

HERO KIDS CREATOR'S GUILD



ADVENTURE:
MAGE MISSING

ENCOUNTERS: SIX

DIFFICULTY: NORMAL

DURATION: 45-90 MINUTES

DESIGNED AND MAPPED

BY

B DRONE GAMES



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MAGE MISSING

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Check out our other work on DriveThruRPG.

Version: 1.2

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
- Encounter maps
- Stand-up minis for the heroes and monsters

Additionally, these extra materials are required:

- Six-sided dice (recommend 6)
- Pencil and eraser

Background

Our heroes live in Rivenshore, the largest village in the Brecken Vale. The village lies on the Camarva river, which runs from the towering Druinhowe mountains.

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

Adventure Overview

This six encounter adventure begins when the heroes assist a young mage who is being pursued by monsters. She belongs to the nomadic Adestikay community and has come to Rivenshore looking for help. The heroes learn that a powerful sorcerer has sent his minions to the Brecken Vale to kidnap magic using children. He is searching for his own child whom he has never met.

The heroes must embark on a risky plan to find where the abducted children are being taken and free them from their captors.

Adventure Intro

Today's trouble starts on a pleasant summer morning. You are sitting under a shady tree by the bridge that crosses the Camarva River, unpacking textbooks and study materials.

With all the craziness that's happened the past few months, you've found that you are behind in your school work. You've committed yourself to spending the day catching up, but could not resist the nice weather. If you were going to spend the day studying, it may as well be outside.

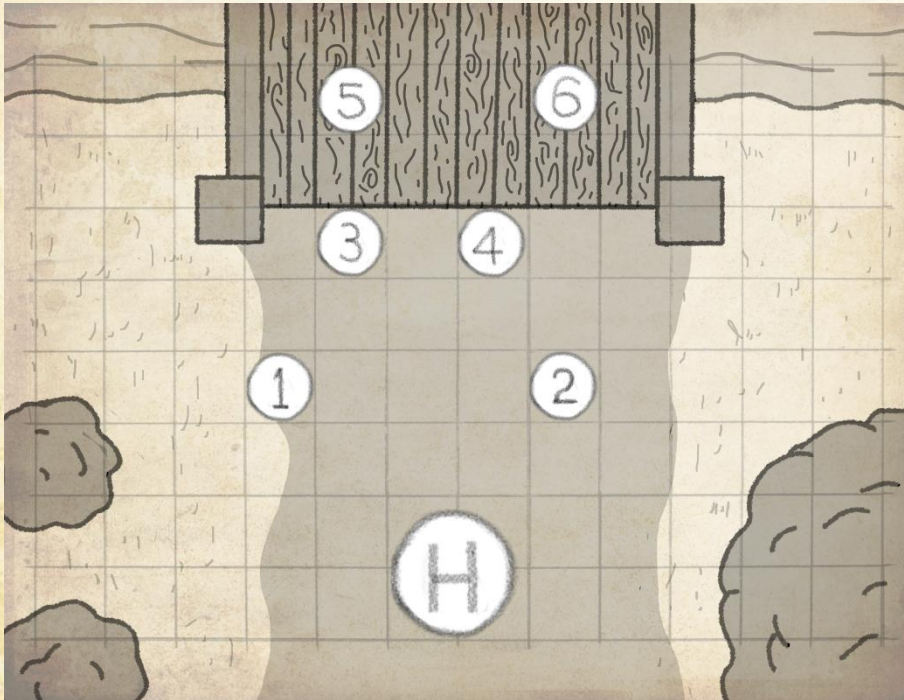
Just as you are cracking open your Alchemy 101 textbook, you hear the boom of an energy blast. You look up and see a girl running directly towards you, she yells in your direction, "Look out Poindexter, coming in hot!"

Encounter 1: The Adestikay Mage

The first encounter is a combat sequence where the heroes will assist a young Adestikay mage (Raina) who is being pursued by monsters.

After combat, the heroes will be approached by one of Rivenshore's most mysterious residents (Scotch) who will tell them it's important that he speaks with them.

Map



Map Notes

Place the Raina mini in or next to the “H” marker by the heroes.

Encounter Intro

You see a girl about 10 years old being chased by what appear to be glowing purple blob-like creatures. Her long hair is a pale blond color and her ears are slightly pointed. You recognize her clothing being of Adestikay origin. The Adestikay are a nomadic community of artists, hunters and scientists who are allies to the people of Rivenshore.

“You Brainiacs don’t happen to know where I can find the famed heroes of Rivenshore, do you?” the girl says to you as she sends a blue energy blast toward her pursuers.

Quickly you shove your textbooks and supplies into your bag, pulling the drawstring shut tight. You stand up and proudly declare, “Heroes of Rivenshore? You’re looking at them!”

Encounter Features

This encounter takes place in front of the bridge crossing the Camarva River. Heroes/monsters cannot move over the bushes but can go into the water if needed. The heroes will be battling a strange type of monster that they’ve never seen before called Cognauts.

Monsters

This encounter introduces Cognaut Hunters. Cognauts are glowing purple blob-like creatures. For the most part they are mindless, focusing on their main objective of capturing magic users. When Cognauts are KO’d they appear to dissolve into thin air.

- 1 Hero: 3 x Cognaut Hunters ① ② ③
 2 Heroes: 4x Cognaut Hunters ① ② ③ ④
 3 Heroes: 5x Cognaut Hunters ① ② ③ ④ ⑤
 4 Heroes: 6 x Cognaut Hunters ① ② ③ ④ ⑤ ⑥

Use these health boxes to mark off damage:

① Cognaut Hunter	<input type="checkbox"/> KO	<input type="checkbox"/> Hurt
② Cognaut Hunter	<input type="checkbox"/> KO	<input type="checkbox"/> Hurt
③ Cognaut Hunter	<input type="checkbox"/> KO	<input type="checkbox"/> Hurt
④ Cognaut Hunter	<input type="checkbox"/> KO	<input type="checkbox"/> Hurt
⑤ Cognaut Hunter	<input type="checkbox"/> KO	<input type="checkbox"/> Hurt
⑥ Cognaut Hunter	<input type="checkbox"/> KO	<input type="checkbox"/> Hurt

Tactics

The Cognauts' focus will be on attacking Raina and any magic using heroes in the party with their special ability. They will still attack other heroes with their melee attack if they believe they are protecting the magic users.

If a Cognaut is successful in its special ability, both it and its target will not be able to do any actions until the Cognaut is KO'd.

Combat Conclusion

If Raina and all the heroes are captured, read this.

You find you cannot move as the strange purple creature begins to absorb you. Suddenly from across the bridge you hear the sound of a man yell what appears to be a foreign battle cry. You see Scotch (the Tremondale family butler) running across the bridge wielding a cane above his head like a sword. With a few swings of his cane, he makes quick work of the purple monsters and sets you free.

Skip to Encounter Conclusion

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

As the last monster slowly dissolves you notice the Tremondale family carriage parked on the other side of the bridge. Scotch is slowly walking toward you. His eyes are wide and he looks as pale as a ghost. Scotch is one of the most mysterious residents of Rivenshore; he's lived in town for 6 years and no one has ever seen him even take off his gloves.

Continue to Encounter Conclusion

Encounter Conclusion

"Cognauts..." he stammers, "I never thought I'd see them here." He glances at the Adestikay girl then you. "We need to talk, all of us. Rivenshore may be in danger."

The heroes can take a short rest to remove damage.

Continue to **Encounter 2: The Plan**

Encounter 2: The Plan

In this encounter the heroes must talk to both Raina and Scotch to figure out what is going on. Once everything is sorted out Scotch will abruptly exit, and Raina will propose a risky plan. The players will also have a chance to create their own plan.

Encounter Intro

Who is this girl? Why is Scotch so freaked out? What were those monsters? These questions and more swirl around your head as Scotch leads the group to the Block and Tackle Inn. It's late morning and the restaurant is empty. You find a table in the corner of the dining room.

Scotch asks Maeve to prepare a room for the Adestikay girl and to bring out some food. "Please let the girl stay as long as she needs to" he hands Maeve several gold coins, "if this is not enough, the Tremondale family will cover any additional expenses." With that, Maeve nods silently and disappears into the kitchen.

Scotch sits down across from you, "I'm sure you have questions, but let's have our young Adestikay friend go first." He motions to the girl, "who might you be?"

The girl turns to you "My name is Raina; my cousins told me I could find help in this town..."

Role-Playing #1 – Raina Interview

The heroes will interview Raina. She is very clever, a bit of a "wiseguy" and knows how to read people. For this conversation she will be very direct and forthcoming. The

important things the heroes should learn from their questions (or Raina telling them):

- 4 Adestikay had stayed behind in Rivenshore when they passed through a few weeks ago, with the intention of catching up later when the blacksmith could fix some tools for them.
- Only 3 Adestikay returned and they were badly injured. The 4th member (who is a magic user) was captured by the strange purple blob-like creatures. The injured members are expected to recover fully but cannot travel at this time.
- The monsters have begun to attack the Adestikay camps. Several other children have also been taken, all magic users. Raina escaped a raid and decided to head to Rivenshore for help.
- Her "cousins" had spoken highly of the heroes they had met in Rivenshore.
- She does not know why the monsters are after magic users or even where they came from.

Role-Playing #2 – Scotch Interview

Once the heroes have gotten the important information from Raina, Scotch will chime in:

"Quazorek, his name is Quazorek and those purple blobs are Cognauts, his errand boys. He's a very dangerous

sorcerer. I know this because I used to work for him,” Scotch removes his left glove and shows you the palm of his hand. There is a burn scar in the shape of spiral, “this is his mark; he puts it on all his soldiers.”

