

HERO KIDS



SPACE ADVENTURE: SECRET OF THE CRYSTAL CAVE

ENCOUNTERS: SIX-EIGHT
DIFFICULTY: NORMAL
DURATION: 60-90 MINUTES

DESIGNED AND MAPPED
BY
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Hero Kids Adventure

This adventure requires a copy of the *Hero Kids* RPG to play, plus the *Hero Kids – Space Heroes* expansion. The core game, expansion, and this adventure include:

- Hero Cards for each player
- Monster Cards for the unique monsters (droids, raiders, viperwings, spine rats)
- Print-outs of all of the encounter maps
- Stand-up minis for the heroes and monsters

Additionally, these extra materials are required:

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

Background

Your heroes live in Kali Outpost on the tiny planet Circa Prime, the main planet in the Volta system. The Volta system lies in the borderworlds, a loose federation of free systems sandwiched between the tyrannical Droid Authority and the lawless space of the Dark Nebula, home of the fearsome raiders.

Adventure Overview

This six-to-eight-encounter adventure takes place in a maze-like cave system that presents challenges, both fierce creatures and dangerous terrain, before the heroes can claim a weave shard of their own.

Adventure Intro

Today's trouble starts with an early wake-up call:

It is not yet light when you're awakened by a knock at the door. There stands Ryka Ardin, your Nadic tutor.

"Your lessons start early today," she explains as she bustles you out of your house.

"Children," Ryka begins, "Today is the day that you come of age. Your bodies are strong and nimble, and your minds are sharp and full of knowledge."

"The weave surrounds us all, binding together all things. Some of you may have felt its pull, and some may have already bound the weave to you. The true path of the Nadi is to further our knowledge, to protect the weak, and to bring evil to justice."

"Today you take the first step on the path of a Nadi. You must delve into the deep caves to recover a weave shard of your own. Your shard will help you to bind the weave and channel its awesome power."

"But take care. The pull of the weave attracts all manner of fierce creatures to these caves. You will need all of your strength, and your dexterity, and your intelligence to unlock the secret of the crystal cave."

Blindfolded, Ryka guides you deep into the wastes.

When she finally removes the blindfolds, you find yourselves at the yawning entrance of a cave mouth, the fabled crystal caves.

Map of the Crystal Caves

This adventure takes the heroes through six encounters (although they can backtrack or replay the adventure to explore the alternate routes), beginning at the bottom left and ending at the crystal cave in the top right.

The 'corner' encounters (with the water and rift) are combat traps and challenges while the crossroads are dangerous combat encounters.

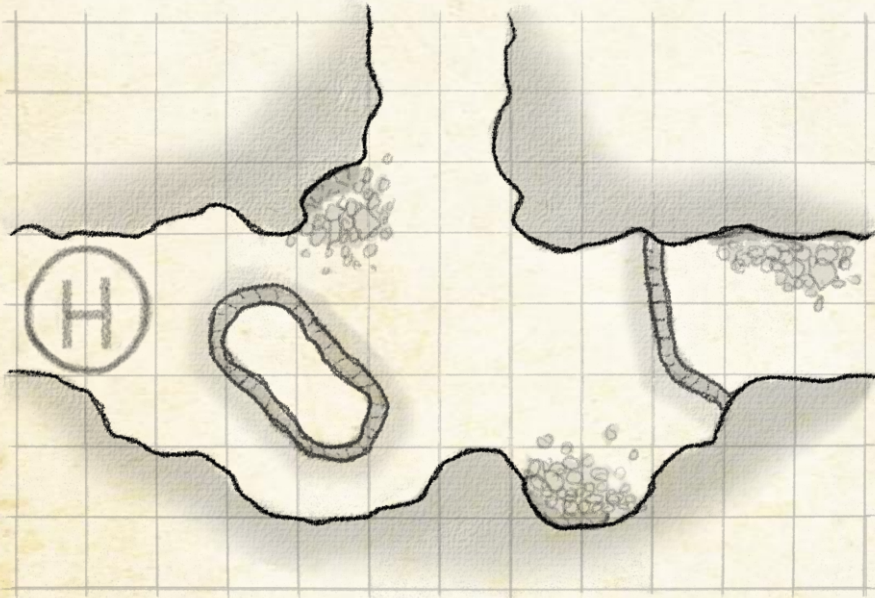


Encounter 1: Misty Cavern

Encounter 1 is the entry of the crystal caves.

