

HERO KIDS CREATOR'S GUILD

An illustration of three young heroes in a fantasy landscape. In the background, a boy with dark hair, wearing a green tunic and brown arm guards, holds a sword aloft. In the foreground, a girl with long blonde hair, wearing a green dress, holds a long, flowing yellow ribbon. Next to her, a boy with a shaved head and a red tunic holds two flaming spheres. They are standing on a rocky outcrop. In the background, there are mountains, a windmill, and a small wooden building.

ADVENTURE: THE CASE OF THE REPULSIVE FART MONSTER

ENCOUNTERS: FOUR

DIFFICULTY: EASY

DURATION: 20-45 MINUTES

DESIGNED AND MAPPED

BY

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ADVENTURE

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Mapped by Phil Beckwith

Additional art by Phil Beckwith

Version: 1.0

Change log: N/A

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 (the repulsive fart monster)
- 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.

The Brecken Vale 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 as the hero kids are playing in a local playground on the skirts of town. They hear a scream from a nearby farm – Farmer Billy's place. The hero kids find Farmer Billy lying unconscious on the ground and soon discover the culprit; a large fart monster that they must defeat in order to save Rivenshore, once again, from a most repulsive demise.

Adventure Intro

Today's trouble starts as the hero kids and their friend Lambert are enjoying some play time in the park after a hard day of training. They hear a scream from a nearby farm.

You are all enjoying some play time a park on the outskirts of Rivenshore after a hard day of training when suddenly you hear a scream from a nearby farm.

"That is coming from old farmer Billy's place!" your friend, Lambert, quickly points out.

"Hero Kids, you should investigate! Something foul might be afoot!"

Provide the players with a map of the area (map 1.1) and show them the location from where the scream came from. This is shown as point "a" on the map provided.

Encounter 1: Something Smells a Little Off

The first encounter begins as the hero kids and Lambert run around Farmer Billy's barn house to find the open field beyond it. Lying in the grass is old Farmer Billy, unconscious and unable to be woken. A terrible egg-like smell pollutes this area and six yellow stinky clouds drift around slowly. The clouds are the bi-product of the elusive repulsive fart monster that passed through here, leaving them in its tracks – they are non-sentient.

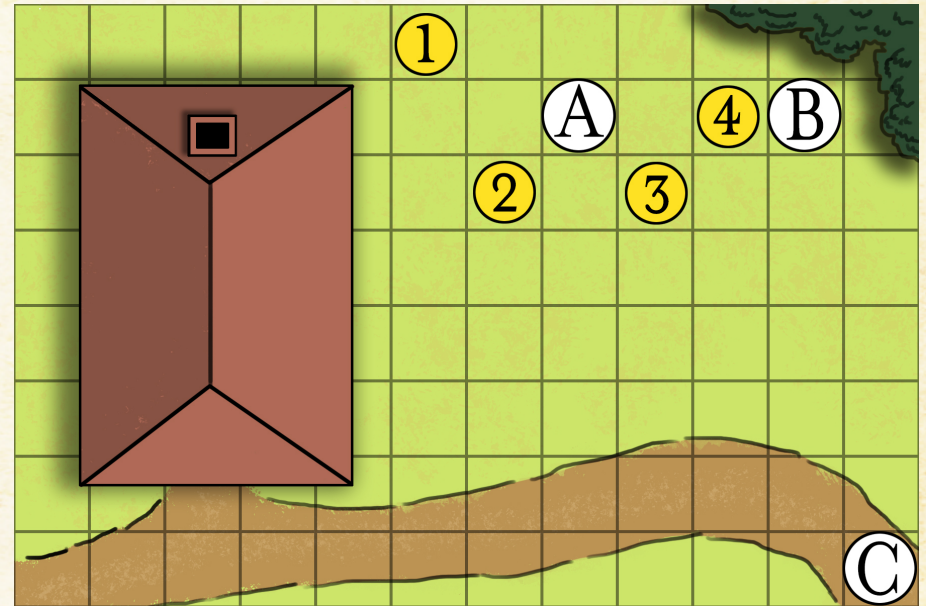
As you skid around the corner of Farmer Billy's barn house, an open grassy field appears before you. There, lying face down in the grass, Farmer Billy can be seen. Yellow stinky clouds drift around the field.