The heroes will interview Scotch. Even though he is trying to give the heroes information, there are still some details he is keeping hidden. He may gloss over or not answer some questions directly. Use Raina to ask questions if the players go on the wrong track. The important things the heroes should learn:

- Quazorek is the ruler of a far away country where the citizens are treated like prisoners.
- Quazorek had a queen who was not evil. She was a beautiful elven mage and was able to enchant Quazorek, but was not strong enough to completely stop him. The best she could do was suppress his powers and keep him from expanding his empire. This was enough for her to give up her freedom.
- Scotch was one of the queen’s bodyguards.
- About 10 years ago, the queen found that she was with child and asked Scotch to escape the country with her baby. She did not want her child to be brought up to be like Quazorek.

- Scotch successfully escaped with the baby and came to the Brecken Vale. Scotch will not go into details on how, he may say something like, “I did things that I’m not proud of to get out of there.”
- Scotch gave the baby to a “good family” but will not go into specifics about them, he’ll say something like, “I never saw them again, but know they are good people.”
- Quazorek must be looking for his heir by capturing child mages. Scotch fears that something bad may have happened to the queen for Quazorek’s powers to reach the Vale.

When the heroes have gotten the necessary information, Scotch will abruptly end the conversation.

“Excuse me, I have to tender my resignation to the Tremondale family and leave Rivenshore immediately. If Quazorek discovered I was here, it could be very dangerous for everyone. Besides, there is someone I have to find. Please get the word out for magic users to stay hidden, especially you young lady,” Scotch looks at Raina. “Good luck young heroes, it has been an honor.”

Raina watches Scotch as he stands up and walks to the door. He takes one last look back and exits the Block and Tackle. Immediately Raina turns toward you, “okay guys, here’s what we’re going to do...”

Role-Playing #3 – The Plan

“So we don’t know where the Cognauts are taking the kids right? I know how we can find out.” Raina laughs, “I’ll be the bait! I’ll let those purple blobs capture me and you guys follow them to where they are holding the kids, then wham bam alakazam, I have my cousins back and you’re back here with your nose buried in a book.”

Encourage the players to discuss the plan. If they agree with Raina’s suggestion, skip to the encounter conclusion.

If the players come up with their own plan and you think it’s feasible, go for it! Use the blank grid paper included in this pdf to map out what you need. Just be sure to get the heroes to the place where encounter 4 starts to wrap up the adventure.

If the players are adamant about following Scotch’s advice to lay low, read this.

Raina stands up and walks toward the door, “Well if you guys want to sit around here, be my guest, I’m going for a walk...” she looks back at you, “in the woods... where those Cognauts are running about.” She grins, “and hey maybe they’ll get me. Who knows what terrible things they’ll do to me and the other kids they took...”

Reluctantly you begin gathering up your gear, guess you’re going to have to go with her plan.

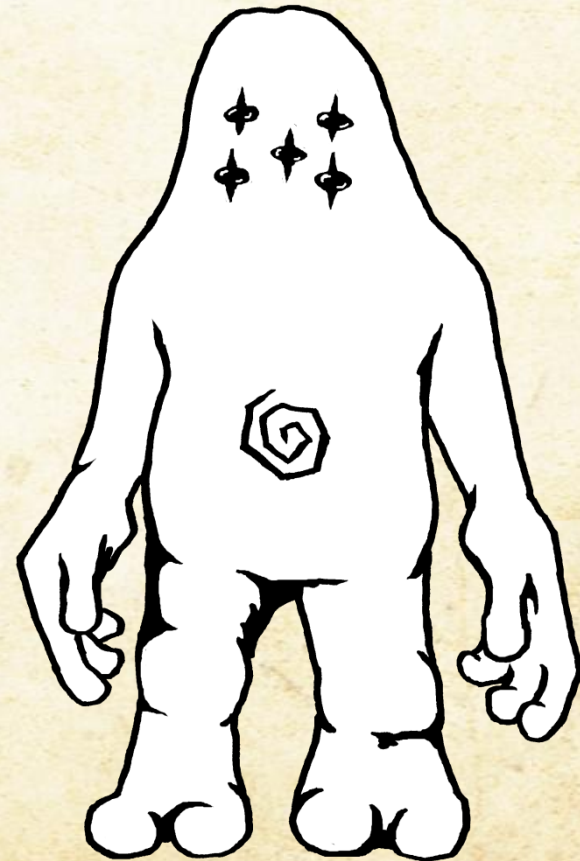
Conclusion

Everything is ready to go. The plan is risky but you think it will work. Raina puts her hand on your shoulder,

“Thank you, I truly mean it. My family is everything to me.”

If the players chose (or were manipulated) to go with Raina’s plan, proceed to **Encounter 3: Raina’s Plan**.

If the players are going with their own plan, prepare their idea. Have the players take a break if you need to, just remember you’ll need to get them to where encounter 4 starts.

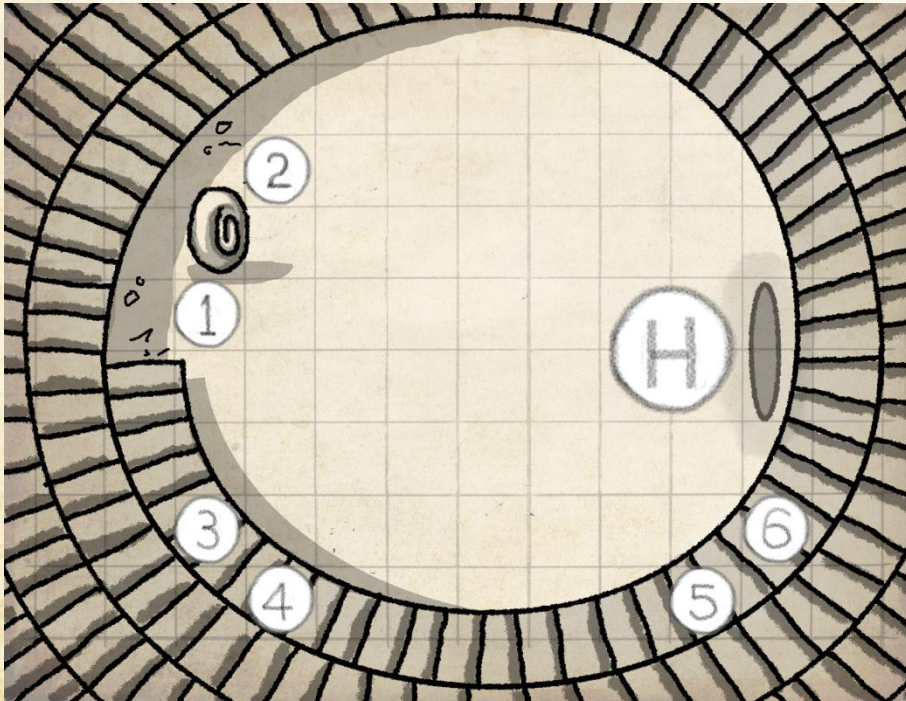


Encounter 3: Raina's Plan

In this encounter the heroes will let the Cognauts capture Raina and follow them through a strange portal.

Once on the other side of the portal, they will engage the Cognauts in battle and free Raina.

Map



Map Notes

Wait to set up the map until after reading the Encounter Intro.

If players send their heroes through the portal during combat, use the cave map without the mage children and have the Cognauts pursue them through the portal.

Encounter Intro

You follow Raina into the woods and to a clearing where she previously encountered the Cognauts. She climbs on top of a wide stump in the middle of the clearing as you take your position hiding in the bushes nearby. “Okay you sacks of grape jelly, come and get me!” she shouts before sending a blue bolt of energy into the air. The boom shakes the trees and echoes across the forest. Then there is silence. Followed by more silence and silence again. About 15 minutes pass and Raina sits down on the stump, “you can never find a monster when you need one,” she mutters.

Suddenly you hear a faint squishing noise. It sounds like someone squeezing a wet sponge to the rhythm of footsteps. You exchange glances with Raina, she hears it too. “Wow they sound just as gross as they look,” she says as she stands up. About a half dozen Cognauts pour into the clearing and surround Raina.

“Showtime,” Raina says before blasting the first Cognaut with an energy bolt. She blasts a couple more for good measure before letting them overtake her. Once she is completely absorbed by a Cognaut, it appears to harden into what looks like a round insect chrysalis. It is then picked up by two other Cognauts and they begin their squishy march back the way they came.

You follow the Cognauts through the woods and deep into a cave. The cave is faintly lit by a strange purple fungus that spirals across its walls and ceiling. You are sure to mark your path as the Cognauts lead you down a twisting labyrinth of tunnels. Eventually they come to a chamber

that is lit up by what appears to be a portal in the middle of the room. Without breaking stride, the Cognauts march into the portal and vanish.

You take a deep breath then leap through the portal. Instantly you find yourself in a large circular room. Its walls and floor are made of stone. Stair steps spiral up the sides. You also see the Cognauts still carrying the chrysalis that Raina is inside of. And they see you...

Encounter Features

This encounter takes place in a round shaped portal room in some unknown place (it may not even be in the Brecken Vale). The heroes can move onto the stairs if they like, following its spiral path.

Monsters

This encounter features Cognaut Hunters.

- 1 Hero: 2 x Cognaut Hunters ① ②
- 2 Heroes: 3 x Cognaut Hunters ① ② ③
- 3 Heroes: 4 x Cognaut Hunters ① ② ③ ④
- 4 Heroes: 6 x Cognaut Hunters ① ② ③ ④ ⑤ ⑥

Use these health boxes to mark off damage:

① Cognaut Hunter	KO	Hurt
② Cognaut Hunter	KO	Hurt

③ Cognaut Hunter	KO	Hurt
④ Cognaut Hunter	KO	Hurt
⑤ Cognaut Hunter	KO	Hurt
⑥ Cognaut Hunter	KO	Hurt

Tactics

The Cognauts will attack the heroes with melee attacks. Unlike last time, they will not focus on magic users and will not attempt to use their special abilities.