This encounter has no enemies, but it provides an opportunity to build atmosphere, give the players a choice of route, and learn about ledges and pillars.

Map



Encounter Intro

After the intro, the heroes enter the crystal caves:

“Go,” says Ryka. “Take care against the dangers within, and only return when you find your crystal.”

You step out of the light and into the pitch blackness of the cave. You stumble along a dark tunnel until you see a soft light ahead of you.

The tunnel soon opens into a natural cave, glowing fungus sprouts in layers from the rocks, and thick mist covers the floor and hangs in threads from the walls.

A tall pillar rises in the center of the cavern and to the east is a dark tunnel at the top of a rocky cliff, both accessible to strong or agile climbers. Another tunnel, this one at the cavern’s floor level, exits to the north.

Encounter Features

The pillar in the center of the cavern and the raised ledge in the east are about 10’ high. The heroes must climb the rocky cliff to the ledge to continue east.

Ability Tests

The heroes can make Strength (Athletics) or Dexterity (Acrobatics) tests at difficulty 5 to climb the pillar or east cliff (items, teamwork, etc, add dice to these tests).

Conclusion

The players can decide which way they want to go:

- Heading north to **Encounter 2: Puddle Jumper**
- The east passage to **Encounter 3: It’s A Trap!**

Encounter 2: Puddle Jumper

Encounter 2 involves a simple obstacle for the heroes, a deep pool of water across the path.

Map



Encounter Intro

When the heroes enter this area, read this:

The misty tunnel continues for just a short distance before you hear a loud drip of water.

You wave away the thick mist that covers the tunnel floor and see that a deep pool of water fills the entire tunnel. Looking carefully, you can barely see the tunnel floor under the mist on the far side of the pool.

Encounter Features

The tunnel widens here as it turns from the north to the east, but this entire area is a deep pool, with firm ground at either end.

Ability Tests

The heroes must each make Strength (Athletics) or Dexterity (Acrobatics) tests at difficulty 5 to swim across the pool of water. The heroes can use equipment (e.g. rope), cling to the rocky walls, or assist each other to gain 1 extra die for these tests. For each failed test, the hero takes 1 damage.

Conclusion

Once all of the heroes are across the pool:

You make it across the pool to the other side.

The heroes can take a rest to recover some damage.

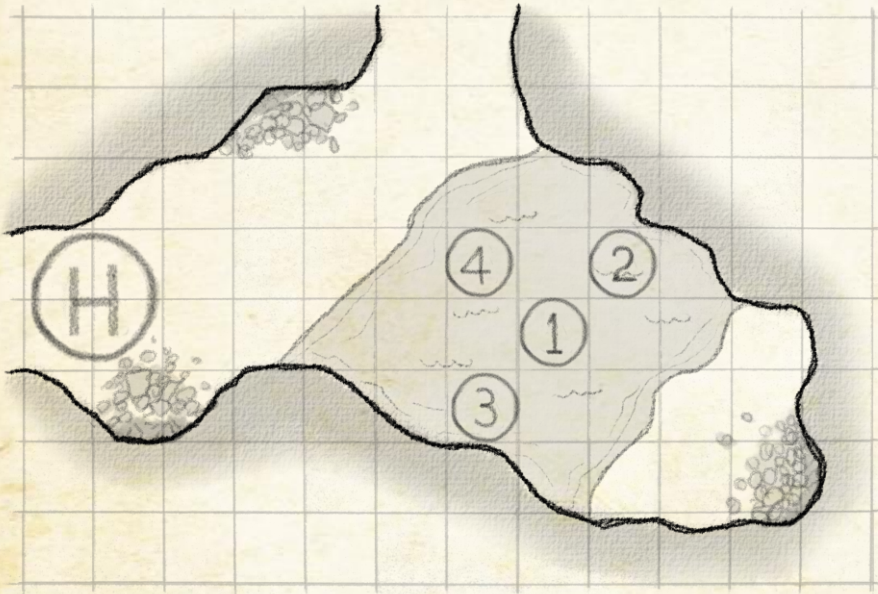
Once the players are ready, continue to **Encounter 4: As Above, So Below**, starting on the floor at the west end of the cavern.