Lambert, who joined you in action, runs straight over to help Farmer Billy. Unfortunately, before he can reach the old farmer, Lambert moves straight through one of the yellow stinky clouds. He stops, and coughs out some disgusting yellow stuff, then falls to the ground; asleep – like Farmer Billy.

This is an investigation based encounter (with some spatial awareness components) where the hero kids must find out the cause for Farmer Billy's, and Lambert's sleepy condition (a magically disgusting fart monster), and the location of its source (a black dragon with flatulence slumbering in the nearby swamp). They must do this while avoiding contact with the yellow stinky clouds that cannot be defeated in combat.

Map

- Farmer Billy and the yellow stinky clouds
- To the swamp land (Encounter 2)
- To Mrs. Tilly's house (Encounter 3)



Map 1.1

Encounter Features

In this field are four yellow stinky clouds that drift about. Any hero kid that comes into contact with them risks being damaged. If a hero kid comes into contact with one, treat it as an attack on the hero kid with 1 six sided die.

This encounter has three immediately obvious clues that you can give the hero kids as soon as they arrive:

- Farmer Billy's and Lambert's skin and clothes are stained with a yellow substance, and they smell like rotten eggs.
- Following the yellow puffs of stinky cloud leads the hero kids to the edge of a swamp (see Encounter 2).
- Once the hero kids have finished their investigation, another scream can be heard from a neighboring house – Mrs. Tilly's place (see Encounter 3).

Ability Tests

In addition to the scene and the immediate clues, the hero kids can use their abilities via ability tests to determine further information that might assist them in their decision making:

- Intelligence tests (Knowledge/Magic) at difficulty 4 when standing next to a victim, to know that the yellow stains on Farmer Billy and Lambert, and the yellow stinky clouds are magically charged. Destroying their source ends their magical effect – and reawakens any victims who have been affected.
- Intelligence tests (Knowledge/Nature) at difficulty 4 deduces that the yellow stinky clouds are poisonous and caused Farmer Billy and Lambert to collapse – contact with the yellow stinky clouds should be avoided.

Monsters

1 Hero: 6 x Yellow Stinky Clouds ① ② ③ ④ ⑤ ⑥
 4 Heroes: 4 x Yellow Stinky Clouds ① ② ③ ④

- *Note:* this is not a “combat encounter”, but rather a positioning and spatial awareness encounter with regards to the yellow stink cloud obstacles.

Tactics

The yellow stinky clouds move 10 feet in a random direction every turn. Determine the direction by rolling a six sided die for each yellow stinky cloud on their turn, referring to the following table for the direction outcome, or simply choose one at your own discretion:

1	North
2	East
3	West
4	South
5 or 6	Reroll/Choose

- If a hero kid comes into contact with a yellow stinky cloud and is unable to defend against it, the cloud makes them sick and they take 1 damage.
- If a hero kid is KO'd by a yellow stinky cloud, they can only be awoken by magical healing, a health potion, or if the fart monster (Encounter 4) is destroyed.

Encounter 2: Into the Swamp

As the hero kids approach the swamp they begin to hear funny fart noises every few seconds and a loud groaning sound.

As you move into the swamp, you find a large black dragon lying on its back in the swamp water. It has an incredibly large, round and bloated belly that rumbles.

The dragon looks at you with big sad and sorry eyes. It groans in pain, and lets out a loud and smelly fart.

“Oh my, I am so sorry! I don’t get visitors very often and now that I do? I have a terrible case of the toots!”

Next to the dragon’s head are bunches of glowing yellow and purple polka dot mushrooms sticking out of the water.

The dragon pleads with you, “Please help me.” He rolls around in pain with his paws holding his bloated belly.

This encounter is a heavy role-playing encounter with some ability tests included.

- **Note:** This is also an encounter that gives you the perfect opportunity to get the whole table laughing as you randomly insert silly fart noises into the dialogue and game play. If you can time them right, you can have a whole bunch of giggling little hero kids and a very fun and memorable encounter.

Role-Playing

In this role-playing scene, the heroes can talk to Mervin, the black dragon, to find out how to make him feel better and cure his menacing magical flatulence.

If asked about the yellow stinky clouds, Mervin tells the hero kids that they are what are left behind from the fart monster that he accidentally created. He is very sorry.