Cognauts 3-6 must run down the spiral staircase before they can attack the heroes. They can still be hit with ranged or magic attacks while on the stairs.

Conclusion

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

You break open the chrysalis spilling Raina onto the hard stone floor. "Are you okay?" you ask.

"Yeah I'm fine, I just need a bath is all," she replies, "toldja my plan was solid."

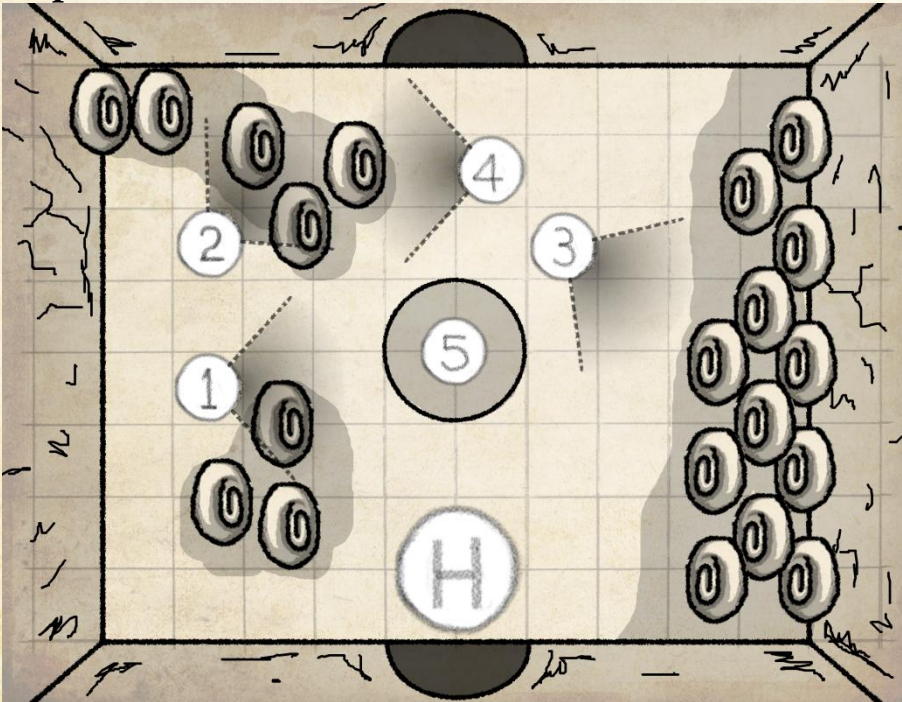
You look up the stairs to see a single wooden door. There are no other exits in this room. The abducted children must have been taken that way.

Continue to **Encounter 4: The Staging Room**

Encounter 4: The Staging Room

In this encounter the heroes will attempt to knock out the Cognaut Workers without raising the alarm. If they are discovered, the heroes will have to engage a Cognaut Sentry in combat.

Map



Map Notes

The shaded areas between the dashed lines represent the Cognaut Workers' field of vision.

Do not place the Cognaut Sentry (5) on the map unless the heroes are discovered.

Encounter Intro

After passing through a long narrow hallway, you come to an open door. Taking cover behind the wide door jamb, you peek inside to see a rectangular room. On the left side you see several purple colored chrysalises. On the right, you see about a dozen crimson colored chrysalises.

Coming out of a door on the far end you see a different looking Cognaut. It is a little bit shorter and has very long arms that are carrying a crimson chrysalis. Gently the Cognaut sets the chrysalis down with the other crimson ones, then picks up a purple chrysalis and exits out the door it came from.

You see a few more of the shorter Cognauts in the room; they appear to be focused on rearranging the chrysalises. You think if you're careful, you can sneak up on them.

Encounter Features

The Cognaut Workers will be focused on their work, so it won't be too difficult for the heroes to sneak up on them one by one. The heroes will be discovered if they cross the Cognaut field of vision (marked on the map), fail an ability test or try to leave the room before knocking out all the Cognauts.

Heroes and monsters cannot move over the chrysalises.

Ability Tests

When a hero moves adjacent to a Cognaut Worker, have them perform an ability test: Dexterity (Stealth) at difficulty 4 to KO the Cognaut.

If the heroes are successful knocking out all four Cognaut workers, skip to the Encounter Conclusion.

If the heroes fail an ability test or are discovered, read this.

The Cognaut Workers begin to frantically run around the room. Suddenly a circular hatch opens up on the floor. A large 4-armed Cognaut climbs out.

The smaller Cognaut Workers scurry down the hole and close the hatch behind them. Immediately the 4-armed Cognaut lunges at you to attack.

Monsters

This encounter features a single Cognaut Sentry.

Use these health boxes to mark off damage:



Tactics

The Cognaut Sentry will attack with melee attacks, but will not attempt to use its special ability.

Conclusion

After the Cognaut Sentry is KO'd, read this.

Raina walks along the line of crimson chrysalises dragging her finger across their hard surfaces as she goes. Suddenly she stops, "Vincent..." she whispers. She releases a charge of energy cracking open the chrysalis. A young Adestikay boy around 7 or 8 years old emerges. Raina wraps her

arms around him, "I'm so glad you're okay cousin, we need your help. Are you strong enough for one of your Supernovas?"

Without a word Vincent replies with a nod and his hands begin to glow. "Vincent here is a powder keg," Raina turns to you, "he can bust open all these shells at once."

You take a moment to rest while Raina fills Vincent in. The plan is for Vincent to free the children and take them to the cave where they will begin a spell to collapse the portal. You and Raina will follow the Cognaut Worker who had exited the room with the purple chrysalis to rescue the child trapped inside.

Once ready, you open the door and head down another long hallway. You hear the sound of a muffled explosion behind you. Hopefully Vincent can get all the kids out of there in time.

The hallway seems to go on forever until eventually you come to another door. Carefully you peek inside...

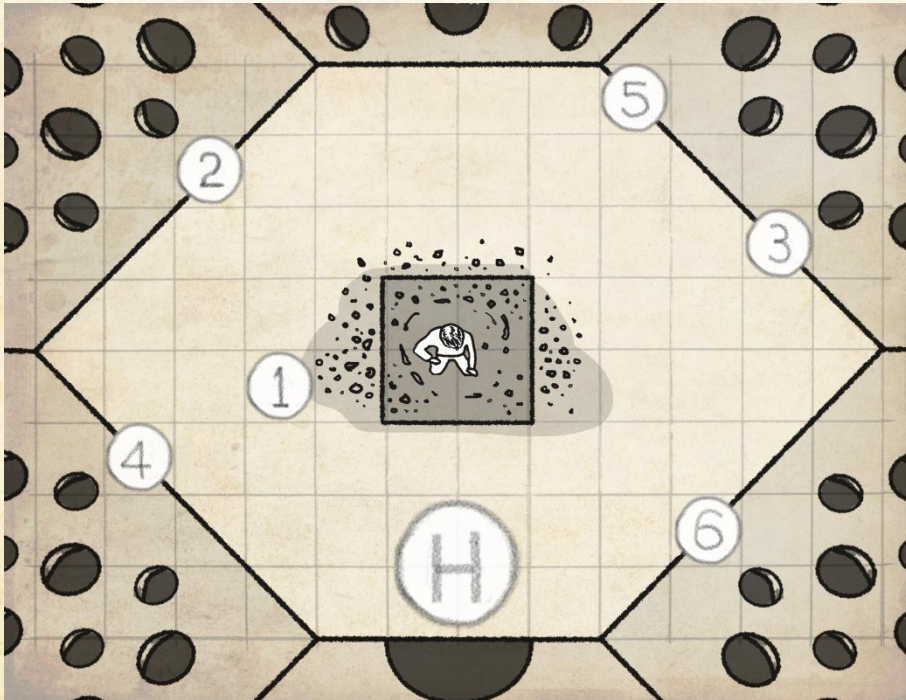
Have the heroes each remove 1 damage for resting.

Continue to **Encounter 5: The Eyes Have It**

Encounter 5: The Eyes Have It

In this encounter the heroes and Raina will free the captured child and battle the Inquisitor Eyes.

Map



Encounter Intro

Keeping yourself concealed, you peer into the hexagon shaped room; the walls are made of polished steel and extend at least 10 meters in height. There are holes of various sizes all along the walls that appear to be passageways. It almost looks like some kind of giant metal insect hive.

The Cognaut Worker places the chrysalis in the center of the room. An eyeball attached to a fleshy looking vine

spirals out of one of holes that line the walls. Its watermelon sized pupil stares intently at the chrysalis.

The eye projects a soft purple light onto the chrysalis which turns crimson in color.

A booming voice cascades from the ceiling, "This is not who the master is looking for!" it continues, "place this with the others, a fine soldier this one will make."

Suddenly you hear the boom of Raina's energy blast and the chrysalis explodes, freeing the child inside who falls to his hands and knees. She rushes past you to help the boy up as the eye begins to examine her with its soft purple light.

"You!!!" the booming voice exclaims at Raina, "you are the one the master seeks!"

"Your 'master' can stick it in his juicy eye!" Raina says as she sends a volley of energy into the probing eyeball. It recoils in pain then slithers back into its hole as other eyeballs begin to emerge from theirs. Raina looks back in your direction, "What are you waiting for Bookworm? Get in here!" You rush in to help.

Encounter Features

The Heroes will battle the Inquisitor Eyes and one Cognaut worker. Inquisitor Eyes will not move from their spawning points.

Heroes cannot move through the metal walls, but can move across the platform in the center of the room. The platform will not give them cover.

Monsters

This encounter features Inquisitor Eyes and a Cognaut Worker.

