

HERO KIDS

The background illustration depicts a vibrant fantasy scene. In the foreground, three young heroes are shown. On the left, a girl with long blonde hair, wearing a green dress and a crown, holds a long, flowing yellow ribbon. In the center, a boy with a shaved head and a red tunic holds two flaming torches. Behind him, another boy with brown hair, wearing a green tunic and a brown belt, holds a sword aloft. They are standing on a rocky outcrop. In the background, there are green mountains, a blue sky with clouds, a large green dragon-like creature with wings spread, and a wooden building with a red door and windows.

ADVENTURE: ESCAPE FROM THE GHOST PIRATES

ENCOUNTERS: FOUR
DIFFICULTY: NORMAL
DURATION: 30-45 MINUTES

DESIGNED AND MAPPED
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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 (ghost pirate captain) and the standard *Hero Kids* monsters (pirates and skeletons)
- Print-outs of all of the encounter maps
- Stand-up minis for the heroes and monsters

Additionally, these extra materials are required:

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

Background

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

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

Adventure Overview

This four-encounter adventure takes place on the ghost pirates' ship.

The hero kids start the adventure held captive in a cell in the ship's hold. They escape and fight their way to the upper deck where they battle the dread pirate Flynn for the keys to the cells to free the adults.

Adventure Intro

Today's trouble is worse than usual, a ship full of ferocious pirates has sailed upriver and raided the town, captured many of the towns-folk and imprisoned them in the hold of their ship.

The adventure begins with the heroes locked in one of the cells in the hold of the pirate's ship, the adults are held in the other cells.

"PSSSST! Hey kids. Wake up!"

You wake up groggily and look around to see that you're in a small wooden room. Strangely, the whole room seems to sway slightly.

Again you hear a voice from outside the room.

"Wake up! After you kids went to bed last night a foul fog rolled up the river. Before we knew it, the town was overrun! They rounded us all up and threw us here in the hold of their ship. Kids, we've been captured by pirates!"

One of the grown-ups calls you over to the cell door. You see that the adults are trapped in a cell like yours, on the other side of a wooden passage.

"We can't find a way out, but you kids should be able to squeeze through the bars. If you can find the keys to the cells then we can all escape and get home."

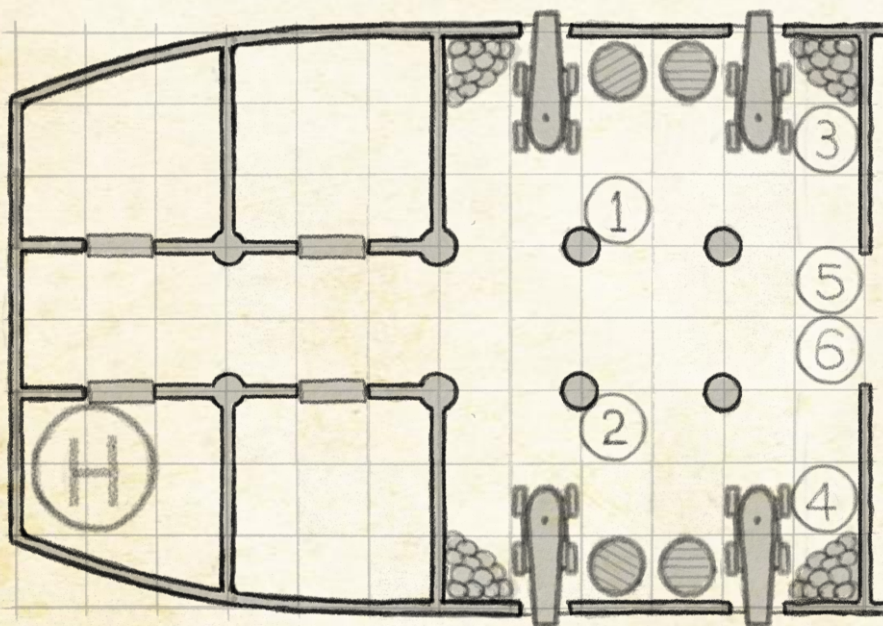
He finishes with a warning.

"There's something funny 'bout these pirates, so be careful."

Encounter 1: Jail-Break

The first encounter takes place at the aft (rear) of the ship's lower deck. In this encounter the heroes emerge from their cell and fight their way towards the front of the ship's lower deck.

Map



Encounter Intro

Following the adventure intro, the heroes are all in the cell. If required, prompt them to squeeze out of their cell and into the central corridor, then read this:

You slip out of the cell and find your weapons and equipment in a pile at the end of the corridor.

As you collect your equipment, you hear the heavy fall of footsteps from the open room at the end of the corridor.

You look up to see a bunch of fierce pirates approaching.

Encounter Features

The four rooms at the left of the map are the cells that hold the heroes and the adults. The right side of the map is the ship's main aft room, the cannons and barrels are obstacles that provide cover.

