

HERO KIDS CREATOR'S GUILD



ADVENTURE:

YULETIDE: AN UNINVITED GUEST

ENCOUNTERS: TWENTY TO TWENTY-FIVE

DIFFICULTY: NORMAL - HARD

DURATION: 2 - 4 HOURS

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 and the standard *Hero Kids* monsters
- Printouts 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. Most of the people that the heroes encounter live a similar farm and village lifestyle.

Adventure Overview

In *Yuletide: An Uninvited Guest*, the heroes are sent to cut a silver pine in the Druinhowe Mountains for the Yuletide celebration. This task turns out to be more difficult and much more exciting than expected. While fetching the tree, the heroes must rescue the woodcutter, who has been captured by a witch. They are followed home by another young hero from an

alpine village who has become lost and has been running from timber wolves. When the Yuletide festivities are disrupted and the tree destroyed, some suspect the alpine visitor, but the real uninvited guest is the witch's familiar, sent to get even with the meddlesome heroes.

Through the adventure, the heroes learn to defend someone unlike them and gain understanding for those who can be unkind because they are under too much pressure, rather than being a bad person.

For more winter holiday adventure and ideas about the Yuletide tradition in Rivenshore, pick up the *Hero Kids Fantasy Adventure: Yuletide Journey*. If you have not played a *Hero Kids* adventure before, you may want to start with that adventure or another with the “Easy” difficulty. Also, if you enjoy *Yuletide: An Uninvited Guest*, continue this story in the *Alpine Campaign* (rel. Q1 2020) and try my previous adventure, [101 Koboldz](#).

Running this Adventure

Duration

Yuletide: An Uninvited Guest is a long adventure and you may want to take a break or two along the way. You can pause the game at any time, but this adventure is divided into two parts to help your pacing. **Part 1: The Yule Tree** ends where the adventure has a natural break and **Part 2: An Uninvited Guest** picks up in the middle of the action to give your second session an exciting start. An additional break is suggested within Part 1 and some encounters are marked as optional.

Role-Playing

Every encounter provides an opportunity for role-playing, but the story of *Yuletide: An Uninvited Guest* includes social encounters for you and your players to role-play your characters to the extent of your imagination and to explore the social and cultural differences of the characters.

Difficulty and Failure

In addition to adjustments to combat for party strength, some encounters include ways of adjusting the difficulty of ability tests to account for fewer heroes and to reward ingenuity. Feel free to adjust in other ways to make the most fun experience for your players.

Even so, most encounters have the potential for failure by the heroes. Suggestions for how to **Fail Forward** and optional second chance encounters, labeled **Redux** are included so the heroes' efforts are rewarded with a positive final outcome. Failing a test usually just changes the way the story unfolds rather than whether the heroes can ultimately succeed in the adventure.

Clues

Clues to solving puzzles or mysteries are identified in the text under the heading "Clues." Depending on the ages of your players, you may want to lead them to the clues. If the heroes pick up on a clue, you can reward their cleverness with an extra die when rolling for the related ability test. Examples are given in the encounters. Since discovering clues is important in this

adventure, Intelligence is a valuable hero ability. One hero should have it as their primary ability. For younger players, you might use the clues and questions to pique their imagination.

Boxed Text

Boxed text like this is here to give you ideas of what to say during the encounters and to reduce your preparation time. For brevity, each is prefaced with a simple "Read," but you are encouraged to paraphrase and expand on what is written or come up with your own statements.

Minor Equipment

This adventure introduces minor equipment, which includes unique magic items that the heroes can wear or wield. Unlike Equipment, these items are not primary weapons or armor, but enhance combat, movement, and interaction with NPCs and the environment. A hero can only use two pieces of minor equipment in addition to their equipment at a time. Heroes can carry multiple pieces of minor equipment but can only switch between them when not in combat. Optional "boons" are provided in case you want to stick to the core rules.

New Hero and Skills

The Alpinite guest is an important NPC in this adventure that can be played as a character in future adventures. The character also has two new skills

which are not used in this adventure, but will be important in future adventures with the Alpinites. The new Skills are:



Survival: The hero knows how to survive the elements in extreme conditions (cold or hot).



Crafting: The hero can craft useful equipment and items from raw materials.

Along with the crafting skill comes the introduction of taking materials (like pelts) from defeated beasts. This isn't a concept for every game and is not important to the storyline, so use it only if you it is something that will enhance the game for your heroes. Opportunities for using this feature appear at the end of the encounter with the heading "Crafting Option." If either of these skills aren't right for your game, replace them with two potions.

Another new skill is introduced as an ability of a witch in the adventure:



Familiar: The hero can see through the eyes and communicate with their pet over great distances.

Adventure Structure

Part 1 of this adventure begins and ends in Rivenshore. Part 2 begins in Rivenshore and ends in the Druinhowe Mountains where the heroes can continue the story with their new friend in an Alpine campaign or return home. Related encounters are collected into Scenes. The encounters and their type (combat, ability, or

social) for each part are listed here. "Encounter flow diagrams" are provided at the beginning of each part.

Part 1: The Yule Tree

- 1: Where's Han's?
 - 1a: A Partridge in a Pine Tree (Ability)
 - 1b: You're Not Hans (Social)
 - 1c: The Kettle Boils Over (Combat)
 - 1d: Helping Hans (Ability)
- 2: The Tree for the Forest
 - 2a: Through White and Drifted Snow (Ability)
 - 2b: The Perfect Pine (Ability)
 - 2c: Felling the Silver Pine (Ability)
 - 2d: Returning to the Cabin (Social)
- 3: Not Out of the Woods Yet
 - 3a: On the Right Track (Ability)
 - 3b: A Pack on the Prowl (Combat)
- 4: Prey of the Pack
 - 4a: Something in Your Teeth (Ability)
 - 4b: Do You Hear What I Hear? (Ability)
 - 4c: A Helping Hand (Ability)
- 5: From Pine Tree to Yule Tree (Ability)
- 6: Light the Tree!
 - 6a: Do You Hear What I Hear? (redux) (Ability)
 - 6b: A Helping Hand (redux) (Ability)
- 7: Interlude: Guest of Honor (Social)

Part 2: An Uninvited Guest

- 8: What Goes Bump in the Night
 - 8a: Quiet as a Mouse (Ability)
 - 8b: Extinguish the Tree! (Ability)
- 9: The Uninvited Guest (Social)
- 10: The Real Uninvited Guest
 - 10a: Setting a Trap (Ability)
 - 10b: Something Looks Familiar (Ability)
- 11: Once and for All
 - 11a: Follow the Trail (Ability)
 - 11b: The Old Woman in the Wood (Combat)
- 11: The Way Home (Ability)
- 12: Bearly Anything Left (Combat)
- Conclusion: A Fond Farewell (Social)

PART 1: THE YULE TREE

This adventure begins when Hans Sureswing, the woodcutter, hasn't arrived in Rivenshore with the Yule tree for Town Square. Our heroes are sent to see if there is anything wrong with Hans and to fetch the tree in time to decorate it for the Yuletide festival. The holiday is approaching quickly and Lilith Lumiere, the chandler, who is in charge of decorating the town is obviously upset. Her conversation here with the sheriff is a prelude to an interaction with the heroes later in the adventure. Read:

It is already three days until Yuletide, which is very exciting. It is also a bit worrisome because Hans, the woodcutter, hasn't arrived with the Yule tree for the big celebration in Town Square.

You overhear Ms. Lumiere, the candlemaker, speaking with Sheriff. You know that she lights up like a candle when frustrated or upset and you can almost feel the heat from the red in her face now.

"If Hans doesn't get here with that tree, what am I to do?!" Even with Ms. Lumiere almost yelling in his face, Sheriff's voice is calm, "Now Lilith, I know being in charge of decorating the town is a lot of responsibility, but no one is blaming you for Hans being late. I'll send someone to check on him. We'll work it out."

"Who is this 'we' that is going to work it out? Everyone I have talked to is too busy preparing for Yuletide to go to his cabin. I certainly don't have time. If something has happened to Hans and he doesn't bring the tree, I'll..." Their conversation goes on like this for a while.

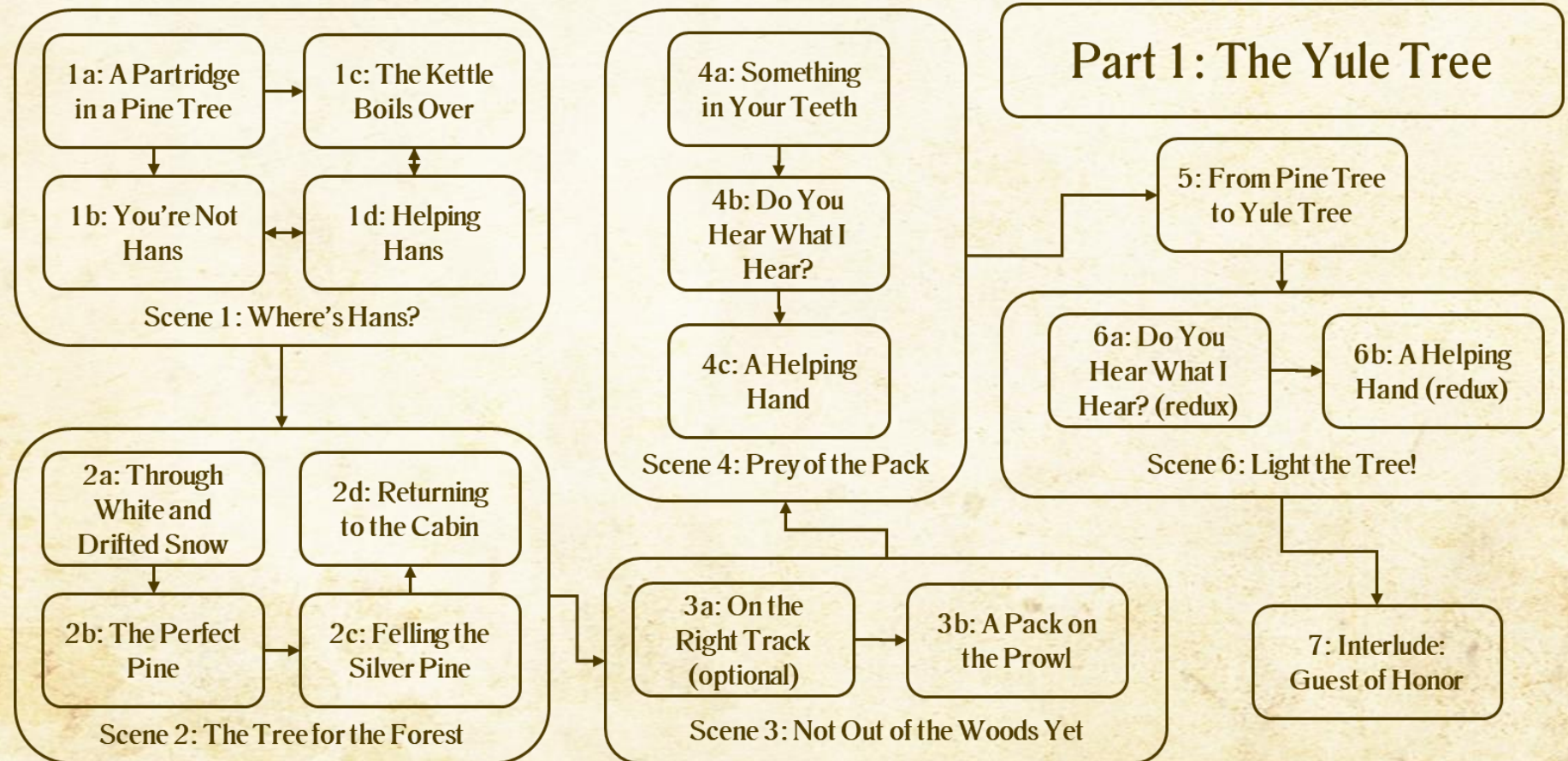
If the heroes don't jump in to offer help, you might have them perform an Intelligence test (Perception) at difficulty 3 to see the opportunity for adventure. If they need a little coaxing, read:

Sheriff looks around as if searching for help or an escape from Ms. Lumiere. When he sees you standing by, the tired look on his face evaporates into a big smile. As he walks your way, he says over his shoulder, "Don't worry, Lilith. I have an idea."

Once the sheriff and the heroes are together, he greets them and asks them to solve the problem. Here's the important part of the conversation:

"I..." he looks back over his shoulder, "We... The town needs you to go check on Hans. Make sure he is alright. And get that tree here as soon as you can... Please... You can take my wagon."

Part 1: The Yule Tree



SCENE 1: WHERE'S HANS?

This series of four encounters is loosely based on the German folk tale compiled by the Brothers Grimm as “The Old Woman in the Wood.” Depending on how the heroes approach the scene, these events may play out in a different order or blend together.

The Old Woman in the Wood. A witch has imprisoned Hans in his woodshed and taken up residence in his cabin; eating his food, drinking his cider, and warming by his fireplace. She might just leave when she runs out of his stuff, but that won't be at least until spring. She is too lazy and comfortable by the fire to take Hans anything to eat or drink, but she turns him into a bird for a few hours each day so he can fly out to forage. He tried to fly away for help, but the longer he is away from the woodshed, the witch's *suffocating leash* spell makes it harder to breathe. Once he flew too far away and almost suffocated before he got back to his jail. The witch's pet great owl also keeps an eye on Hans.

Encounter 1a: A Partridge in a Pine Tree

Hans's cabin is at the base of the Druinhowe Mountains where a stream cascades down the mountainside, driving the wheel that powers his sawmill. The heroes have been here before, but not in winter, since the snow can drift and make passage for their wagon difficult.

Map



The road is packed with snow and rutted with tracks.

Encounter Intro

As the heroes get close to the cabin, they are greeted by Hans in his bird form. He tries to communicate with them, but he runs out of time and has to rush back to his jail. Read:

Hans's cabin is at the base of the Druinhowe Mountains where the oaks are replaced with pines. You have been there several times and know the way. As you approach a fork in the road where the narrow lane to Hans's cabin splits off from the main road, you notice a bird flying alongside the wagon.

Role-Playing

Hans (in bird form). Hans is desperate to lead the heroes toward his cabin. He doesn't know that they are headed there anyway. He is also trying to tell them who he is, but is frustrated with his inability to talk and is frantic since he is running out of time as a bird on the loose. Although he is in trouble, his antics might look funny to the heroes. He might fly erratically, land on them, tug on their hair, offer them sticks, anything that might indicate who he is and where they need to go to help him.

Ability Tests

Bird Brain. Despite Hans's efforts, his ability to communicate is severely hampered. Have the heroes perform an Intelligence test (Insight). Read the text for all difficulties succeeded.

On success at difficulty 5, read:

As the bird approaches the sawmill, a much larger bird, probably an owl, swoops down to attack it, then chases the smaller bird through a small vent hole in the woodshed. The big bird swoops off into the trees.

On success at difficulty 6, they learn more. Also read:

*Did that silly bird just cough?
It looks straight into your eyes with a worried look before flying off in a hurry, straight to the woodshed and sawmill behind Hans's cabin.*

Clues

Some clues that the heroes might pick up:

- Is the bird following them or leading them? Where?
- What is the bird trying to tell them?
- Where did the bird go?
- Why was the big bird chasing it?

Conclusion

If the heroes didn't see where Hans flew, they don't notice anything unusual and will probably head straight to the cabin. Continue with **Encounter 1b: You're Not Hans**. If they were successful, they might go to the woodshed first. Continue with **Encounter 1d: Helping Hans**. They may still go to the cabin first and surprise the witch. Continue with **Encounter 1b: You're Not Hans**.

Fail Forward

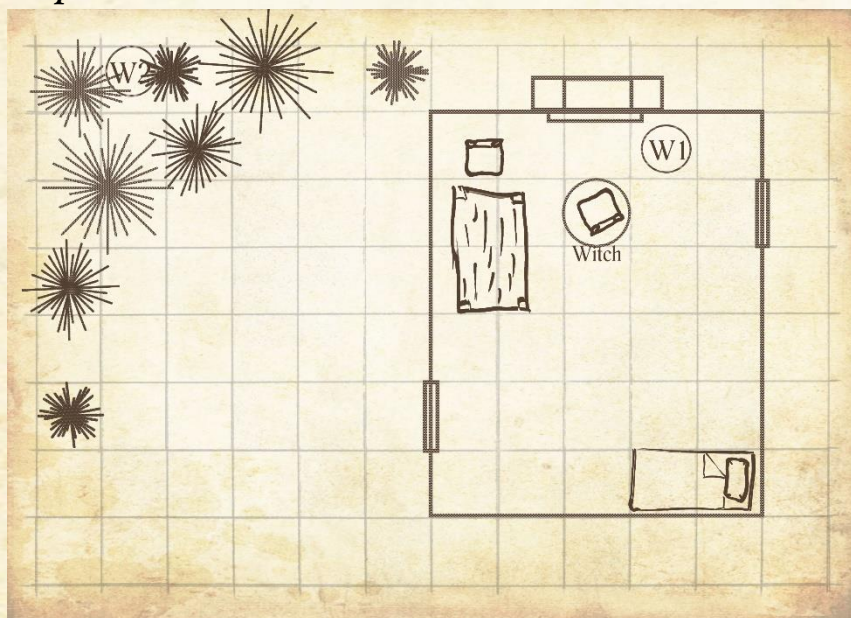
Don't worry if the heroes fail the Bird Brain test, they still have a chance to save Hans. Read:

It sure seemed like that silly bird was trying to tell you something, but it flew off so quickly that you didn't see where it went.

Encounter 1b: You're Not Hans

When the heroes go to the cabin, they eventually talk to the witch who is posing as Hans's mother. Whoever gets the upper hand in this exchange is up to the heroes' ingenuity. You can play this as a social encounter with role-playing determining the outcome or use ability tests as described below. If the encounter becomes hostile, skip to the Conclusion.

Map



Note: If there are two or more heroes, the wolf is in the battle, locate it in the cabin at “W1”. If not, then locate it in the woods at “W2”. The heroes could still run into the pets if they aren’t careful.

Encounter Intro

Read the following as the heroes approach the cabin:

A few minutes after making the turn up the lane, you draw the horses in front of the cabin.

The cabin is closed up tight against the winter, so there is no way to see in. There is smoke rising from the chimney. So, someone must be inside.