Encounter 3: It's A Trap!

Encounter 3 features a trap for the heroes.

The monsters in the water are not immediately visible, and only attack if the heroes swim across the water to investigate the lure on the other side.

Map



Encounter Intro

When the heroes enter this area, read this:

You follow the short tunnel to the east, and it emerges into a small cave, then continues to the north.

A pool filled with black water fills most of the cave's floor, and a natural stone shelf on the other side of the pool is littered with debris that glints in the soft light.

Encounter Features

The tunnel opens out into a cave, most of which is a deep pool. The cover floor on the other side of the pool is littered with debris.

Ability Tests

The heroes can make these ability tests:

- Intelligence (Perception) test at difficulty 6 to notice creatures lurking under the water.
- Strength (Athletics) or Dexterity (Acrobatics) tests at difficulty 5 to swim across the pool. The heroes can use equipment (e.g. rope), cling to the rocky walls, or assist each other to gain 1 extra die for these tests. For each failed test, the hero takes 1 damage.

Encounter Developments

If the heroes cross the water, read this:

You pull yourself out of the black water. Dripping wet, you look down at the debris and see that it consists of the remains of many small creatures, as well as some larger creatures. Many of the bones have been broken to shards and are marked with tell-tale bite-marks.

If the heroes investigate the bones or freeze with indecision, proceed to the combat encounter.

If they swim back immediately, then the monsters do not attack, and they can leave the tunnel to the north.

Combat Intro

If the heroes investigate the debris, the combat starts:

A barely audible splash catches your attention, and you turn to see a wet-slicked head break the surface of the black water. The beast bares its razor-toothed maw and draws back to attack!

Monsters

This encounter features one water beast for each hero.

- 1 Hero: 1 x Water Beast ①
2 Heroes: 2 x Water Beasts ① ②
3 Heroes: 3 x Water Beasts ① ② ③
4 Heroes: 4 x Water Beasts ① ② ③ ④

Use these health boxes to mark off damage:

① Water Beast	<input type="checkbox"/>	<input type="checkbox"/>
	KO	Hurt
② Water Beast	<input type="checkbox"/>	<input type="checkbox"/>
	KO	Hurt
③ Water Beast	<input type="checkbox"/>	<input type="checkbox"/>
	KO	Hurt
④ Water Beast	<input type="checkbox"/>	<input type="checkbox"/>
	KO	Hurt

Tactics

The water beasts have melee attacks and a special ranged attack. This can be a challenging fight.

If the players are experienced, then hold the water beasts back in the middle of the water (away from the heroes' melee attacks) and have them use their ranged attacks.

For inexperienced players, bring the beasts to the shore to use their melee attacks.

Conclusion

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

The broiling water settles as the beast's slick-black body sinks to the depths of the pool.

The heroes will likely still be on the far side of the pool after the fight, so you can have them make another ability test to swim back to the main tunnel, or just narrate them back over.

If the heroes have been damaged in this fight, they can take a short rest to recover some damage.

If the heroes didn't fall for the dangerous trap:

You leave the pool behind and follow the tunnel as it bends to the north.

