

# HERO KIDS CREATOR'S GUILD



## ADVENTURE: WORRIES IN THE WEASEL WARREN

ENCOUNTERS: 4

DIFFICULTY: EASY

DURATION: 20-30 MINUTES

DESIGNED AND MAPPED

BY

TRAVIS LEGGE



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[heroforgegames.com](http://heroforgegames.com)

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## WORRIES IN THE WEASEL WARREN

Designed by Travis Legge

Mapped by Travis Legge & Justin Halliday

Version: 0.1 (Build 1)

Changelog:

-

# 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 (Weasel Archer, Weasel Spear Bearer, Weasel Warrior)
- 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 when a normal Saturday afternoon play session is interrupted by the theft of one of the player's parent's sheep by weasel raiders!

## Adventure Intro

Today's trouble starts...

*You are all enjoying a relaxing Saturday playing games at the farm house of one of your parents, when your game is interrupted by the panicked baa of a sheep!*

*"BAAAA, BAAAA!"*

*Rushing to the window to see the cause of the sound, you look to the sheep's pen and see that the door is open! The sheep are missing!*

*You know that if you don't get those sheep back, there is going to be trouble! You'd better find out what happened!*

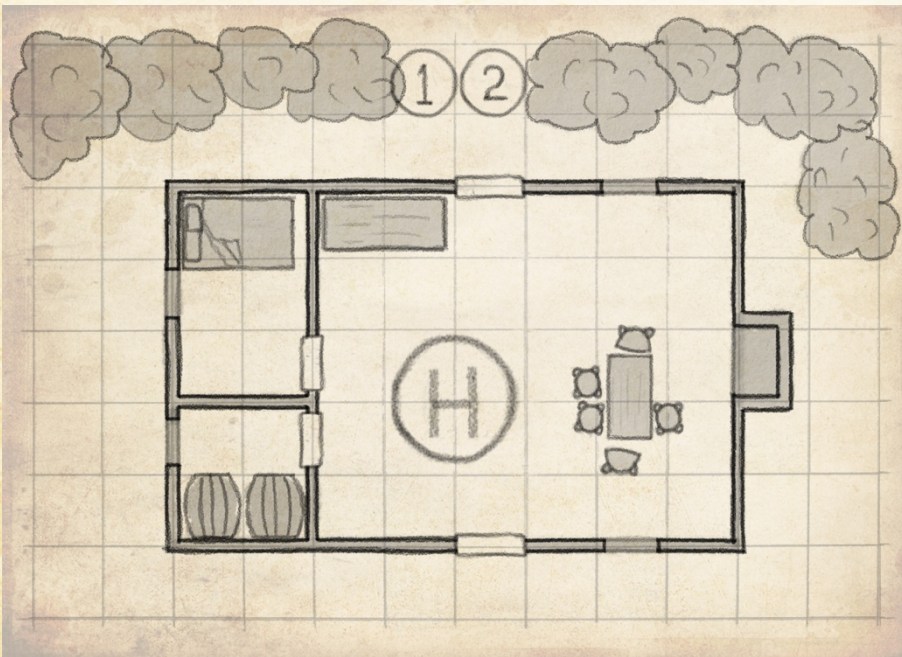
## Encounter 1: The Stolen Sheep

The first encounter begins as the heroes are playing inside the farmhouse. The heroes start inside when they hear the sheep's baa.

This encounter spans four stages:

- Hearing the cry from the sheep
- Spotting the Weasels
- Getting out of the house
- Starting the chase through the trees

### Map



### Exploration and Role-Playing

This encounter takes the heroes from the farmhouse to the path behind the trees. Here, the heroes find clues and follow the Weasel Warriors.

#### A Baaad Day

Following the adventure intro, the heroes look out the back window.

Immediately perform an ability test for each hero:

- Intelligence (Perception) test at difficulty 4 to see the Weasels dart into the clearing in the trees.

If all the heroes fail the ability test:

*You look around for a moment, unable to see where the sound of the sheep is coming from. Suddenly, you hear the rattle of leaves, and it occurs to you that whatever took the sheep must have gone through the trees!*

If any of the heroes succeed at the ability test:

*Looking out the window, you see two Weasel Warriors, each carrying one of the farm's sheep! They make their way toward the tree line.*

In either case, continue with this:

*Whatever made off with the sheep has clearly headed for the trees. What will you do?*

## Initial Chase

Whether the heroes saw them or not, the Weasels have a pretty good head start. Find out how the players plan to get out of the house and give chase. They can simply go out the door on foot or try leaping out the window (it is only a single story; the windows are at ground level). Once they are all outside, let each hero make an Ability Test.