Depending on the number of heroes, the witch's pet wolf, “puppy” may be sleeping at the hearth. Add it to descriptions as needed. Otherwise, the wolf is out hunting, and she will call for it if she gets into trouble.

Knock on the Door. If the heroes knock on the door or call out for Hans, the witch greets them at the door. Read:

An old woman opens the cabin door and says, “Oh, hello. May I help you?”

She will first try to send them away, read:

“Hans is out cutting the tree now and will bring it tomorrow,” she says, and starts to close the door.

If the heroes won't go, she will invite them in. If the heroes follow her in, read:

*The woman asks, “How do you know my son?”
There is a chair with a blanket thrown over the back in front of the fireplace. A kettle of water is steaming over the fire. Dirty dishes are piled up on the hearth and the cabin is a mess.*

Sneak In. If the heroes have already spoken to Hans or have become suspicious, they may try to sneak in. If they succeed on a Dexterity test (Stealth) at difficulty 4 read the following when they enter the cabin:

An old woman is sleeping in a chair in front of the fireplace, covered with a blanket. A kettle of water is steaming over the fire. Dirty dishes are piled up on the hearth and the cabin is a mess.

If the heroes attack or try to tie up the witch before she wakes up, they get a free, surprise, round, before combat begins. Then skip to the Conclusion once you have read the Role-Playing section.

Back Off. If the heroes decide to back off—they might pretend to leave or say they will wait for Hans—read:

The woman says, “It’s nice inside, but if you insist.”

The witch will use her great owl familiar to keep track of where the heroes are and what they are doing.

Role-Playing

Witch (posing as Hans’s Mother). The witch is crafty and is a convincing liar. However, she doesn’t know why the kids have come to the cabin, so might get caught off guard. She tells them whatever she thinks will get them to go away. She is used to mean people, being the meanest she knows, so can’t be bullied. Her demeanor turns from sickening sweet to frighteningly fierce in a flash when she thinks the heroes have seen through her lies or won’t go away.

Ability Tests

Something Smells Funny (and it isn’t the dog). The heroes might perform a Dexterity test (Talking) to maneuver through the witch’s lies or an Intelligence test (Insight) to see through them. The difficulty for either starts at 5, but lower it to 4 if the heroes already suspect her of foul deeds. Offer one or more of the clues below for each success as appropriate.

Clues

Some clues that the heroes might pick up:

- The woman didn’t seem to know Hans’s name until the heroes said it first.
- Hans has always kept his cabin clean and tidy.
- That is no “puppy.” It is a grown wolf and it looks like it might eat you.
- The woman kindly invited them in, but did not invite them to sit down or offer them anything to eat or drink, which is customary in Brecken Vale.

Conclusion

A fight is brewing during this encounter. When it boils over continue with **Encounter 1c: Kettle Boils Over.**

Fail Forward

If the heroes haven’t figured out that the witch is not Hans’s mother, she takes the initiative. Read:

“I’ve tried to be nice, but since you won’t leave me in peace, I’ll have to do with you like I did that stupid woodcutter, Franz.”

Encounter 1c: The Kettle Boils Over

When the kettle, and the witch's temper, boil over, a fight ensues.

Encounter Intro

If the heroes initiated the fight while the witch was asleep, read this introduction:

She might be asleep, but she "started it" when she took over Hans's cabin. You'll probably be able to get two swipes in before she gets out from under that heavy blanket.

Otherwise, read this introduction:

Like the kettle over the fire, this was heading to boil over the whole time. It just took a while before everyone figured that out.

Combat Intro

When the witch gets her first turn to attack read:

You knew she was mean, but the way her face is scowling, and her hands are gyrating you're afraid she is worse than you thought.

Combat Map

Use the map from **Encounter 1b: You're Not Hans** for this encounter as well.

Encounter Features

The cabin is cluttered, but there are no obstacles to movement. It is tight quarters in here, so ranged combat might be tough.

Monsters

This encounter features a witch and her pet wolf and owl. It is tough for 1 hero. Use the wolf or dire wolf from the *Hero Kids – Fantasy Expansion – Monster Compendium* or substitute as follows if you don't have that supplement: Wolf = Young Timber Wolf, Dire Wolf = Timber Wolf. But describe the wolf as a typical wolf.

1 Hero: 1 x Witch

2 Heroes: 1 x Witch

1 x Wolf

3 Heroes: 1 x Witch

1 x Dire Wolf

4 Heroes: 1 x Witch

1 x Dire Wolf

1 x Owl

Tactics

The witch tries to keep the wolf between herself and the heroes, using her "Cowering Attack" to move away. If her wolf is with her, it will try to force a hero outside to divide the party. If the Owl is present, it will fly in from the bottom right corner of the map.

Conclusion

If the heroes are victorious and haven't discovered Hans yet, read the following and continue with **Encounter 1d: Helping Hans:**

After the snow settles and your breathing slows you hear a thumping noise coming from the area of the sawmill and woodshed.

If the heroes are victorious and already helped Hans, read the following and continue with **Encounter 2: Through the White and Drifted Snow:**

Daylight is short in winter. It's time to find that tree!

Fail Forward

If the heroes lost the fight and they still want to save Hans, read the following and continue with **Encounter 1d: Helping Hans:**

As you wake up, your face is freezing, and you feel dizzy. It takes a moment to realize that you are buried upside down in a snow drift.

Maybe if you save Hans, he can take care of the witch. As your ears stop thrumming from the cold, you hear a thumping noise coming from near the sawmill and woodshed.

Otherwise, read the following and continue with **Scene 2: The Tree for the Forest:**

You wake up to a swooshing sound and occasional bumps. You are strapped to the wood sledge and Bessie is frantically pulling you deeper into the woods. It doesn't take much effort to get untied and calm Bessie down, though.

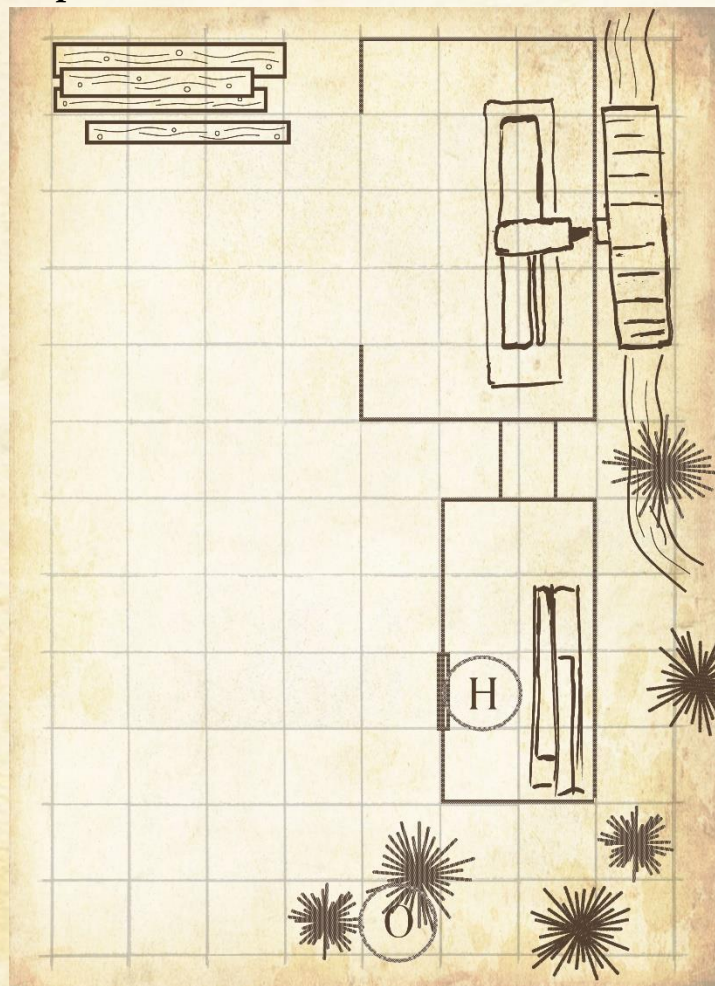
You're going to need help to take care of that witch. So, you might as well find the Yule tree then head back to town.



Encounter 1d: Helping Hans

The heroes may have followed the bird to the woodshed or followed a thumping noise after fighting the witch.

Map



Place Hans at the “H” and the Owl at the “O”.

Encounter Intro

As the heroes explore the back of the property, read:

As you approach the sawmill and woodshed, a thumping noise becomes louder, coming from the woodshed. With each thump, the sturdy door bounces on its hinges. There is a thick board nailed across the door. It would take a long time to knock the door down from inside, but the board can be easily pried off from outside.

Role-Playing

Hans. Hans is exhausted and weak from spending days in the cold and using his time as a bird looking for help instead of eating. He is concerned about the witch in his cabin and warns the heroes about her and her pet wolf, but he is too weak to help. If they have already fought with her and won, he thanks them. If they fought and lost, he says he is sorry, but is glad they are alright. He sends them on their way to find the tree. He will take care of her as soon as his strength returns.

Ability Tests

Finding Hans. The windows to the woodshed are boarded up from inside, but there is a small vent hole near the roof (the one that Hans-the-partridge flies through). On a successful Strength or Dexterity test (Climbing) at difficulty 4, a hero can climb up and look through the hole to see everything inside.

Freeing Hans. There are no hazards or traps here, just the boarded-up door. Using a bladed weapon or

something found on site, with a successful Strength or Dexterity test (Tools) at difficulty 4, a hero can pry the board off and free Hans without making a lot of noise. When a hero peeks through the vent hole or pries open the door, read:

Hans is slumped on the floor, bound and gagged, with his feet against the door. He is obviously exhausted and very weak.

Healing Hans. If your heroes have an ability for healing, they might use it on Hans. Otherwise he needs a healing potion to recover enough for them to safely leave him.

He says, "I hate to be a burden, but I'm not sure how long I will make it without some help." Then he passes out.

Conclusion

If the heroes have not engaged with the witch yet, read the following then continue with **Encounter 1b: You're Not Hans.** If you have only one hero, you may consider having the weakened Hans help with the witch.

The woman in my cabin is a witch, who has charmed me. Her magic keeps me from leaving. She pretended to be in trouble on the roadside and I tried to help her. Now she relaxes in my cabin while her wolf and owl keep me prisoner.

Otherwise, read the following before continuing with **Encounter 2: Through the White and Drifted Snow:**

Hans says, "I'm so sorry to let the town down. Please, hitch my draft horse, Bessie, to the wood sledge to fetch that tree. Your wagon will never make it through the snow drifts. My woodcutter axe is in a sheath attached to the sledge."

He gives you directions where to find a grove of beautiful silver pines beyond a snowfield, but warns, "Be careful of buried stumps and boulders. They can trip you up or have an empty air pocket that you will fall into. Take something to poke around in the snow to check for hazards." He also tells you what makes the prettiest Yule tree.

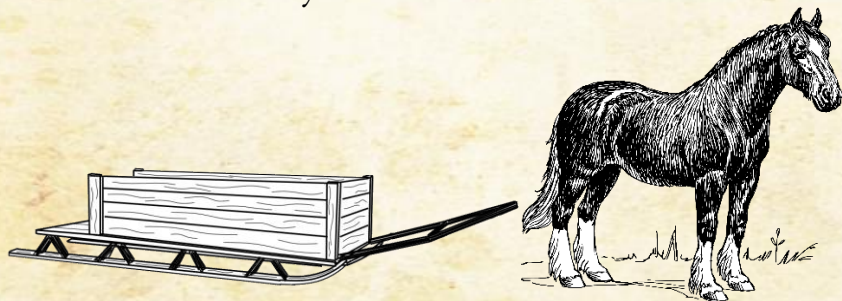
If the heroes are worried about cutting down a live tree, Hans reassures them with:

Hans says, "It is nice to know someone who is as concerned about the forest as I am. The grove is overgrown and needs a few trees thinned out for the others to grow bigger and stronger."

SCENE 2: THE TREE FOR THE FOREST

This series of encounters is a race against time. The heroes must traverse the snow-drifted landscape, locate and cut down the perfect tree, and then return to Hans's cabin before sunset.

Tracking Time. You can keep track of time by simply ticking off marks on a sheet of paper or you can use the picture of the sun and mountain provided. Cut out the mountain and move it over the top of the sun one mark per round as a timer to indicate how many rounds remain. There are three rounds left when the tall peak reaches the top of the sun's ball. To finish before sunset, the heroes need to head back to the cabin as soon as the short peak reaches the top. Example stages in the sunset timer are given. If the heroes do not finish before sunset, you do not need to continue to track rounds, but continue the encounter until they are back at the cabin.



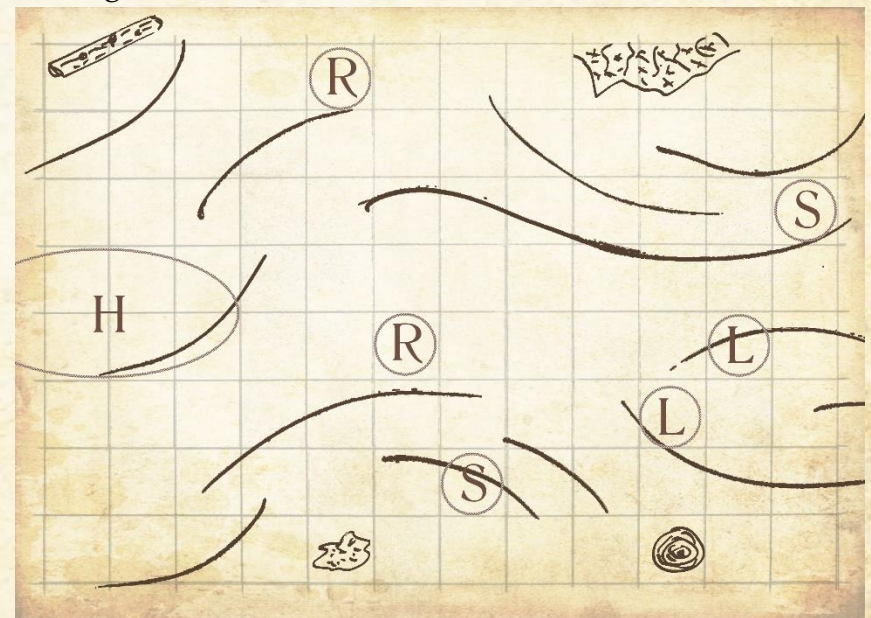
Encounter 2a: Through White and Drifted Snow

The heroes must navigate the wood sledge across a dangerous area with obstacles buried under the snow drifts. Use the provided maps to track progress and the secret locations of hazards.

Tracking Time. If the heroes take more than 10 rounds to traverse the field, they might be short on time. Also, for a shorter and easier challenge, refer to the Fail Forward for this encounter.

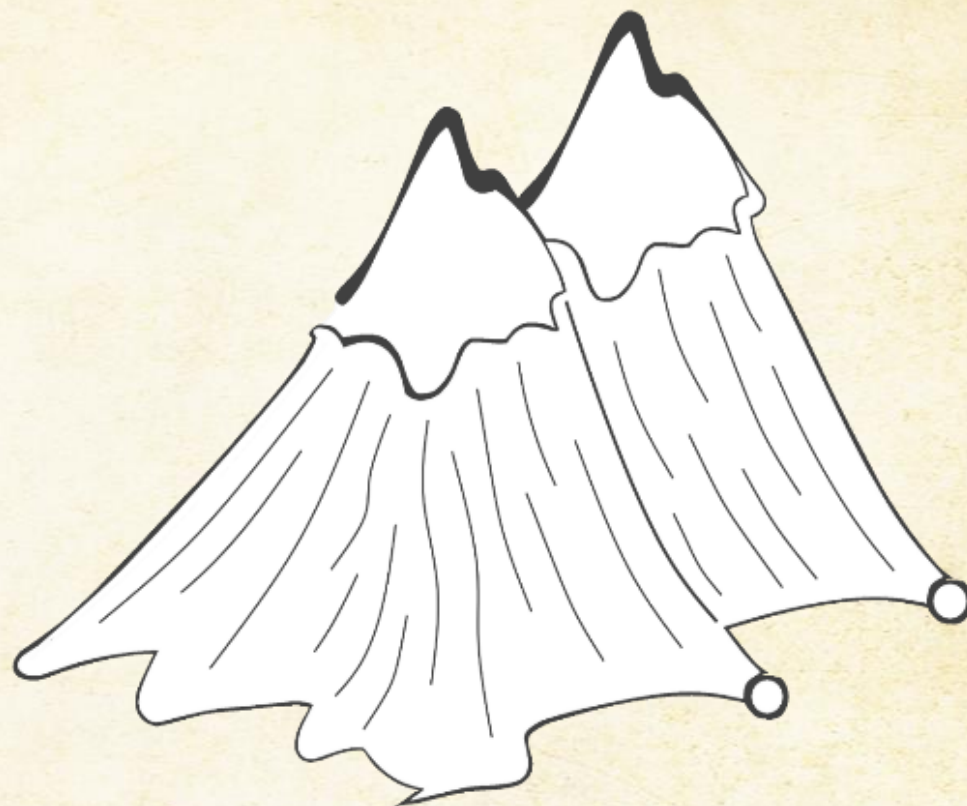
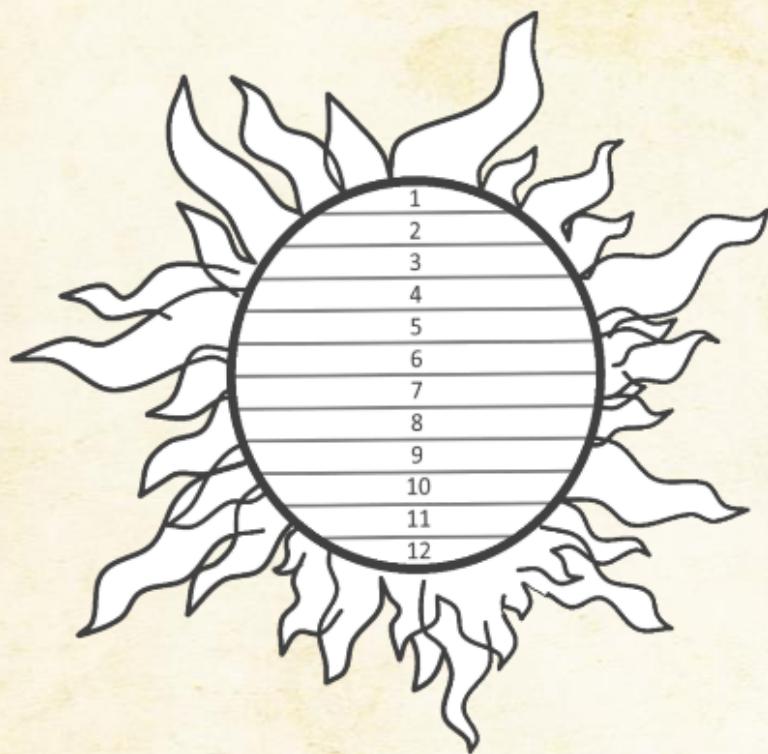
Map

Piece the two maps together to make a long snow field ending at the trees.