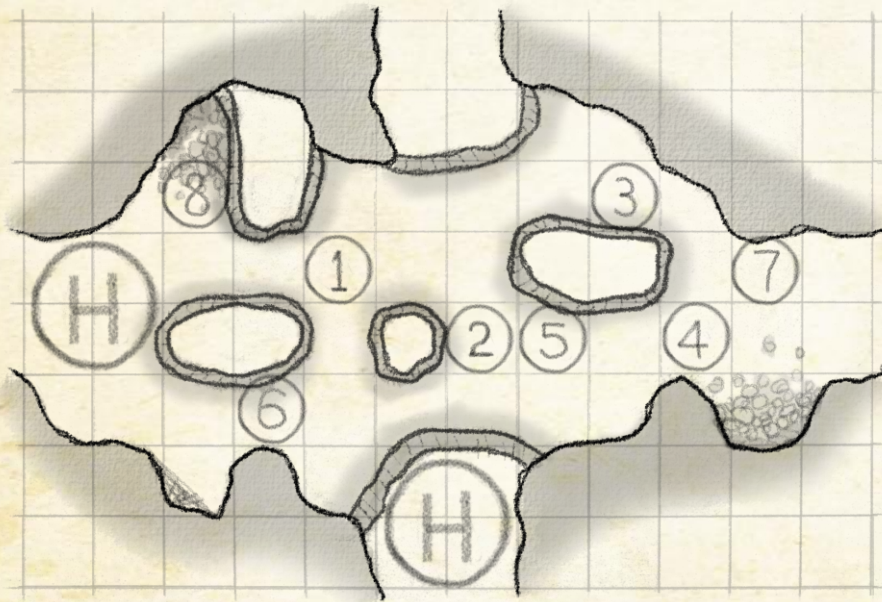
The tunnel continues to the north, taking the heroes to **Encounter 4: As Above, So Below**, where they start up on the ledge at the south entrance.

Encounter 4: As Above, So Below

Encounter 4 features a layered map with a cave floor below and elevated pillars above. Spine rats patrol the floor while viperwings cling to the ceiling.

Heroes on the floor level fight the spine rats, while the heroes up on the pillars battle the viperwings.

Map



Encounter Intro

If the heroes enter from Encounter 2, read this:

The tunnel opens into the floor of a large cavern. A series of large pillars rise ten feet from the misty floor where you stand. Above, you see high ledges on the north and south sides of the cavern, while your tunnel continues to the east.

If the heroes enter from Encounter 3, read this:

The tunnel ends at an elevated ledge overlooking a large cavern. Below, the cavern floor is shrouded in thick mist. Tall pillars rise from the mist, their flat tops level with your ledge. Opposite, you can see another ledge and a tunnel that continues to the north.

Then read this for both:

As you survey the room, you see large rodents scurrying through the mist while dark shapes hang from the rocky ceiling of the cave.

Encounter Features

The pillars and raised ledges are about 10' high and offer complete cover. These are climbable with an ability test. If the heroes fall from a pillar or ledge, they take 1 damage.

Ability Tests

The heroes can make these ability tests:

- Strength (Athletics) or Dexterity (Acrobatics) tests at difficulty 5 to climb the pillars/ledges.
- Strength (Athletics) or Dexterity (Acrobatics) tests at difficulty 3 to jump between the pillars/ledges.

Encounter Developments

Down on the floor of the cavern, the heroes are attacked by the spine rats. Up above, the heroes are attacked by the viperwings.

Combat Intro

When the heroes enter the cavern or jump to a pillar:

Your actions disturb the oversized rodents, who bare their jagged teeth, while the dark shapes detach from the ceiling and take flight on leathery wings.

Monsters

This encounter features four enemies for the first hero (although they'll likely not fight all four), and then more for each additional hero:

1 Hero:	2 x Spine Rats	① ②
	2 x Viperwings	⑤ ⑥
2 Heroes:	3 x Spine Rats	① ② ③
	3 x Viperwings	⑤ ⑥ ⑦
3 Heroes:	3 x Spine Rats	① ② ③
	4 x Viperwings	⑤ ⑥ ⑦ ⑧
4 Heroes:	4 x Spine Rats	① ② ③ ④
	4 x Viperwings	⑤ ⑥ ⑦ ⑧

Use these health boxes to mark off damage:

① Spine Rat	<input type="checkbox"/>
② Spine Rat	<input type="checkbox"/>
③ Spine Rat	<input type="checkbox"/>
④ Spine Rat	<input type="checkbox"/>
⑤ Viperwing	<input type="checkbox"/>
⑥ Viperwing	<input type="checkbox"/>
⑦ Viperwing	<input type="checkbox"/>
⑧ Viperwing	<input type="checkbox"/>

Tactics

The spine rats fight on the floor and gang up on the heroes if they can. The viperwings flutter around the pillars, and, if the players can handle the challenge, they attempt to knock the heroes from the pillars with their attacks.