Ability Tests

The heroes can perform these ability tests:

- Intelligence (Perception) test at difficulty 4 to hear footsteps from this deck and the deck above.
- Intelligence (Knowledge) test at difficulty 5 know that these pirates haven't been heard of in these waters for almost a hundred years.
- Intelligence (Knowledge) test at difficulty 6 to know that the keys are with the pirate captain.

Monsters

This encounter features pirate swordsmen who use melee attacks against the heroes.

- 1 Hero: 1 x Pirate Swordsman ①
2 Heroes: 2 x Pirate Swordsmen ① ②
3 Heroes: 3 x Pirate Swordsmen ① ② ③
4 Heroes: 4 x Pirate Swordsmen ① ② ③ ④

Use these health boxes to mark off damage:

① Pirate Swordsman	<div>KO</div>	<div>Hurt</div>
② Pirate Swordsman	<div>KO</div>	<div>Hurt</div>
③ Pirate Swordsman	<div>KO</div>	<div>Hurt</div>
④ Pirate Swordsman	<div>KO</div>	<div>Hurt</div>
⑤ Extra Pirate	<div>KO</div>	<div>Hurt</div>
⑥ Extra Pirate	<div>KO</div>	<div>Hurt</div>

Tactics

All of these pirates engage the heroes with simple melee attacks.

To reduce the difficulty you can leave off a couple of the pirate swordsmen and then bring them onto the map (from the right) once a couple of the others have been knocked out. Alternatively, if you have more than four heroes or skilled players, you can increase the difficulty by adding extra pirates.

Conclusion

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

The last of the filthy pirates drops to the ground with a clatter.

You have only a moment to catch your breath before you hear shouts and the sound of muffled footsteps from the deck above.

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

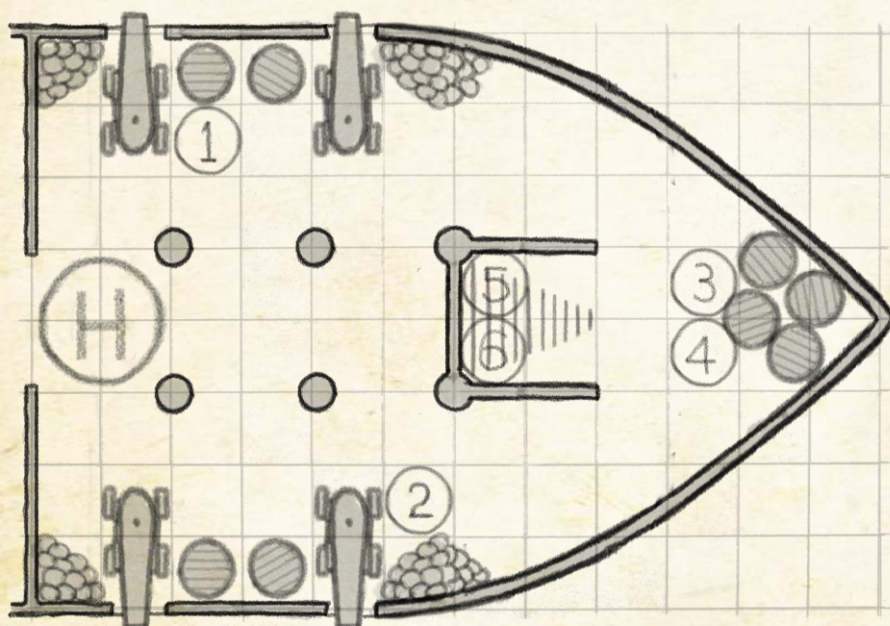
Then encourage the players to take their heroes through the door at the right of the map to continue to:
Encounter 2: Fore-Ward Ho!

Encounter 2: Fore-Ward Ho!

The second encounter moves to the foremost room of the ship's lower deck.

The heroes enter from the left, and the pirates come down the stairs from the main deck.

Map



Encounter Intro

When the heroes enter this area, read this:

The walls of this large room are lined with cannons and piles of cannon-balls. Sturdy wooden pillars run in two rows, supporting the creaking deck above.

As you enter the room, you hear footsteps thump down to this deck from the main deck above.

An ugly group of pirates emerges from the shadows and rushes towards you.

Encounter Features

This encounter takes place in a large open room which has a set of stairs in the middle of it. As with the previous map, the cannon and barrels provide cover.

Ability Tests

The heroes can perform a Dexterity (Acrobatics) or Strength (Athletics) test at difficulty 4 to work out that they can pick up and throw the cannonballs for one extra die to a ranged attack.

Monsters

This encounter features pirate swordsmen who use melee attacks against the heroes.