- Dexterity (Tracking) test at difficulty 6 to see if they can catch the Weasels before they make it to the road in Encounter 2. They will likely fail this, but if any heroes succeed, let that hero try one action before the Weasels run to Encounter 2. This might slow the Weasels down and make future encounters easier.

## Through the Trees

When the heroes run through the trees, they find the Dirt Trail behind the tree line, and can clearly see the Weasel Warriors running ahead, sheep in hand.

## Conclusion

Once the kids make it through the trees and onto the Dirt Trail:

*You see the Weasels begin running down the Dirt Trail toward the Old Bridge!*

Continue to **Encounter 2: Chasing the Weasels.**

## Encounter 2: Chasing the Weasels

The second encounter brings our heroes onto the Dirt Trail, where two Weasel Spear Bearers wait to ambush any would-be heroes.

### Map



### Encounter Intro

When the heroes enter this area, read this:

*The Weasels continue running along the Dirt Trail past the creek and toward the Old Bridge. As you follow, two Weasel Spear Bearers jump out from the bushes on either side of the road and attack!*

### Encounter Features

The Weasel Spear Bearers jump out from behind their cover and attack, trying to slow the heroes down. The Weasel Spear Bearers will fight until the Weasel Warriors escape the map or the Spear Bearers are KO'd whichever comes first. If the Weasel Warriors escape the map, the Weasel Spear Bearers will run back to the bushes and try to hide, hoping that the heroes will chase the Warriors. If the heroes continue past the Spear Bearers (or give chase to the Warriors after the Spear Bearers hide) the Spear Bearers will chase them, cutting off their potential for future escape.

### Monsters

This encounter features two Weasel Spear Bearers in addition to the two Weasel Warriors from Encounter 1. You may use the Health Boxes on page 10 to track damage dealt to the Weasels.

### Conclusion

The Dirt Trail leads to **Encounter 3: The Rickety Bridge**. If the party manages to defeat all the Weasels here and reclaim the sheep, they may wish to return the sheep before investigating where the Weasels were going. This should be encouraged!

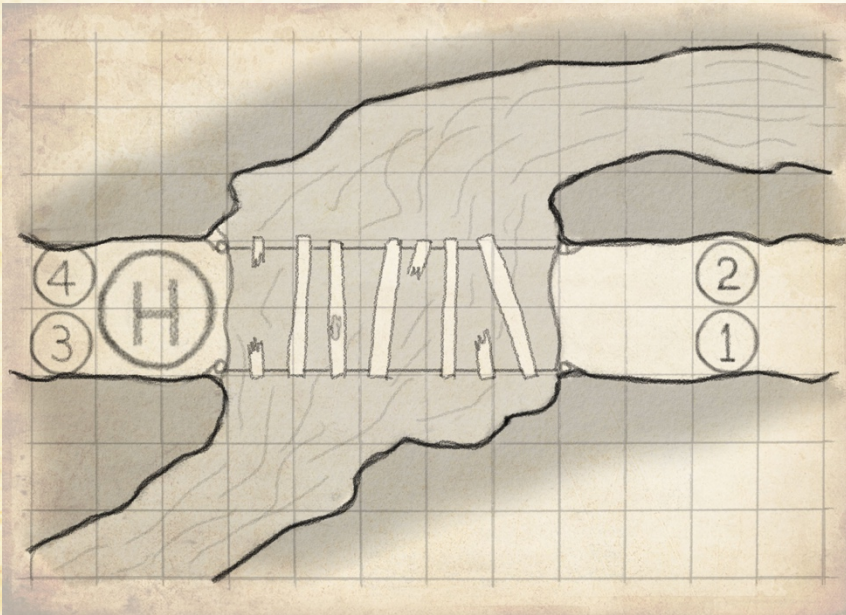
If the Weasel Warriors escape, read the following:

*The attack was enough to slow you down! Hurry! You can barely hear the sheep ahead!*

## Encounter 3: The Rickety Bridge

The third encounter features a hazard and a possible fight. Here the heroes encounter an old, rickety bridge that they must try to cross safely. Depending on how the previous encounter went, they may now have Weasel Spear Bearers from earlier following them toward the bridge.