The spine rats cannot climb the pillars, and the viperwings do not attack players on the cavern floor.

Conclusion

Once the monsters are defeated (which might just be all of the spine rats or all of the viperwings), the heroes are free to continue:

If they defeated the spine rats:

The last of the rats falls to your attacks, and the remaining viperwings return to their roosts.

The way to the east is clear.

If they defeated the viperwings:

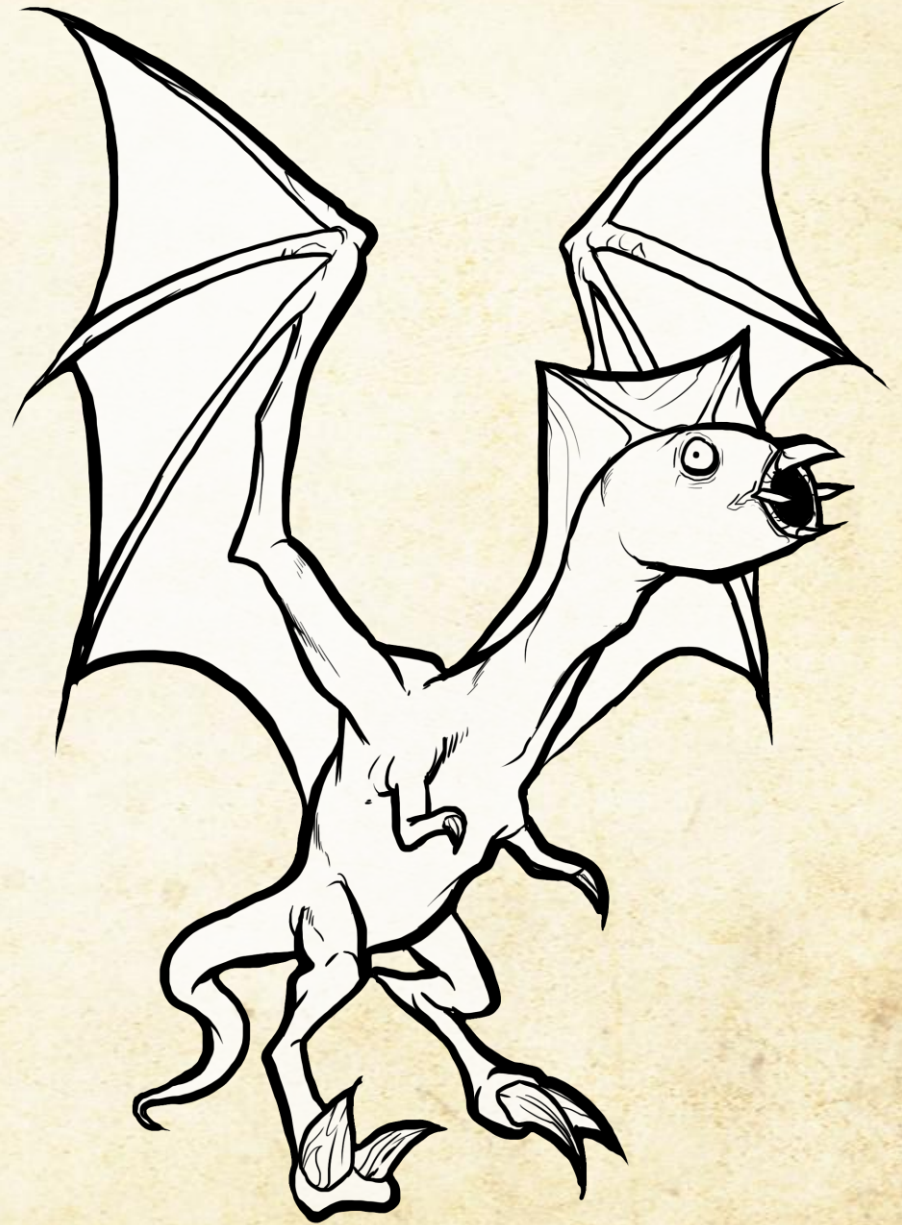
The final viperwing plummets to the floor, splashing into the mist, which washes back to hide the body.

The elevated tunnel to the north is clear.

If the heroes have been damaged in this fight, they can take a short rest to recover some damage.

