# ADVENTURE: DANCIN' TURNIPS

ENCOUNTERS: FOUR DIFFICULTY: EASY DURATION: 35-45 MINUTES DESIGNED AND MAPPED BY GORDON LIMBAUGH



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# Adventure

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Additional art by Gordon Limbaugh

Version: 1.0 (Build 1)



## Hero Kids Creator's Guild Adventure

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

- Hero Cards for each player
- Monster Cards for the unique monsters (wolves, dire wolves, and the werewolf grrrr)
- Print-outs of all encounter maps

• Stand-up minis for the heroes and monsters Additionally, these extra materials are required:

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

# Background

The heroes live in Prince Edmund's castle, where they serve as his finest warriors. The castle is surrounded by a bustling town and plenty of farmland, and is home to many magical creatures living peacefully with people. However, it is common knowledge that magical creatures are fond of mischief...

## **Adventure** Overview

This four-encounter adventure takes the heroes out of the castle, to explore the town and a nearby farm. The farm is home to the fabled purplebelly turnips, the prince's favorite snack! The heroes will have to talk to the right person to find out where the farm is, and the turnips have a mind of their own!

## Adventure Intro

Today is a special day, and the heroes have an important task ahead of them...

You are in the throne room on the morning of Prince Edmund's birthday. Servants are frantically preparing for the party, and one of them informs the prince that they are out of purplebelly turnips! The prince looks terrified at the news, and calls you over right away.

"This is a disaster! We ran out of purplebelly turnips! I have a very important task for you, go find more turnips for the party!"

"My most trusted advisor, Abigail, will know where to find them. She's setting up the party in the dance room. Hurry!"

As you rush out of the throne room to find Abigail, you pass by many other kids and magic creatures setting up decorations for the party. Fairies are blowing up balloons and hanging them in high arches across the halls. The tree people are hanging beautiful flowers and other decorations on the walls. The kitchen kiddos are setting up trays of snacks and juices. You finally find Abigail in the dance room, helping the band prepare their instruments.

# Role-play Scenario 1: Gathering Info

The kids will start this adventure approaching Abigail. She is very busy, but more than happy to point the heroes in the right direction. She will give them two options and some additional advice before sending them off.

#### **Introductions**

#### Read this first:

As you walk up to Abigail, she looks up and is happy to see you approach.

"Oh thank goodness, are you going to search for the purplebelly turnips? We have two different stores we get them from, but both are out of stock. You will need to talk to the store owners to find out where the turnips are grown."

"The two stores are Val's Veggies and Ringo's Roots. Which one would you like to check out?"

At this point, the kids can choose which one of the stores they would like to check on. Val's Veggies is encounter 1a, on the next page, and Ringo's Roots is encounter 1b, on page 6. After making their choice, Abigail will give them directions, advice, and some equipment for handling the turnips. If the kids chose Val's Veggies:

"Excellent! Val has the best vegetable shop in the city. You'll find her store just south of the palace. She should be able to tell you where to find the turnips."

If the kids chose Ringo's Roots:

Awesome! Ringo is an expert on many plants. His store is just west of the palace. He should be able to point you in the right direction to find the turnips"

In either case, continue with this:

Abigail reaches into her pockets and pulls out gardening gloves, and hands a pair to (each of) you.

"When you do find the turnips, make sure to wear these gloves, the leaves can be very prickly. Good luck!"

You exit the dance room and continue out of the palace. The people in the city are just as active and excited for the party as everyone in the palace. You find the store quickly following Abigail's directions.

Continue to either Encounter 1a: Val's Veggies or Encounter 1b: Ringo's Roots

# Encounter 1a: Val's Veggies

This encounter starts in the doorway of Val's Veggies as they discover the scene inside. The full printable map is found on page 1 of Appendix A, with preview below. The entrance on the east is in full view of the whole shop, Val's starting location is behind the north counter, and the imps are gathered around the other side of it.

#### Мар



### **Encounter** Intro

When the heroes enter the store, read this:

As you walk in the door, you see Val standing behind the counter, waving a broom at several mischievous imps. "Help!" she yells, "These imps are messing up everything and trashing my store!"

### **Encounter Features**

This simple encounter takes place in the shop area. There are a few tables in the room that can be used for cover from the imp's ranged attack.

#### Monsters

This encounter features an imp for every hero. Their starting position will be gathered around the counter on the north side of the shop.