Hidden obstacles are indicated as follows:

“R” = rock, “S” = stump, and “L” = log.



Start across
the snow field.

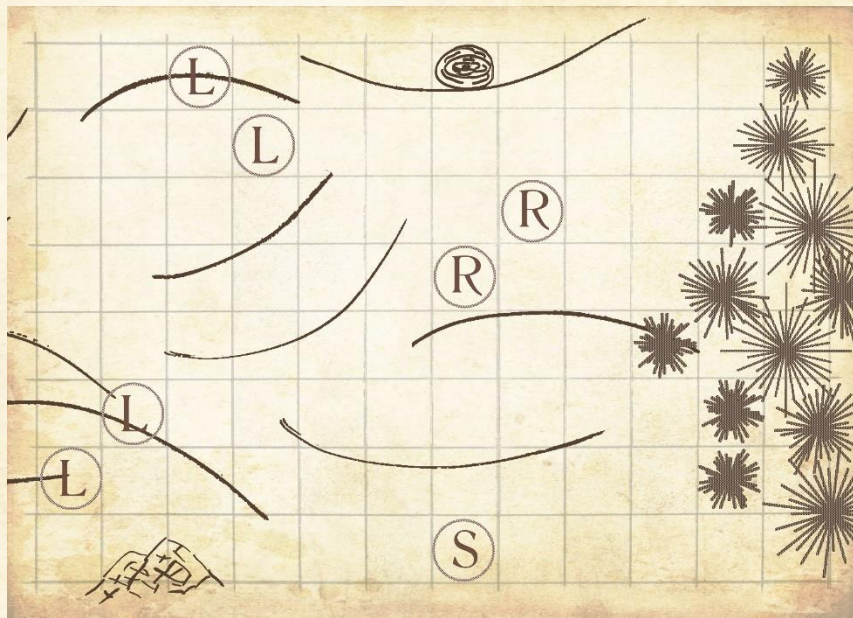


Time to
get
chopping.



Quick!
Return
to the
cabin.





Encounter Intro

If the heroes have spoken to Hans, they are already aware that hazards exist and might be a little more prepared, but the danger will be obvious once they encounter the first one. There is no risk of injury, but running into a hazard or leading the sledge on foot slows the heroes down. Read:

The wind-swept snowfield glistens in the sunlight. The snow looks safe to travel across, but hazards like fallen logs, tree stumps and rocks might be buried under the snow.

Exploration

If the heroes have something long that they can poke into the snow (like a sword, bow, or a pole from Hans's

shed), they can scout ahead of the sledge and test for hazards. Read:

Poking around in the snow ahead of the sledge is slow-going, but you are less likely to get stuck.

Encounter Features

Place Bessie in any of the squares marked H with the heroes around her and the sledge behind her, hanging off the map.

Movement. A hero must be on the sledge or immediately in front of the sledge to guide Bessie. (Exception: If there is only one hero, Bessie is exceptionally smart and can move as directed from up to 2 squares away). Movement across the snowfield works like this:

- **Bessie and Sledge.** Bessie can move up to 4 squares per turn. The sledge always follows her; the front of the sledge moves into the square that Bessie just left and the back moves into the square that the front just left.
- **Hero.** A hero can move up to 4 squares per turn but must spend a movement each time they poke into the snow (Example: Move-Poke-Move-Poke).

Hazards. The heroes can move safely across the snow, but Bessie is affected by the hazards. The hazards indicated on the map work like this:

- **Log or Stump.** Bessie must stop her movement if she steps on a square with log or stump. She can

continue ahead from that spot on her next turn.
Read:

Bessie gets stuck but will be able to get through when she tries again.

- **Rock.** Bessie cannot move into a square with a rock and ends her movement in her last safe square if she runs into a rock. Read:

Bessie tries to step forward but can't go any farther.

Note: If navigating the hazards is too difficult for your young heroes, refer to Fail Forward to keep them moving.

Ability Tests

Poke the Snow. If a hero performs a Strength, Dexterity, or Intelligence test (Search) to poke into the snow, they discover the following for each difficulty level, (for each difficulty, include the information from the lower levels):

- **4:** The square either has a hazard or is safe.
- **5:** The type of hazard (rock or wood) if there is one.
- **6 (or multiple success at 4 or 5):** Any adjacent squares where the hazard extends.

To help your players, have them mark the result on the square as “S” (safe), “?” (unknown), “W” (wood), or “R” (rock).

Conclusion

Once Bessie is adjacent to a square with a tree, the heroes have crossed the snowfield. They are ready to

search for the tree. Continue with **Encounter 2b: The Perfect Pine.**

Fail Forward

If the heroes are having trouble with this puzzle, you might ignore some of the hazards before they become frustrated. Read:

Having located all those hazards, you know what to look for. You can tell by the snow ahead that it is clear sledding to the edge of the trees.



Encounter 2b: The Perfect Pine

The heroes search for the perfect tree for Town Square. Finding the perfect silver pine is a bit like Goldilocks finding the bed that is “just right.” There is no failure in this encounter, but the level of success has an impact later in the adventure.

Tracking Time. Depending on the strength of the heroes, they will need 2-4 rounds to cut down the tree in the next encounter. So, they don’t have much time to find one. One or two tries and they should be cutting one down.

Exploration

The heroes search for the perfect tree, which is always harder to find than you think. Read:

There are so many beautiful trees to choose from and they all look perfect. That is, until you get close. Then you notice little things wrong. Look around for the best one, but hurry, you don’t have much time before sunset.

Encounter Features

There are many trees in this grove that will be fine for Town Square, but some are better than others, and the heroes might find one that is truly magnificent.

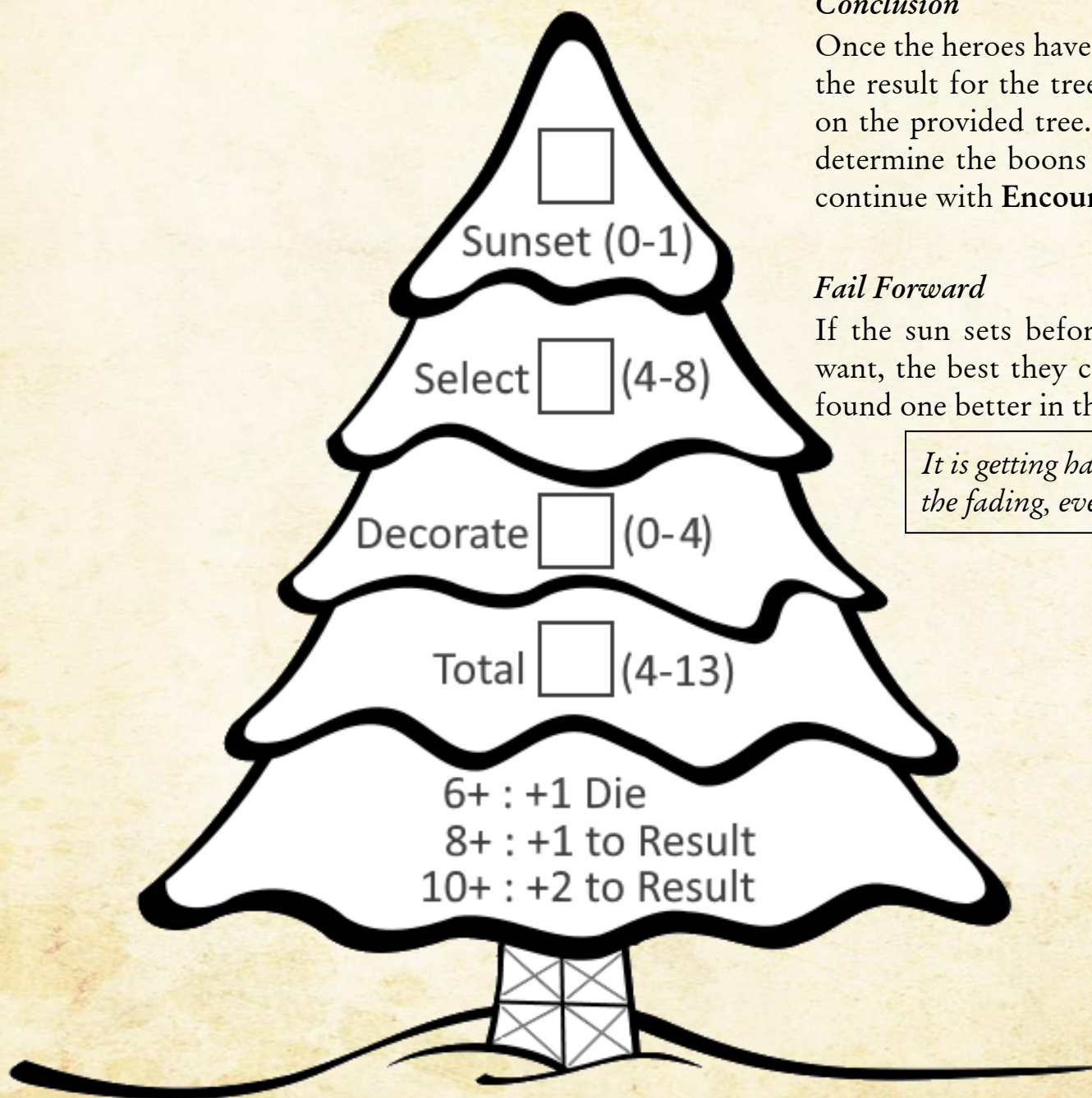
Ability Tests

Use the following ability test to determine the beauty of a tree the heroes find.

How ‘Bout this One. Compare the result of the highest Intelligence test (Knowledge/Nature) with the difficulties listed to determine the quality of the tree.

Knowing What to Look For. If the heroes beat the witch and saved Hans from the shed, he told them what to look for, +1 to the result. If the heroes have time for a second search, they can be choosy, +1 to the result (even if they find the tree on the first search).

- **1-3:** This tree might be nice in the house, but not for Town Square.
- **4:** This tree is a little small, kinda skinny, and has a bare spot.
- **5:** This tree is a little small and skinny, but no one will complain since there was so little time.
- **6:** This tree is not perfect, but it looks a lot like the tree last year.
- **7:** This tree is beautiful, better than most you can remember.
- **8:** This tree is stunning. You have never seen one like it in all your Yuletides.



Conclusion

Once the heroes have found the tree they want, record the result for the tree they found in the “Select” box on the provided tree. This result will be used later to determine the boons that the heroes may earn. Then continue with **Encounter 2c: Felling the Silver Pine**.

Fail Forward

If the sun sets before the heroes find the tree they want, the best they can cut down is a 5 (even if they found one better in the light).

It is getting hard to tell one tree from another in the fading, evening light.

Encounter 2c: Felling the Silver Pine

The heroes must cut down the tree and load it on the sledge. There is no risk of failure, just the pressure of running out of time.

Tracking Time. The heroes need the last rays of sunlight to get back to the cabin.

Encounter Intro

Time to cut down the tree. Read:

Now that you have found the tree, it is time to put that big axe of Hans's to work.

Encounter Features

If the heroes are short on time, you might suggest that two heroes chop at the tree; one with the Woodcutter Axe and another with their sword. The heroes need 4 good chops on the tree to cut it down. Use the 4 boxes at the base of the tree to track the number of good chops to cut it down.

Ability Tests

The ability and difficulty to make a good chop on the tree depends on the type of tool used. Score a “chop” for each success.

Axe Chop. The *woodcutter's axe* or a *battleaxe* are excellent for chopping down a tree. Perform a Strength test at difficulty 4.

Axe Hack. The swing of smaller axes like the *brigand's axe* or the *throwing axe* can be performed with a Strength or Dexterity test at difficulty 5.

Sword Swing. A sword might do the trick. Perform a Strength test at difficulty 6.

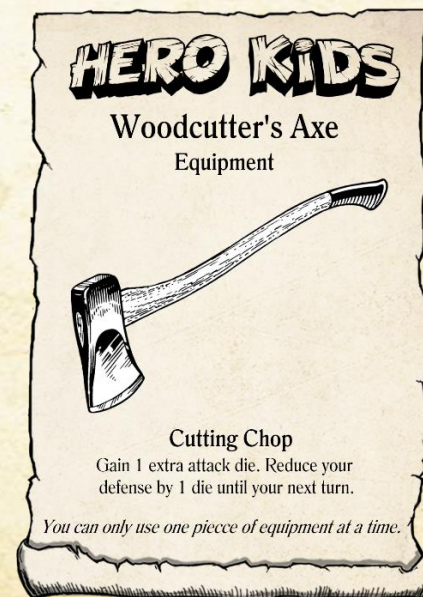
Conclusion

Whether the heroes finished before sunset or not, it is time to race back to the cabin. Continue with **Encounter 2d: Returning to the Cabin.**

Fail Forward

If the sun set before the heroes finished, read:

You made a valiant effort. You might be a little late, but you have the tree and will save the day tomorrow.



Encounter 2d: Returning to the Cabin

This encounter provides an opportunity for the heroes to share their story so far with Hans and to get started on the next segment of their adventure.

Encounter Intro

As the heroes return to the cabin, read:

Bessie knows the way home—that's where her oats are. She is strong and pulls the heavy sledge quickly toward home. She slows as she approaches the cabin, ready to be unharnessed.

Hans is standing on the front step, wearily leaning on a broom. He looks up and waves, "Good to see you back." He props the broom against the cabin wall and walks over, starting to unharness his trusty mare. He caresses and talks to her the whole time, "Good girl. Did you take care of my friends? I knew you would."

The heroes will probably have questions for Hans about the witch. Read:

"When I got to the cabin, the witch and her wolf weren't there. But I suspect we haven't seen the last of her."

Before Sunset. If the heroes made it back before sunset, mark an extra point in the "Sunset" box on the provided tree. Also read:

Hans says, "There isn't much time left, but we can load the tree in your wagon and get you on the road before it is completely dark. Once you are on the main road, you will be fine."

After Sunset. If the sun set before the heroes made it back, they don't get a point in the "Sunset" box on the provided tree. Also read:

Hans says, "It is too late to return to Rivenshore now. You can stay here, and we'll load the tree in your wagon in the morning. Better late than never."

Role-Playing

Hans. Hans is still exhausted, but is obviously glad to have his cabin back and to see the heroes safely returned with the tree. He is grateful to the heroes for all their help and is always cheerful.

Exploration

The heroes might want to look for evidence of where the witch and "puppy" have gone.

Before Sunset. If the heroes made it back before sunset, you are ready for the Conclusion.

After Sunset. If it is after sunset, they will not be able to track her in the dark. Read:

It is too dark to track the witch now, but you might try in the morning.

Conclusion

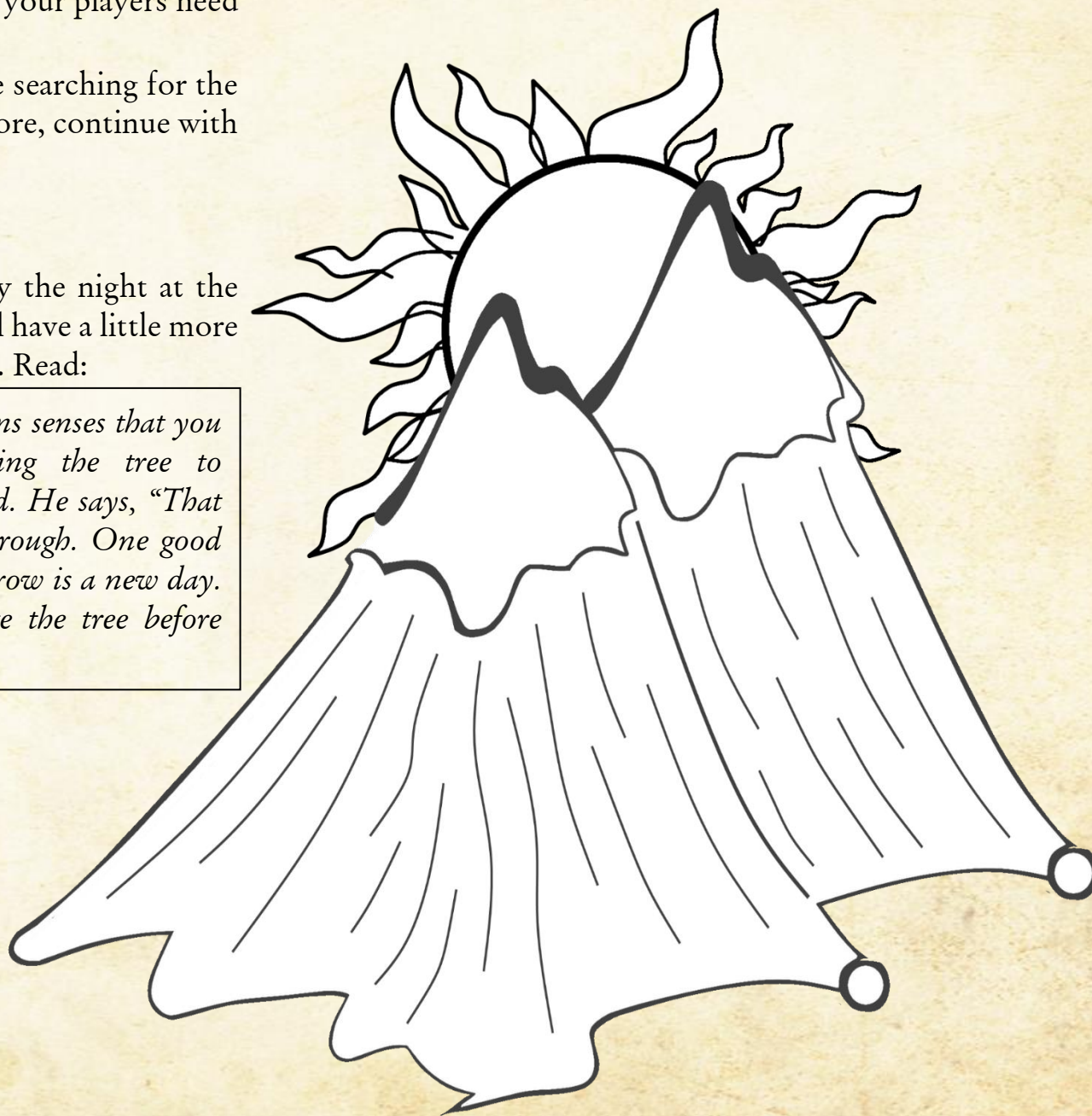
This is a good time to take a break if your players need one.