When they're ready:

- The north tunnel heads to **Encounter 5: The Rift**
- Heading east takes them to **Encounter 6: Still Waters Run Deep**



Encounter 5: The Rift

Encounter 5 involves a significant and potentially deadly challenge for the players; a deep fissure.

Map



Encounter Intro

When the heroes enter this area, read this:

You enter this angled cavern and immediately see a deep fissure that splits it in half.

You approach the edge carefully and look down to see a dizzying fall down onto jagged rocks. The other side is just a few yards away, but even that distance seems treacherous.

Encounter Features

The cavern is bisected diagonally by a deep fissure. The fissure is 10 feet wide for most of its length, but narrows to 5 feet at the north-west end.

Ability Tests

The heroes can make these ability tests:

- Intelligence (Perception) test at difficulty 4 to notice that the fissure is easier to jump at the end.
- Strength (Athletics) or Dexterity (Acrobatics) tests at difficulty 5 to jump across the wide part of the fissure or difficulty 3 for the narrow section. The heroes can use equipment (rope) or help each other to gain 1 extra die for these tests.

If a hero falls into the fissure, they take 2 damage:

You fly through the air and crunch against the other side of the fissure before sliding backwards and plummeting down to onto the rocks below.

If they're still alive, they can climb out automatically.

Conclusion

Once all of the heroes are across the fissure:

You carefully edge away from the dangerous rift and follow the tunnel around to the east.

The heroes can take a rest to recover some damage.

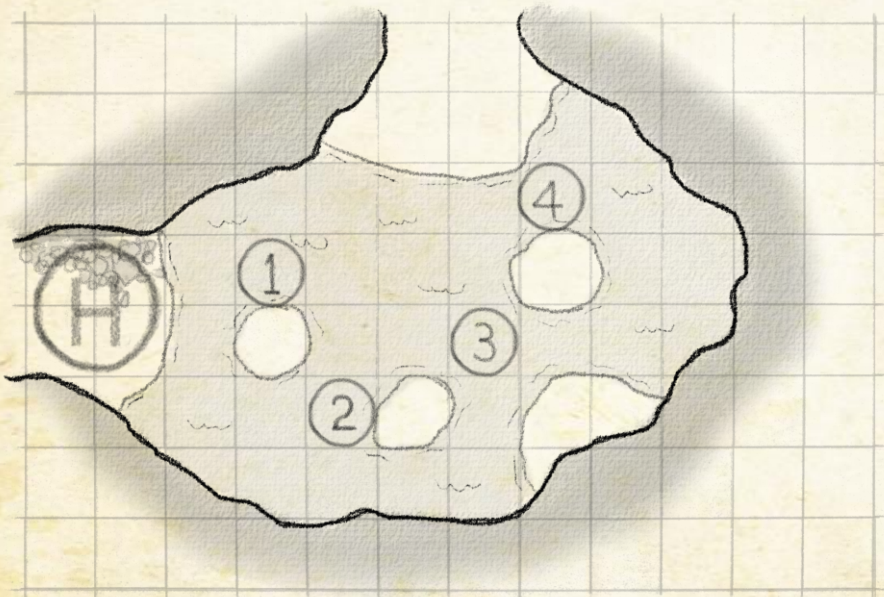
Once the players are ready, continue to **Encounter 7: Combined Force Attack**, starting on the high ledge at the west end of the cavern.

Encounter 6: Still Waters Run Deep

Encounter 6 is a challenge for the players to cross the pool of water without disturbing the monsters lurking beneath the surface.

If they make all of the jumps, then the water beasts remain dormant. But if they fail a jump and fall into the water, then the beasts are awakened.

Map



Encounter Intro

When the heroes enter this area, read this:

Another large pool of water fills this entire cave, and the fungi that line the walls bathe the cave with soft shimmering light.

The surface of the pool is still and flat, and a series of rocks emerge from the water to form a broken path across to the other side.

Encounter Features

This area has two main features, the pool of water and rocks that form a path across the pool.