If asked why he is bloated, in pain, or so gassy, Mervin tells the hero kids that he had recently made this part of the swamp his new home, after having a “bat infestation” in his previous one. Arriving, he had found delicious glowing mushrooms ripe for the picking. He got greedy and ate far more than his fair share when suddenly his stomach began to rumble as he let out a little, squeaky fart. The fart had smelled so bad that Mervin decided to hold his farts in for as long as he could, so he would not have to smell them again so soon.

If asked for more information about the fart monster, Mervin tells the hero kids that the pain in his belly grew too painful after holding all the farts in for so long, and he had to finally let them all out. But when he did, the combined magical farts had mutated into a fart so powerful it had become a fart monster!

Rolling around in pain with such a big belly ache, Mervin couldn’t stop the fart monster from leaving the swamp and floating over to Rivenshore.

Ability Tests

The following ability tests can be attempted by the hero kids to learn more about how to help Mervin the black dragon.

- Intelligence tests (Knowledge/Nature) at difficulty 4 when investigating the mushrooms knows that the mushrooms are called *Swamp Sludge Mushrooms* and poisoning from these magical mushrooms can be cured with a large drink of fresh water.
- A second Intelligence test (Knowledge/Nature) at difficulty 4 when looking at Mervin after understanding how to cure him, works out that Mervin would need 2 large barrels of fresh water to completely cure him of his magical mushroom induced flatulence.

Conclusion

After the hero kids have finished investigating, or the conversation with Mervin dies down, read the following:

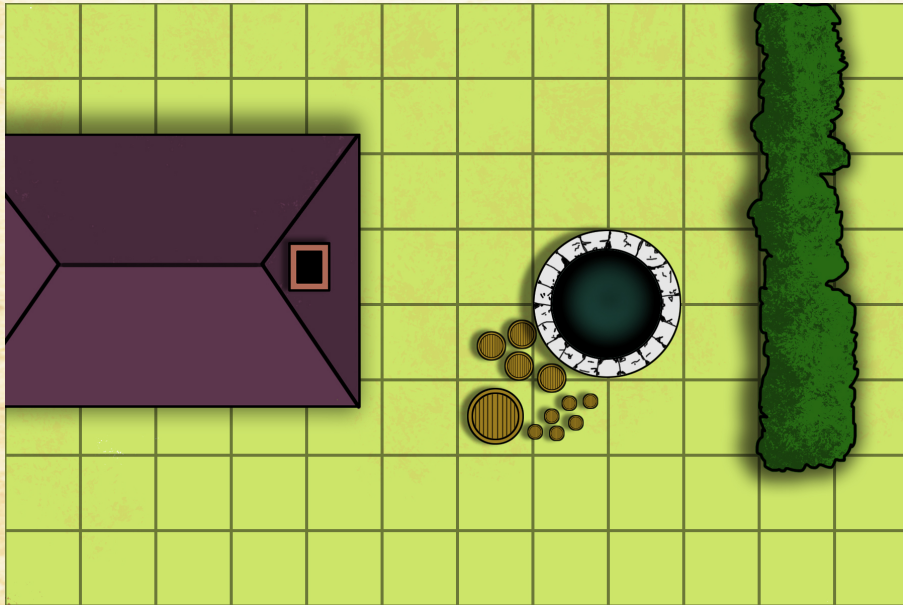
You suddenly hear another scream coming from the home next door to Farmer Billy's farm. It seems there is another fart victim needing your help!

Encounter 3: Mrs. Tilly's Well

As the hero kids reach Mrs. Tilly's garden read the following:

As you round the corner of Mrs. Tilly's house you find her in the garden with broom in hand, crouched behind her stone well next to some wooden barrels. You notice that Mrs. Tilly has her shirt pulled up over her nose to protect her from the disgusting smell!

Map



Encounter Features

The Well: This is a stone well with a bucket attached to a long rope hanging down into the clear and fresh water deep within.

Large Barrels: There is only one large sized barrel next to the well.

Half-sized Barrels: There are four smaller barrels that are exactly half the size of the large barrel.

Quarter-sized Barrels: There are six extra-small barrels that are exactly a quarter of the size of the large barrel.

Tactics

If the hero kids have just arrived from speaking with Mervin the black dragon in Encounter 2, they will likely understand that they can use the barrels to fill with water and cure Mervin's stinky condition.