Regardless of whether the heroes are searching for the witch or are on their way to Rivenshore, continue with **Scene 3: Not out of the Woods Yet.**

Fail Forward

Make a note if the heroes must stay the night at the cabin. They are still on track, but will have a little more difficulty pleasing Ms. Lumiere later. Read:

As you try to relax in the cabin, Hans senses that you might be worried about delivering the tree to Rivenshore a day later than expected. He says, "That was a rough day, but you pulled through. One good deed interrupted by another. Tomorrow is a new day. There will still be time to decorate the tree before Yuletide."



SCENE 3: NOT OUT OF THE WOODS YET

It is time for the heroes to deliver the tree to Rivenshore, but the road still has some surprises for them.

Search as We Go. If the heroes are searching for the witch along the way, also read:

Hans says, "The tracks start off toward the main road, so let's get your wagon loaded and you can search along the way."

When the tree is loaded, he sends you on your way with a, "Farewell, my young friends."

Then continue with **Encounter 3a: On the Right Track.**

Gotta Go. If the heroes are just trying to return without searching for the witch, read:

Hans helps you transfer the tree from his sledge to your wagon and sends you on your way with a, "Farewell, my young friends."

Then continue with **Encounter 3b: A Pack on the Prowl.**

Encounter 3a: On the Right Track

The witch is hiding away where the heroes won't find her, but their search will not go unrewarded. To search, at least one hero must be walking on the ground.

Map



Encounter Intro

A hero that is walking can see the tracks leading away from the cabin. They might notice more tracks which prepare them for what lies ahead. But before all that, first read:

You follow the tracks of a small adult or older youth wearing boots and a large canine, which follow the country lane toward the main road.

Ability Test

Use the following ability test for following the tracks. A hero with the tracking skill gets +1 die to the test. Note the successes on these tests for future reference.

Tracks and More Tracks. On a successful Intelligence test (Tracking) at difficulty 4, read:

As the lane merges with the main road, you lose the tracks in all the disturbed snow. When you are just about to give up, you spot large canine tracks again.

Too Many Tracks. On a failure, read the following, then skip to the Conclusion:

There has been too much traffic on the main road. You lose the tracks once the country lane merges with it.

Tracks are Not Tracks. Have the hero perform an Intelligence test (Animals). Read the text for all difficulties succeeded.

On success at difficulty 4, read:

These canine tracks are from a different animal. They are even bigger than “puppy’s” tracks, bigger than you have ever seen before.

On success at difficulty 5, also read:

They weave around, like a wolf that is hunting, not one that is following its master. This wolf is big and is hunting along the road not far ahead of you...

On success at difficulty 6, also read:

There are also some human tracks, smaller than the witch’s and wearing an unfamiliar kind of boot. They seem to be following the road but hiding in the trees alongside it.

Tracks are Tracks. On a failure of this second ability test, read:

Now you find more tracks of people and canines; could be dogs or wolves. You don’t know.

Clues

Some clues that the heroes might pick up lead to questions:

- What kind of wolf leaves these big tracks and where did it come from?
- Who is the small human following the road from the trees and why are they hiding?
- Is the wolf hunting the human? Is the human hunting the wolf?

Conclusion

If the heroes picked up the new tracks, they are not surprised by the wolves in the next encounter, even if they weren’t sure about them and failed the Animals, test. In any case, continue with **Encounter 3b: A Pack on the Prowl**.

Fail forward

The heroes will get another chance to identify the trouble and the mystery ahead.

Encounter 3b: A Pack on the Prowl

There is a pack of timber wolves hunting in the area. They are very rarely seen below the high elevations of the Druinhowe Mountains but have tracked their prey this way.

Encounter Intro

If a hero found the large wolf tracks, they should be ready for this, but the horses give warning as well. Read:

As the wagon descends into a thick part of the forest, the horses start to whinny and slow down.

Ability Test

If the heroes don't already know that the horses are reacting to wolves on the path, they can perform an Intelligence test (Animals) at difficulty 5. On success, read:

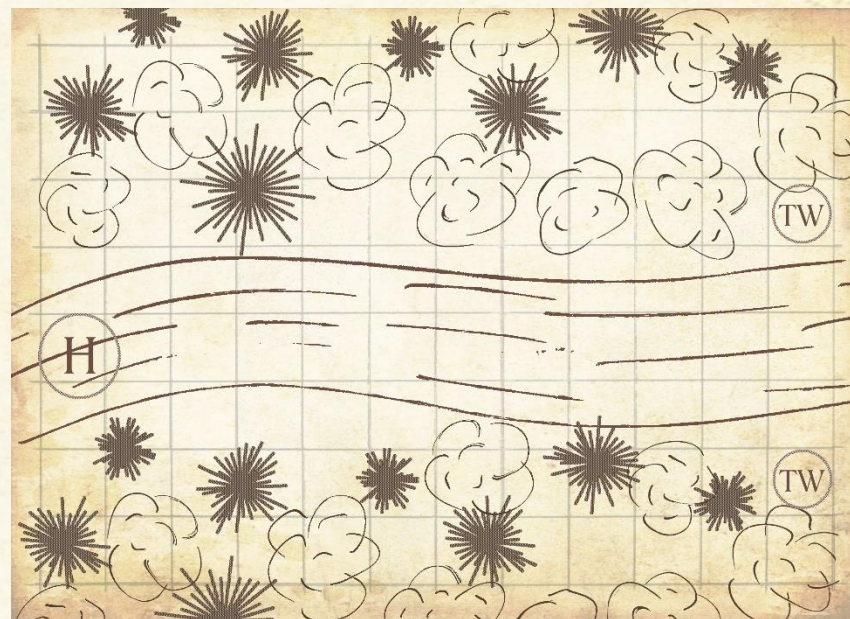
The horses have sensed danger ahead, which in this part of the forest means predators.

Combat Intro

If the heroes have passed the Intelligence test (Animals) above or in **Encounter 3a: On the Right Track**, they have a round to prepare for battle. Otherwise, they are caught unaware with no time to prepare. When they are ready, read:

A large wolf, bigger than you have ever seen, emerges from the woods in front of the wagon. Not only is it big, it is a beautiful white; not like the grey wolves you have seen, but pure white. It snarls and bares its teeth.

Combat Map



Place the heroes around the “H” and the timber wolves around each “TW” (If there are more than two, place the others in the trees behind the first two).

Combat Features

It takes 2 squares movement for the heroes to get on the wagon, but only 1 to get down. The wolves can jump on the wagon as normal movement using their Sure-Footed ability.

Monsters

This encounter features...

1 Hero: 1 x Timber Wolf

2 Heroes: 1 x Timber Wolf

1 x Young Timber Wolf

3 Heroes: 2 x Timber Wolves

4 Heroes: 2 x Timber Wolves

2 x Young Timber Wolves

Use these health boxes to mark off damage:

① Timber Wolf

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

② Timber Wolf

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

③ Young Timber Wolf

KO	Hurt
----	------

④ Young Timber Wolf

KO	Hurt
----	------

Tactics

The timber wolves use their pack ability whenever they can, singling out victims if necessary.

Fail Forward

If only one hero remains in the battle and becomes Hurt, read:

Just when the wolf is about to attack, you hear shouting from the side of the road. It is a young person dressed in heavy hides hooting and hollering at the wolves. As quickly as the kid appeared, they disappear into the woods, and the wolves chase after them.

Conclusion

When the combat concludes and the heroes are ready to resume their journey, continue with **Scene 4: Prey of the Pack**.

Fail Forward

In case some of the heroes were knocked out and there aren't enough health potions to revive them, read:

As you stagger about, collecting yourself and your things from the road, another wagon rolls up. Some of you got knocked out, but at least you didn't get eaten. The other travelers revive everyone to Hurt before saying, "You better get that tree to Town Square. Looks like a nice one! We would help, but we have our own errands to run." As they jump back on their wagon and cue their horses, you hear one mutter, "Ms. Lumiere's errands."

Crafting Option

The heroes might take a Timber Wolf pelt, which is available with the other items in the printouts.

SCENE 4: PREY OF THE PACK

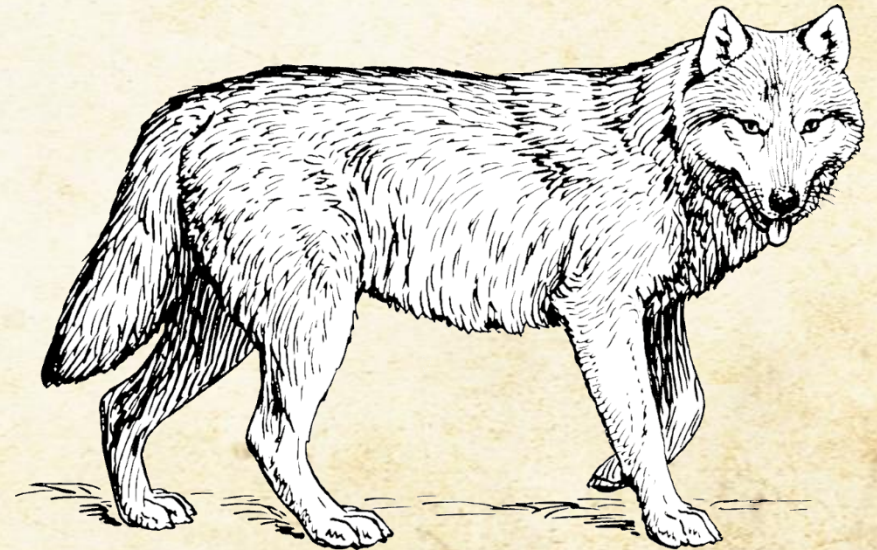
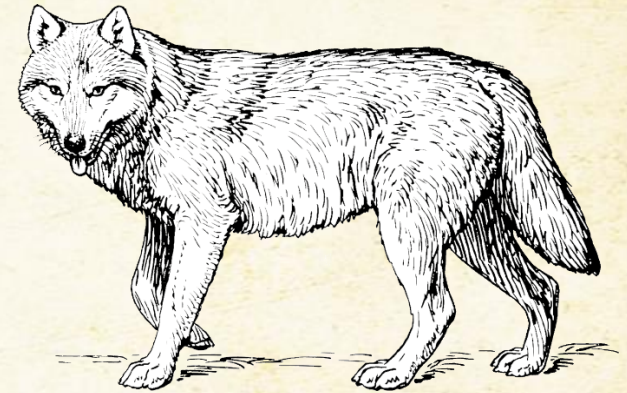
Depending on the heroes' successes and failures so far, they have assembled a few clues about the wolves that are prowling the area and the young stranger they are preying upon. Read the following in order to determine where to take the story next, following the directions of the first statement that is true.

Defeated the Wolves. If the heroes were successful in the combat with the timber wolves, continue with **Encounter 4a: Something in Your Teeth.**

Daylight and Lost to the Wolves. If the heroes are traveling during daylight and failed in the combat with the timber wolves (they saw the young stranger), continue with **Encounter 4b: Do You Hear What I Hear.**

Nighttime. If the heroes are traveling at night or you don't know where to go next, read the following then continue with **Encounter 5: From Pine Tree to Yule Tree.**

The rest of the ride into Rivenshore is peaceful. Finally! Sheriff greets you with his big smile as you roll into Town Square. He says, "My, what a nice tree. You've done well."



Encounter 4a: Something in Your Teeth

After the combat with the wolves, the heroes have an opportunity to investigate these unusual creatures and they may learn something else in the process.

Encounter Intro

Before the heroes get back on the wagon, read:

Those were some unusually fierce and beautiful wolves. You have a chance to look them over before they revive.

Ability Tests

The heroes can learn more about the story by inspecting the wolves.

Inspect the Wolves. Have the hero perform an Intelligence test (Animals). A hero who was successful at difficulty 5 or 6 in the “Tracks are not Tracks” test in **Encounter 3a: On the Right Track** has growing knowledge about the creatures’ habits and gains an additional die for this test. Read the text for all difficulties succeeded.

On success at difficulty 4, read:

Not only is this wolf's coat white, it is very thick and heavy.

On a success at difficulty 5, also read:

It must normally live in an area that is colder and snowier than here.

Something in your Teeth. Have the hero perform an Intelligence test (Knowledge). Read the text for all difficulties succeeded.

On success at difficulty 4, read:

On closer inspection, you notice a small piece of hide pierced on the fang of the lead wolf.

On a success at difficulty 5, also read:

The hide has been tanned. It is from a piece of clothing or material, not an animal, and not from you.

On a success at difficulty 6, also read:

The hide is from a bear, thicker than any you have seen.

Clues

Clues lead to questions:

- Why are these wolves so far from their home?
- Where did this hide material come from?
- What kind of bear was this hide from?

Conclusion

When the heroes are done inspecting the wolves and are traveling down the road again, continue with **Encounter 4b: Do You Hear What I Hear?**

Fail Forward

The heroes will have an opportunity to learn this information later but may be less prepared.

Encounter 4b: Do You Hear What I Hear?

The heroes have another opportunity to see, and maybe meet, the young stranger, Nikik. Nikik is portrayed as a girl, but their gender is not important to the story. Two versions are provided with different genders and abilities. Substitute however you wish or to fill gaps in your heroes' abilities.

Map



Encounter Intro

The heroes are first alerted that Nikik is nearby when they hear singing. Read:

You hear what sounds like singing coming from the woods off the side of the road. The horses slow to a stop without you asking them to whoa. You don't recognize the melody or the words, but it is definitely the singing of a young, clear voice.

Role-Playing

Nikik. Nikik is lonely, wounded, and hungry (not knowing what plants are edible). She is about to pass out from weariness. Although Nikik is unsure about the heroes, she has little choice. She needs help, so is reaching out to someone her age. Nikik is also curious about the strangers and this strange land.

Ability Tests

The heroes have one chance to talk Nikik into coming out of the woods.

Talk with the Kid. On a successful Dexterity or Intelligence test (Talking) at difficulty 5, Nikik will tentatively walk out of the woods. Read:

A kid walks slowly out of the woods. They are obviously injured where part of their hide coat has been torn away. The kid smiles and says something you don't understand, something like "nookeelick," then passes out and collapses in the road.

On a failure, Nikik slinks back into the woods. Read:

The kid is obviously unsure about you and slinks back into the woods. They appear to be wounded, though, and won't go far.

Catch the Kid. On a successful Strength or Dexterity test (Running) at difficulty 4, a hero can catch Nikik before she disappears into the woods. Read:

The kid didn't get far before collapsing behind a tree. As you run up to help, they say something you don't understand, something like "nookeelick," then pass out. The poor kid needs healing, fast.

Heal the Kid. The heroes must use a healing ability or potion to revive Nikik. If they do, read:

The kid revives a little. It is only now that you realize that the kid is a girl. With a weak smile, she says what sounds like, "help nookeelick," then closes her eyes; this time, though, only resting.

The heroes can describe how they get the young stranger in the wagon and the rest of their ride home. If they try to heal Nikik more, reassure them that she is alright but needs rest.

Conclusion

If the heroes rescue Nikik, read the following, then continue with **Encounter 5: From Pine Tree to Yule Tree**.

The rest of the ride into Rivenshore is peaceful. Finally! Sheriff greets you with his big smile as you roll into Town Square. He says, "My, what a nice tree. You've done well."

Give the heroes a chance to point out Nikik in the wagon.

When Sheriff sees the kid, he says, "That kid needs attention." He reaches for the kid, "You've done really well... You will have to tell me the whole story once we see to this Alpinite kid."

"Alpinite" kid? What does Sheriff know that you don't? Other townsfolk have already started unloading the tree, making nice comments about it and about you.

Fail Forward

If the heroes don't rescue Nikik read the following, then continue with **Encounter 4c: A Helping Hand** or skip to **Encounter 5: From Pine Tree to Yule Tree** and introduce Nikik in **Scene 6. Light the Tree!**

That kid looked like they might still want to meet you. Surely, you will have another chance.

Encounter 4c: A Helping Hand

The heroes need to heal Nikik and finish the trip into Rivenshore where Nikik can get some medical attention.

Encounter Intro

The heroes are alerted again that Nikik is nearby when they hear singing. Read:

Finally, you are almost back to Rivenshore when you hear that singing coming from the woods again. This time, the voice is not as clear or strong. The young stranger emerges from the woods and collapses on the road.

The heroes must use a healing ability or potion to revive Nikik. Read:

The kid revives a little and gives you a weak smile. It is only now that you realize that the kid is a girl. She says what sounds like, "help nookeelick," then closes her eyes; this time, though, only resting.

The heroes can describe how they get the young stranger in the wagon and the rest of their ride home. If they try to heal Nikik more, reassure them that she is alright but needs rest.

Conclusion

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Give the heroes a chance to point out Nikik in the wagon.

When Sheriff sees the kid, he says, "That kid needs attention." He reaches for her, "You've done really well... You will have to tell me the whole story once we see to this Alpinite kid."



HERO KIDS CREATOR'S GUILD



Alpineland Ice Thrower:



Nikik



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



Special Action: Aimed Shot
If you start your turn without an adjacent enemy, you can use your entire turn to make a ranged attack at a target up to 6 squares away with 1 extra die.



Bonus Ability: Cunning
When an attack against you resolves, you can immediately move 1 square.