Ability Tests

The heroes can make these ability tests:

- Intelligence (Perception) test at difficulty 5 to see eel-like water beasts swimming under the water.
- Strength (Athletics) or Dexterity (Acrobatics) test at difficulty 3 to jump between the rocks.
- Strength (Athletics) or Dexterity (Acrobatics) test at difficulty 5 to swim across the pool of water. The heroes can use equipment (e.g. rope), cling to the rocky walls, or assist each other to gain 1 extra die for these tests. For each failed swimming test, the hero takes 1 damage.

Encounter Developments

If any of the heroes fall into the water (or decide to swim across), the water beasts attack.

Combat Intro

If the heroes fall into the water, the combat starts:

You fall into the water with a splash and frantically scramble back out onto a rocky platform. Before a moment has passed, a sleek black-skinned creature bursts from the water and hisses viciously at you.

Monsters

This encounter features one water beast for each hero.

- 1 Hero: 1 x Water Beast ①
2 Heroes: 2 x Water Beasts ① ②
3 Heroes: 3 x Water Beasts ① ② ③
4 Heroes: 4 x Water Beasts ① ② ③ ④

Use these health boxes to mark off damage:

① Water Beast	<input type="checkbox"/>	<input type="checkbox"/>
	KO	Hurt
② Water Beast	<input type="checkbox"/>	<input type="checkbox"/>
	KO	Hurt
③ Water Beast	<input type="checkbox"/>	<input type="checkbox"/>
	KO	Hurt
④ Water Beast	<input type="checkbox"/>	<input type="checkbox"/>
	KO	Hurt

Tactics

The water beasts have melee attacks and a special ranged attack. This can be a challenging fight.

If the players are experienced, then hold the water beasts back in the middle of the water (away from the heroes' melee attacks) and have them use their ranged attacks. For inexperienced players, bring the beasts to the shore to use their melee attacks.

Conclusion

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

You strike down the serpentine beast and quickly make your way across the remaining rocks until you reach the other side of the pool.

If the heroes didn't disturb the water beasts:

You land safely on the rock shelf and cautiously head to the north where the tunnel seems to widen into a large cave.

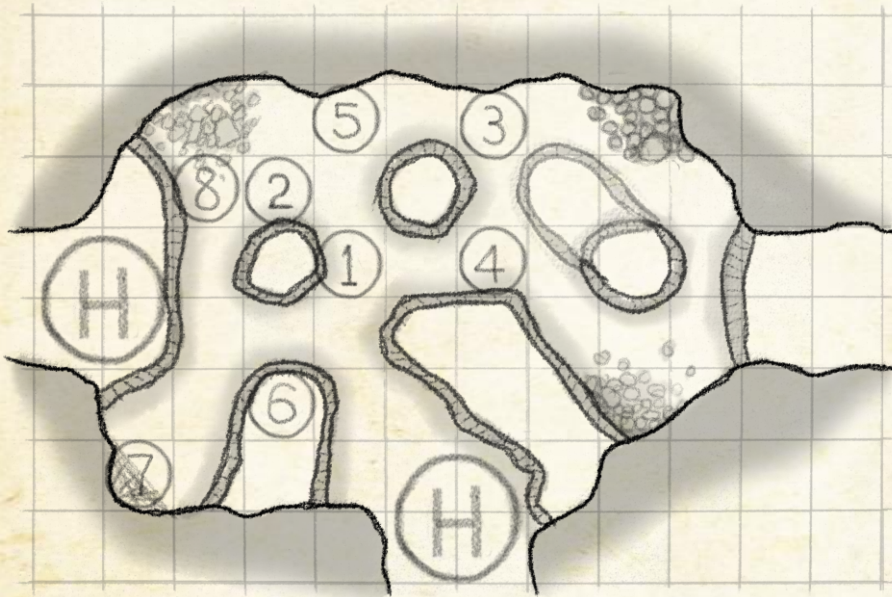
If the heroes have been damaged in this fight, they can take a short rest to recover some damage.

The tunnel continues to the north, taking the heroes to **Encounter 7: Combined Force Attack.**

Encounter 7: Combined Force Attack

Encounter 7 is a simple cave where the heroes face a combined force of spine rats and viperwings, both of which must be fought simultaneously.

