

HERO KIDS

The background of the page is a colorful illustration. At the top, the words 'HERO KIDS' are written in large, 3D, brown wooden block letters. Below the title, a young boy with brown 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, golden, braided rope. To her right, a boy with a shaved head, wearing a red tunic, holds two flaming, skull-like objects. In the background, a green dragon with large wings is flying. The setting is a rocky, mountainous landscape with a wooden building and a windmill in the distance.

ADVENTURE: MAZE OF THE MINOTAUR

ENCOUNTERS: EIGHT TO TEN

DIFFICULTY: HARD

DURATION: 60 MINUTES

DESIGNED AND MAPPED

BY

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Hero Kids Adventure

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

- Hero Cards for each player
- Monster Cards for the unique monsters in this adventure (minotaur) and the standard *Hero Kids* monsters (bats, skeletons, rats, snakes)
- Print-outs of all of the cavern tiles
- Stand-up minis for the heroes and monsters (minotaur, rats, bats, snakes, skeletons)

Additionally, these extra materials are required:

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

Background

You all live in the same village, Rivenshore, which is nestled in a tight valley beneath a towering mountain. A river runs past the village and flows into a small bay. Rivenshore would be a beautiful place to live, if it weren't beset by an endless series of calamities.

Adventure Overview

This adventure takes place in a randomly generated maze that is the home of a fierce and dangerous monster; the minotaur. As they explore, the heroes run into one of a number of random encounters; for good or for ill.

The heroes' goal is to steal a piece of treasure from the minotaur's trove and then escape alive!

Adventure Intro

Today's trouble starts close to the entrance of the Minotaur's lair, a devious labyrinth crawling with monsters, tricks, and traps.

You stand at the base of a steep hillside.

The hill is barren, with no trees able to take root in the loose shale. Further up the hill you see a dark cave mouth that yawns ominously.

Your trainer points to the cave entrance.

"That is the lair of the minotaur, a fierce creature half of man and half of beast. Today you must prove yourselves worthy by exploring the minotaur's labyrinth, finding his secret chest, taking a piece of the treasure, and then making it back out to prove your bravery."

Then he warns you.

"The beast is much stronger than you, so don't be afraid to run away from him if you have to."

With your trainer's warning still fresh in your ears, you scramble up the hill to the cave mouth.

You pause until your eyes adjust and you can make out the close walls of the tunnel. With just a few steps, you enter the cave and begin your search.

The cave continues into the darkness, and then the tunnels split, heading to the left and right.

Instructions

Prepare the Tiles

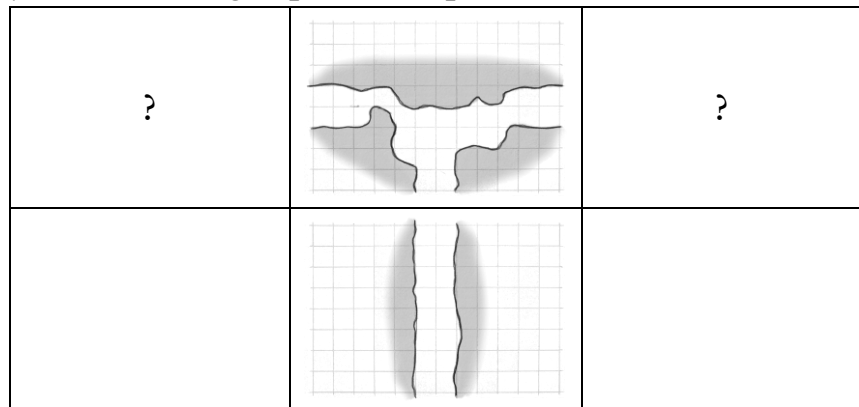
Before you play this adventure, it helps if you print out the included cavern tiles and trim them down so that their edges match up (roughly) when placed next to each other. Through the course of the game the players' exploration creates a large random maze.

Shuffle the Tiles

Once you've trimmed all of the tiles, pull out the two starting tiles (the north-south tunnel and a t-intersection) and then shuffle the rest together to mix them all up. Make sure you shuffle them well so you don't end up drawing a succession of similar tiles.