Inventory and Skills



Encounter 5: From Pine Tree to Yule Tree

The heroes help decorate the Yule tree. If they arrived in Town Square at night, this takes place the following morning. Success here adds to their score on the Yule tree which improves their standing with Ms. Lumiere and provides rewards on Yuletide morning.

Encounter Intro

If your heroes need encouragement to help decorate the tree, read:

After all the effort you made getting the tree to Town Square, making it the best Yule tree ever would be great.

Role-Playing

Ms. Lumiere. Ms. Lumiere is not a mean or bad person. She just wants everything to be the best possible and is cranky from all the stress of being responsible for the town decorations on top of the usual holiday turmoil. That said, she can be a real pain, as the heroes discover through the story.

Encounter Features

As the decorations are unboxed, read:

Many townsfolk are helping with the decorating and Ms. Lumiere is leading the effort, in her demanding sort of way.

Ability Tests

There are many tasks the heroes can perform to help transform the pine tree they cut down to the Yule tree everyone admires. Use any of these ability tests, make your own, or ask the heroes how they can help. Record the total result in the “Decorate” box on the provided tree. Fewer heroes can help in multiple ways to earn more points.

- **Erect the Tree.** Succeed on a Strength test (Lifting) at difficulty 5, +1 to the decorating score.
- **String the Beads.** Succeed on a Dexterity test (Throwing) at difficulty 5, +1 to the decorating score.
- **Fasten the Candles.** Succeed on an Intelligence test (Magic) or Dexterity test (Crafting) at difficulty 5, +1 to the decorating score.
- **Set the Top Ornament.** Succeed on a Dexterity or Strength test (Climbing) at difficulty 5, +1 to the decorating score.

Conclusion

When the heroes are done decorating, continue with **Scene 6: Light the Tree.**

SCENE 6: LIGHT THE TREE!

The night to light the tree has come. Begin the scene by reading:

The Yule tree is decorated and all the Rivenshore residents are gathered to celebrate. You and your friends are gathered at the edge of the crowd where you can see the whole tree and everyone around it. As the evening sun sets behind the Druinhowe Mountains and Town Square grows dark, it is time to light the tree.

This is the moment everyone has been waiting for, especially Ms. Lumiere, who is standing near the tree, holding a single lit candle. With a flourish of her hand over the candle and a quick gesture like throwing the flame from the candle to the tree, all of the candles on the tree light! The Yule tree lights up Town Square, revealing all the smiling faces making “ooh” and “ahh” sounds.

If the heroes have not met Nikik yet, it is about time they did. Read the following, then continue with **Encounter 6a: Do You Hear What I Hear (redux)**.

Even with all the gasps of wonder in front of you, the loud “uh-uhhh” from behind you sounded more like fright. You look around, but there is no one there.

Everyone starts clapping and a band of musicians start playing a festive Yuletide dance.

If Nikik is already friends with the heroes, read the following, then continue with **Encounter 7: Interlude: Guest of Honor**.

Nikik is also excited by the festivities, but is surprised by all the candles and jumps back a little, making a frightened “uh-uhhh” noise before smiling brightly in wonder.

Everyone starts clapping and a band of musicians start playing a festive Yuletide dance.



Encounter 6a: Do You Hear What I Hear? (redux)

The heroes finally meet the young stranger, Nikik. Nikik is portrayed as a girl, but their gender is not important to the story. Two versions are provided with different genders and abilities. Substitute however you wish or to fill gaps in your heroes' abilities.

Encounter Intro

If the frightened “uh-uhhh” from behind them isn't enough to send the heroes searching, read:

As the festival settles into a steady rhythm of music and dancing, you hear the beautiful singing of a young, clear voice coming from behind you. The melody is close to what the band is playing, but not quite, and you don't recognize the words.

Role-Playing

Nikik. Nikik is lonely, wounded, and hungry and hoping to be invited to the feast. She is about to pass out from weariness. Although Nikik is still unsure about the heroes, she needs help, and is hoping to befriend someone her age. Nikik is very curious about these strangers, their customs, and this strange land.

Conclusion

When the heroes notice Nikik, read the following then continue with **Encounter 6b: A Helping Hand (redux)**:

The kid walks slowly into the light of the tree. They are obviously injured where part of their hide coat has been torn away. You realize that the kid is a girl. She smiles and says something you don't understand, something like, “help nookeelick,” then staggers toward you.



HERO KIDS CREATOR'S GUILD



Alpineland Musher: **Nikik**













Melee Attack: Slick Pick
Melee attack at an adjacent target.

Special Action: Precise Attack
If an adjacent target has not moved since your last turn, you can make a melee attack with 1 extra die.

Bonus Ability: Cunning
When an attack against you resolves, you can immediately move 1 square.

Inventory and Skills



Encounter 6b: A Helping Hand (redux)

The heroes need to heal Nikik and can begin to know her.

Encounter Intro

The heroes must use a healing ability or potion to revive Nikik. Read:

The kid revives enough to give you a weak smile and what sounds like, “thank you.” The kid is obviously weak and tired but invigorated by the wonder of the festivities. You can’t help noticing how she is looking at the food that people are carrying as they walk by.

Conclusion

If the heroes are comfortable with Nikik’s current state, continue with **Encounter 7: Interlude: Guest of Honor**.

If the heroes want to do more to heal Nikik, read the following, then continue with **Encounter 7: Interlude: Guest of Honor** as the events the following night, after Nikik has rested.

When Sheriff sees you approaching, he starts congratulating you and thanking you for saving Yuletide. When he sees the kid, he says, “...and yet you continue to amaze me. Let’s get this Alpinite kid some medical attention. Then you will have to tell me the whole story.”

“Alpinite” kid? What does Sheriff know that you don’t?



HERO KIDS CREATOR'S GUILD



Alpineland Ice Thrower:



Nikik













Ranged Attack: Sling Shot

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

Special Action: Aimed Shot

If you start your turn without an adjacent enemy, you can use your entire turn to make a ranged attack at a target up to 6 squares away with 1 extra die.

Bonus Ability: Cunning

When an attack against you resolves, you can immediately move 1 square.

Inventory and Skills



Encounter 7: Interlude: Guest of Honor

This social encounter provides the heroes an opportunity for imaginative role-play.

Encounter Intro

Start the encounter off by reading:

You see Hans join the celebration, giving you a big smile and a wave when he sees you.

There are many things to be thankful for this Yuletide—Hans is safe, the townsfolk are happy and celebrating together, and most important, you made a new friend.

*And that new friend wants to know **everything** about you and your Yuletide customs.*

Encourage the heroes to elaborate on their Yuletide customs and prompt them with comparisons by Nikik, like:

We don't have a snowtime festival. It is too cold, and all our time and strength is needed to get food and protect our homes from the weather. We celebrate in the warmtime when life is easier and there is much food.

The heroes will want to know about Nikik, too, so here are some facts that may appease their curiosity:

- Nikik was curious and wandered farther from home than normal and wasn't paying attention as a blizzard was forming.

- After taking shelter from the blizzard, the timber wolves chased Nikik to the “brownground.”
- Running from the wolves and being unfamiliar with the brownground, Nikik became lost and couldn't find the trail home.
- Nikik left a sled with supplies and food hidden in the trees near the trailhead.
- Nikik has been away from home three suns.
- Nikik's parents must be sick with worry and searching for her, but the blizzard would have covered any tracks.
- Nikik learned the common language from someone who came from the brownground and lives among Nikik's people. (This person is a mystery for another Alpine adventure).

Finish the conversation with the plea from Nikik:

Can you help me find my sled... my way home?

Role-Playing

Nikik. Nikik is very curious about the heroes, especially their holiday customs, and asks infinite questions about them.

Conclusion

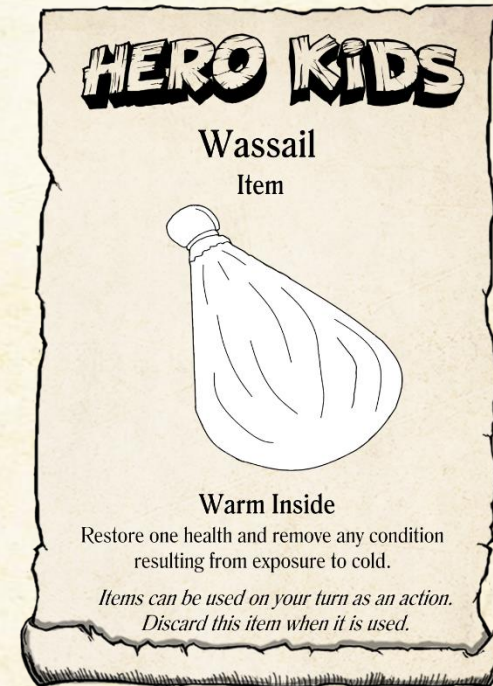
If the heroes are engaging Nikik in a good story, reward them with the following:

You didn't notice Yarrick, the owner of the Block and Tackle Tavern, listening nearby until he walks up. "You are turning into quite the bard," he tells you, "and a good bard always earns their keep. Here's something for entertaining me so well." He offers you a water skin, "It's wassail, spiced cider. Don't worry, it's not spiked. It pleases the mouth and warms the belly. Have a little now, especially you, my new young friend," he nods toward Nikik. "But save some for when you might really need it."

When the heroes are done questioning Nikik and sharing their stories with her, read:

As the crowd of reveling townsfolk diminishes, it is time to call it a night. Ms. Lumiere walks to the tree again, this time with an unlit candle. She reverses her motions from earlier and captures the flame of all the candles on the tree into her one candle—the candles on the tree go dark and cold as her candle lights up.

With the festivities winding down, it is a good time to take a break. When you are ready to return to the adventure, continue with **Part 2: An Uninvited Guest**.



PART 2: AN UNINVITED GUEST

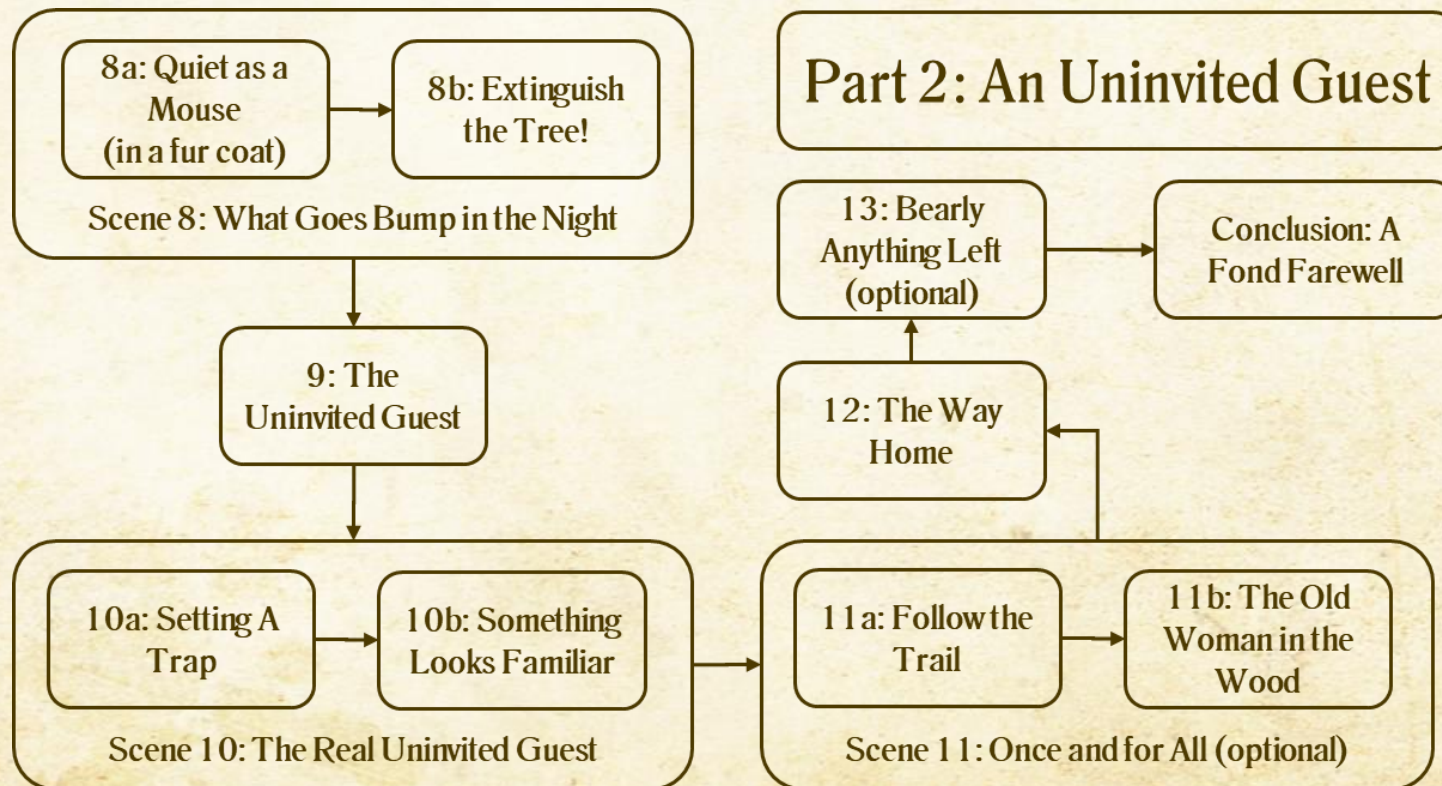
The witch is jealous of the town's happiness and shared feasting and she wants to get back at the meddlesome heroes. In the dark hours of the early morning after the festival, Town Square is hit with a catastrophe.

Particularly if you have taken a break since Part 1, you might start this part with roleplaying the heroes excited expectations for Yuletide morning, so the catastrophe is more personal. Then read this introduction:

As the festivities quiet down, even with the excitement of Yuletide and making a new friend, the mad rush of the last few days weighs heavy on you.

Your parents welcome Nikik to stay at your home in the spare room. You doze off, dreaming of what Yuletide morning will bring.

The heroes can decide whose home that is or if they make different sleeping arrangements. **Continue with Scene 8: What Goes Bump in the Night.**



SCENE 8: WHAT GOES BUMP IN THE NIGHT

The heroes are posed with the dilemma of defending their new friend with little evidence in her support, and possibly evidence against her. Continue with **Encounter 8a: Quiet as a Mouse**.



Encounter 8a: Quiet as a Mouse (in a fur coat)

Although Nikik feels welcome, she is restless from being in a strange place, and it is too hot to sleep.

Encounter Intro

A hero might catch Nikik at some point in her coming and going out of the house. Read:

Everyone in town is sleeping soundly. Everyone, that is, except for Nikik.

Role-Playing

Nikik. Nikik is completely innocent but doesn't know how to defend herself. She is fearful of what may happen to her.

Ability Tests

In this series of ability tests, a little success might be worse than complete failure.

A Mouse in a Coat. Have the hero perform an Intelligence test (Perception) at difficulty 4 to see when they notice Nikik sneaking out of the house. Read only the text for the highest difficulty succeeded. On failure, read the following. Then skip to the Conclusion.

You awake to the sound of the bell in Town Square ringing. That means trouble.

On success at difficulty 4, read the following. Then skip to the Conclusion.

You hear the sounds of someone moving about in the house. When you walk into the front room to investigate, you find Nikik standing there with her coat on. Just as you are about to say something to her, the sound of the bell in Town Square ringing interrupts your thought. That means trouble.

On a success at difficulty 5, read the following. Then skip to the Conclusion.

You hear the sounds coming from the front room. Just as you walk in to investigate, Nikik rushes in the front door with her coat on. She is winded from running and her face is red, maybe from the cold. Just as you are about to ask her where she's been, the sound of the bell in Town Square ringing interrupts your thought. That means trouble.

On a success at difficulty 6, read:

You hear the sounds of someone moving about in the house. Just as you walk into the front room to investigate, the front door slowly and quietly closes. The spare room door is open and Nikik isn't in there.

Give the hero the option to go out or wait in the house.

Follow Her. If the hero goes out, read the following. Then skip to the Conclusion.

You spot Nikik strolling along the houses. She is looking about and doesn't appear to be in a hurry, but she is definitely headed toward Town Square.

You are following quietly but are catching up to her. As she passes the Block and Tackle Tavern and turns toward Town Square, her face lights up—at first in a smile, but then in shock, as it really lights up, reflecting a bright light. A fire!

Nikik turns and starts to run back to the house. She sees you just before she runs you over. Then the sound of the bell in Town Square ringing grabs your attention.

Wait. If the hero waits, read:

You don't have to wait long. In just a few minutes, the door swings open and Nikik rushes in. She is winded from running and her face is red, maybe from the cold. Just as you are about to ask her where she's been, the sound of the bell in Town Square ringing interrupts your thought. That means trouble.

Conclusion

All heroes run as fast as they can to Town Square and **Encounter 8b: Extinguish the Tree!**

Fail Forward

The degree of success and failure in this encounter is not so simple, but that can be sorted out after the fire is extinguished.

Encounter 8b: Extinguish the Tree!

The heroes first help extinguish the fire, then investigate the incident.

Encounter Intro

The whole town is up and rushing to the scene. Read:

As close as your house is to Town Square, the blazing Yule tree is lighting up the road like daytime. Most of the townsfolk are rushing to Town Square. Some are a little bleary-eyed, but a bucket brigade is forming. Fortunately, the well is close and there are no buildings close to the tree.

Ability Tests

The heroes can help fight the fire in several ways. Match the ability they want to use with a task or let them describe what they want to do. The fire is small, so each hero needs to only help with one task. If there are fewer heroes than tasks, you can read those successes to describe what other townsfolk are doing.

Bucket Brigade. On a successful Strength test (Tools) at difficulty 4 read:

You line up in the bucket brigade and pass buckets until the fire is out. You notice that Nikik has joined the line beside you.

Timber! On a successful Dexterity test (Acrobatics) at difficulty 4 read:

You help ease the tree over into the square, so it doesn't fall unpredictably.

Stay Calm. On a successful Intelligence test (Persuasion) at difficulty 4 read:

You calm the people down and clear the area so the tree will fall safely onto the square.

When all the heroes have found a job to do, read:

Fortunately, it was just the tree on fire, so the flames were put out quickly and no one was hurt.

Clues

Based on the tasks that the heroes performed and some additional investigative work, they might assemble some clues to start figuring out who was responsible for the fire or at least make a plan in case they strike again. The heroes can get the following clues from what they saw during the fire or by interviewing someone who was there.