1 Hero:	1 x Fire Imp	1		
2 Heroes:	2 x Fire Imps	12		
3 Heroes:	3 x Fire Imps	123		
4 Heroes:	4 x Fire Imps	1234		
Use these health haves to mark off demages				

Use these health boxes to mark off damage:



## Conclusion

After defeating the imps, Val will thank the party, and ask why they are here. She will tell them she doesn't have any turnips in stock, but that they are grown on a farm across the bridge. Continue to **Encounter 2: The Troll Bridge** 

# Encounter 1b: Ringo's Roots

This encounter starts just outside of Ringo's Roots, with Ringo waiting outside during combat. The full printable map is found on page 2 of Appendix A, with preview below. Ringo will usher the kids inside as they arrive, to find the ghosts randomly placed around the room.

#### Мар



#### **Encounter** Intro

When the heroes arrive at the store:

As you near the store, Ringo the treefolk is standing outside, looking upset. "Thank goodness you're here!" He shouts. "My store is full of ghosts; can you get rid of them for me? I won't be able to do any business until they're gone!"

## **Encounter Features**

This simple encounter takes place in the shop area.

#### Monsters

This encounter features a ghost for every hero. Their starting position are random throughout the store.

1 Hero:	1 x Ghost	1
2 Heroes:	2 x Ghosts	12
3 Heroes:	3 x Ghosts	123
4 Heroes:	4 x Ghosts	1234
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Use these health boxes to mark off damage:



## Conclusion

After defeating the ghosts, Ringo will enter the shop, slowly at first. He thanks the heroes and asks why they are here. When asked about the turnips, Ringo will say that he has no more in stock, but he thinks they will find some on the farm and give the kids directions. Continue to **Encounter 2: The Troll Bridge** 

# Encounter 2: Troll Bridge

The heroes have to cross a bridge to get to the farmland, but trolls have taken up residence underneath, causing combat to erupt on the journey. The full printable map is found on page 3 of Appendix A, with preview below. The trolls will surround the kids as they are in the middle of the bridge and the encounter starts there.

#### Мар



### **Encounter** Intro

On their way to the turnip farm, the heroes will have to cross a bridge, read the following as they travel:

As you leave the city to find the turnip farm, you remember that the outskirts of the city are encircled by a river. In order to cross the river, you must walk over the Sheppard's Bridge. When you arrive at the bridge, you are about to cross over it when you think you see some rustling in the bushes...

Have the kids roll an Intelligence test (Perception), if anyone gets a 6 or higher, read the following:

You get a better look at the bushes around the bridge, and see trolls hiding there! They don't yet suspect that you can see them.

At this point, the kids can cross the bridge. If they passed the perception test, then can call out to the trolls beforehand. This will affect their starting position for the encounter. The trolls may also be bribed instead of fought if this happens. If bribed, the trolls may help out the heroes during a future encounter... (see Encounter 4: Ambush!)

### **Encounter Features**

This encounter takes place mostly on the bridge. If the heroes did not pass the perception (or chose to ignore the trolls) they will start in the center of the bridge (position 1) with the trolls on either side of them. If they called out to the trolls before crossing, they will start on the west side of the bridge (position 2), with the trolls in the same starting place.

#### Monsters

This encounter features two trolls plus an additional troll for every hero after the first. Trolls 1 and 2 only require one hit to KO, any additional ones require two.

1 Hero:	2 x Trolls	12
2 Heroes:	3 x Trolls	123
3 Heroes:	4 x Trolls	1234
4 Heroes:	5 x Trolls	12345

Page '

Use these health boxes to mark off damage:



### Conclusion

After defeating the trolls, they will run away. You may read the following:

The trolls, terrified by your strength, run off into the distance. Continuing past the bridge, you soon come to a large farm, the same one you heard about! The turnips should be on this farm somewhere, and it's your job to find them.

#### **Continue to Encounter 3: The Turnip Farm**

## Encounter 3: The Turnip Farm

The turnip farm features an exploration and ability check before the encounter. In addition, you may want to remind the heroes to wear their gloves before trying to pull up any turnips (up to you), as they will take damage if the gloves are not equipped.

#### **Encounter** Intro

As the heroes approach the farm, read:

The farm stretches on farther than you can see from here. There are many fields with different plants growing in each. In the distance, you can also make out a large hut with smoke coming from the chimney. You also see a treefolk working in the field nearby. Time to start your search for the purplebelly turnips!

At this point, the kids can chose one of three paths. They can go to the hut to ask for directions to the turnips, ask the treefolk for help, or search for the turnips on their own. If they don't succeed at one approach they can always try the next one without consequence.

If they chose to search for the turnips on their own, have them roll an Intelligence test (Knowledge) to identify what is growing where. If anyone rolls a 6 or higher, read the following:

After searching through many plots of farmland, you are able to identify turnip leaves poking up from the ground. You found the turnips!

(Continue to the Encounter Features section)

#### If they chose to go to the hut, read the following:

The hut looms in front of you, it feels a little spooky now that you are close. You work up the courage to knock on the door, and an old witch answers! "Oh, hello there! Visitors on my farm, what a treat!" She says, with a very foul breath wafting from her mouth. "How can I help you today?"

