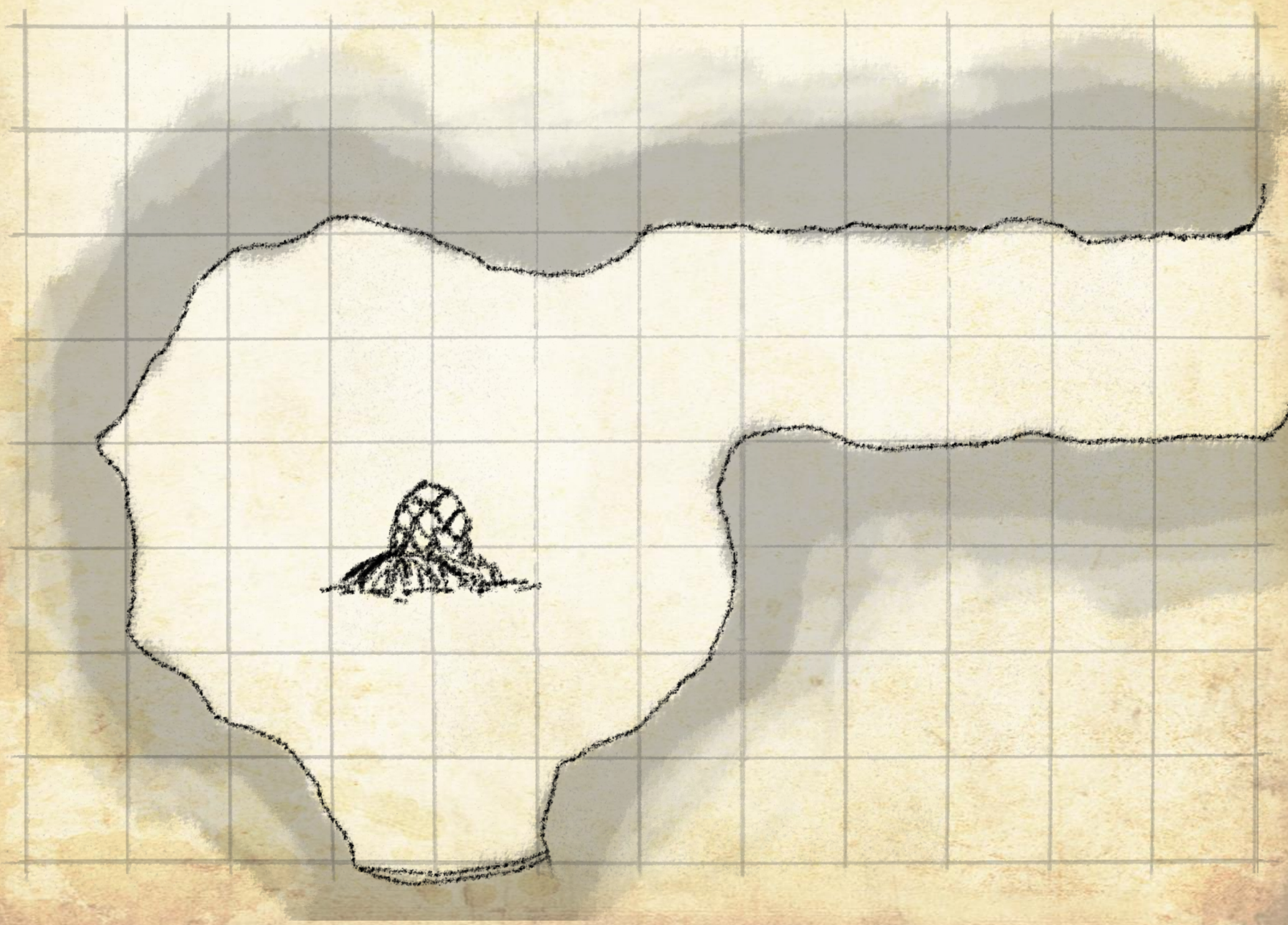
The players can choose one item for each hero:

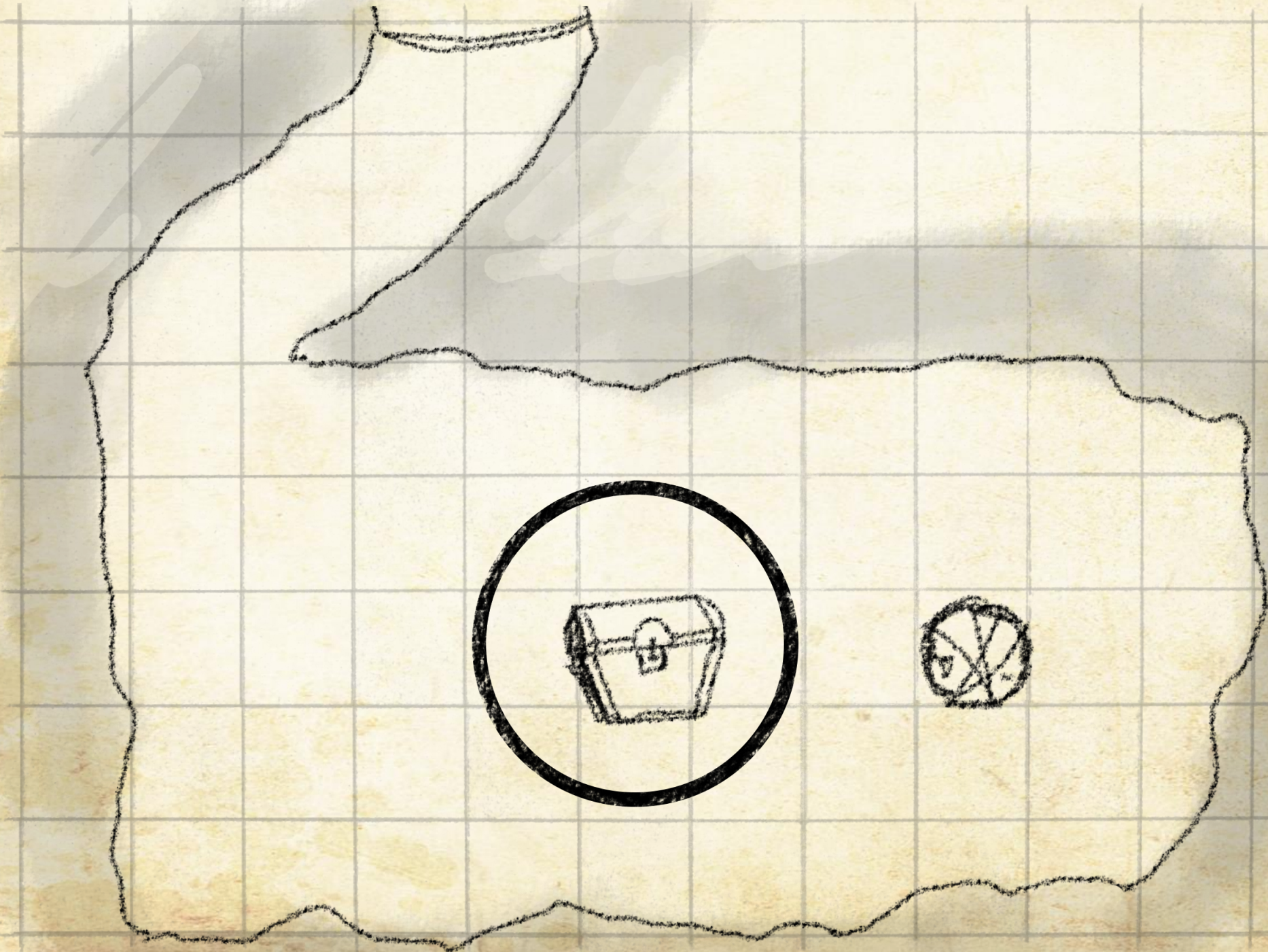














HERO KIDS CREATOR'S GUILD

Spider Egg Sac



 ☐
 ☐
 ☐
 ☐
 ☐



☐ KO



HERO KIDS CREATOR'S GUILD

Giant Spider



 ☐
 ☐
 ☐
 ☐
 ☐



☐ KO ☐ Hurt

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

Special Action: Stinging Attack
Melee attack at an adjacent target with 1 extra die; your armor pool has 1 fewer dice until your next turn.