Starting Tiles

This adventure usually starts with the same two tiles: a straight tunnel and then a t-intersection. You can change these as you like, just make sure you give yourself enough space to expand the maze.

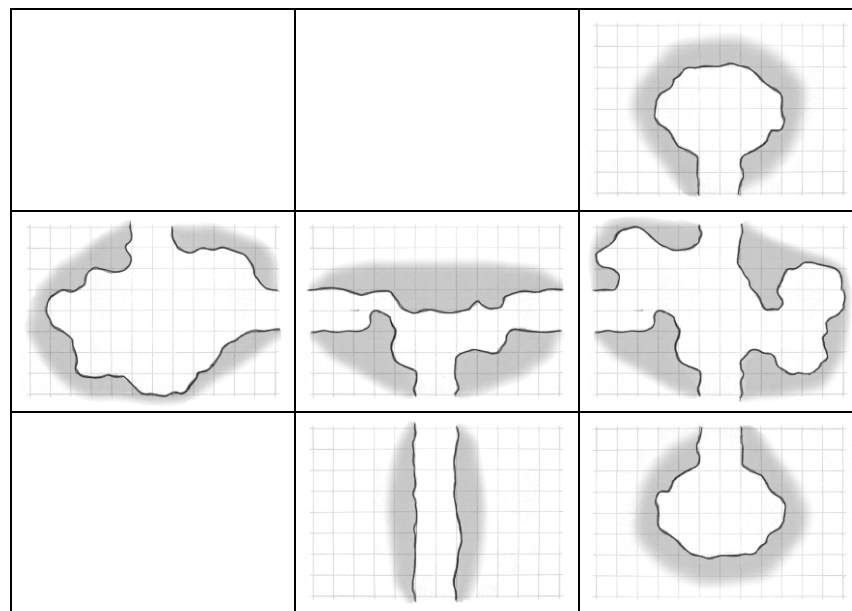


Entering a New Tile

Each time the heroes enter a new tile, you should choose the top tile from the pile of face-down tiles. Take this tile and place it down so that it joins up with the tile that the heroes have come from.

If it doesn't fit, simply put it at the bottom of the pile and draw another. If it does fit, place it down as the next section of the labyrinth.

Don't forget you can rotate the tiles 180 degrees to get them to match or to give yourself more options, as shown here with the dead end tiles:

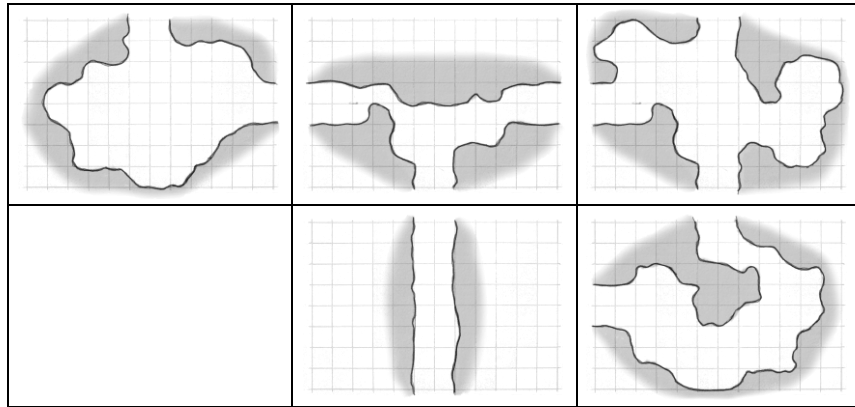


Avoid rotating the tiles 90 degrees, because they won't fit together or match up properly.

Impossible Situations

Obviously you'll want to avoid situations where the new tile causes an impossible layout (such as a tunnel that doesn't join up properly with an existing tile).

So try not to do this:



Rolling for Encounters

Each time the heroes enter a new tile, roll 3d6 (three six-sided dice) and add up the results. Consult the Encounter List on page 5 to see what happens.