### Map



### Encounter Intro

When the heroes enter this area, read this:

*As you round the corner, you see the Weasel Warriors up ahead, jumping off of the Old Bridge onto the solid ground across the river. You know that the Old Bridge is dangerous, but you can't let the Weasels get away so easily!*

### Encounter Features

The main feature of this area is the bridge itself, which is a hazard to cross.

### Ability Tests

The heroes can perform a Dexterity test at difficulty 4 to try to carefully navigate across the bridge, stepping only on the strongest beams. The heroes can instead perform a Strength test at difficulty 4 to try to jump from one sturdy beam to the next. Equipment such as rope, or skills such as wings can help.

## *Tactics*

If the Weasel Spear Bearers were not KO'd in the previous encounter, they turn up here, still trying to fight. This might encourage the heroes to get across the bridge as quickly as possible. If the heroes cross the bridge before the Weasel Spear Bearers reach them, the Spear Bearers pursue them to the next area.

## *Conclusion*

Once all of the heroes make their way across the bridge, read this.

*You look around as you reach the far side of the Old Bridge just in time to spot the two Weasels running into the small entry to a cave up ahead.*

If the Weasel Spear Bearers are dispatched, the heroes can take a short rest to remove damage.

When they're ready, they can follow the Weasels:

- **To Encounter 4: The Weasel Warren**

## Encounter 4: The Weasel Warren

This encounter is the Weasel's cave lair. Two Weasel Archers wait within, prepared to ambush.

### Map



### Encounter Intro

When the heroes enter this area, read this:

*You step out of the light and into a dim cave, lit by a small fire in the back.*

*The Weasel Warriors run to the center of the cave and drop the sheep, preparing for a fight.*

### Encounter Features

This cave is dimly lit, with a gravel floor and natural rock walls.

The Ability Tests section details how to deal with this encounter.

### Ability Tests

Immediately have all players make an Intelligence test (Perception/Tracking) for each hero.

If they roll a 4, they see:

*You notice that there are several footprints all over the cave. A few sets move into the far edges of the cave.*

If anyone gets 6 (or 5 if they know something about Weasels) then they *also* notice the two Weasel Archers hiding in the corners of the cave:

*You notice slight outlines against the north and south walls of the tunnel, it's a pair of hidden archers!*

## Monsters

This encounter features the remaining Weasel Warriors and Spear Bearers, as well as two hidden Weasel Archers, which use a combination of melee attacks and ranged attacks against the heroes.

Use these health boxes to mark off damage for the Weasels:

① Weasel Warrior	<div>KO</div>	<div>Hurt</div>
② Weasel Warrior	<div>KO</div>	<div>Hurt</div>
③ Weasel Spear Bearer	<div>KO</div>	<div>Hurt</div>
④ Weasel Spear Bearer	<div>KO</div>	<div>Hurt</div>
⑤ Weasel Archer	<div>KO</div>	<div>Hurt</div>
⑥ Weasel Archer	<div>KO</div>	<div>Hurt</div>

## Tactics

While the Warriors and Spear Bearers use standard melee attacks against the heroes, the Archers try to fire ranged attacks from hiding as long as they can.

## Conclusion

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

*As the final weasel falls, the sheep run over to you, relieved to be free from their captors. Looking around the cave, you can spot several other items, which have gone missing from the village in recent weeks. You may gather these items and return them to their rightful owners.*

*When you return the items from the cave to the village shopkeeper, she smiles and thanks you for your heroic work. As a reward, she offers each of you one piece of equipment from the pile of goods.*