This encounter provides a math puzzle for the hero kids, where they need to feed two large barrels worth of fresh water to Mervin to cure him. Unfortunately there is only one large barrel here, but a savvy hero kid can collect the rest of the water in a combination of the half and quarter-sized barrels.

Example combinations:

- 1 large barrel
+ 1 half-sized barrel
+ 2 quarter-sized barrels

- 4 half-sized barrels
- 1 large barrel
+ 2 half-sized barrels

Role-Playing

In this scene, the hero kids can approach and talk to Mrs. Tilly.

If asked about the situation, Mrs. Tilly advises that the fart monster moved through her garden and into the field on the other side of her garden hedge.

Mrs. Tilly narrowly escaped being stunk to sleep by cleverly pulling her shirt over her nose and mouth at the last moment.

Conclusion

If the hero kids move towards the garden hedge and the field beyond, they begin to smell a putrid egg-like odor, indicating that the repulsive fart monster is still in the field.

Encounter 4: Attack of the Repulsive Fart Monster

When the hero kids look into this field they see the following:

As you peer into the field beyond, you see the repulsive fart monster; a large greenish-yellow figure that looks to be made out of swirling gas. However it has taken a humanoid shape with large stretching arms, and glowing bright green eyes tilted inwards in an evil frown.

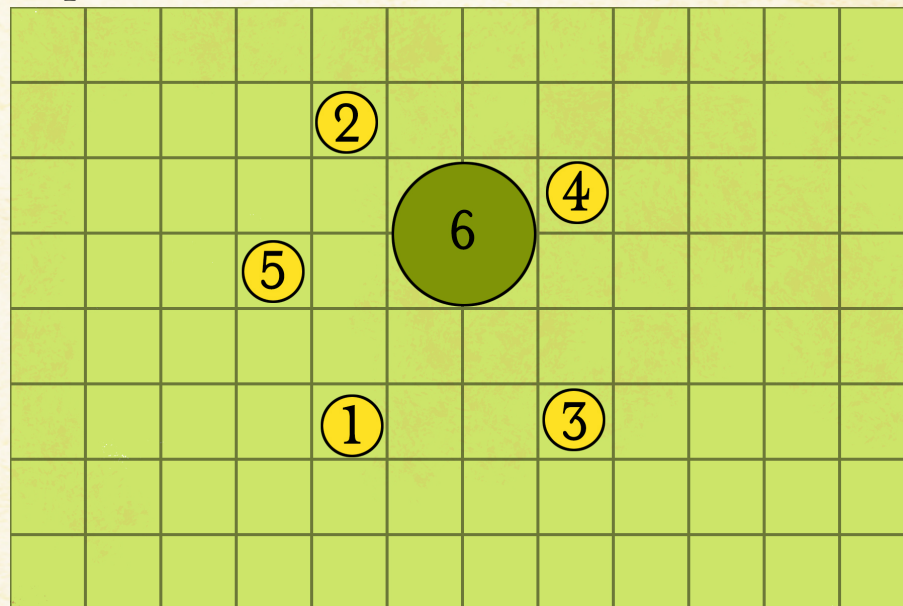
Yellow stinky clouds drift about near the fart monster creating obstacles around it.

It appears that the time to defeat your smelly foe, and be the hero has finally arrived!

Monsters

- 1 Hero: 3 x Yellow Stinky Clouds ① ② ③
1 x Fart Monster ④
- 4 Heroes: 5 x Yellow Stinky Clouds ① ② ③ ④ ⑤
1 x Fart Monster ⑥

Map



Tactics

The yellow stinky clouds move 10 feet in a random direction every turn. Determine the direction by rolling a six sided die for each yellow stinky cloud on their turn, referring to the following table for the direction outcome, or simply choose one at your own discretion:

1	North
2	East
3	West
4	South
5 or 6	Reroll/Choose

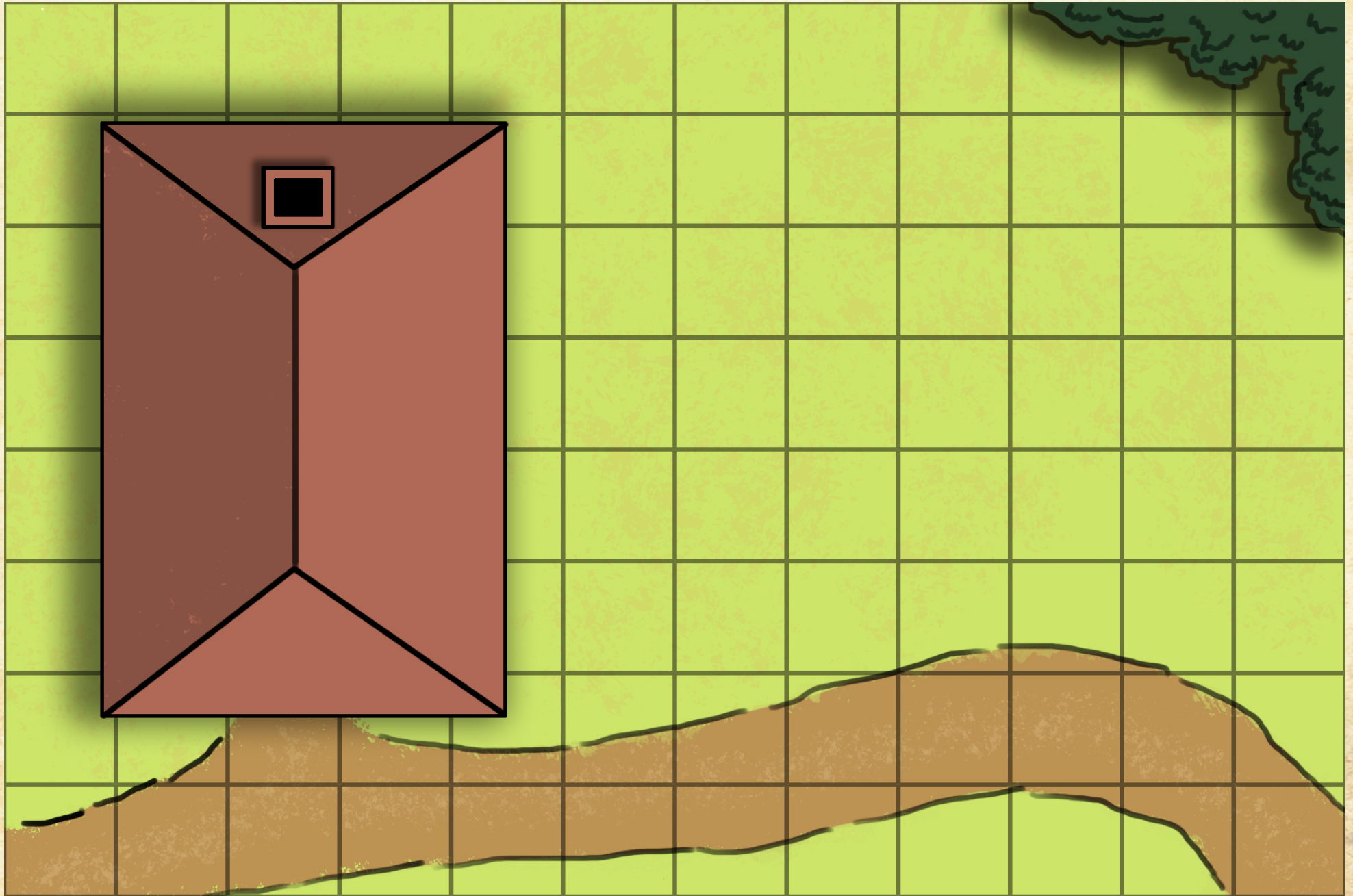
The repulsive fart monster attacks the closest hero kid with stink fists first. Then when given an opportunity, it uses its skunk spray special action to target ranged hero kids.