Probabilities

The encounters with the highest and lowest numbers the least likely to occur while those in the middle are more likely to happen for each new tile.

Defeating the Minotaur

If your players manage (somehow) to defeat the minotaur during this adventure, simply ignore further minotaur encounters that get rolled up when entering new tiles (or returning to a tile).

When to Reveal the Minotaur's Lair

Given the random nature of the encounters in this adventure, including the discovery of the minotaur's lair (which is the heroes' goal), there are situations where you may randomly roll the discovery of the lair very early or too late in the game.

If the lair is discovered too early, just ignore the roll (or roll again) and let the players continue exploring. If the lair hasn't been discovered before 10 or so tiles, then feel free bring it out.

Escaping the Labyrinth

Once the heroes have discovered the minotaur's lair and snatched a piece of treasure, they still have to make it out of the labyrinth alive, so they'll likely have a few combats on the way out too.

Returning to a Tile

When heroes return to a tile they've already explored you can have them find it totally empty or roll up an encounter and ignore any roll of 9 or less (this just gives random combat encounters, including the minotaur himself).

Making It Up

Any time you get a roll that you don't like or doesn't make sense, feel free to ignore it, reroll it, choose another encounter, or even craft your own encounter. For example, if the heroes have just sighted the Minotaur and choose to follow it, then you should ensure that the minotaur is on the next tile.

Encounter List

Roll 3d6 each time the heroes enter a new tile to see what encounter it contains:

3d6 Roll	Encounter	Probability
3	3: Cave-In Trap	1%
4	4: Fallen Adventurers	2%
5	5: Pit Trap	3%
6	6: Magical Stream	5%
7	7: Minotaur Sighting	7%
8	8: Healing Mushrooms	10%
9	9: Empty	11%
10	10: Minotaur	12%
11	11: Giant Rats	12%
12	12: Vampire Bats	11%
13	13: Giant Snakes	10%
14	14: Skeletons	7%
15+	15: Minotaur's Lair	12%

Encounter 3: Cave-In Trap

This map tile contains a trap (a rope stretched between two cavern walls that triggers a rockfall) that the minotaur has set. Here's how it works:

- Choose an appropriate location for the trap
- Read out the description of the cavern
- Give the heroes a chance to notice the trap
- If they notice the trap, let them disarm or avoid it
- If they don't notice the trap, and then try to move past it, trigger the trap and have them all try to avoid its effects

This cavern is dark, with just a few small pools of light from glowing mushrooms and luminous crystals.

To notice the trap, have the players roll an Intelligence test (Traps) at difficulty 6 for each hero. If they succeed, tell them about the trap and allow them to disarm or avoid the trap:

You see a thin rope stretched across the cave, which leads up to the ceiling and attached to a precarious pile of boulders – It's a trap!

Then let them disarm or avoid the trap:

You pin the rope in place then cut it to disable the trap.

You carefully step over the rope and push on.

If no one notices the trap (by succeeding the previous ability test), then don't mention the trap and let them continue, with this bit of misdirection:

You hear the faint sound of movement in the distance.

If they choose to continue and cross the path of the trap's trigger rope, then they trigger the trap:

As you step carefully through the darkened cavern, your foot catches on something. A moment later you hear a twang and a terrible rumble as a cascade of heavy boulders rain tumble down towards you from a hidden ledge in the roof of the cavern.

To avoid the boulders, have the players roll a Dexterity test (Traps) at difficulty 6 for each hero.

If a hero succeeds the test, then that hero has successfully avoided the trap.

If a hero fails the ability test, then they have been damaged by the trap. Roll a d6 to work out the damage from the trap.

- If they roll a 1 or 2, they take 1 damage.
- If they roll a 3 or 4, they take 2 damage.
- If they roll a 5 or 6, they take 3 damage.