Clue: Bucket Brigade

When Nikik joined the brigade, you could tell that she was as worried about the fire and helped as much as anyone.

Clue: Timber!

The fire started near the top of the tree. Someone could have thrown something up there, but why so high in the tree? It would burn better from the bottom up.

Clue: Stay Calm

You got a good look at pretty much everyone in town and no one in Town Square showed any sign of enjoying the fire. Ms. Lumiere was frantically trying to pull the fire into an unlit candle, but nothing happened.

Conclusion

When all the clues have been picked up read the following, then continue with **Encounter 9: The Uninvited Guest**.



Encounter 9: The Uninvited Guest

With the destruction of the Yule tree comes the inevitable search for the culprit. This is often called a “witch hunt,” but unfortunately, in this case it takes a while for that to be realized. Nikik, a stranger mysteriously arriving the day of the fire, immediately draws suspicion. If a hero caught Nikik returning from outside without knowing what she had done out there, they might be suspicious of their new friend, too.

Encounter Intro

Once again, Ms. Lumiere is complaining to Sheriff in Town Square where the heroes can overhear, the whole town can overhear. Read:

You are in Town Square looking over the damage from the night before. Ms. Lumiere is complaining to Sheriff, again.

“We all know who did it,” she says, “and now it’s time for you to do something about it.”

“Now Lilith,” Sheriff starts, as usual. “What we know is the tree caught on fire. We’re fairly sure it wasn’t an accident. Beyond that is only speculation... suspicion.”

“You need to ask her the hard questions,” she continues. Her eyes well up, “That uninvited guest ruined our beautiful Yuletide.”

“I’m not going to put her on trial, not in the courtroom and certainly not here in Town Square.”

But before he is even finished, Ms. Lumiere sees you and starts walking past Sheriff and to you. “There’s that strange child and her friends.”

Sheriff quickly follows her, “Lilith, let’s be civil.”

As Ms. Lumiere approaches, Nikik speaks up, “I will answer questions. We will find who did this.”

As Sheriff said, this is not a trial, but winning Ms. Lumiere to their cause will earn rewards for the heroes.

Role-Playing

Nikik. Nikik is completely honest and forthcoming. She wants to find the culprit, too. Partly to clear her name, but mostly to see justice done.

Ms. Lumiere. Ms. Lumiere is frantic and emotionally exhausted from weeks of preparation and the rollercoaster of triumph and defeat over the past few days. She wants to assign guilt quickly so she can move on to thinking about other things.

Clues

Questions and Answers. Encourage the heroes to talk through the events and ask questions to get to the answers. Here are a few answers to expected questions or conjecture:

- I left the house because it was hot, and I felt cramped by the town and all the buildings.
- I went to Town Square to see the beautiful tree again.
- The tree was just starting to catch fire when I first saw it.
- A dark form, like a large bird, circled the top of the tree and then flew off.
- The fire started near the top of the tree.
- I think the person who started the fire was jealous and wanted to ruin the fun for everyone.

Ability Tests

Ms. Lumiere is wound up tight, so these tests are hard. The heroes' Yule tree score can make these tests easier as indicated on the tree. Results are cumulative, so for example: A score of 11 gains +1 die and +3 (+1 and +2) to the result of this test.

Note: The heroes' deeds are not being repaid but are evidence that they had as much interest in the Yule tree

decorations as anyone. So, they have gained Ms. Lumiere's trust.

Have the heroes perform two Intelligence tests (Persuasion or Talking), using their best result for the second test, "But it Wasn't Nikik."

Someone Started the Fire. At difficulty 5, the heroes convince Ms. Lumiere that they are on her side (not just trying to appease or trick her) and earn a boon. On a failure, read only the first sentence. On success, the tone changes, read both:

"We all know it wasn't an accident."

"Someone tried to ruin all our hard work..."

But it Wasn't Nikik. At difficulty 6, Ms. Lumiere is convinced that Nikik had nothing to do with the fire and the heroes earn a second boon. On a failure, read only the first sentence. On success, the tone changes, read both:

"If Nikilook didn't start the fire, then who did?"

"I wish I could help you catch them."

Conclusion

If the heroes are successful in convincing Ms. Lumiere, they earn her gratitude and a boon for each success above. Read:

Ms. Lumiere blushes then starts to apologize but stops and says, "Please. Wait here. I have something for you." She runs to her shop and returns with something in each hand.

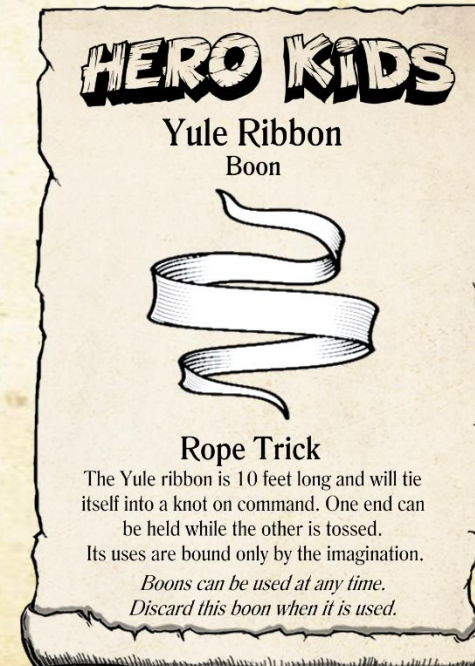
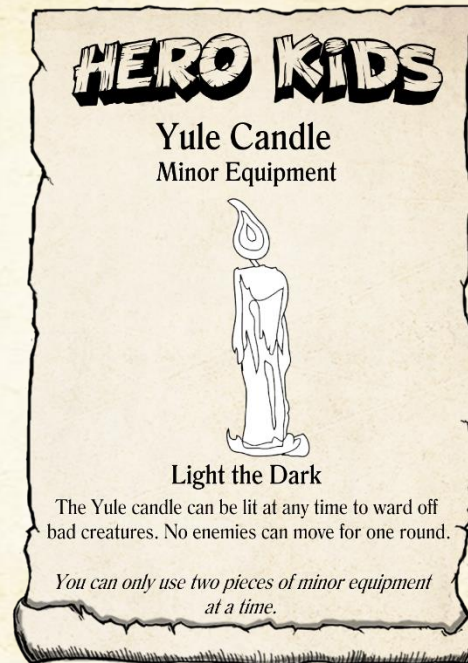
Describe both items to the heroes. If they earned only one, they must choose between them, but can hope to earn the other after this adventure. Note: Use the "Boon" version of each item if you want to use only the core rules.

Continue with **Scene 10: The Real Uninvited Guest**.

Fail Forward

If the heroes failed both tests, they will have to earn Ms. Lumiere's confidence after this adventure. They can still fight the witch, but she will be harder to find without the boons. Read:

You may not have changed Ms. Lumiere's mind about Nikik, but you get to catch the real culprit.



SCENE 10: THE REAL UNINVITED GUEST

Certain that Nikik is innocent and the culprit is still on the loose, the heroes assemble the information they know. Combining what Nikik thought she saw around the tree with what the heroes might have seen or heard at Hans's cabin about the witch's great owl pet, the heroes might be able to solve the mystery. If they did not see the large bird and are having trouble, you might have Hans overhear their discussion and tell them that the witch had a pet great owl that did her dirty work. Have your heroes contemplate what they might do and when you are ready, continue with **Encounter 10a: Setting a Trap**.



ALTERNATE SCENE 10

If you want to skip directly to the combat, when the heroes are still with Sheriff, read the following then continue with **Scene 11: Once and for All**:

While you are reviewing the events with Sheriff, one of your younger friends runs up to Sheriff crying, "Sheriff! My Auntie Madeleine never came to the party last night. She has a bad cold, and said she might not come. But she promised to be here today and she's not. I know something's wrong... She promised."

Sheriff whispers to you, "I think we know where "a certain woman" is hiding out." Then he starts comforting your friend and walking him toward home.

Encounter 10a: Setting a Trap

The heroes must devise a plan to draw the attention of the witch again and track the owl to her hideout.

Map

Use the Town Square map from the adventure *Fire in Rivenshore* if you have it. Otherwise, draw the plan on the blank map for this encounter.

Encounter Intro

Nikik can prompt the heroes more if they are having trouble devising a plan. The plan might rely on catching the owl, following it, or both.

Step 1: Provoke the Witch to Attack

Provoking the witch to attack again is easy, just show her everyone is still happy and celebrating. Read:

Nikik asks, "How do we trick the witch into attacking again?"

Step 2: Catch the Owl in the Act

This is a little tougher. Read:

Nikik says, "Maybe we need something for the owl to attack where we can reach the owl."

The heroes may want to stop at this point, happy to prove that the owl was the culprit.

Step 3a: Follow the Owl to the Witch's Hideout

The heroes may have a different plan for the owl, but this path assumes they will follow the owl to the witch. This is the toughest part yet (unless the heroes have a flying pet or the boons from Ms. Lumiere). Read:

Nikik says, "Maybe your gift from Ms. Lumiere will help."

Step 3b: Hold the Owl Hostage

If the heroes plan to capture the owl instead of following it, there are options later to move the combat to Town Square or encourage the heroes to find her hideout. Read:

Nikik asks, "Do you think the witch will fall for our trick?"

Conclusion

When the heroes have a plan, execute Step 1: Provoke the Witch however your heroes have decided, then continue with **Encounter 10b: Something Looks Familiar**.

Encounter 10b: Something Looks Familiar

Now is the time for the heroes' plan to play out.

Encounter Intro

As the plan starts to unfurl, read:

You're all set. You've taken your places. Now, all you need is...

You see a large bird flying silently over the treetops toward Town Square.

Encounter Features

Use the features of Town Square map to the heroes' advantage.

Ability Tests

Use ability tests that match the actions needed to carry out the plan. Generally, the difficulties are: 4 is easy, 5 is normal, and 6 is hard. However, you might make the tests easier or grant automatic successes for particularly ingenious or creative parts of the plan.

Combat Intro

It is possible that this encounter will turn to combat, whether part of the plan or not. If it does, read:

The owl isn't going to give up easily.

Combat Map

Place the figures on the Town Square map as appropriate for the heroes' plan.

Monsters

This encounter features an owl for any number of heroes and is easy:

1-4 Heroes: 1 x great owl

Tactics

The owl is trying to get away, so will only fight as a means to escape.

Conclusion

Follow the Owl. If the heroes are following the owl to the hideout, continue with **Encounter 11a: Follow the Trail.**

She'll Come to Us. If the heroes have captured the owl and are going to wait for the witch, read the following then use **Alternate Scene 10** to get them to her hideout.

Sheriff says, "I think this owl might be the witch's familiar. She can see through its eyes and knows not to come here."

Alternatively, move the combat to the building where the heroes are holding the owl captive and continue with **Encounter 11b: The Old Woman in the Wood.** You can also move the combat to the woods just outside town, placing the figures on any wooded map.

Fail Forward

If the plan goes awry and the heroes still want to get to the witch, use the **Alternate Scene 10** to get them to her hideout.

SCENE 11: ONCE AND FOR ALL

This is an optional scene where the heroes track down the witch and send her from Brecken Vale for good. It provides a satisfying end to that part of the story, but it is not necessary to returning Nikik home and can be saved for another day.

Nikik wants to return home more than anything, but like you, she feels the need to see justice done. When asked what to do, Nikik shows that she is already picking up your way of speaking and thinking with a growling, "Let's get her!"

If you want to see an end to this hateful witch now, read the following then continue with **Encounter 11a: Follow the Trail**.

If you want to get Nikik home faster, read the following then continue with **Encounter 12: The Way Home**.

As much as Nikik wants to help her new friends chase down the witch, she must get home quickly. Her family must be worried sick.

Sheriff reassures her that no one believes she had anything to do with the catastrophe. Her family is more important than helping with the witch.

Encounter 11a: Follow the Trail

The heroes follow the owl to the witch's hideout.

Encounter Intro

When the heroes have the owl "on a leash," read:

Now for the owl to lead you to the witch. It should be as easy as... flying.

Encounter Features

If necessary, use the wooded road map to incorporate terrain features or trees. If the heroes have the owl tied with the Yule ribbon, you might just describe a montage of events as the owl dives in and out of obstacles, dragging them to the witch's hideout.

Ability Tests

If desired, use ability tests that match the actions needed to carry out the plan. You might grant automatic successes for particularly ingenious or creative parts of the plan.

Conclusion

When the heroes are ready to fight the witch, continue with **Encounter 11b: The Old Woman in the Wood**.

Fail Forward

The heroes can try another day, but they are so close...

Just as you're about to give up on finding the trail again, a blue jay dives at your head and tugs on your hair.

The blue jay is their young friend's, Auntie Madeleine.

Encounter 11b: The Old Woman in the Wood

The heroes fight the witch and her pets to finally force her from Brecken Vale.

Encounter Intro

When the heroes are close to the cabin, read:

As you approach the cabin, the witch is standing in the doorway waiting for you. She knew you were coming. This owl must be more than just a pet.

If there are at least two heroes (including Nikik), also read:

“Puppy” comes running from the woods and stands in front of the cabin, between you and the witch. You hear another wolf howling in the woods behind.

Role-Playing

Witch. The witch is mean and lazy and expects the world, like her pets, to be at her beck and call. She complains constantly about how the heroes have been such a burden to her.

Combat Intro

If Nikik is with the heroes, she fights alongside them.

Combat Map

This cabin looks remarkably like Hans’s... If the heroes are goading the witch to rescue her owl instead of tracking her down, the cabin can also represent the building where they are holding the owl captive. (Adjust placements appropriately.)



Place “puppy” at “W1”. Depending on party size, place any other wolves around “W2”.

Encounter Features

The cabin door can be closed and barred. It takes one hit at 5 to knock down.

Monsters

This encounter features the witch and her pets. Count Nikik among the heroes if she is in the fight. For small parties, the owl is too tired to fight.

1 Hero: 1 x Witch

2 Heroes: 1 x Witch

1 x Dire Wolf ("Puppy")

3 Heroes: 1 x Witch

1 x Dire Wolf

1 x Owl

1 x Wolf

4+ Heroes: 1 x Witch

1 x Dire Wolf

1 x Owl

2 x Wolves

Tactics

This is a tough combat, so adjust tactics appropriately for your heroes. The witch will hide behind her pets, fighting from the cabin door while the rest of the action is in the open. She will retreat into the cabin and bar the door if she is Hurt or the pets are knocked out.

Use these health boxes to mark off damage:

① Witch

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

② Dire Wolf ("Puppy")

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

③ Owl

KO	Hurt
----	------

④ Wolf

KO	Hurt
----	------

⑤ Wolf

KO	Hurt
----	------

Conclusion

Finally, the witch will certainly give up on tormenting Rivenshore now. As she is knocked out, read:

Ugh. You brats make being lazy too much work. Just let me go. I will leave and never come back.

When the heroes are ready to move on, continue with **Encounter 12: The Way Home.**

Fail Forward

If the heroes are knocked out before the witch, she will run anyway, but might return to pester them again in a new adventure.

Encounter 12: The Way Home

Nikik guides the heroes on a search for her supplies and the trail home.

Encounter Intro

Since the heroes first saw Nikik near Hans's cabin, they begin their search there. Read:

As you drive the wagon up to Hans's cabin, the door opens, and your heart skips a beat. Hans steps out waving. You are glad to see it isn't the witch.

Hans helps you transfer the supplies and presents you brought for Nikik to the sledge. Bessie is already in harness, so it only takes Hans a minute to hitch her up.

With a farewell to Hans, you are on your way.

Exploration

Nikik recalls landmarks she saw along her path as she wandered from her sled, and the heroes try to match what they know with her memory to backtrack to her sled. To start the search off, read:

Nikik says, "I remember a large rock on the opposite side of the canyon that looked like a coyote howling."

Role-Playing

Nikik. Nikik is eager to get home, but sad to leave her new friends. She hides her sadness beneath humor and merriment.

Ability Tests

Perform various ability tests at difficulty 5 throughout the search; Knowledge, Lore, Nature, etc. These are usually Intelligence tests, but encourage the heroes to role-play together and remember locations that tie to Strength or Dexterity, like the examples below, if that is their best ability. Reward ingenuity and role-playing with easier difficulties.

Strength. That sounds like that cliff you climbed.

Dexterity. Remember where we built that rope bridge? Each success jogs Nikik's memory of a place that is one step closer to her start. After 4 or 5 successes (or whenever you are ready to move on), read:

Nikik recognizes the area now and gets excited, "This is it. My sled is under those trees." As you get closer, though, you see that the sled is no longer under the trees, but pulled into the open, and all of Nikik's supplies are strewn about the ground.

You recognize the type of destruction as that from an animal, probably a bear or a pack of coyotes.

Conclusion

When Nikik and the heroes have located her equipment, you can continue with an optional combat encounter with the bear, who isn't done snacking yet. If you want to fight the bear, continue with **Encounter 13: Bearly Anything Left**. If your heroes are ready to bid farewell to Nikik, continue with **Conclusion: A Fond Farewell**.

Encounter 13: Bearly Anything Left

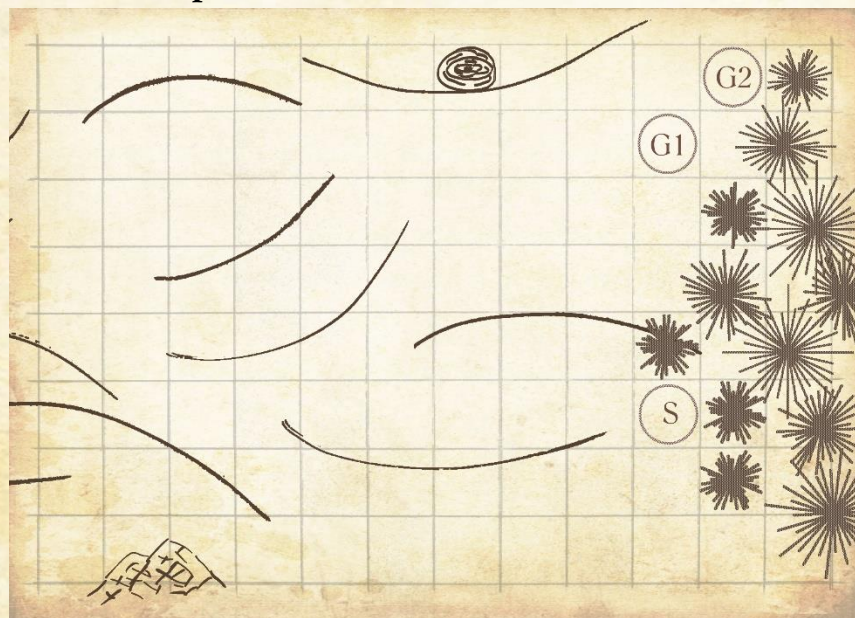
If your heroes are eager for one more combat before saying farewell to Nikik, you can run this optional combat encounter. This encounter also introduces a new, tough monster.