Bonus Ability: Climber
When you are adjacent to a wall, you can climb over enemies and obstacles.

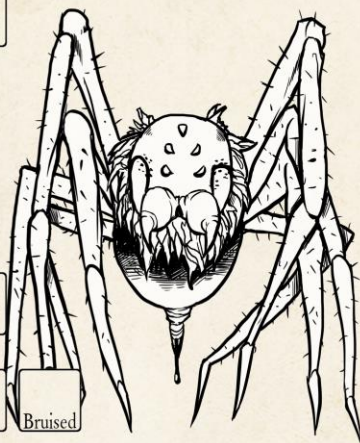


HERO KIDS CREATOR'S GUILD

Spider Queen



 ☐ ☐
 ☐
 ☐
 ☐
 ☐



☐ KO ☐ Hurt ☐ Bruised

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

Special Action: Stinging Attack
Melee attack at an adjacent target with 1 extra die; your armor pool has 1 fewer dice until your next turn.

Bonus Ability: Venomous, Climber
When you damage a target, it can't move on its next turn. When you are adjacent to a wall, you can climb over enemies and obstacles.



HERO KIDS CREATOR'S GUILD



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.



HERO KIDS CREATOR'S GUILD



King Cobra



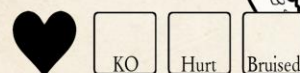
Melee Attack: Fang Bite
Melee attack at an adjacent target.



Special Action: Venom Spit
Ranged attack at a target up to 6 squares away with 1 fewer dice than your melee dice pool.



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



HERO KIDS CREATOR'S GUILD



Giant Snake



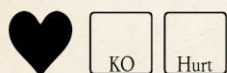
Melee Attack: Fang Bite
Melee attack at an adjacent target.



Special Action: Reaching 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.





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Lizardkin Archer



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

Special Action: Arrow-Split Attack
Split your ranged dice to make ranged attacks at multiple targets up to 6 squares away (but not adjacent).

Bonus Ability: Tail Strike
When you are hit by a melee attack, you can immediately make a melee attack with 1 die at an adjacent target.



HERO KIDS CREATOR'S GUILD

Lizardkin Savage



Melee Attack: Pounding Attack
Melee attack at an adjacent target.

Special Action: Pouncing Attack
Move up to 4 squares, make a melee attack at an adjacent target, then move up to 4 squares.

Bonus Ability: Tail Strike
When you are hit by a melee attack, you can immediately make a melee attack with 1 die at an adjacent target.



HERO KIDS CREATOR'S GUILD

Lizardkin War Chief



Melee Attack: Smashing Attack
Melee attack at an adjacent target.

Special Action: Double Strikes
Split your melee dice to make melee attacks at multiple adjacent targets.

Bonus Ability: Tail Strike
When you are hit by a melee attack, you can immediately make a melee attack with 1 die at an adjacent target.