- 1 Hero: 1 x Cognaut Worker (1)
 2 x Inquisitor Eyes (2) (3)
- 2 Heroes: 1 x Cognaut Worker (1)
 3 x Inquisitor Eyes (2) (3) (4)
- 3 Heroes: 1 x Cognaut Worker (1)
 4 x Inquisitor Eyes (2) (3) (4) (5)
- 4 Heroes: 1 x Cognaut Worker (1)
 5 x Inquisitor Eyes (2) (3) (4) (5) (6)

Use these health boxes to mark off damage:

- | | | |
|--------------------|--------------------------|--------------------------|
| (1) Cognaut Worker | <input type="checkbox"/> | KO |
| (2) Inquisitor Eye | <input type="checkbox"/> | <input type="checkbox"/> |
| | KO | Hurt |
| (3) Inquisitor Eye | <input type="checkbox"/> | <input type="checkbox"/> |
| | KO | Hurt |
| (4) Inquisitor Eye | <input type="checkbox"/> | <input type="checkbox"/> |
| | KO | Hurt |
| (5) Inquisitor Eye | <input type="checkbox"/> | <input type="checkbox"/> |
| | KO | Hurt |
| (6) Inquisitor Eye | <input type="checkbox"/> | <input type="checkbox"/> |
| | KO | Hurt |

Tactics

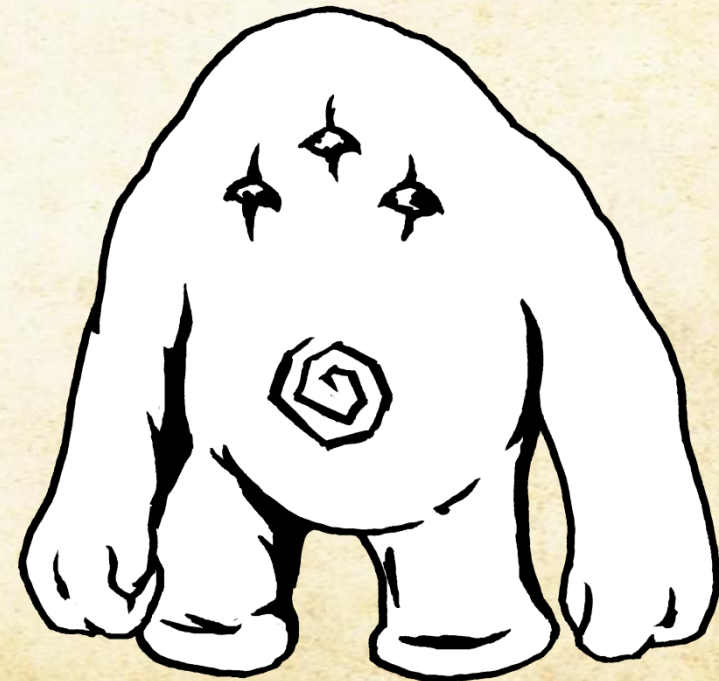
The Inquisitor Eyes cannot move out of their square. They will attack Raina and the heroes with ranged attacks. The Cognaut Worker will attack with melee attacks. They will ignore the freed mage boy.

Encounter Conclusion

Once all the monsters are KO'd read this.

As the last eye retreats down its hole, you hear a rumbling noise that shakes the room. Something is coming, a lot of something! "Hope Vincent got those kids out," Raina says, "We better get out and collapse that portal ASAP!"

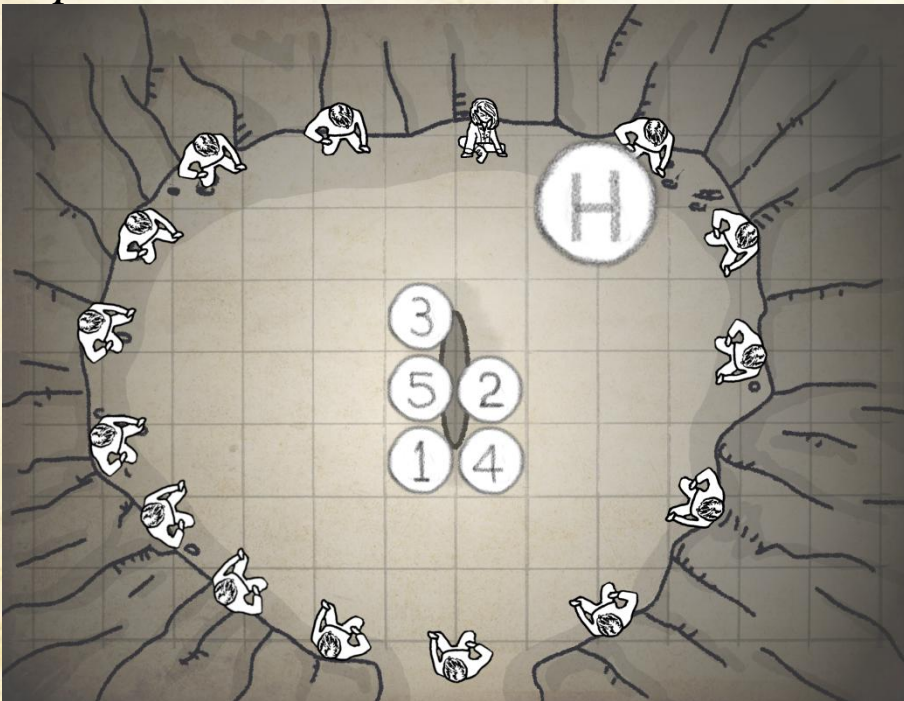
Continue to **Encounter 6: Banana Peels & Apple Cores**



Encounter 6: Banana Peels & Apple Cores

In this final encounter, the heroes (with the help of Vincent) will hold off waves of Cognaut Sentries while Raina and the other mage children work on casting a spell to destroy the portal.

Map



Map Notes

Make sure you are using the version of the cave map with the mage children. Also use some kind of marker (pennies for example) to keep track of which children have been absorbed by the Cognaut Sentries.

Encounter Intro

You rush through the portal and find yourself back inside the cave. You see the mage children fanned out around the portal, they are chanting in unison, "...banana peels and apple cores, close your door to Rivenshore... banana peels and apple cores, close your door to Rivenshore..."

"Good they've already started," Raina says as she motions toward Vincent "I need to help them with this spell. Vincent will help you hold off whatever comes out of that portal. This should only take a minute, try not to bust your pocket protector," she winks at you then sits down and joins the chant, "banana peels and apple cores..."

Let the heroes have a moment to rest (and chant if they like) to remove damage. When ready read this.

A large 4-armed Cognaut steps out of the portal with more behind it. Here they come!

Encounter Features

The Cognaut Sentries will come out of the portal in waves. The size of the waves will depend on how many heroes are in the party. Continue bringing out waves as long as you choose to. Stop bringing out waves if the heroes are in serious danger or if all the mage children are absorbed.

Throw in some dialog between the heroes and Raina before starting a new wave. Have her reply with wisecracks like "hold your horses smarty pants!" or "pipe down or I'll turn this car around!"

Monsters

This encounter features Cognaut Sentries, each wave will include:

- 1 Hero: 2 x Cognaut Sentries ① ②
2 Heroes: 3 x Cognaut Sentries ① ② ③
3 Heroes: 4 x Cognaut Sentries ① ② ③ ④
4 Heroes: 5 x Cognaut Sentries ① ② ③ ④ ⑤

Use these health boxes to mark off damage:

① Cognaut Sentry	<input type="checkbox"/> KO	<input type="checkbox"/> Hurt	<input type="checkbox"/> Bruised
② Cognaut Sentry	<input type="checkbox"/> KO	<input type="checkbox"/> Hurt	<input type="checkbox"/> Bruised
③ Cognaut Sentry	<input type="checkbox"/> KO	<input type="checkbox"/> Hurt	<input type="checkbox"/> Bruised
④ Cognaut Sentry	<input type="checkbox"/> KO	<input type="checkbox"/> Hurt	<input type="checkbox"/> Bruised
⑤ Cognaut Sentry	<input type="checkbox"/> KO	<input type="checkbox"/> Hurt	<input type="checkbox"/> Bruised

Tactics

The Cognaut Sentries will attack the heroes and Vincent with melee attacks. They will occasionally use their special ability on the defenseless mage children, but will not try to absorb Raina.

Conclusion

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

Without a sound, the portal breaks into thousands of pieces and dissipates into the air. Raina stands up and wipes the sweat from her brow. She looks at you, "wow we did it, I can't believe it," she smiles, "I thought you guys were toast for sure."

"B..But you said it would only take a min..."you stammer.

"Yeah, I say a lot of things," Raina laughs, "c'mon let's get out of here."

You lead the children out of the cave and into the woods. Eventually you stop to rest at a 4-way intersection where you know the group will go their separate ways. You look toward the Adestikay children who are huddled off to the side. One by one they share long embraces with Raina, some are in tears. Slowly the Adestikay begin trudging up the west trail as Raina walks toward you, noticing your concern.

"I'm not rejoining my family just yet; I need to track down that beanpole suit friend of yours Scotch. I think he has some answers for me." Raina says as she watches the Adestikay children disappear over a hill.

"Man, I'm going to miss my cousins," she turns and looks at you, "I'll miss my Rivenshore cousins too." Raina slaps you on the back, "that's right Genius, we're family now. Whether you like it or not." With that she waves a hand and heads down the east trail leading out of Rivenshore.

CHARACTER APPENDIX



Scotch – Scotch (if that is his real name) fled his home country 10 years ago at the request of this queen and has been a wanted fugitive ever since.

While on the run he has had to change his identity multiple times and learn new trades to blend in.

He finally settled in Rivenshore 6 years ago. He went to work for the Tremondale family as Tammy Tremondale's personal assistant, butler, chauffer and body guard. Since then, no one in Rivenshore has learned anything about his past.