Encounter Intro

As the heroes approach the sled, they discover that the bears haven't left yet. Read:

A giant bear, bigger than any you have seen, and with a big hump on his back, comes charging out from behind the trees.

Combat Map



The sled is located at "S". Place the first grizzly at "G1" and any additional ones around "G2". You can have the heroes just entering the map from the bottom left or already at the sled when the grizzlies appear.

Combat Intro

Nikik will fight alongside the heroes, bonding with them in battle. Read:

When you say something like, "What the..." Nikik yells, "Grizz." You don't know what a grizz is, and are pretty sure you don't want to know.

Encounter Features

The terrain is mostly open, but severely sloped. Running uphill reduces movement by one square.

Monsters

This encounter features Grizzly bears and cubs. Count Nikik among the heroes if she fights.

1 Hero:	1 x Grizzly (already bruised)
2 Heroes:	1 x Grizzly
3 Heroes:	1 x Grizzly
	1 x Young Grizzly
4+ Heroes:	1 x Grizzly
	2 x Young Grizzlies

Use these health boxes to mark off damage:

① Grizzly

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

② Young Grizzly

KO	Hurt
----	------

③ Young Grizzly

KO	Hurt
----	------



Tactics

Grizzlies are opportunistic hunters and fighters. They work independently and attack the closest hero.

Conclusion

Once the heroes and Nikik have knocked out the bears, continue with **Conclusion: A Fond Farewell**.

Fail Forward

If the heroes are about to lose to the bears, jump to **Conclusion: A Fond Farewell**. When Nikik's family arrives, the remaining bears run off.

Crafting Option

The heroes might take a Grizzly pelt, which is available with the other items in the printouts.



CONCLUSION: A FOND FAREWELL

Nikik's family found her sled and has been patrolling the area for the last two days.

Encounter Intro

When the heroes and Nikik are transferring the supplies from the sledge to Nikik's sled, read:

As you set about transferring the supplies to Nikik's sled and cleaning up the mess from the bears, you hear a strange sound, like the blowing of a horn, from high on the mountainside above. When you all look up to see what it is, a voice calls down, "Noookkeeeeliiiikk!"

Nikik looks toward the sound and yells back, waving, "Papa!" Then she looks at you a bit embarrassed, "My father has come to find me."

You see two adults on a sled led by dogs zigzagging down the mountainside toward you. They use dog sleds!

When Nikik's family arrives, she makes introductions and tells her father how the heroes rescued her.

Kikak thanks you and says, "You are always welcome in our cave."

Nikik jumps in, "Our home... welcome in our home. We call them caves, but they are homes, made of snow and ice in the snowtime and hides in the warmtime."

Role-Playing

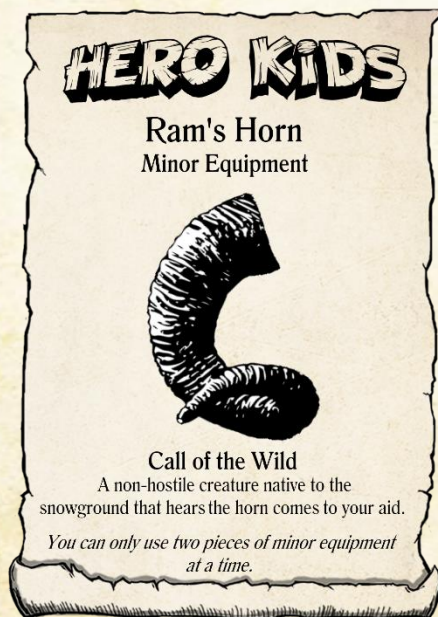
Kikak (Nikik's father). Kikak is a big and powerful man, but quick to diminish himself to be less intimidating. He is grateful for the heroes' help in finding and returning his daughter. He does not know as much common language as Nikik and her brother but communicates clearly.

Kiksu (Nikik's older brother). Kiksu is happy to see his sister but tries to hide his true joy. It probably took the whole trip down the hill for him to erase the smile from his face. He is quick to point out that he would not have gotten lost.

Conclusion

Eventually, they must part ways, but the heroes will always be welcome to visit the Alpinites. There are adventures waiting for them to share with Nikik in the Alpineland.

Kiksu lashes Nikik's sled to the back of the dogsled while Nikik catches up with her father. As they are about to ride off, Amaqjuaq thanks you once more for rescuing Nikik and holds out a giant, curled horn, the one he blew at the top of the mountainside to get your attention. He says, "Blow this when you come to visit Nikik, so we know to prepare a welcome for you. It will also help you with beasts of the snowground."



A FOND FAREWELL & HAPPY HOLIDAYS FROM OPIE GAMES

This extended Yuletide adventure is our gift to you. We hope your heroes have enjoyed creating their story in this setting and are eager for more adventure with Nikik and the Alpinites.

Watch for the *Alpine Campaign* in early 2020.

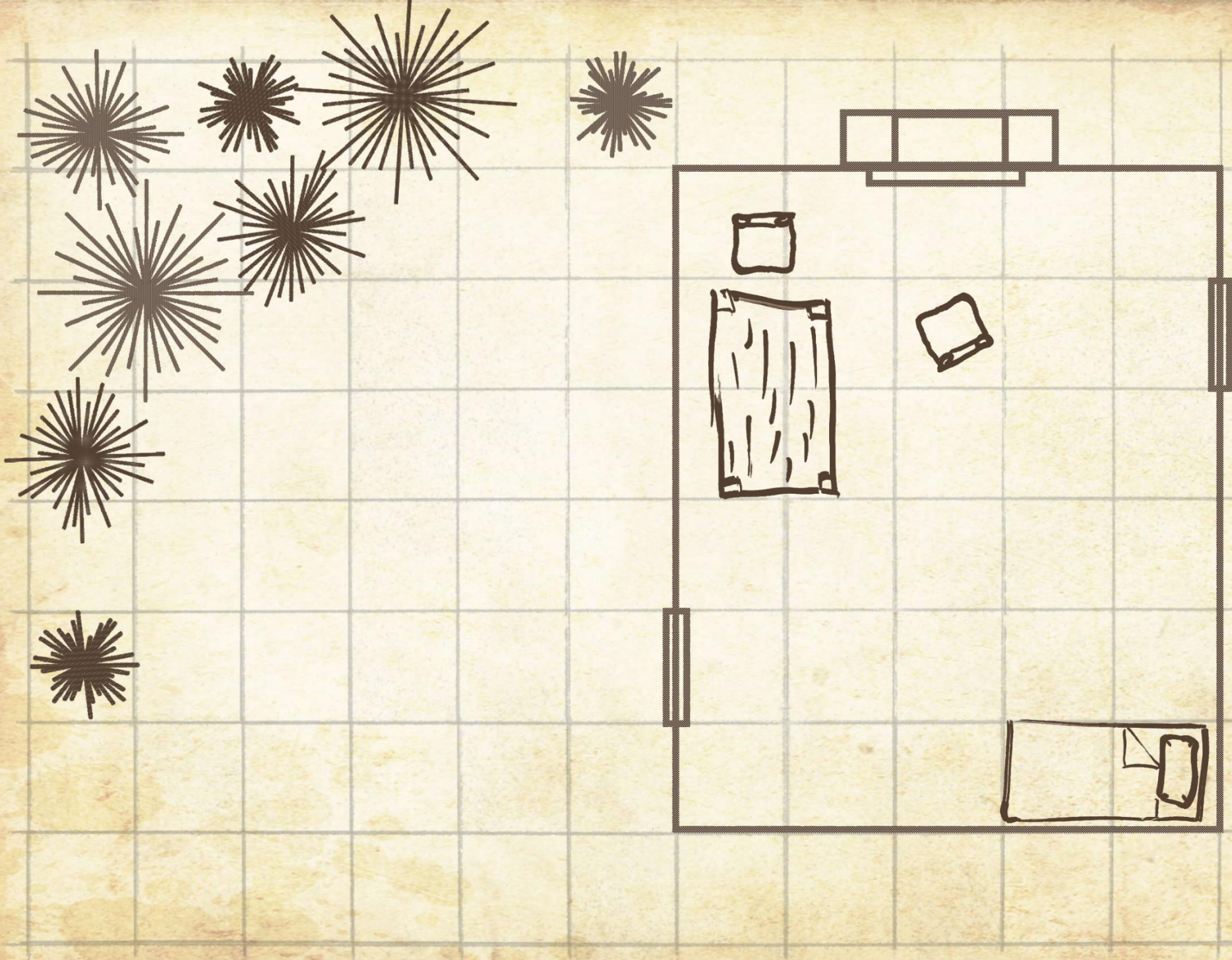
Opie Games is John and Lori Parker.

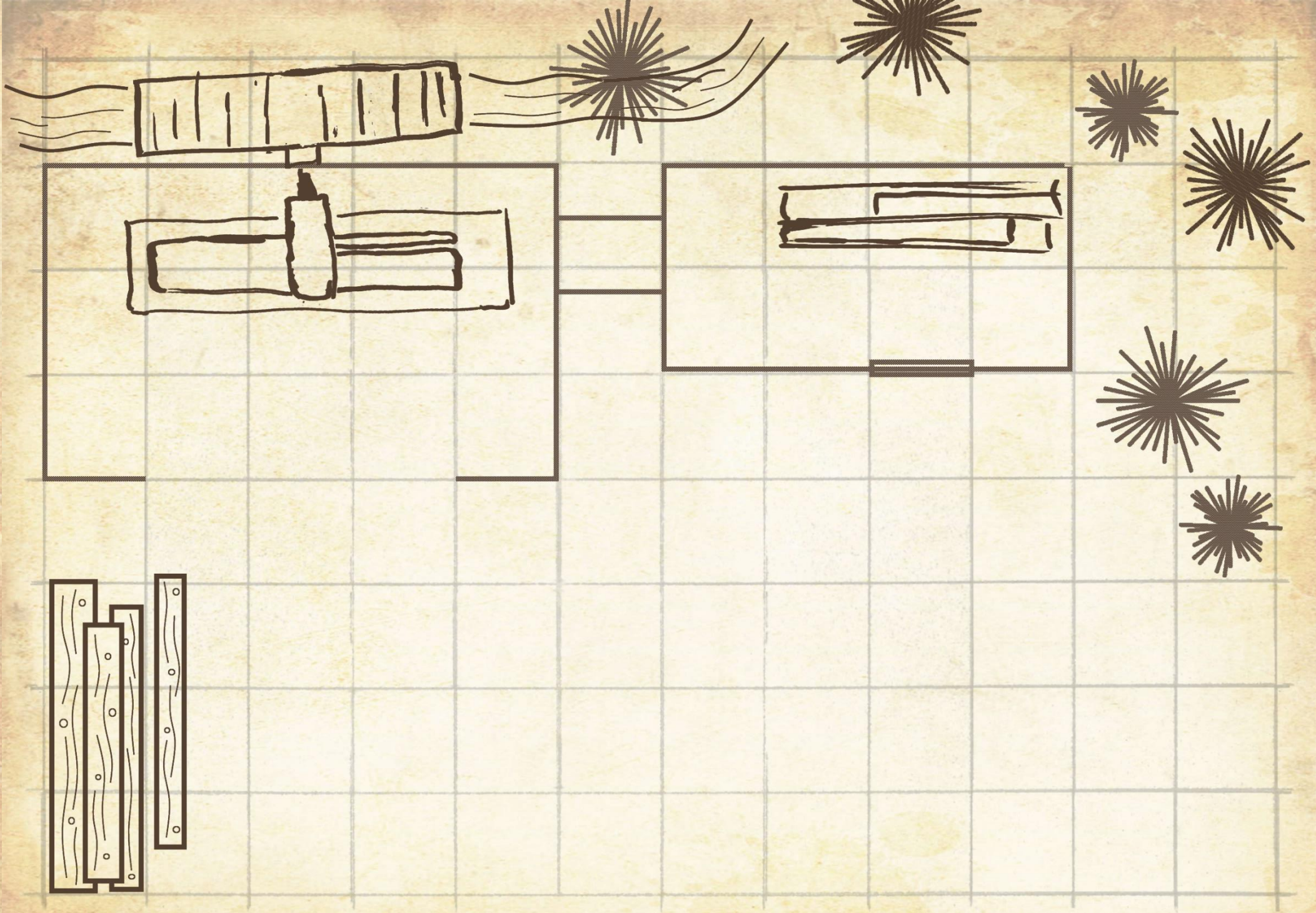
We are active in the *Hero Kids* Facebook community where you can share your experiences and get advice from other GMs and Creators' Guild designers on how to run *Hero Kids* at your table.

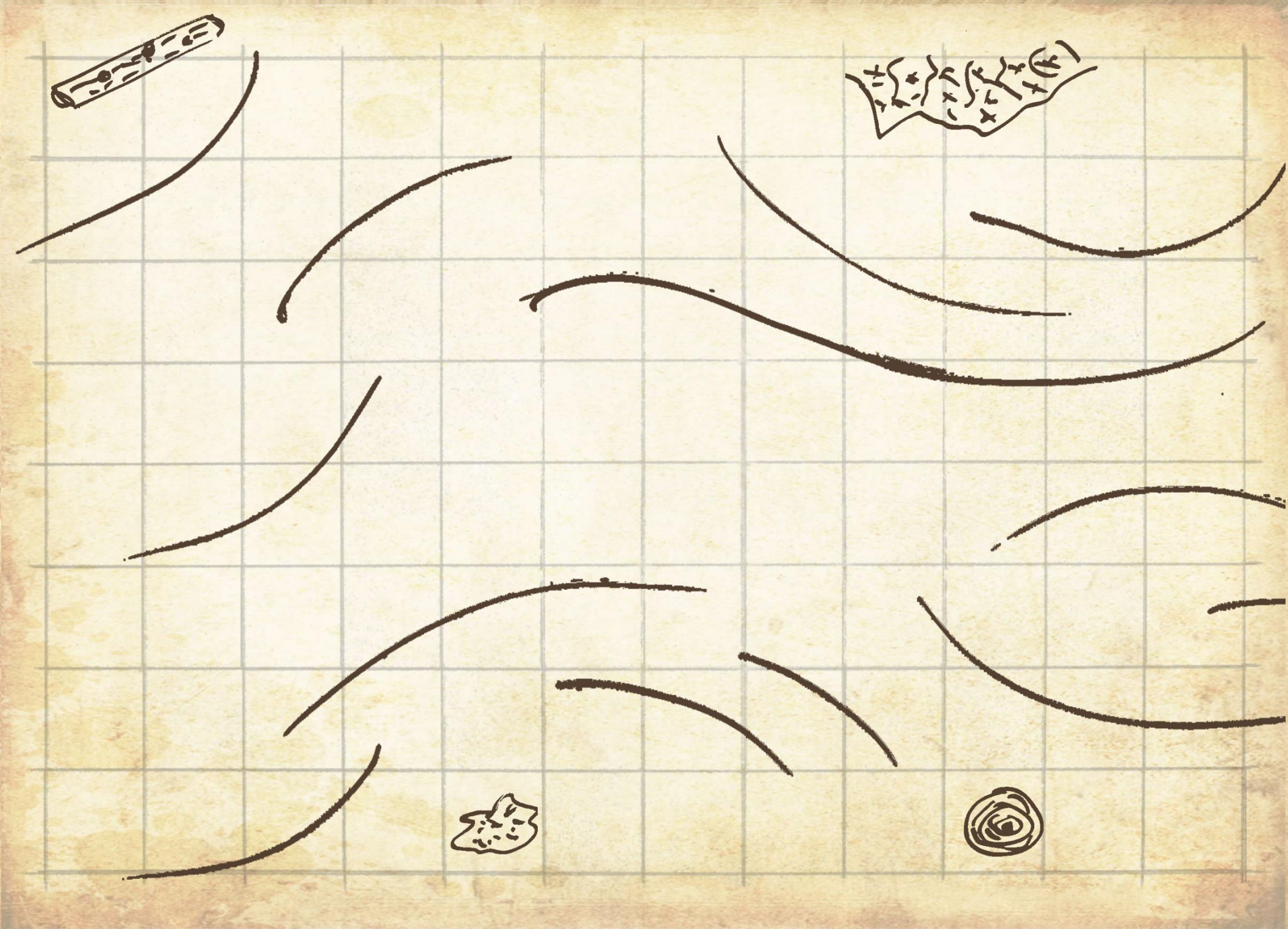
[Hero Kids Community Page](#)