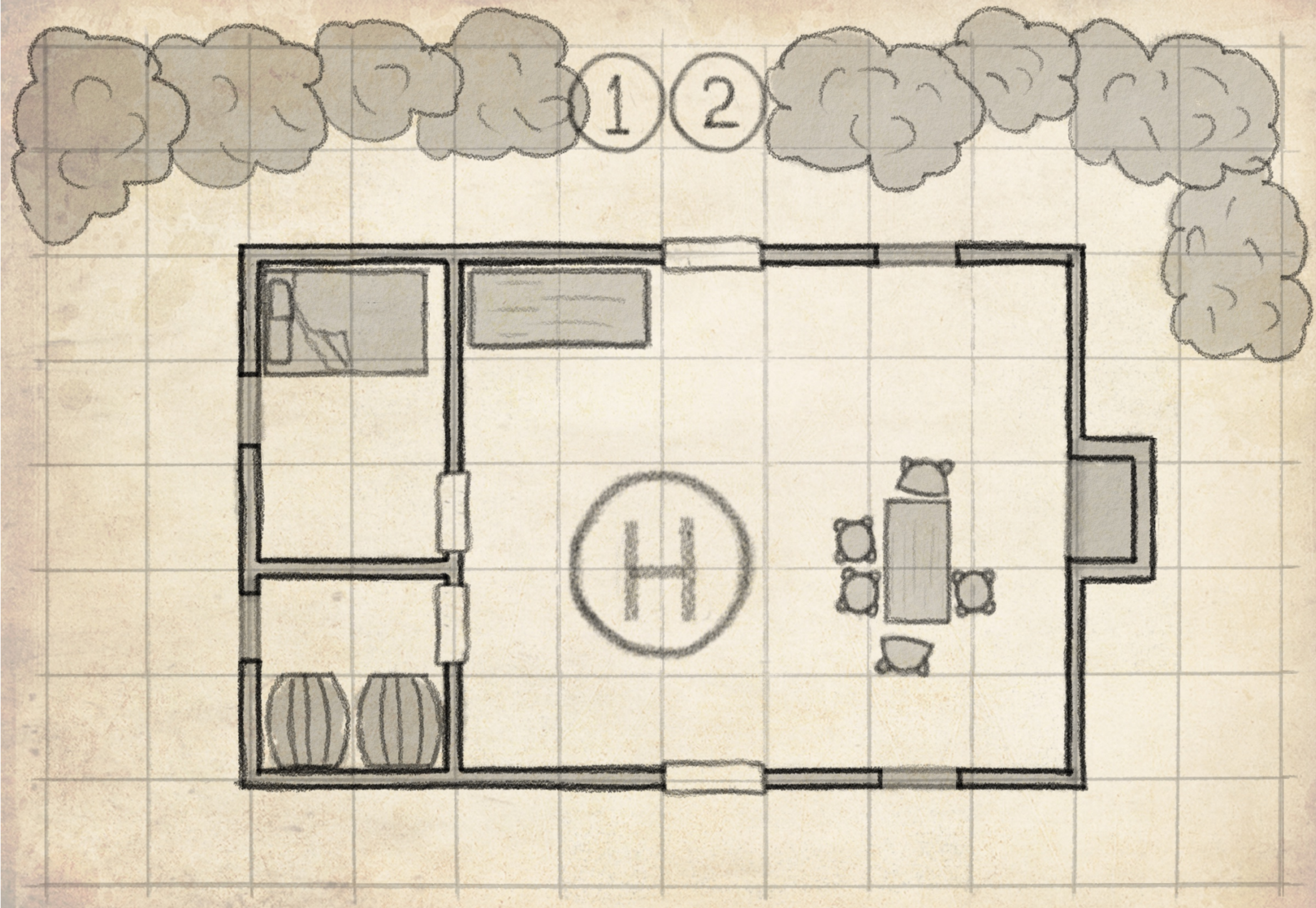
## Treasure

After the monster cards and stand-ups you'll find the four pieces of treasure for your heroes to choose from (only one item for each hero). Print them out and cut them like you would a Hero Card.