Raina – She was left in the care of the Adestikay when she was an infant and never knew her biological parents. From a very young age, it was apparent that she was “gifted” in the ways of magic.

Growing up in an environment of love, she is very close to her adopted family and refers to all Adestikay children as her “cousins.”

She's also pretty adept at cracking wise.

The Adestikay – The Adestikay are a nomadic community of artists, hunters and scientists who travel across the Brecken Vale following

the seasonal migration path of the Druinhowe Antelope.

Adestikay typically wear similar clothing to each other with ancient writing prominently displayed on the front. This writing holds cultural significance, showing the Adestikay name and name of the wearer's mentor.

One does not have to be born an Adestikay to become a member. Anyone is free to join if they are willing to accept the culture and laws. Often they will pick up new members as they travel. Some of these new members may stay as little as a season, while others may choose to stay the rest of their lives.

Opinions on the Adestikay in the Brecken Vale vary greatly from town to town. Some towns in the Vale look forward to the Adestikay yearly visits and even hold festivals upon their arrival. While other towns are often suspicious and standoffish toward them.

FURTHER ADVENTURES

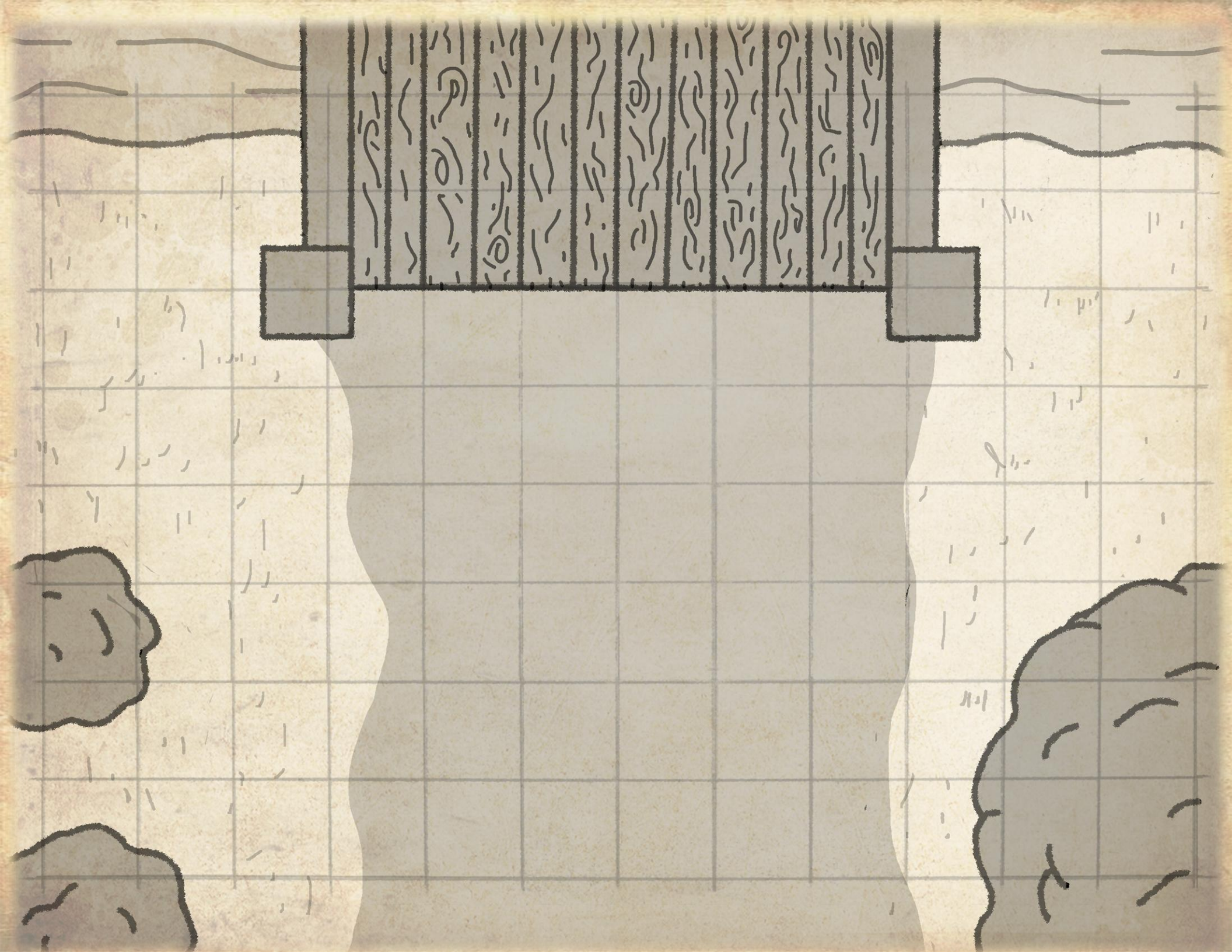
Some ideas for adventures using characters from this adventure:

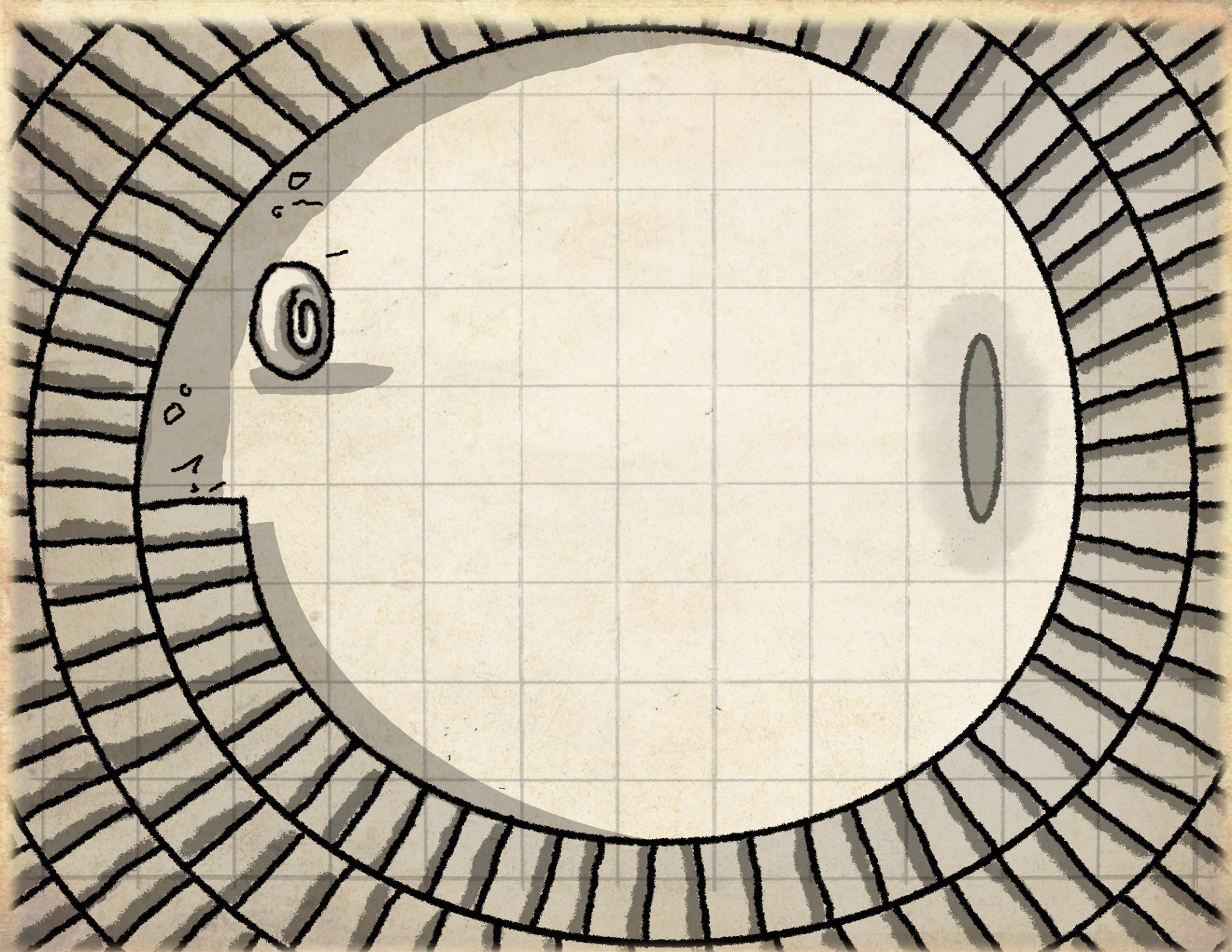
Travel with the Adestikay or even join the community. Learn their customs, find a mentor and visit new towns across the Brecken Vale.