- 1 Hero: 1 x Pirate Swordsman ①
2 Heroes: 2 x Pirate Swordsmen ① ②
3 Heroes: 3 x Pirate Swordsmen ① ② ③
4 Heroes: 4 x Pirate Swordsmen ① ② ③ ④

Use these health boxes to mark off damage:

① Pirate Swordsman	<div>KO</div>	<div>Hurt</div>
② Pirate Swordsman	<div>KO</div>	<div>Hurt</div>
③ Pirate Swordsman	<div>KO</div>	<div>Hurt</div>
④ Pirate Swordsman	<div>KO</div>	<div>Hurt</div>
⑤ Extra Pirate	<div>KO</div>	<div>Hurt</div>
⑥ Extra Pirate	<div>KO</div>	<div>Hurt</div>

Tactics

The pirates engage the heroes with melee attacks.

To reduce the difficulty you can leave off a couple of the pirate swordsmen and then bring them onto the map (down the stairs) once a couple of the others have been knocked out. As ever, if you have more than four heroes or skilled players, you can increase the difficulty by adding extra pirates.

Conclusion

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

The lower deck falls silent as you dispatch the last of the grubby pirates.

The sound of straining rigging and crashing waves reaches you from the open stairs that lead to the main upper deck.

Again, the heroes can take a short rest to remove damage. If the heroes are low on healing potions, you can allow them to find replacements hidden amongst the pirates' supplies.

The exit from this room is the stairs that lead up to the main deck.

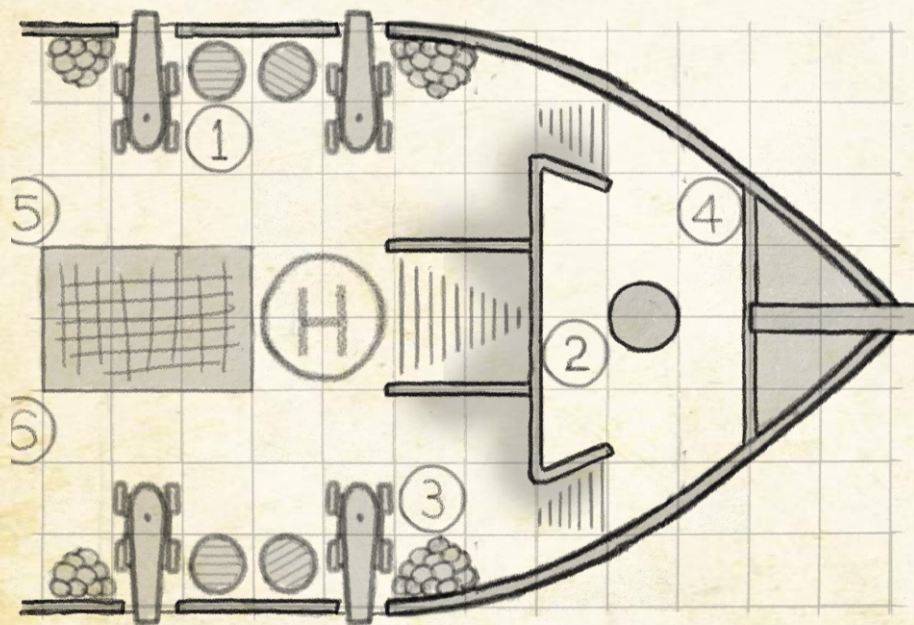
Continue to **Encounter 3: Upper Deck!**

Encounter 3: Upper Deck!

The third encounter sees our intrepid heroes venture up to the ship's upper deck.

Here the heroes encounter two new threats: stronger monsters and also pirates who use ranged attacks against them!

Map



Encounter Intro

When the heroes enter this area, read this:

*You emerge from the lower deck onto the main deck.
It is a horrid night. Rain buckets down from the black clouds and batters the slick deck. A flash of lightning shows the silhouettes of more pirates.
A moment later the moon emerges from behind the clouds and the moonlight floods the deck. In the light of the moon it is clear that these are no ordinary pirates, they're GHOST PIRATES!*

Encounter Features

This encounter takes place at the front of the main deck and up on the ship's forecastle. The stairs on the left and right lead up to the elevated forecastle.

The cannons, barrels, cannon balls, and the large hold hatch are obstacles that can be negotiated, but with reduced movement. The mast on the forecastle is impassable, but creatures can stand adjacent to it.

The walls that bound the forecastle are impassable (although they could be climbed), but they can be shot over with ranged or magic attacks.

Ability Tests

Again, the players can perform a Dexterity (Acrobatics) or Strength (Athletics) test at difficulty 4 to work out that they can pick up and throw the cannonballs for one extra die to a ranged attack.

Monsters

This encounter introduces skeleton archers who use ranged attacks against the heroes.