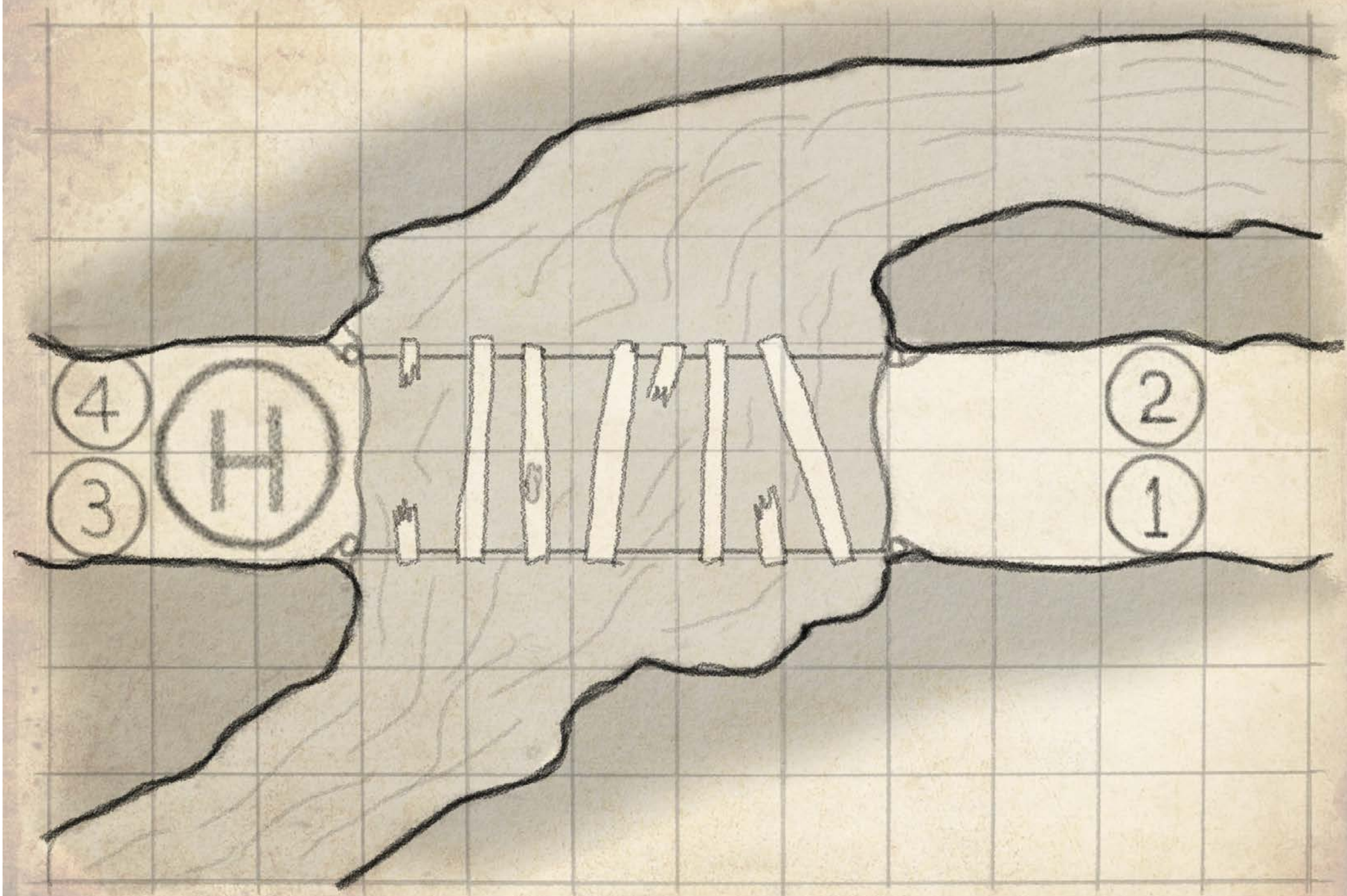
These items are Equipment, which grant the heroes special actions or extra dice in their pools. Heroes can only use one piece of equipment at a time.

The players can choose one item for each hero:




























# HERO KIDS

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### Weasel Archer




 
  
 
 
  



**Ranged Attack: Whirling Sling**  
Ranged attack at a target up to 6 squares away (1 fewer dice against adjacent targets).

**Special Action: Distracted Attack**  
If target up to 6 squares away (but not adjacent) is engaged, you can make a ranged attack at it with 1 extra die.


**Bonus Ability: Controller**  
After you make an attack, you can move an adjacent character 1 square and you can move 1 square.
















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### Weasel Spear Bearer




  
 
 
 
  



**Melee Attack: Stabbing Thrust**  
Melee attack at an adjacent target.

**Special Action: Piercing Attack**  
If an adjacent target overlaps with another target 1 square further away, you can melee attack the first target and melee attack the second target with 1 fewer dice.


**Bonus Ability: Controller**  
After you make an attack, you can move an adjacent character 1 square and you can move 1 square.

