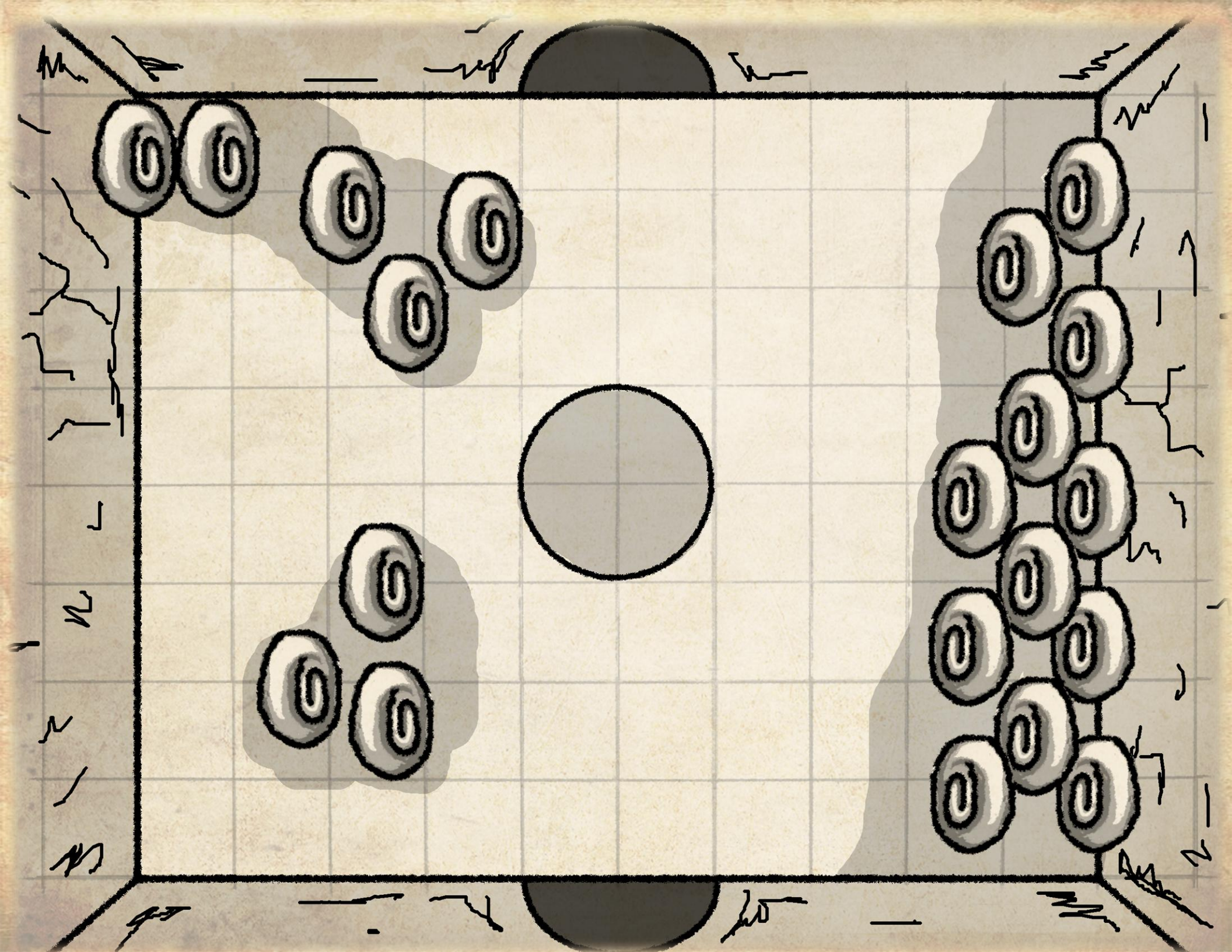
Help Raina track down Scotch – why did Raina assume he went east? What is out there and why would Scotch go there? Who is it that he said he needed to find?

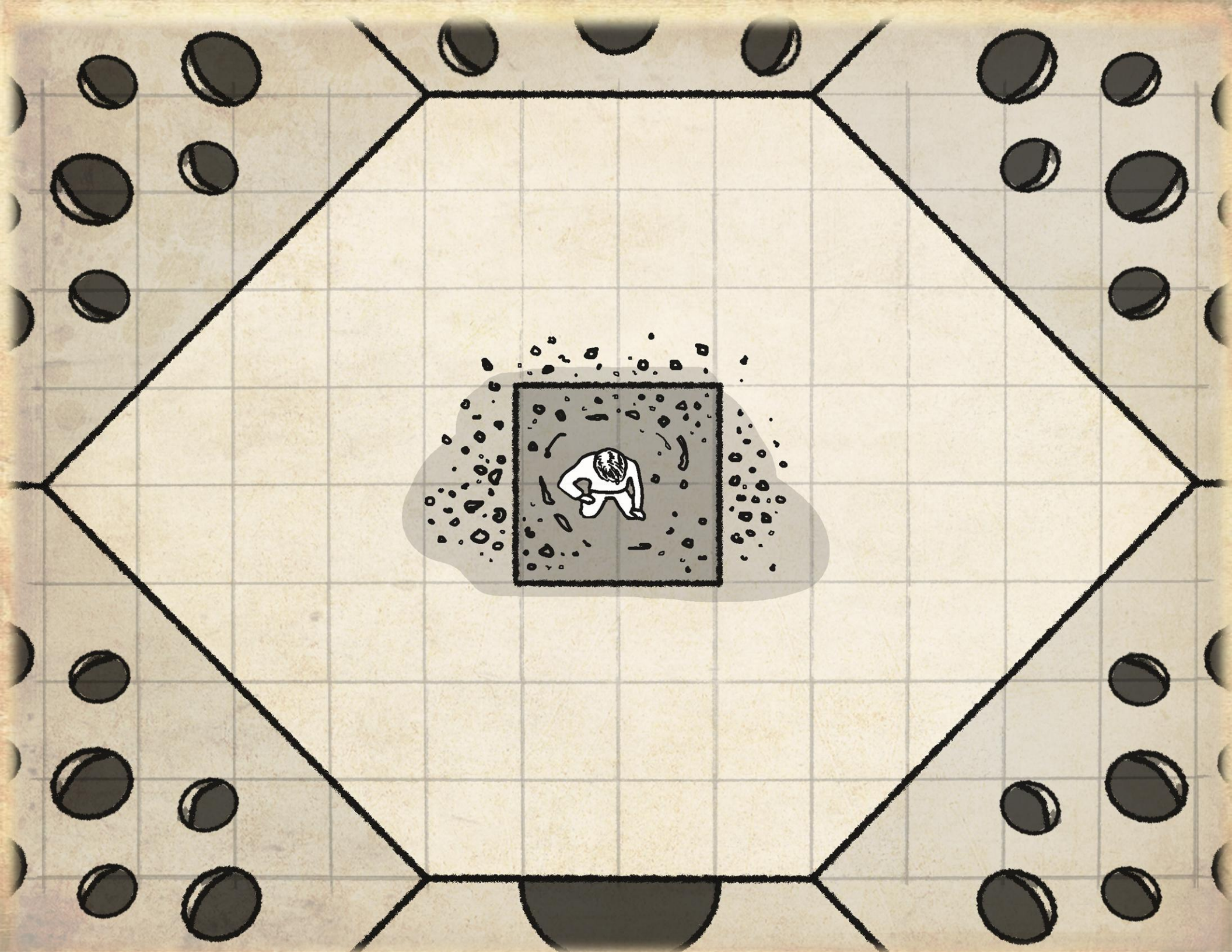
Search and destroy portal mission or just explore them. Was that the only portal in the Vale? Where in the world did it take you? Will you get another chance to chant, “Banana peels and apple cores?”

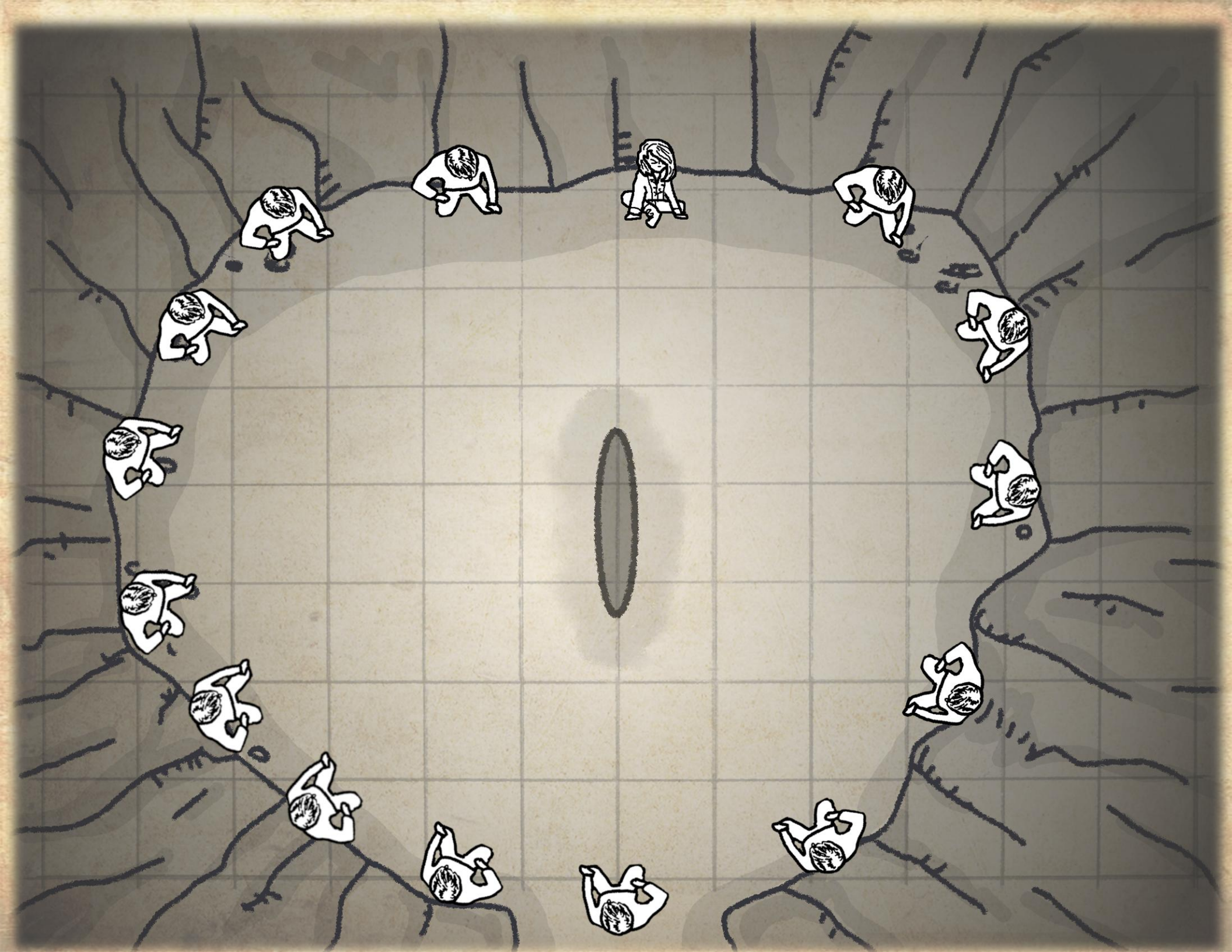
Create a spell book – what else can your magic user do? Turn invisible? Change a person into an animal? Can they bend the time space continuum? The only limit to magic is your imagination.