- 1 Hero: 1 x Skeleton Swordsman ①
2 Heroes: 1 x Skeleton Swordsman ①
 1 x Skeleton Archer ②
3 Heroes: 2 x Skeleton Swordsmen ① ③
 1 x Skeleton Archer ②
4 Heroes: 2 x Skeleton Swordsmen ① ③
 2 x Skeleton Archers ② ④

Use these health boxes to mark off damage:

① Skeleton Swordsman	<div>KO</div>	<div>Hurt</div>
② Skeleton Archer	<div>KO</div>	<div>Hurt</div>
③ Skeleton Swordsman	<div>KO</div>	<div>Hurt</div>
④ Skeleton Archer	<div>KO</div>	<div>Hurt</div>
⑤ Extra Skeleton	<div>KO</div>	<div>Hurt</div>
⑥ Extra Skeleton	<div>KO</div>	<div>Hurt</div>

Tactics

Half of these skeletons engage the heroes with melee attacks, but the two archers use ranged attacks at the heroes from the forecastle. If the heroes storm the forecastle and use melee attacks against the skeleton archers, they retreat to the main deck.

Add the extra swordsman and archer if there are more than four heroes or if you want to increase the difficulty.

Conclusion

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

As the pirates hit the ground, they leave only their ragged clothes and scattered possessions.

The rain is so thick you can barely see the back of the ship. But you know that the ship's captain is there somewhere, and with him you should find the keys to rescue your families.

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

If the heroes are low on healing potions, you can allow them to find replacements hidden amongst the pirates' supplies.

Once the players are ready, they should head to the rear of the ship for the climactic battle.

Continue to **Encounter 4: Rush the Aftercastle!**

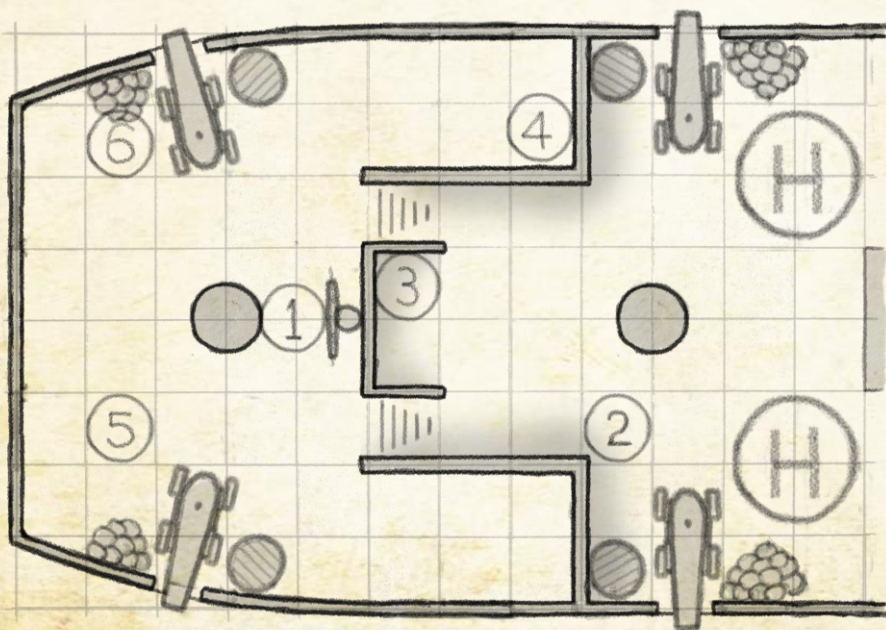
Encounter 4: Rush the Aftercastle!

The final encounter moves to the rear of the ship's main deck.

This climactic battle pits the heroes against the ship's captain and his wretched minions.

When the pirate captain is first KO'd, he comes back to life as the ghost pirate captain, the terrible undead version of the previous captain!

Map



Encounter Intro

When the heroes enter this area, read this:

As you approach the ship's aftercastle you hear the captain's booming voice.

"Come on you scurvy dogs! Let's see what you're made of."

There is a flash of lightning and you see the captain at the helm of the ship. As the light fades you see the rest of his crew of skeletal pirates.

Encounter Features

This encounter takes place at the rear of the main deck and up on the ship's aftercastle. The stairs on the left and right lead up to the aftercastle.

The cannons, barrels and cannon balls are obstacles. All of these can be negotiated, but with reduced movement for the heroes. The two masts are impassable, but heroes and monsters can stand adjacent to them.

The walls that bound the aftercastle are impassable (although they could be climbed), but they can be shot over with ranged or magic attacks.

Ability Tests

The players can have their heroes perform an Intelligence (Perception) test at difficulty 5 to see that there's something strange about the captain.

Monsters

This encounter introduces the big boss, the pirate captain (who becomes a ghost pirate captain when he's first defeated), in addition to swordsmen and archers.