HERO KIDS CREATOR'S GUILD

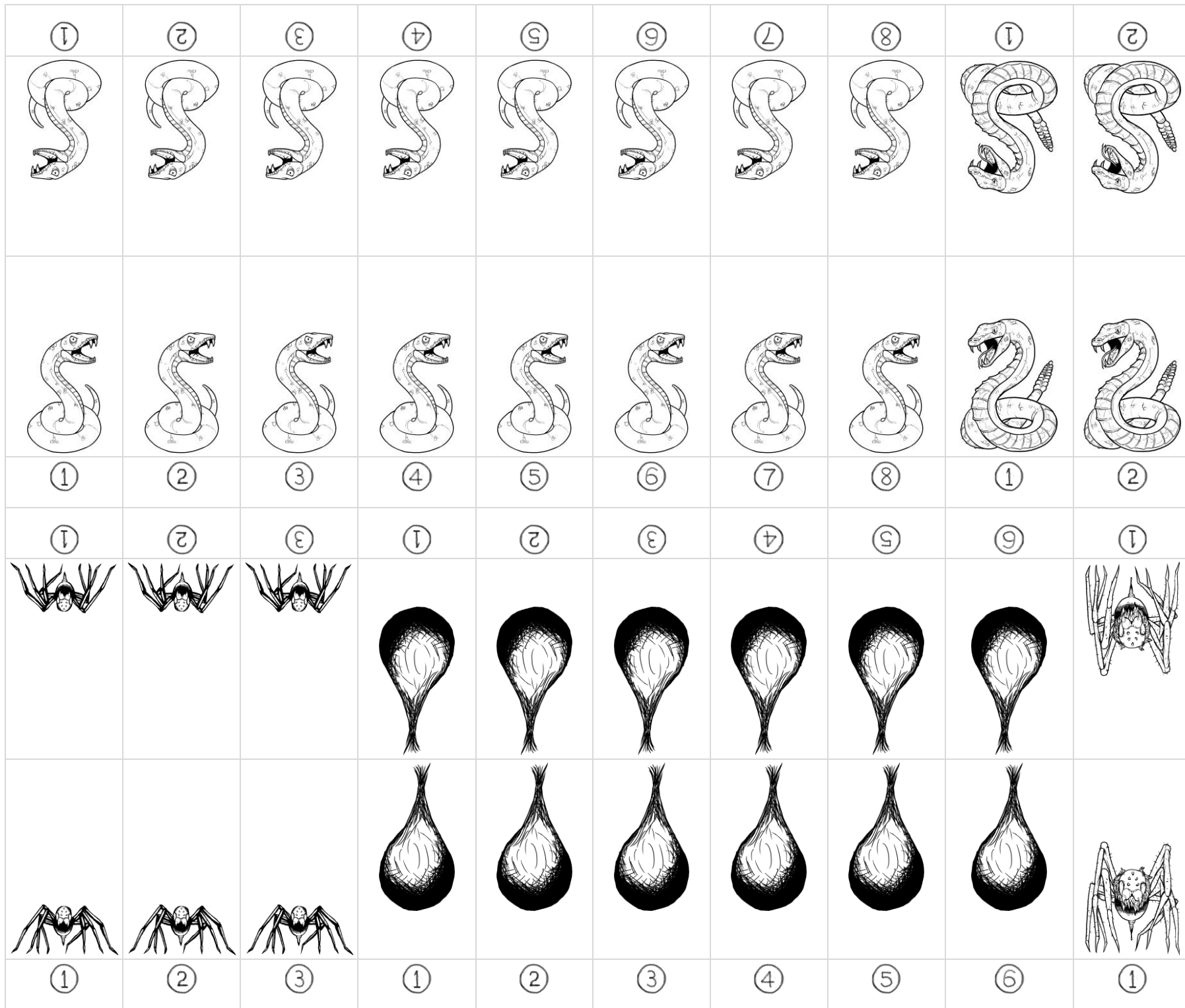
Lizardkin Warrior



Melee Attack: Stabbing Attack
Melee attack at an adjacent target.

Special Action: Staggering Attack
Melee attack at an adjacent target with 1 fewer dice; if the attack hits, the target's attacks also have 1 fewer dice until the end of their next turn.

Bonus Ability: Tail Strike
When you are hit by a melee attack, you can immediately make a melee attack with 1 die at an adjacent target.

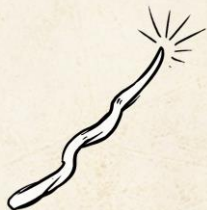


①	②								
									
									
①	②								
①	②	③	④						
									
									
①	②	③	④						

HERO KIDS CREATOR'S GUILD

Magic Wand

Equipment



Arcane Flux

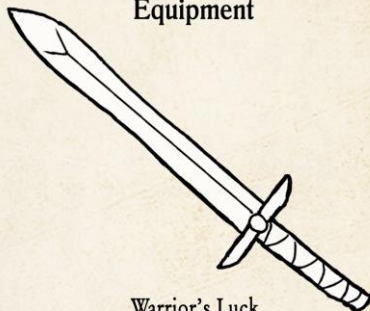
Once per encounter, you can add 1 die when you make a magic attack.

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

HERO KIDS CREATOR'S GUILD

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 CREATOR'S GUILD

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.

HERO KIDS CREATOR'S GUILD

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.

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Coin of the Fates

Item



Luck Bending

This coin may be used up to automatically succeed on a roll.

Discard this item when it's used.