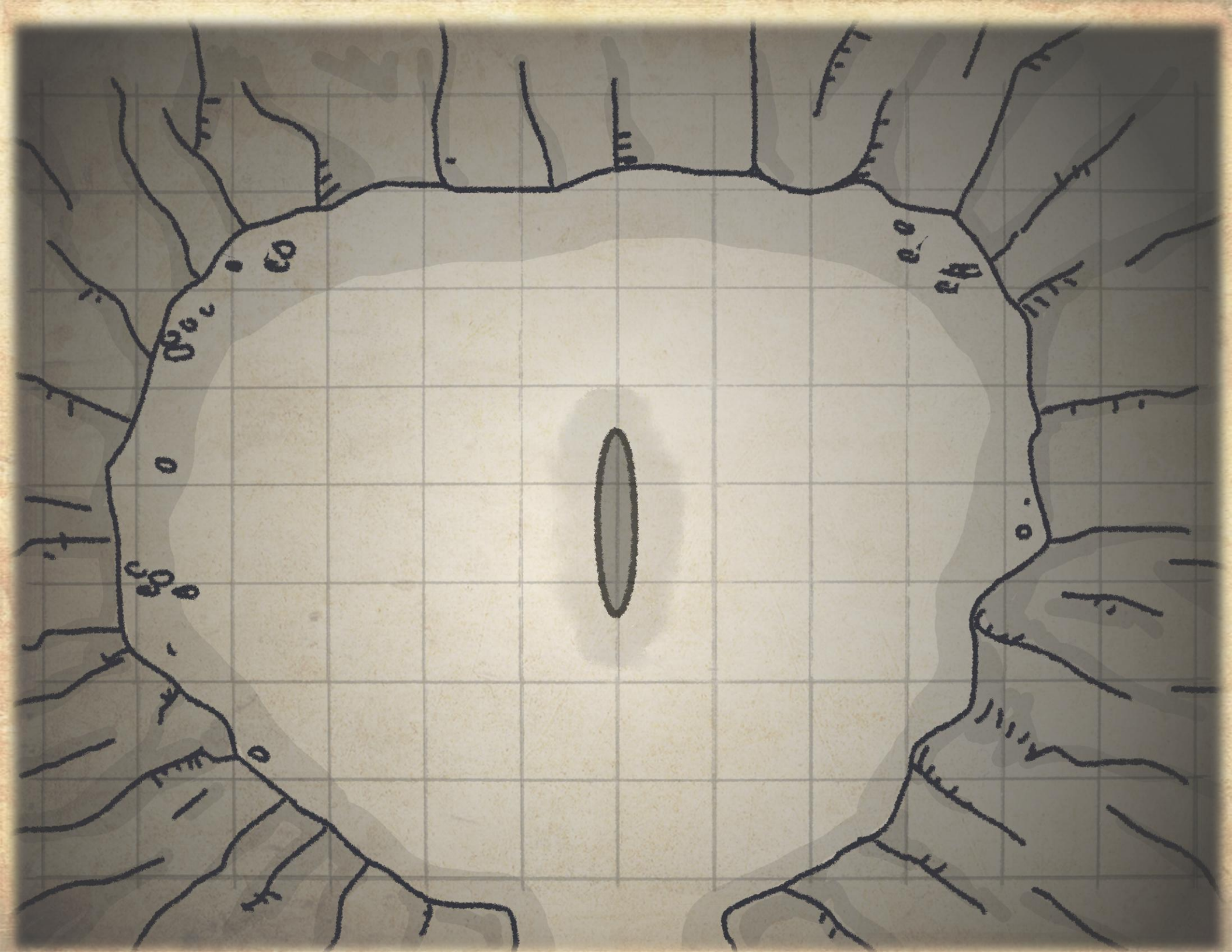


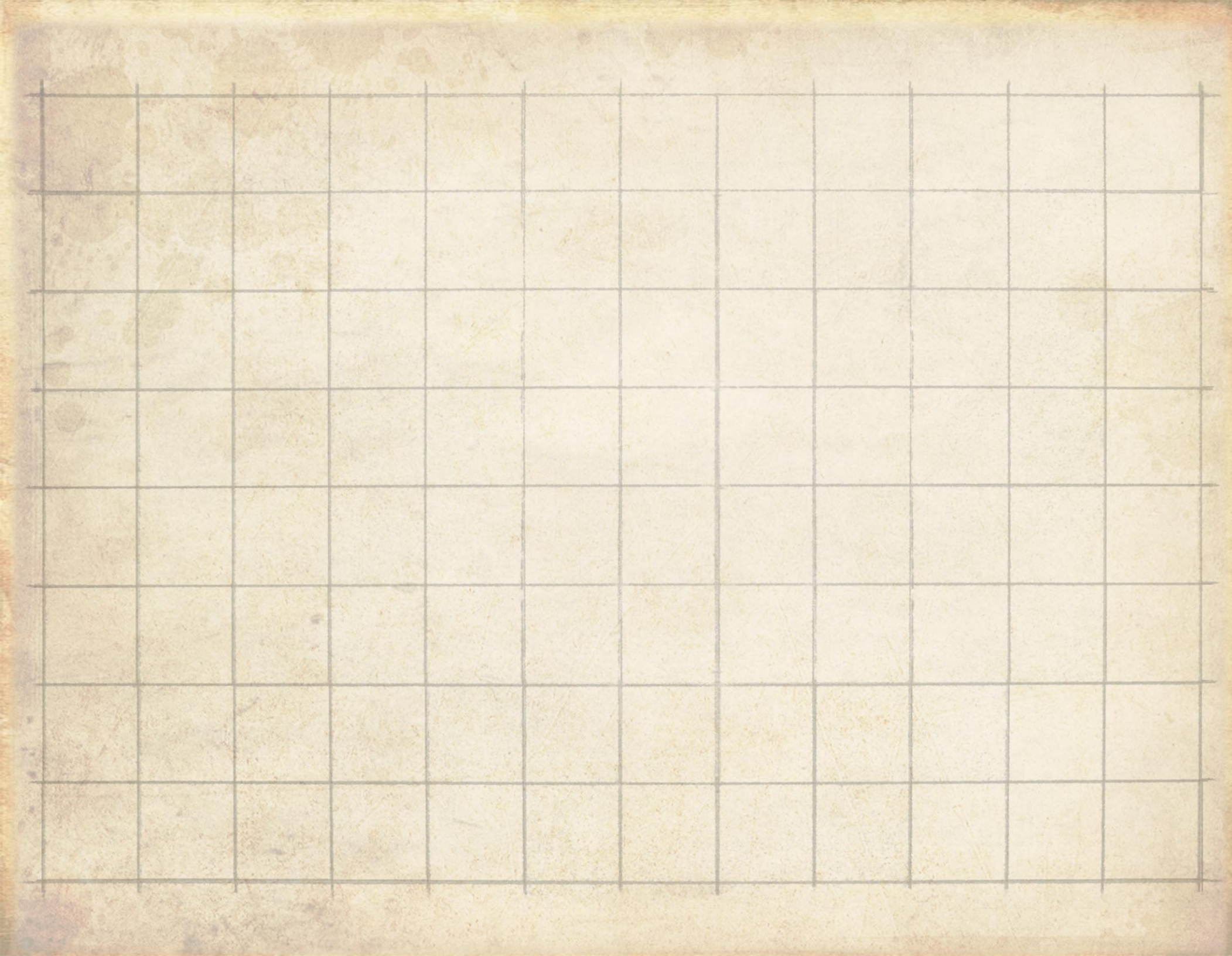










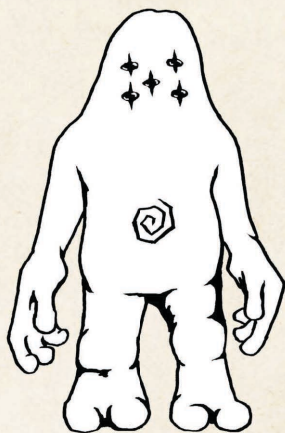
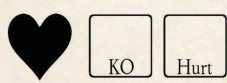




HERO KIDS CREATOR'S GUILD



Cognaut Hunter



Melee Attack: Slap
Melee attack at an adjacent target.

Special Action: Absorb
Can attempt to subdue and capture a target using melee attack with one less die. If successful, neither Cognaut nor the target can do any actions until the Cognaut is KO'd.

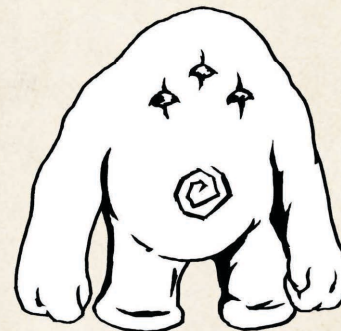
Bonus Ability: Hocus Nocus
Add one extra dice to armor when defending against magic attacks.



HERO KIDS CREATOR'S GUILD



Cognaut Worker



Melee Attack: Slap
Melee attack at an adjacent target.