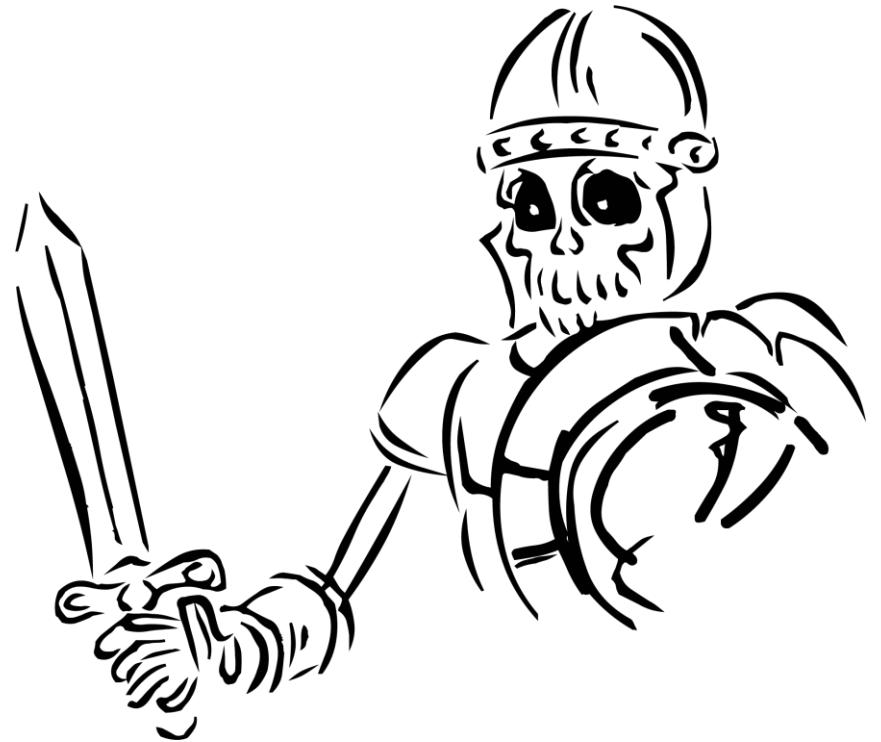
Encounter 4: Fallen Adventurers

Lying against the cavern walls you see the skeletal remains of several brave fools, their swords and bows still clutched uselessly in their bony hands.

If the players choose to have their heroes search the skeleton, read this:

You carefully search through the adventurers' clothes and equipment. Your hand closes around something that wasn't broken in their run-in with the minotaur; an intact healing potion.

Grant one or more of the heroes an extra healing potion.



Encounter 5: Pit Trap

This map tile contains another trap (a covered pit trap in the middle of the ground) that the minotaur has set. Here's how it works:

- Choose an appropriate location for the pit trap
- Read out the description of the cavern
- Give the heroes a chance to notice the trap
- If they notice the trap, let them avoid it
- If they don't notice the trap, and then try to move past it, trigger the trap and have them all try to avoid its effects

The floor of this cavern is strewn with dirt and rocks.

To notice the trap, have the players roll an Intelligence test (Traps) at difficulty 5 for each hero. If they succeed, tell them about the trap and allow them to disarm or avoid the trap:

You notice a slight outline in the dirt of the floor: It's a pit trap!

Then let them trigger the trap and then avoid it:

You poke the trap door with your weapon. It swings open to reveal a deep pit, the bottom of which is filled with sharp sticks and rocks.

If no one notices the trap (by succeeding the previous ability test), then don't mention the trap and let them continue, maybe with this bit of misdirection:

You hear the faint sound of movement in the distance.

If they choose to continue and cross the path of the pit trap, then they trigger the trap:

As you step forward the floor beneath your feet begins to collapse.

To avoid falling into the pit, have the players roll a Dexterity test (Traps) at difficulty 5 for each hero.

If a hero succeeds the test, then that hero has successfully avoided the trap.

With lightning reflexes you manage to jump aside and avoid falling into the pit.

If a hero fails the ability test, then they have been damaged by the trap. Roll a d6 to work out the damage from the trap.

- If they roll a 1 or 2, they take 1 damage.
- If they roll a 3 or 4, they take 2 damage.
- If they roll a 5 or 6, they take 3 damage.

You slip sideways and tumble through the air for a moment before crashing to the floor of the pit trap.

Encounter 6: Magical Stream

This cavern is lit by a soft glow that is different from the others.