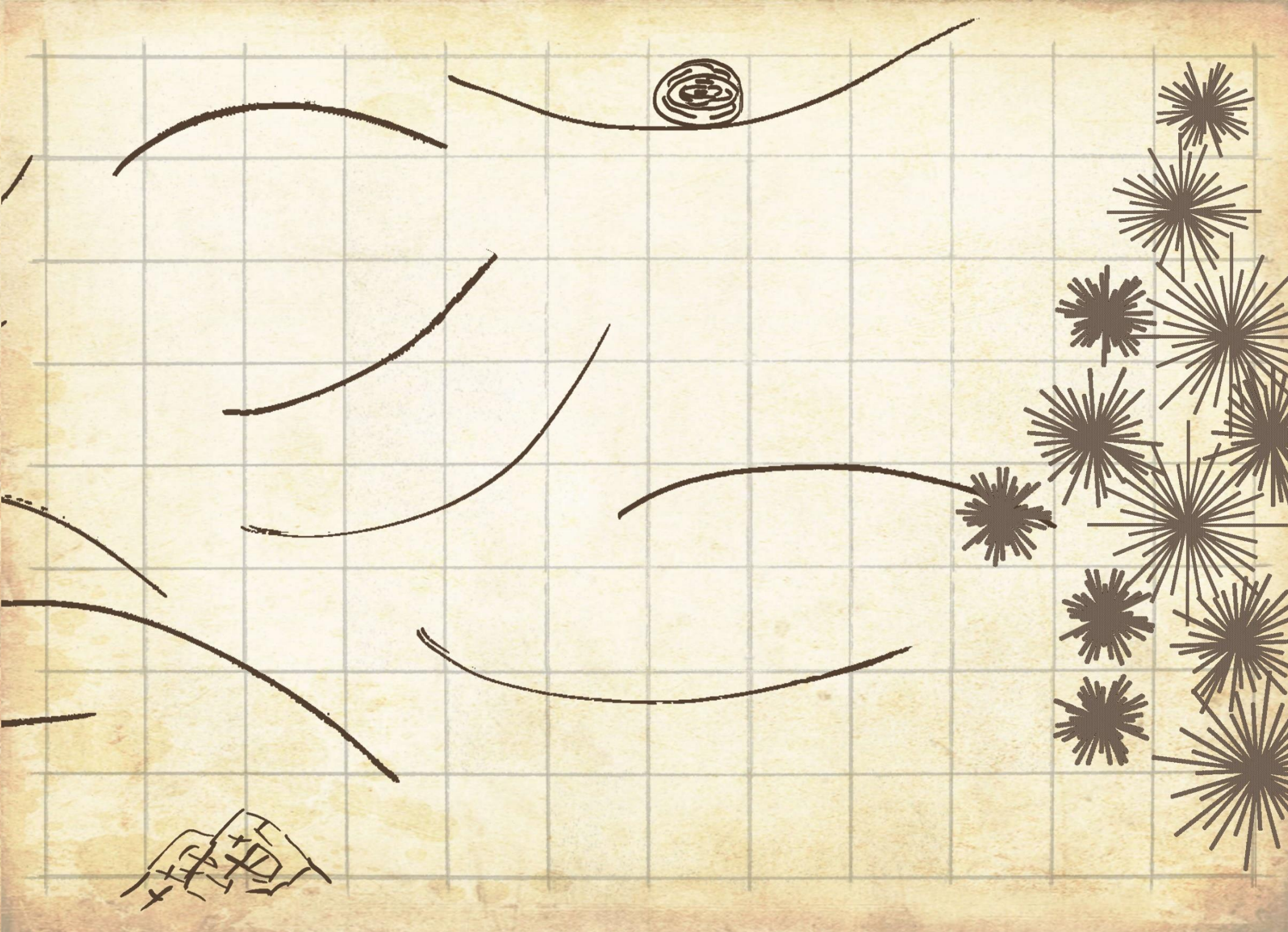
[Opie Games Page](#)

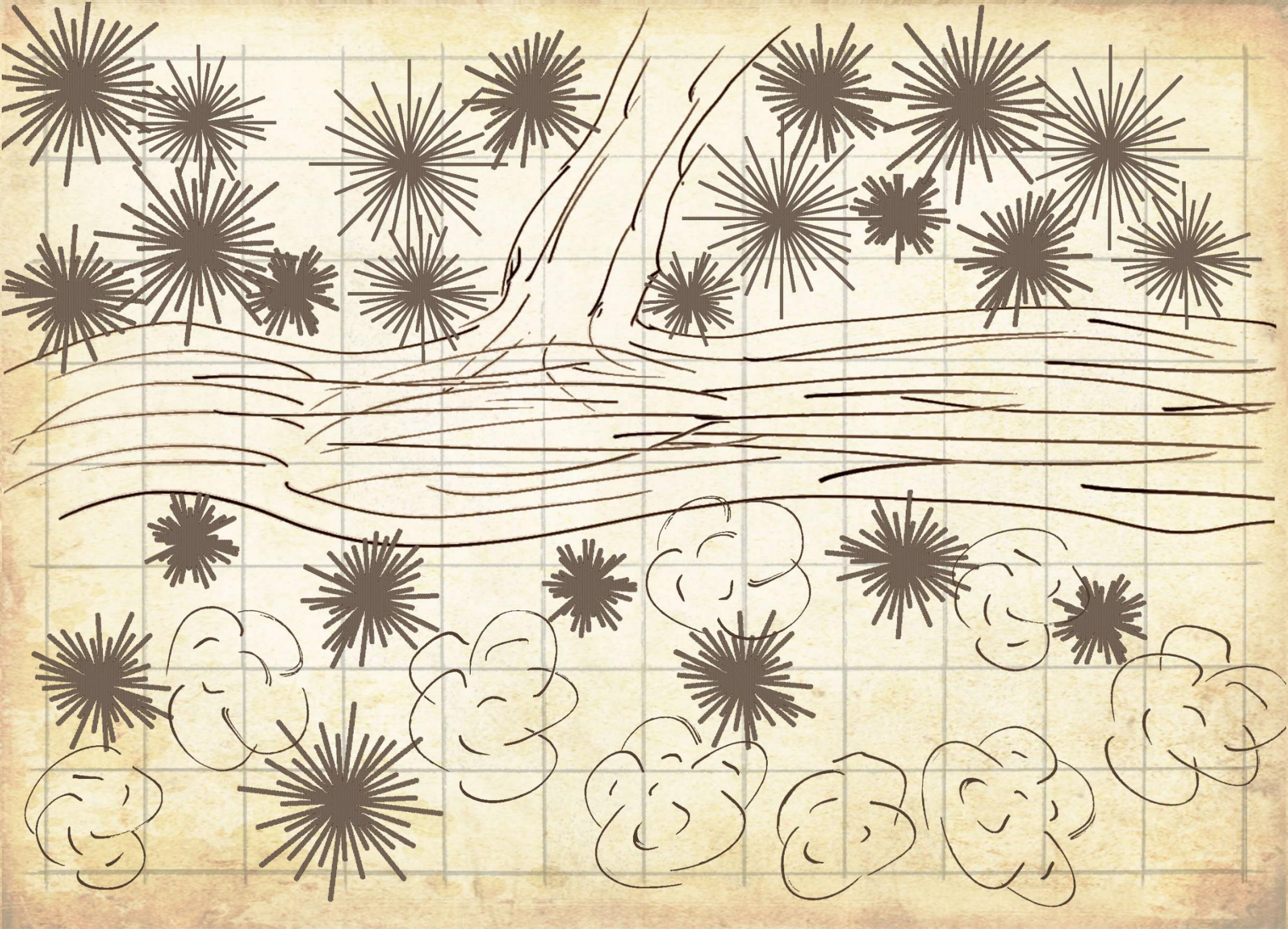
MAPS!



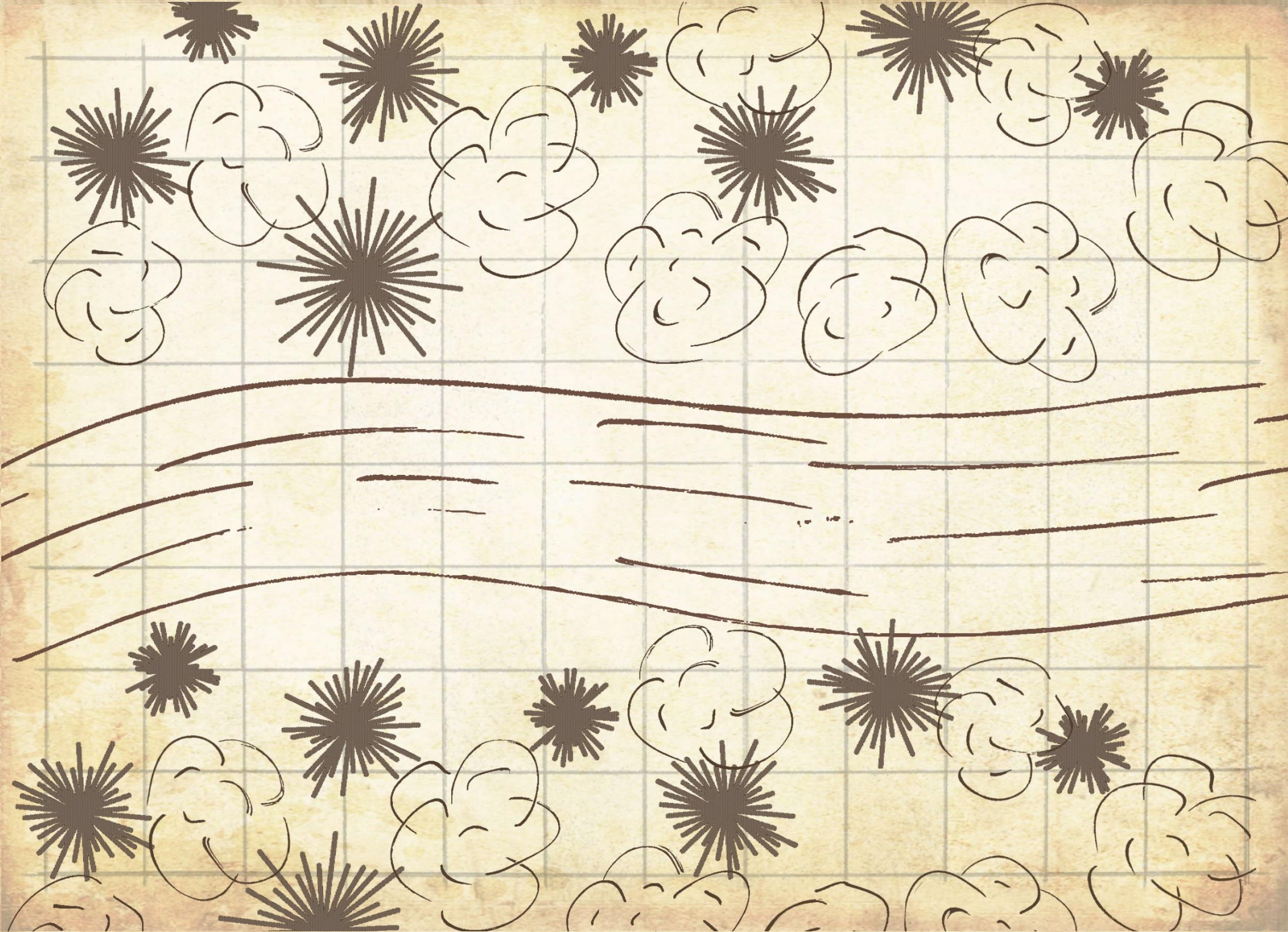














ITEMS!

HERO KIDS

Woodcutter's Axe

Equipment



Cutting Chop

Gain 1 extra attack die. Reduce your defense by 1 die until your next turn.

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

HERO KIDS

Wassail

Item



Warm Inside

Restore one health and remove any condition resulting from exposure to cold.

*Items can be used on your turn as an action.
Discard this item when it is used.*

HERO KIDS

Ram's Horn

Minor Equipment



Call of the Wild

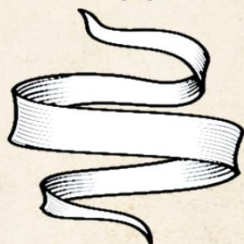
A non-hostile creature native to the snowground that hears the horn comes to your aid.

You can only use two pieces of minor equipment at a time.

HERO KIDS

Yule Ribbon

Minor Equipment



Rope Trick

The Yule ribbon is 10 feet long and will tie itself into a knot on command. One end can be held while the other is tossed.

Its uses are bound only by the imagination.

You can only use two pieces of minor equipment at a time.

HERO KIDS

Yule Candle

Minor Equipment



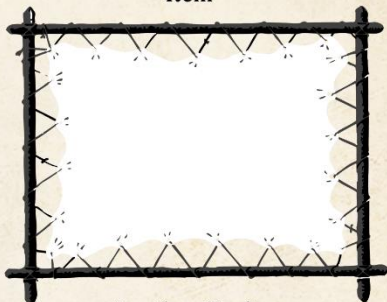
Light the Dark

The Yule candle can be lit at any time to ward off bad creatures. No enemies can move for one round.

You can only use two pieces of minor equipment at a time.

HERO KIDS

Timber Wolf Pelt Item



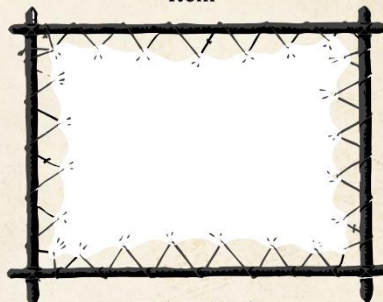
Leather Craft

A pelt can be crafted into a piece of equipment or minor equipment.

*Items can be used on your turn as an action.
Discard this item when it is used.*

HERO KIDS

Grizzly Pelt Item



Leather Craft

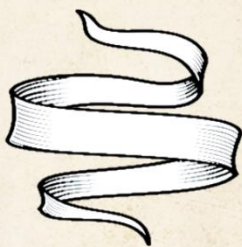
A pelt can be crafted into a piece of equipment or minor equipment.

*Items can be used on your turn as an action.
Discard this item when it is used.*

Optional Items:
Pelts for crafting.
Boon versions of
Minor Equipment.

HERO KIDS

Yule Ribbon Boon



Rope Trick

The Yule ribbon is 10 feet long and will tie itself into a knot on command. One end can be held while the other is tossed. Its uses are bound only by the imagination.

*Boons can be used at any time.
Discard this boon when it is used.*

HERO KIDS

Yule Candle Boon



Light the Dark

The Yule candle can be lit at any time to ward off bad creatures. No enemies can move for one round.

*Boons can be used at any time.
Discard this boon when it is used.*

HERO KIDS

Ram's Horn Boon



Call of the Wild

A non-hostile creature native to the snowground that hears the horn comes to your aid.

*Boons can be used at any time.
Discard this boon when it is used.*

NPCs AND MONSTERS!



HERO KIDS CREATOR'S GUILD



Alpineland Ice Thrower: Nikik



Ranged Attack: Sling Shot

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

Special Action: Aimed Shot

If you start your turn without an adjacent enemy, you can use your entire turn to make a ranged attack at a target up to 6 squares away with 1 extra die.

Bonus Ability: Cunning

When an attack against you resolves, you can immediately move 1 square.

Inventory and Skills



HERO KIDS CREATOR'S GUILD



Alpineland Musher: Nikik



Melee Attack: Slick Pick

Melee attack at an adjacent target.

Special Action: Precise Attack

If an adjacent target has not moved since your last turn, you can make a melee attack with 1 extra die.

Bonus Ability: Cunning

When an attack against you resolves, you can immediately move 1 square.

Inventory and Skills





HERO KIDS



Witch



Normal Attack: Evil Gaze
Magic attack at an adjacent target.

Special Action: Cowering Attack
Magic attack a target up to 4 squares away with 1 fewer dice. If the attack hits, the target is knocked prone.

Bonus Ability: Magic Resistance
When defending magic attacks, you gain 1 extra die to your armor pool.

Inventory and Skills



HERO KIDS



Great Owl



Normal Attack: Raking Claws
Melee attack at an adjacent target.

Special Action: Diving Attack
If you start your turn without an adjacent enemy, you can move up to 4 squares, and then make a melee attack at an adjacent target with 1 extra die.

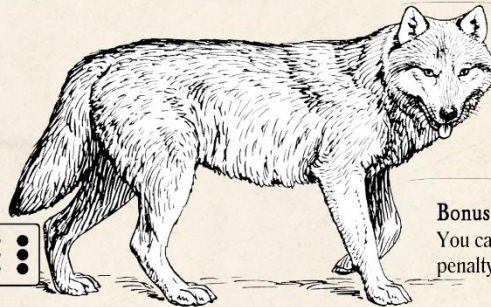
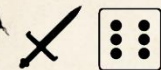
Bonus Ability: Flyer
You can fly over obstacles and enemies.



HERO KIDS



Timber Wolf



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

Special Action: Pack Attack
If another wolf in your pack is adjacent to your target, you can make a melee attack at that target with 1 extra die.

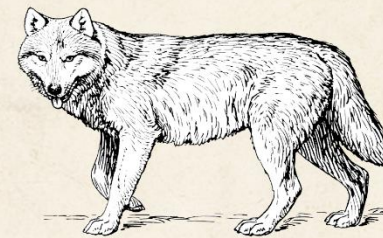
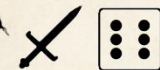
Bonus Ability: Sure Footed
You can traverse obstacles without penalty.



HERO KIDS



Young Timber Wolf



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

Special Action: Pack Attack
If a target is engaged with a wolf in your pack, your attacks against that target gain 1 extra die.

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



HERO KIDS



Young Grizzly



Normal Attack: Ravenous Bite
Melee attack at an adjacent target.



Special Action: Barging Attack
Make a melee attack at an adjacent target with 1 fewer dice, the target is also pushed back 4 squares.



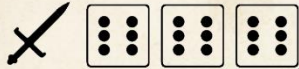
Bonus Ability: Bear's Fury
When you are not at full health, your armor pool gains 1 extra die.



HERO KIDS



Grizzly



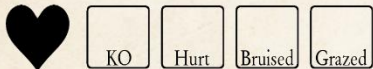
Normal Attack: Ravenous Bite
Melee attack at an adjacent target.

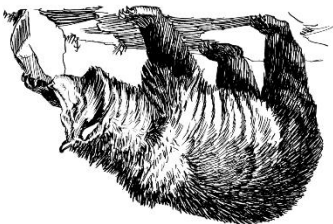
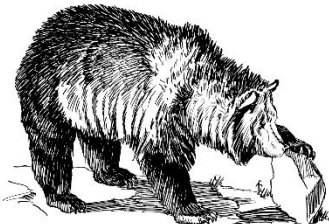
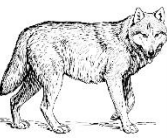
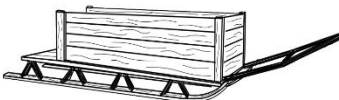
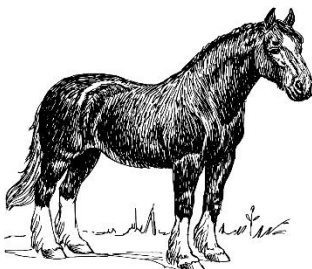


Special Action: Mauling Attack
Make a melee attack at an adjacent target with 1 fewer dice, the target is also knocked prone.



Bonus Ability: Bear's Fury
When you are hurt or bruised, your armor pool gains 1 die.



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