The heroes must make an Intelligence test (Persuasion). If they score less than a 5, the hag will turn them away and close the door. If they score a 5, she will point them in the direction of the turnips (Continue to the Encounter Features section) and if they score a 6 or more, she will also warn them that the turnips will put up a fight and give the party a potion.

#### If they chose to speak to the treefolk, read the following:

As you close in on the treefolk, you can see them hard at work tilling the field. The treefolk notices you and greets you in a warm, welcoming voice "Hello kids, it is so nice to have visitors on the farm. Can I help you find anything?"

The treefolk will offer info on the turnips without the need for an ability check:

"Oh I know where those grow, let me take you to them. Be careful though, these turnips have quite an attitude. I hope you are prepared to show them who's boss."

#### **Encounter** Features

The map is very simple, and starting positions can be however you see fit. The turnips will be dormant until someone tries to pick one out of the ground. After that happens, several will jump out, depending on the number of kids in the party. The person who first picks the turnips will need to be wearing the gardening gloves, or they will take one point of damage before the encounter starts.



#### Monsters

This encounter features the mother turnip, and two additional turnips for each additional hero. The mother turnip will try to coordinate attacks with the small turnips, but they are unruly and random by their nature.



Use these health boxes to mark off damage:



#### Conclusion

The turnips will go dormant and the kids may pick some to bring to the prince. Continue to Encounter 4: Ambush!

## Encounter 4: Ambush!

This final encounter is back at the bridge. Before the heroes are able to cross, they are accosted by bandits that want to take the turnips for themselves. As above, a preview map and starting positions are shown below, with a full printout in Appendix A.

#### Мар



### **Encounter** Intro

When the heroes return to the bridge, read this:

As you are making your way back home with a bounty of turnips, the bridge comes into view. But before you can reach it, bandits cut you off! They are standing at the bridge, weapons drawn. The leader shouts "I see you've got some turnips. Hand them over!"

#### **Encounter Features**

This encounter features the lead bandit and one additional bandit per each additional hero. The lead bandit has a few extra tricks up his sleeve.

In addition, if the trolls were bribed during the previous encounter, they may show up again here, on the heroes' side (because the bandits are bad for their troll toll business). They can be added in any empty space you like.

#### **Tactics**

The bandits will coordinate their attacks, but they are also quite greedy. They may be compelled to steal a turnip from a hero instead of attack on their turn. Use the normal rules for attacks to check if the steal attempt is successful. Stolen turnips can be looted off of defeated bandits after the battle.

### Monsters

This encounter features a highwayman, and one additional bandit per additional hero.

1 Hero:	1 x Highwayman	1
2 Heroes:	1 x Highwayman	1
	1 x Bandit	2
3 Heroes:	1 x Highwayman	1
	2 x Bandits	23
4 Heroes:	1 x Highwayman	1
	3 x Bandits	(2)(3)

Use these health boxes to mark off damage:



#### Conclusion

After the bandits are dispatched, the kids are free to return to the castle and deliver the turnips. You may read the following as they return to the castle:

Your return to the castle is met with great celebration! Abigail happily takes the turnips and finishes preparation for the birthday party. The party is joyous and you get commendations for your dangerous journey.

The turnips are served all day and night. They are served steamed, grilled, and roasted, and always delicious. The prince is overjoyed with every bite. He makes sure to thank you personally and gives each of you a badge of honor and some extra leftovers. Congratulations!















# RAPID SHOT NETWORK.com

**Melee Attack: Broken Sword** Melee attack on an adjacent target.

#### **Ranged Attack: Bow**

Ranged attack on a target up to 6 squares away. Cannot hit an adjacent target.

#### **Special Action: Steal**

You can use your melee attack action to steal an item the target is holding instead of dealing damage.



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Melee Attack: Sword Melee attack on an adjacent target.

#### **Special Action: Arcing Swing**

You can split damage die into two attacks on different adjacent targets (2 dice on one, 1 die on the other)

#### **Special Action: Steal**

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You can use your melee attack action to steal an item the target is holding instead of dealing damage.



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**Ranged attack: Mud Throw** 

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

#### **Special Action: Nourish**

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Once per round, a turnip can remove 1 damage from itself. (only one turnip can use this action per round, and only if the Mother Turnip is not KO'ed)



# RAPID SHOT NETWORK.com

Melee Attack: Leaf Slap Melee attack on an adjacent target.

#### Magic Attack: Leaf Boomerang Magic Attack on one taget up to 4 squares away.

#### **Bonus Ability: Regrow**

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Once per turn, you can remove 1 damage from yourself or another turnip within 4 squares instead of attacking.