As you come closer, you see that the light is coming from a trickle of water that runs down the walls and collects in a shallow pool.

If the players investigate the stream and the pool:

The soft light radiates from the water. You take a sip and feel refreshed.

The heroes can refill any empty healing potion bottles from this pool of water. Taking from the pool depletes it, so the heroes can only refill their potions once during the adventure.

Encounter 7: Minotaur Sighting

Only use this encounter if the minotaur is still alive:

As you enter this cave you catch a glimpse of the minotaur's shadow against the wall. You hear him snort and growl as he wanders off deeper into his labyrinth.

The players may choose to follow the minotaur or to even try to set up an ambush for the beast.

Encounter 8: Pungent Mushrooms

WARNING!

USE THIS ENCOUNTER TO TEACH YOUR KIDS ABOUT NOT EATING MUSHROOMS!

Entering this cave you are immediately overcome by a vile stench. You find the source of the smell, a small field of stinky mushrooms.

The players can roll an Intelligence test (Nature) at difficulty 5 for each of the heroes.

If any hero passes the test, then they know that the mushrooms are beneficial:

You know that many mushrooms can be poisonous, and even kill you, so you should never eat a mushroom you haven't identified.

But you know for sure that these mushrooms are warrior's caps and are highly sought-after before battle.

If they taste the mushrooms, read this:

Although the mushroom tastes disgusting, you manage to eat it. Within moments you feel incredibly strong!

Each hero that eats a mushroom gains an extra dice to all attacks for their next combat encounter.

The mushrooms are gone once eaten, so this can only be used once in the adventure.

Encounter 9: Empty

Here are some descriptions that you can use randomly for the empty caverns:

Water drips from the ceiling of these caves and pools on the uneven floor.

The walls here are scored with deep gashes from an oversized weapon and strewn on the floor are torn and broken pieces of equipment.

This cavern is dark, with just a few small pools of light from glowing mushrooms and luminous crystals.

The floor of this cavern is covered with dirt and small rocks.

All kinds of footprints crisscross the sandy floor of this cavern.

As you enter this cavern you are startled as a flock of small bats flutter down from the ceiling and away down the caves.

The floor of this cave is covered with the bones of tiny animals; probably rats and squirrels. They crunch noisily under your feet as you continue on your way.

This filthy cave appears to be used as a toilet. Yuck!

The walls of this cave are covered with multi-colored fungi and luminous moss.

Encounter 10: Minotaur

The minotaur encounter can happen in any cave tile early or late in the adventure, so adjust as needed.

You round a corner and find yourself face to face with the terrible minotaur. His stinky breath shoots from his nostrils as hefts his huge axe in his hands.

Use this if the heroes haven't discovered his lair:

He bellows furiously at you for invading his labyrinth and charges!

Or this if the heroes already have discovered his lair:

He sees the treasure you've taken from his trove, bellows furiously and charges!

Don't forget, the heroes can run from the minotaur.

Monsters

This encounter features the minotaur.

Use these health boxes to mark off damage:

Minotaur

KO	Hurt	Bruised	Grazed

Conclusion

If the heroes defeat the minotaur, read this:

The mighty minotaur lets out a primal roar then crashes unconscious to the ground, his axe clatters down to the stone next to him. You quickly realize that the labyrinth is still crawling with monsters.

Encounter 11: Giant Rats

The skittering of tiny feet echoes through the caves and after a few moments you see a seething mass of rats.

Monsters

- 1 Hero: 2 x Giant Rats ① ②
 2 Heroes: 3 x Giant Rats ① ② ③
 3 Heroes: 5 x Giant Rats ① ② ③ ④ ⑤
 4 Heroes: 6 x Giant Rats ① ② ③ ④ ⑤ ⑥

- | | |
|-------------|----|
| ① Giant Rat | KO |
| ② Giant Rat | KO |
| ③ Giant Rat | KO |
| ④ Giant Rat | KO |
| ⑤ Giant Rat | KO |
| ⑥ Giant Rat | KO |

Conclusion

Once all of the monsters are KO'd allow the players to rest and remove damage from their heroes.