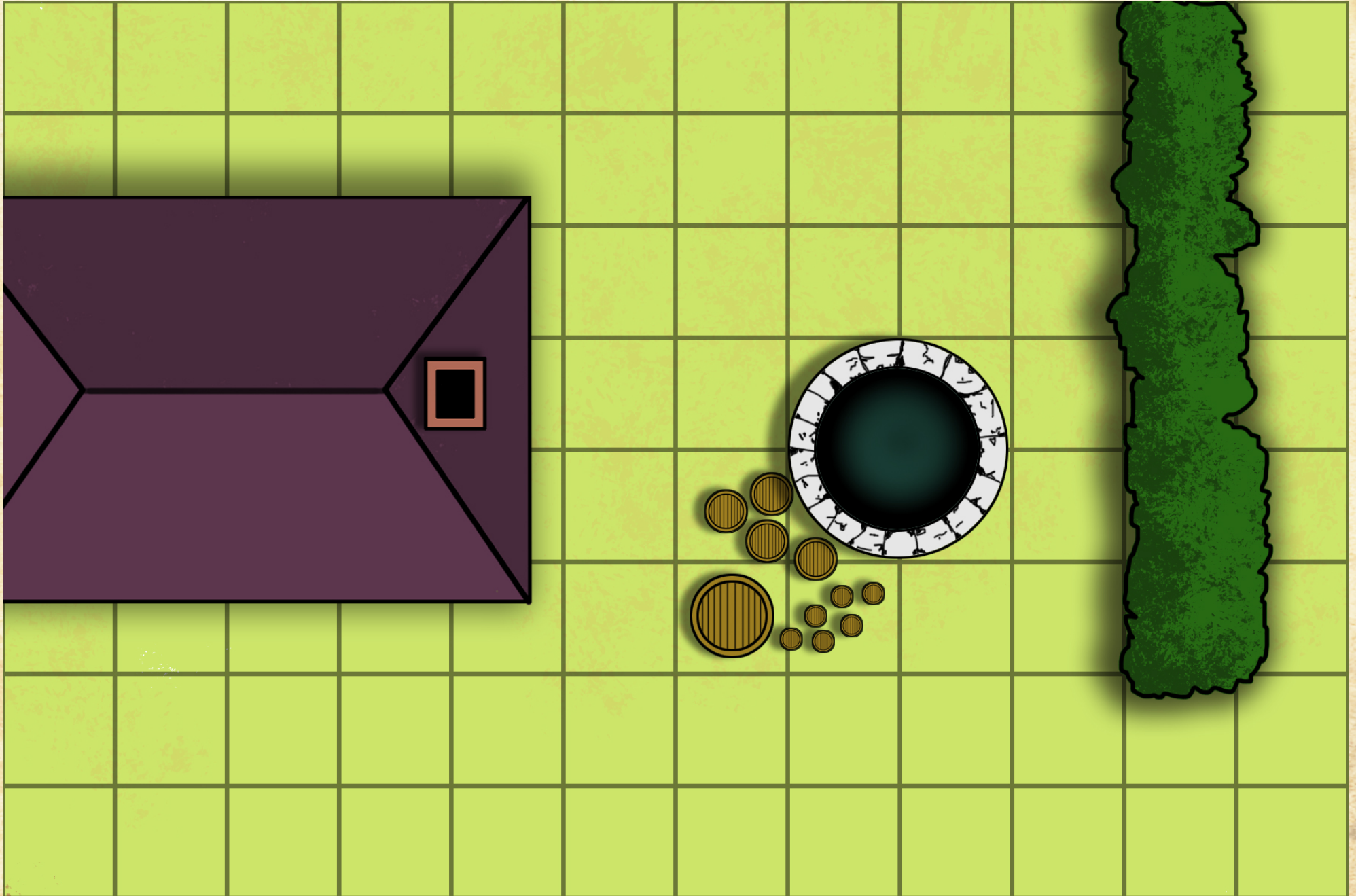
If a hero kid is clever, they may have taken note of Mrs. Tilly's tactic of covering her nose with her shirt. If a hero kid copies this, they have 1 additional armor die against the fart monster's skunk spray special action.