Special Action: Ball Up
Can roll into a ball and harden skin. Add one die to armor. Cannot move or attack while balled up.

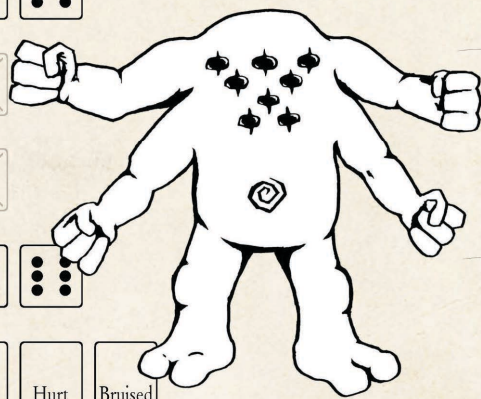
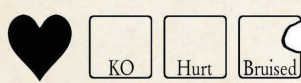
Bonus Ability: Arm Strength
Will knock a hero back one square when successful with melee attacks.



HERO KIDS CREATOR'S GUILD



Cognaut Sentry



Melee Attack: Punch
Melee attack at an adjacent target.

Special Action: Absorb
Can attempt to subdue and capture a target using melee attack with one less die. If successful, neither Cognaut nor the target can do any actions until the Cognaut is KO'd.

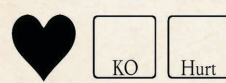
Bonus Ability: Double Punch
Get a 2nd melee attack whenever a 6 is rolled on the first.



HERO KIDS CREATOR'S GUILD



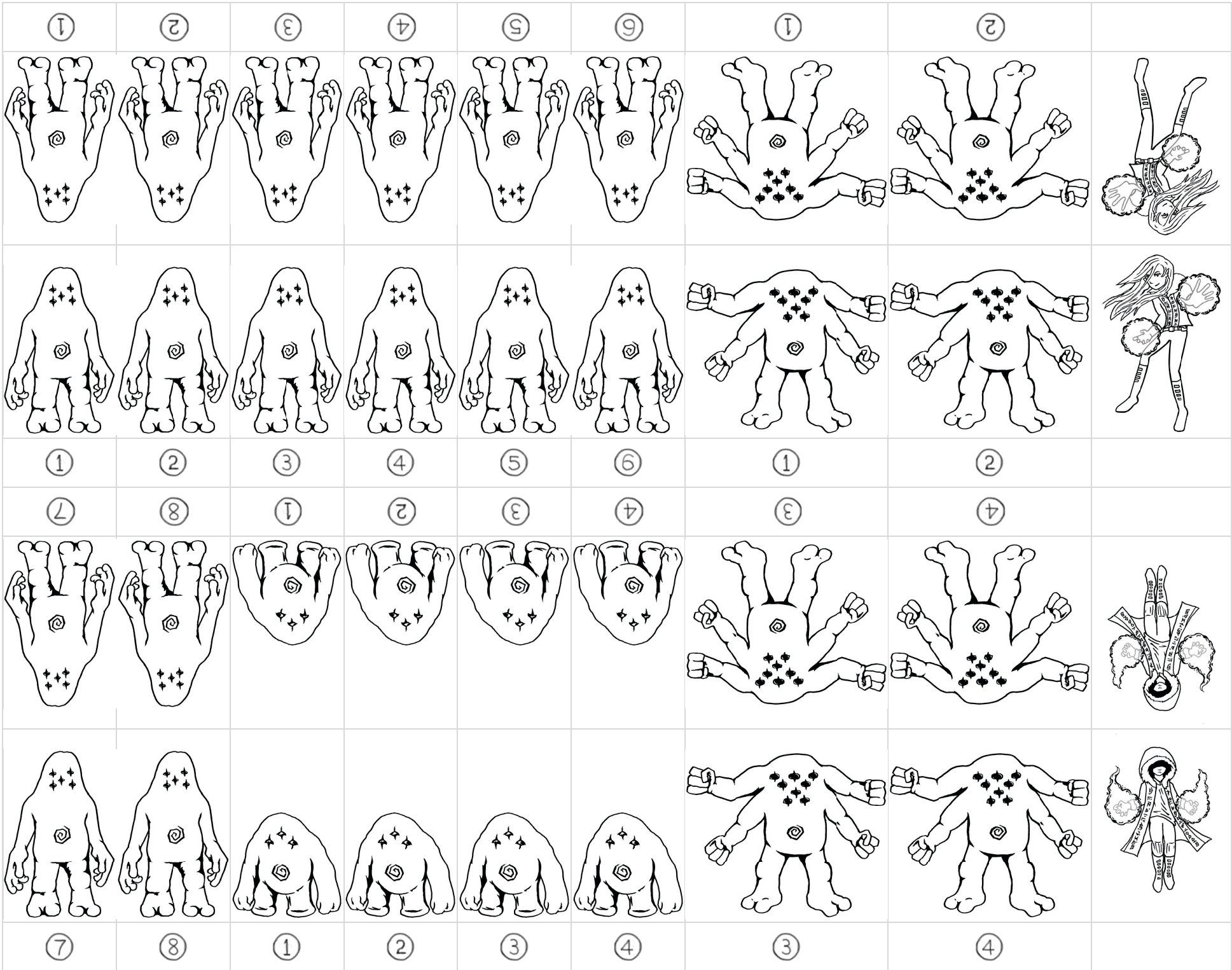
Inquisitor Eye







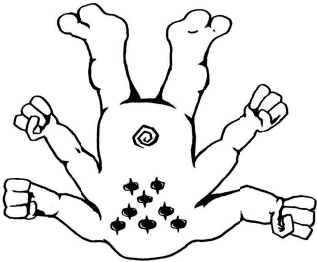
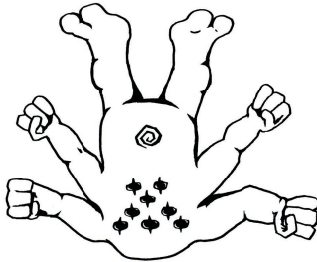






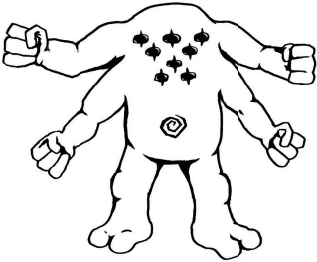
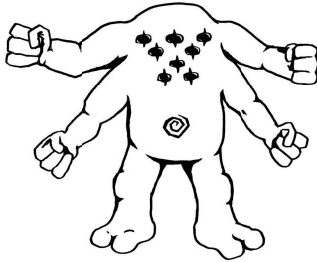
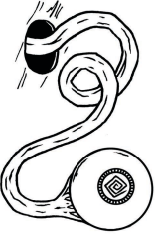





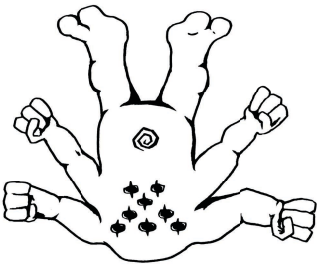
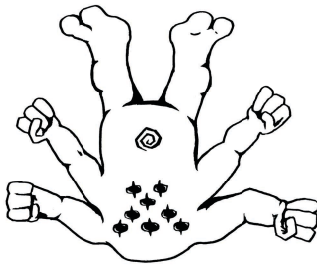
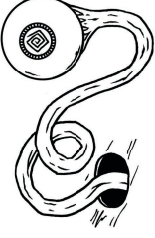


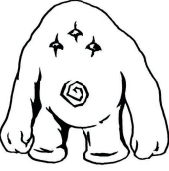
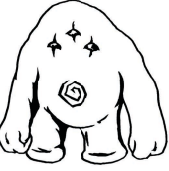
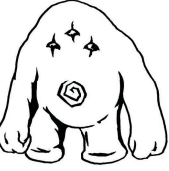
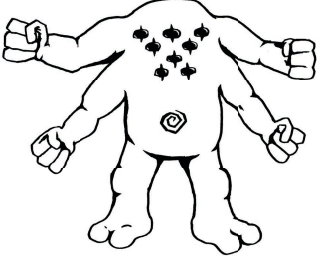
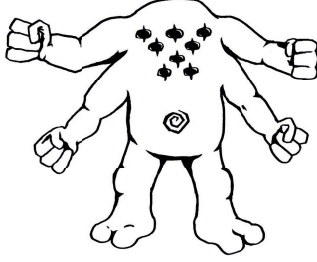


Magic Attack: Energy Blast
Magic attack at a target up 4 to squares away.

Special Action: Eagle Eye
Can magic attack at a target up to 6 squares away at a penalty of one die.

Bonus Ability: Farsighted
Subtract one die when attacking adjacent targets.



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



HERO KIDS CREATOR'S GUILD



Adestikay Mage: _____

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KO Hurt Bruised



Magic Attack: Energy Blast

Magic attack at a target up to 4 squares away.

Special Action: Force Field

Can trade attack turn for one extra armor die. Cannot perform this special action two turns in a row.

Bonus Ability: Chain Reaction

Can make a second attack using a single magic die if a 6 is rolled on the first attack. If a 6 is rolled on the second attack, can make a third attack and so on.

Inventory and Skills



HERO KIDS CREATOR'S GUILD



Adestikay Mage: _____

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KO Hurt Bruised



Magic Attack: Energy Blast

Magic attack at a target up to 4 squares away.

Special Action: Super Nova

Can magic attack all targets within a four square radius. Both enemies and allies in range will take damage if they do not successfully defend. Can't attack or defend the following turn. Can only perform Super Nova once per encounter.

Bonus Ability: Wizard's Bane

Add one die to armor when defending against magic attacks. Add two dice when the attack is a Special Action.

Inventory and Skills