Encounter 12: Bats

As you enter this room the entire roof bursts into movement as a whole flock of bats screech into the air. Most fly away, but some home in on you thirstily.

Monsters

- 1 Hero: 2 x Bats ① ②
 2 Heroes: 3 x Bats ① ② ③
 3 Heroes: 4 x Bats ① ② ③ ④
 4 Heroes: 5 x Bats ① ② ③ ④ ⑤

- | | |
|-------|----|
| ① Bat | KO |
| ② Bat | KO |
| ③ Bat | KO |
| ④ Bat | KO |
| ⑤ Bat | KO |

Conclusion

Once all of the monsters are KO'd allow the players to rest and remove damage from their heroes.

Encounter 13: Giant Snakes

The walls of this cave are punched with a myriad of dark holes. As you look into one of the holes you hear a hissing sound and a giant snake slithers out of the hole towards you, poison dripping from its needle-sharp fangs!

Monsters

- 1 Hero: 1 x Giant Snake ①
 2 Heroes: 2 x Giant Snakes ① ②
 3 Heroes: 3 x Giant Snakes ① ② ③
 4 Heroes: 4 x Giant Snakes ① ② ③ ④

① Giant Snake	<input type="checkbox"/>	<input type="checkbox"/>
	KO	Hurt
② Giant Snake	<input type="checkbox"/>	<input type="checkbox"/>
	KO	Hurt
③ Giant Snake	<input type="checkbox"/>	<input type="checkbox"/>
	KO	Hurt
④ Giant Snake	<input type="checkbox"/>	<input type="checkbox"/>
	KO	Hurt

Conclusion

Once all of the monsters are KO'd allow the players to rest and remove damage from their heroes.

Encounter 14: Skeletons

Lying against one of the cavern walls you see the skeletal remains of several brave fools, their swords and axes still clutched uselessly in their bony hands. As you approach, some arcane force drives them to life!

Monsters

- 1 Hero: 1 x Skeleton Swordsman ①
 2 Heroes: 1 x Skeleton Swordsman ①
 1 x Skeleton Archer ②
 3 Heroes: 2 x Skeleton Swordsmen ① ③
 1 x Skeleton Archer ②
 4 Heroes: 2 x Skeleton Swordsmen ① ③
 2 x Skeleton Archers ② ④

① Skeleton Swordsman	<input type="checkbox"/>	<input type="checkbox"/>
	KO	Hurt
② Skeleton Archer	<input type="checkbox"/>	<input type="checkbox"/>
	KO	Hurt
③ Skeleton Swordsman	<input type="checkbox"/>	<input type="checkbox"/>
	KO	Hurt
④ Skeleton Archer	<input type="checkbox"/>	<input type="checkbox"/>
	KO	Hurt

Conclusion

Once all of the monsters are KO'd allow the players to rest and remove damage from their heroes.

Encounter 15: Minotaur's Lair

You enter this cave and stop immediately as your feet crunch onto hundreds of bones that line its floor. Looking around, you see that the entire place is covered with bones, small and large.

You realize that this must be the minotaur's lair!

You can automatically let the heroes search the room and find the minotaur's treasure or you can challenge them to find it with an ability test.

Ability Tests

The players can have their heroes perform an Intelligence test (Perception) at difficulty 4 to find the minotaur's treasure.

You quickly search the room, wary of a monster discovering you.

Finally, under a pile of bones and skulls you find a battered chest. You push back the lid of the chest and see within it piles of golden chalices, chains, rings, and crowns.

A noise from elsewhere in the labyrinth startles you, so you grab a piece of the minotaur's treasure, shut the chest and leave the minotaur's lair to escape.

Encourage the players to leave the tile and make their way back to the entrance.

Conclusion

You emerge from the dark of the minotaur's maze into the light and stumble down the steep cliff to reach your trainer. You show him the treasure that you've snatched from the creature.

"Well done! You've proven your strength and bravery in the maze of the minotaur. You are truly hero kids and you're ready for your next adventures."