- 1 Hero: 1 x Pirate/Ghost Captain ①
 1 x Skeleton Swordsman ②
- 2 Heroes: 1 x Pirate/Ghost Captain ①
 1 x Skeleton Swordsman ②
 1 x Skeleton Archer ③
- 3 Heroes: 1 x Pirate/Ghost Captain ①
 2 x Skeleton Swordsmen ② ④
 1 x Skeleton Archer ③
- 4 Heroes: 1 x Pirate/Ghost Captain ①
 2 x Skeleton Swordsmen ② ④
 2 x Skeleton Archers ③ ⑤



Use these health boxes to mark off damage:

① Pirate Captain	<div>KO</div>	<div>Hurt</div>	<div>Bruised</div>
① Ghost Captain	<div>KO</div>	<div>Hurt</div>	<div>Bruised</div>
② Skeleton Swordsman	<div>KO</div>	<div>Hurt</div>	
③ Skeleton Archer	<div>KO</div>	<div>Hurt</div>	
④ Skeleton Swordsman	<div>KO</div>	<div>Hurt</div>	
⑤ Skeleton Archer	<div>KO</div>	<div>Hurt</div>	
⑥ Extra Skeleton	<div>KO</div>	<div>Hurt</div>	

Tactics

The pirate captain stays at the helm until the heroes come up on the aftercastle. If the heroes stay on the main deck and use ranged (or magic) attacks, he will approach them and attack.

The pirate captain taunts the heroes during the fight, calling them ‘maggots’, ‘flotsam’, and ‘barnacles’.

When the pirate captain is first KO’d, read this:

You strike a mighty blow to the pirate captain and he falls with a thump to the rain-soaked deck, his cutlass clatters next to him.

Just then the whole ship is illuminated by a flash of light as lightning strikes the main mast, sending a shower of sparks cascading around you.

As you recover from the distraction, you see that the body of the captain has disappeared, and standing its place is a horrible ghost pirate captain.

He reaches down and picks up his fallen cutlass.

“You won’t beat me that easy!”

Replace the pirate captain with the ghost captain (who is at full health) and continue to fight. Keep in mind, the ghost captain has different actions and powers to the original version of the captain.

Conclusion

Once all of the pirates are KO’d, read this:

Your final blow lands on the last of the pirates.

“Damn you! How dare you escape from your cell and defeat my minions. Mark my words, you haven’t heard the last of the ghost pirate Flynn.”

With his final words, the ghost pirate disappears, and his empty clothes and cutlass drop to the deck.

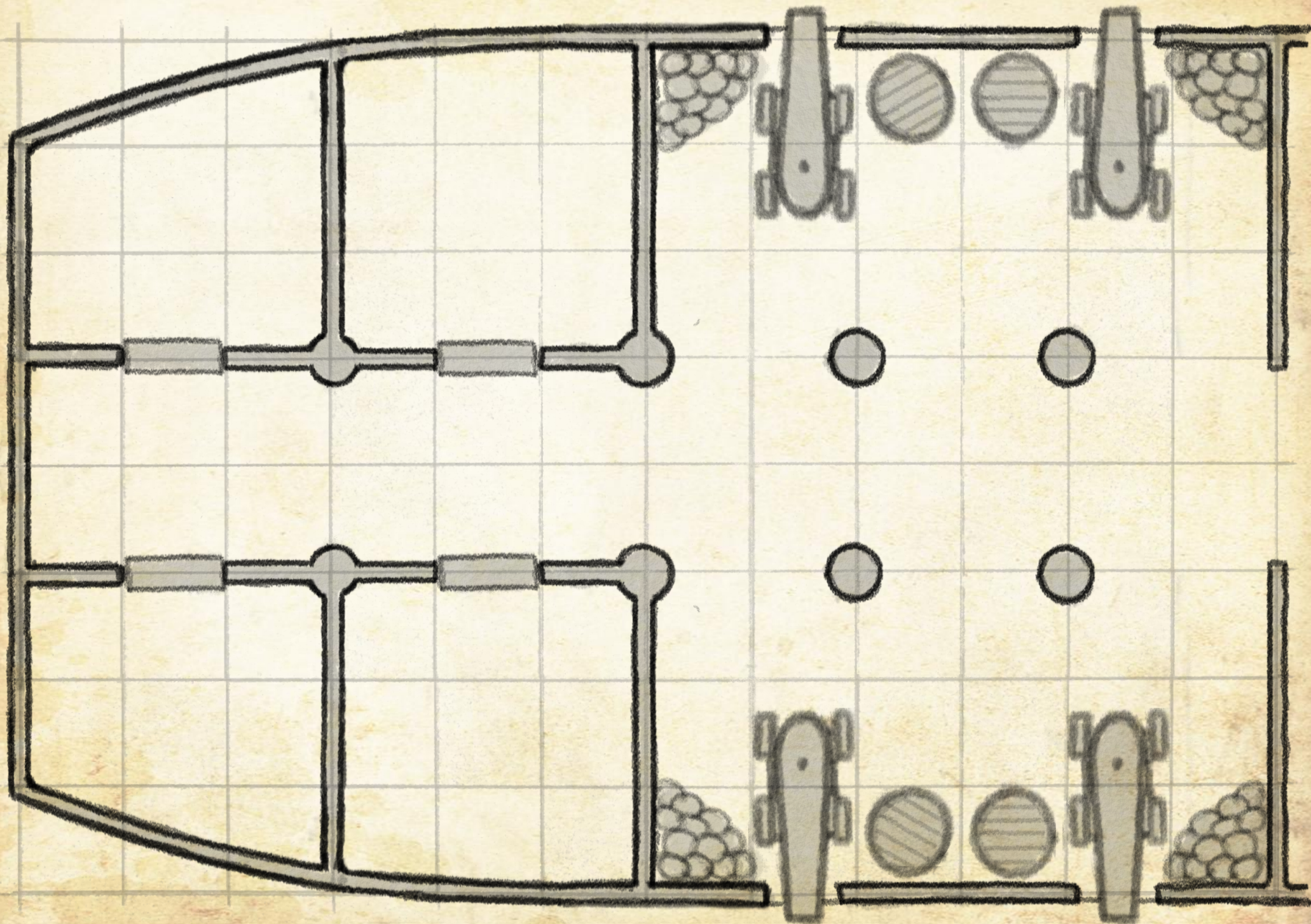
You can allow the players to role-play the search for the keys and the release of the adults or you can simply read out these passages:

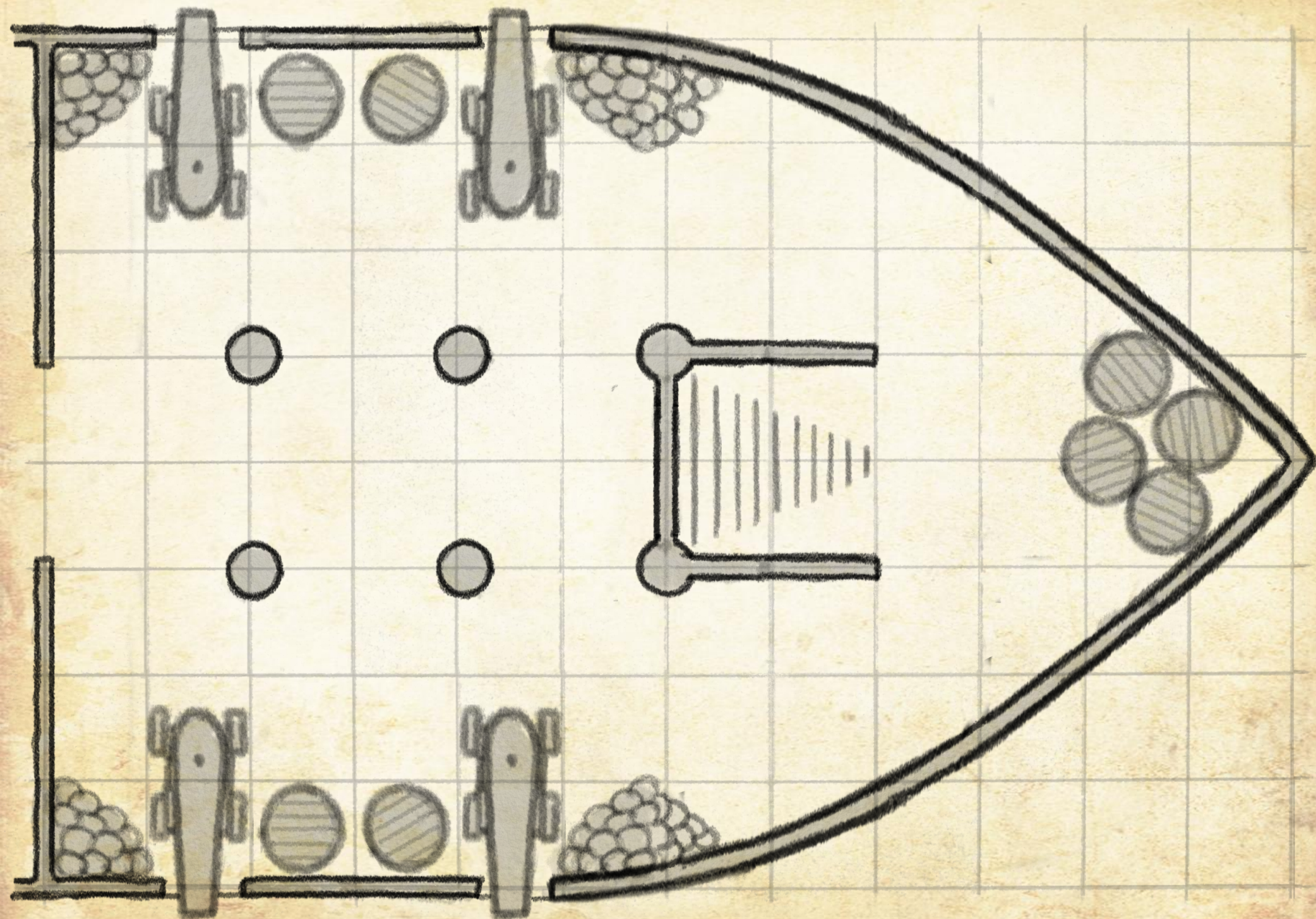
You rummage among his clothes and find a large bunch of keys.