# HERO KIDS

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### Weasel Warrior





**Melee Attack: Stabbing Thrust**  
Melee attack at an adjacent target.

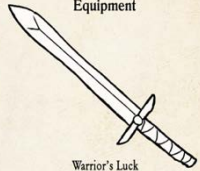
**Special Action: Cleaving Attack**  
If you have two adjacent targets that are also adjacent to each other, you can make melee attacks at both, the second target is attacked with 1 fewer dice.

**Bonus Ability: Controller**  
After you make an attack, you can move an adjacent character 1 square and you can move 1 square.

# HERO KIDS

## Lucky Longsword

### Equipment



**Warrior's Luck**  
Once per encounter, you can re-roll all of your melee attack dice.

You can only use one piece of equipment at a time.

# HERO KIDS

## Magic Wand

### Equipment



**Arcane Flux**  
Once per encounter, you can add 1 die when you make a magic attack.

You can only use one piece of equipment at a time.

# HERO KIDS

## Lucky Charm

### Equipment




**Lucky Break**  
Once per encounter, you can re-roll 1 die in an attack, armor, or ability test.

You can only use one piece of equipment at a time.

# HERO KIDS

## Deepwood Longbow

### Equipment



**Precision Shot**  
Once per encounter, you can add 1 extra die when you make a ranged attack.

You can only use one piece of equipment at a time.



# HERO KIDS CREATOR'S GUILD



## Bladeslinger:



### Melee Attack: Blade Slash or Spark

Melee attack at adjacent target, or magic attack at target up to 4 squares away.

### Special Action: Magic Sword

Add melee die to magic attack up to 4 squares away by throwing sword.

### Bonus Ability: Boomerang Blade

If the bladeslinger's sword is not in their hand, they can use their action to call it to their hand no matter how far away it is.

### Inventory and Skills



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### Inventory and Skills



# HERO KIDS CREATOR'S GUILD



## Hunter:



### Ranged Attack: Arrow Shot

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

### Special Action: Arrow-Split Shot

Split your ranged dice to attack multiple targets up to 6 squares away (cannot attack adjacent targets).

### Bonus Ability: Evasive Maneuver

When you're damaged by an attack, you can immediately move 1 square.

### Inventory and Skills



# HERO KIDS CREATOR'S GUILD



## Hunter:



### Ranged Attack: Hairwhip Strike

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

### Special Action: Lasso Hair

Ranged attack at a target up to 6 squares away (but not adjacent); if the attack hits the target takes no damage but is pulled to an empty square closer to you.

### Bonus Ability: Tangled

When defending melee attacks, you gain 1 extra die to your armor pool.

### Inventory and Skills





# HERO KIDS CREATOR'S GUILD



**Knight:**



**Melee Attack: Parrying Strike**  
Melee attack at an adjacent target.

**Special Action: Strikeback Attack**  
If an adjacent target has attacked you since your last turn, you can make a melee attack at that target with 1 extra die.

**Bonus Ability: Defender**  
When an adjacent ally is hit, you can take the damage instead of the ally.

**Inventory and Skills**



# HERO KIDS CREATOR'S GUILD



**Rogue:**



**Ranged Attack: Swift Daggers**  
Ranged attack at a target up to 6 squares away (1 fewer dice against adjacent targets).

**Special Action: Sneaky Attack**  
If a target up to 6 squares away (but not adjacent) is engaged, you can make a ranged attack at that target with 1 extra die.

**Bonus Ability: Nimble**  
You can move up to 5 squares on your turn, ignoring obstacles, enemies, and allies.

**Inventory and Skills**



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**Seer:**



**Magic Attack: Psi-Bolt**  
Magic attack at a target up to 4 squares away.

**Special Action: Future Vision**  
Can spend dice from magic pool to use on Strength or Dexterity checks. Once spent, dice can't be used for Future Vision again until the character rests.

**Bonus Ability: Past Sight**  
By touching a person or object the seer can see a vision of the target's past with a successful Magic roll.

**Inventory and Skills**



# HERO KIDS CREATOR'S GUILD



**Seer:**








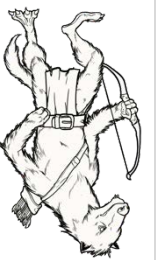














**Magic Attack: Psi-Bolt**  
Magic attack at a target up to 4 squares away.

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**Inventory and Skills**



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