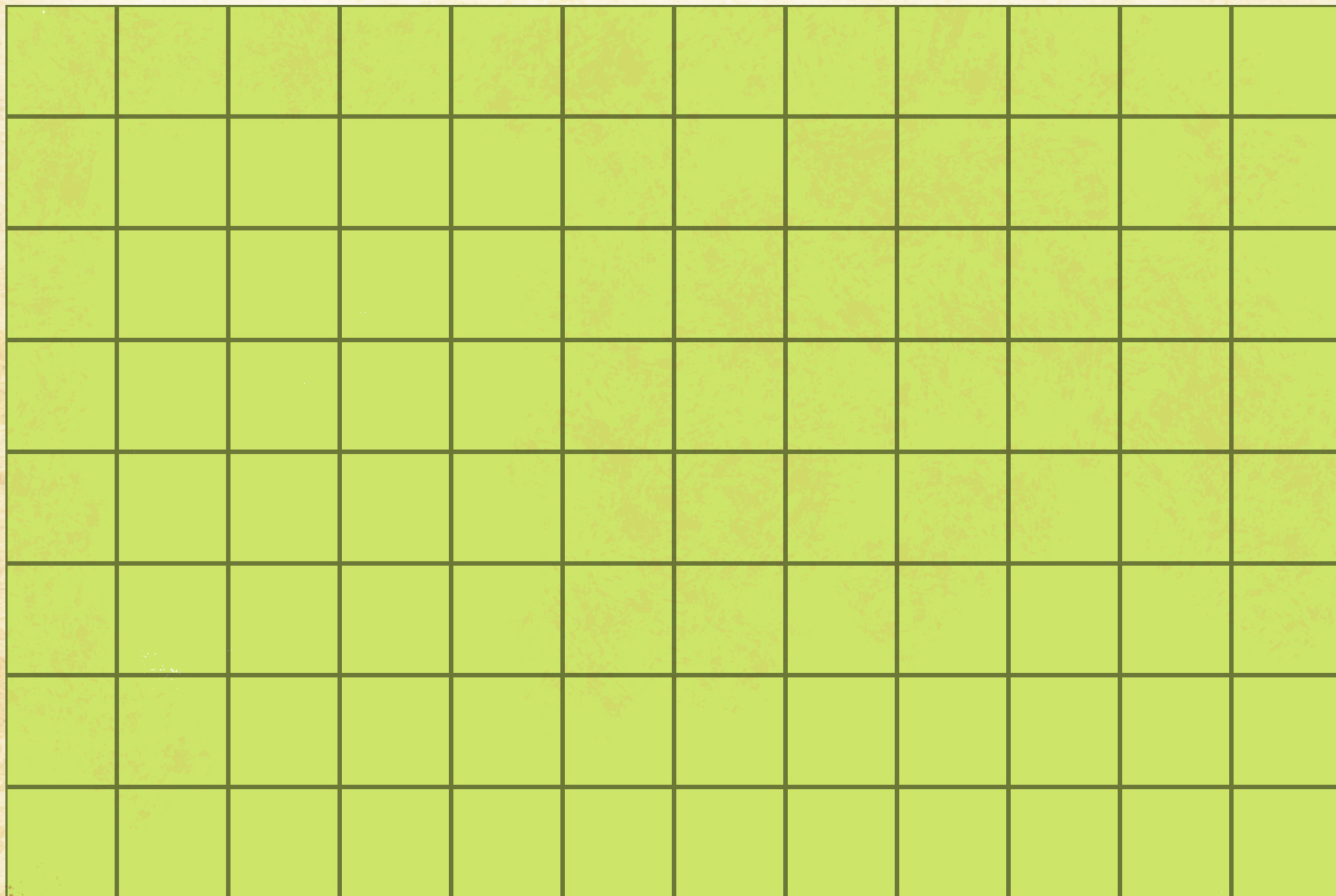
Once combat with the repulsive fart monster is complete and (hopefully) the hero kids have prevailed, all characters that were put to sleep by either the fart monster or its yellow stinky clouds, wake up and begin to regain their health. Rivenshore has been saved, once again, by the mighty hero kids!

Conclusion

If Mervin the black dragon was not cured, there is a high chance that another fart monster will squeeze out to stink up the town once again.





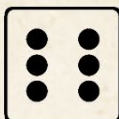
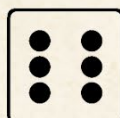




HERO KIDS



Repulsive Fart Monster



Melee Attack: Stink Fist

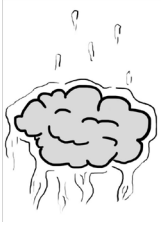













Melee attack an adjacent target.

Special Action: Skunk Spray

Magic attack on any target of your choice. If you hit, you cover the target with a smelly spray from your arm pits, dealing 2 points of damage. Your armor pool has 1 fewer die until your next turn.

Bonus Ability: Tandem Fart

If you take more than 2 points of damage in 1 turn, you split into 2 fart monsters, however both fart monsters lose the ability to use their *Special Action: Skunk Spray*.

①	②	③	④	⑤	⑥	⑥			
									
									
①	②	③	④	⑤	⑥	⑥			