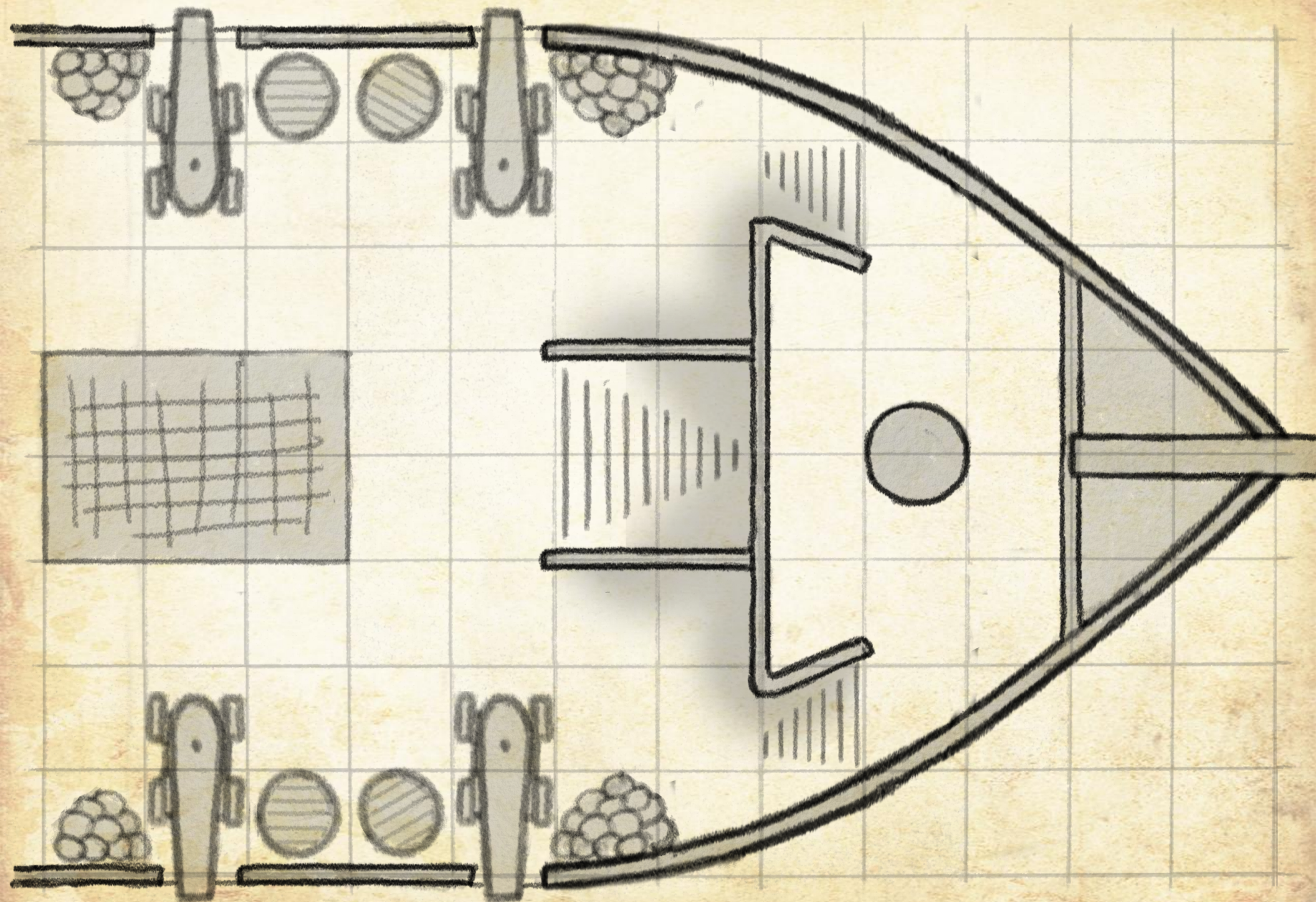
And this:

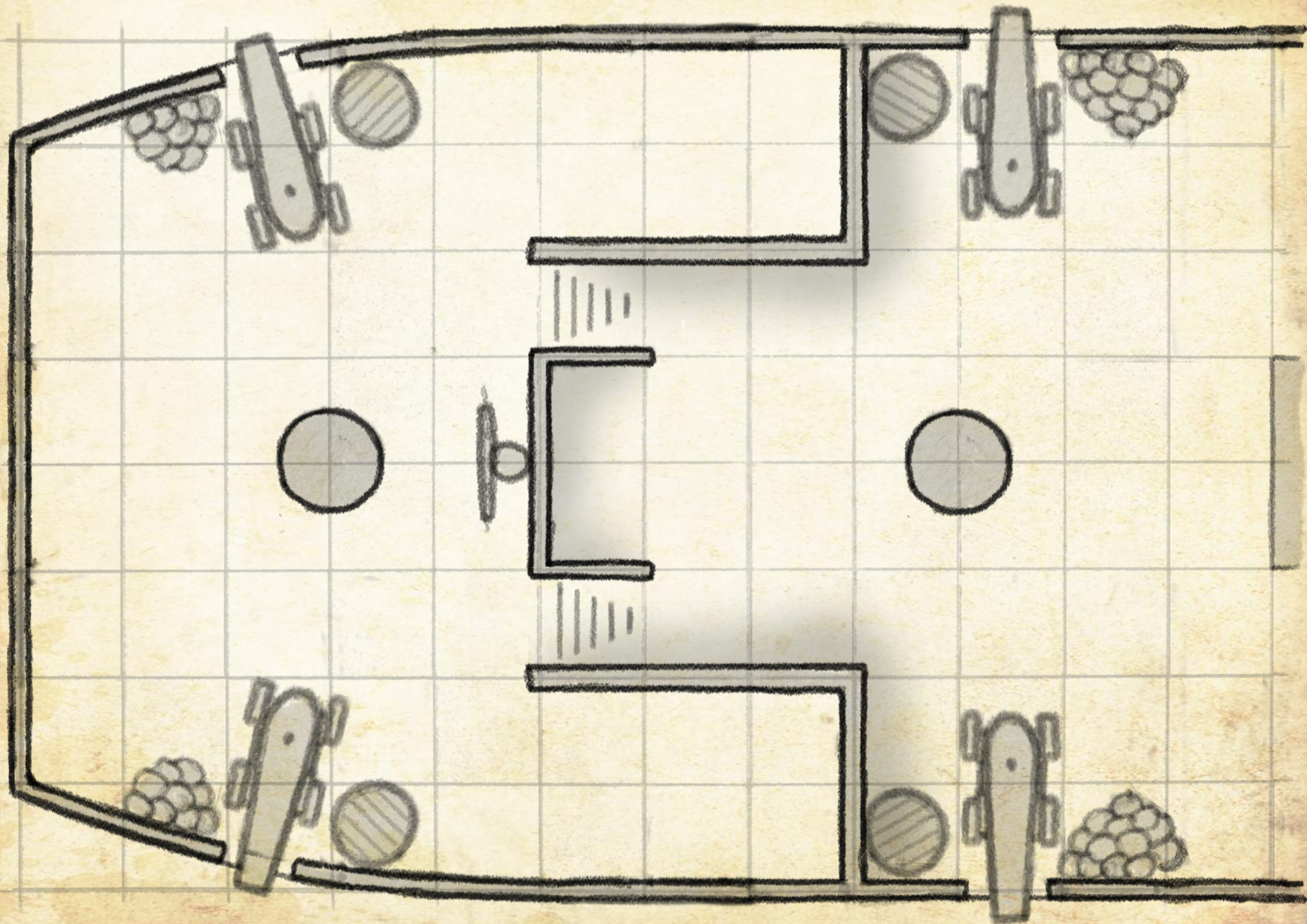
With the captain’s keychain, you race below deck and to the rear of the ship, where you quickly unlock the doors to all of the cells to release the adults.


“Well done, we knew you’d be able to beat those terrible pirates! Let’s get this ship turned around and head home...”













HERO KIDS




Pirate Captain




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X




X



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KO

Hurt


Bruised




Melee Attack: Cutlass Slash
Melee attack at an adjacent target.

Special Action: Bullied Attack
If you have been attacked more than once since your last turn, you can make a melee attack at an adjacent target with 1 extra die.


Bonus Ability: Leader
When an ally is adjacent to you, their attacks gain 1 extra die.



HERO KIDS




Ghost Pirate Captain




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X




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KO

Hurt

Bruised



Melee Attack: Cutlass Slash
Melee attack at an adjacent target.

Magic Attack: Flaming Bolt
Magic attack at a target up to 4 squares away.

Special Action: Captivating Gaze
Magic attack at a target up to 4 squares away; if the attack hits, it deals no damage but the target is pulled to an empty square adjacent to you.

Bonus Ability: Rise Again Minion
When you take damage, you can immediately return a KO'd ally to Hurt.

