

HERO KIDS CREATOR'S GUILD



ADVENTURE: PICTURE PUZZLE

PUZZLES: ONE

DIFFICULTY: EASY

DURATION: 10-15 MINUTES

DESIGNED AND MAPPED

BY

MONK.E.BOY



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ADVENTURE

Designed by monk.e.boy

Version: 1.0 (Build 1)

Changelog:

- Creation

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

Additionally, these extra materials are required:

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

The Locked Door Intro

Players are in a room with a locked door blocking progress. They solve the clues to open the magical lock on the door. This is a single room puzzle. It is easily insertable into any of the dungeons, castle or cave adventures. You can add it into a 'magical grove' in a forest with a few flavour tweaks. Personally I ran this in "Basement O Rats", at the T junction on the right. After the players had rescued Roger, they attempted the puzzle. Roger (as an NPC) made a good voice to suggest things to do.

As there is no combat and very few ability rolls it is possible to play this room in a car or out on a walk.

Note: this is designed for 3 players for this puzzle, easy to modify to more – add more characters into the tapestry, props in the chest and runes on the door. Or use a NPC controlled by the DM to help (maybe Roger from the Basement O Rats, or Bert the Explorer who is trying to figure out how to open the door.)

Intro

Read this:

You enter a large room. Upon investigation you notice a number of things. Most striking is a large tapestry on the side wall. On the far wall is a locked wooden door. Next to the entrance is a large wooden chest. Next to the chest is a wooden crate.

Let the players get stuck and start to investigate each item in the room. When they investigate each object read the flavour text below

Tapestry

Read this:

The tapestry is old and dusty, you bang the dust from it. The tapestry depicts three figures, the first is a king holding aloft a sword. Next to the king is his queen who is sitting on a throne. Lastly is the jester who, while standing on one leg, is unlocking a wooden door.

Chest

Read this:

The chest is locked.

Actions:

The chest is locked – players can lock pick, smash lock, break the chest. Don't skill check (roll a dice) because failing to open the chest isn't fun.

Inside the Chest

Inside the chest you find:

- A large crown.
- Wooden sword.
- Tiara.
- A ladies fine dress.
- A jesters hat.
- A large brass key.

Crate

Read this:

An empty crate. It is small, it comes up to your waist.

Solution: Should be used as throne for the queen, placed next to king. Cannot be destroyed.

Door

Read this:

It is a heavy oaken door with a large brass lock. There are seven runes etched on the door.

Partial solutions: If the players have parts of the solution and attempt to unlock the door, the runes flash blue and then go out. After a few seconds some will light back up if any parts of the puzzle are correct.

Solution. Dress up as characters in the correct positions. Then the Jester can open the door. Any parts missing and only some of the runes light up on the door.

7 runes – 7 things need to be correct.

1. Character wears crown (king)
2. King holds up the wooden sword.
3. Character puts on tiara and dress (queen)
4. Queen sits on crate
5. Queen positioned next to king
6. Character puts on jester hat (jester)
7. Jester stands on one leg

Once all 7 runes light up, the door can be unlocked using the brass key.