Map



Encounter Intro

When the players enter this area:

Immediately you enter this cave you see a bright pulsing glow coming from the tunnel to the east.

Before you can fall for the glow's hypnotic pulse, the cave is filled with screeching and scuttling as oversized rodents and winged beasts attack.

Encounter Features

The pillars and raised ledges are about 10' high and offer complete cover. These are climbable with an ability test. If the heroes fall from a pillar or ledge, they take 1 damage.

The low ledges (these have lighter shading) are obstacles that only require extra movement to climb.

Ability Tests

The heroes can make these ability tests:

- Strength (Athletics) or Dexterity (Acrobatics) test at difficulty 5 to climb the pillars/ledges.
- Strength (Athletics) or Dexterity (Acrobatics) test at difficulty 3 to jump between the pillars/ledges.

Monsters

This encounter features two enemies for the first hero, and then two more for each additional hero:

1 Hero:	1 x Spine Rats	①
	1 x Viperwing	⑤
2 Heroes:	2 x Spine Rats	① ②
	2 x Viperwings	⑤ ⑥
3 Heroes:	3 x Spine Rats	① ② ③
	3 x Viperwings	⑤ ⑥ ⑦
4 Heroes:	4 x Spine Rats	① ② ③ ④
	4 x Viperwings	⑤ ⑥ ⑦ ⑧

Use these health boxes to mark off damage:

- | | |
|-------------|--------------------------|
| ① Spine Rat | <input type="checkbox"/> |
| ② Spine Rat | <input type="checkbox"/> |
| ③ Spine Rat | <input type="checkbox"/> |
| ④ Spine Rat | <input type="checkbox"/> |
| ⑤ Viperwing | <input type="checkbox"/> |
| ⑥ Viperwing | <input type="checkbox"/> |
| ⑦ Viperwing | <input type="checkbox"/> |
| ⑧ Viperwing | <input type="checkbox"/> |

Tactics

The spine rats and the viperwings fight together against the heroes. The viperwings attempt to knock the heroes from the pillars with their attacks, down to the floor where the spine rats can attack them.

Conclusion

When the enemies are KO'd, the heroes can continue:

The last of the rats falls to your attacks and the misty air is free of fluttering viperwings. An uncanny quiet settles over the cave, and your gaze is drawn back to the eastern tunnel. The slow pulsing glow seems even stronger than before, and now you hear a low rumble with each cycle; whummmm, whummmmm, whummmmmmm. The pulse beckons you to approach.

If the heroes have been damaged in this fight, they can take a short rest to recover some damage.

When they're ready, they can head into the light to **Encounter 8: Crystal Cave.**

Encounter 8: Crystal Cave

The final encounter is the titular crystal cave. In this encounter, the players must choose a shard from the crystal cave.

Map



Encounter Intro

When the heroes enter this area, read this:

The tunnel narrows as you continue east. The pulsing glow becomes an impossible brightness and you feel the deep whummmmm as each burst hits your body.

Covering your eyes, you push your way along the tunnel, repelled by the light and sound, but pulled by something else, something beyond your physical senses, until – abruptly – the assault of light and sound ceases.

Your eyes take a moment to adjust, then you find yourself in a large circular cave. A huge crystal formation floats defiantly several feet above the ground. The formation bobs and rotates lazily, the white pulse throbs slowly within it.

At your feet the cave floor is littered with crystal shards, some big, some small, some perfectly formed, others irregular or broken. As the large crystal pulses, each small shard gives off a tiny pulse in reply.

As you watch, a handful of the small shards rise up from the ground and hover in the air in front of you and you feel compelled to choose one.

Treasure

Further in this adventure (after the monster cards) you'll find the six pieces of treasure for your heroes to choose from (one for each hero). Print and cut these like you would a Hero Card.

These items are equipment, which grant the heroes special actions or extra dice in their pools, or an item, which is a one-use consumable item. Heroes can only use one piece of equipment at a time, but they can have multiple consumable items.

The players can choose one of these for each hero:



Conclusion

Once the heroes have chosen their shard:

You take the shards and immediately those not chosen fall to the ground and shatter. The huge crystal's throb and glow diminish until the room is dark and quiet.

You hear a distant whisper, "Come back to me my children..."

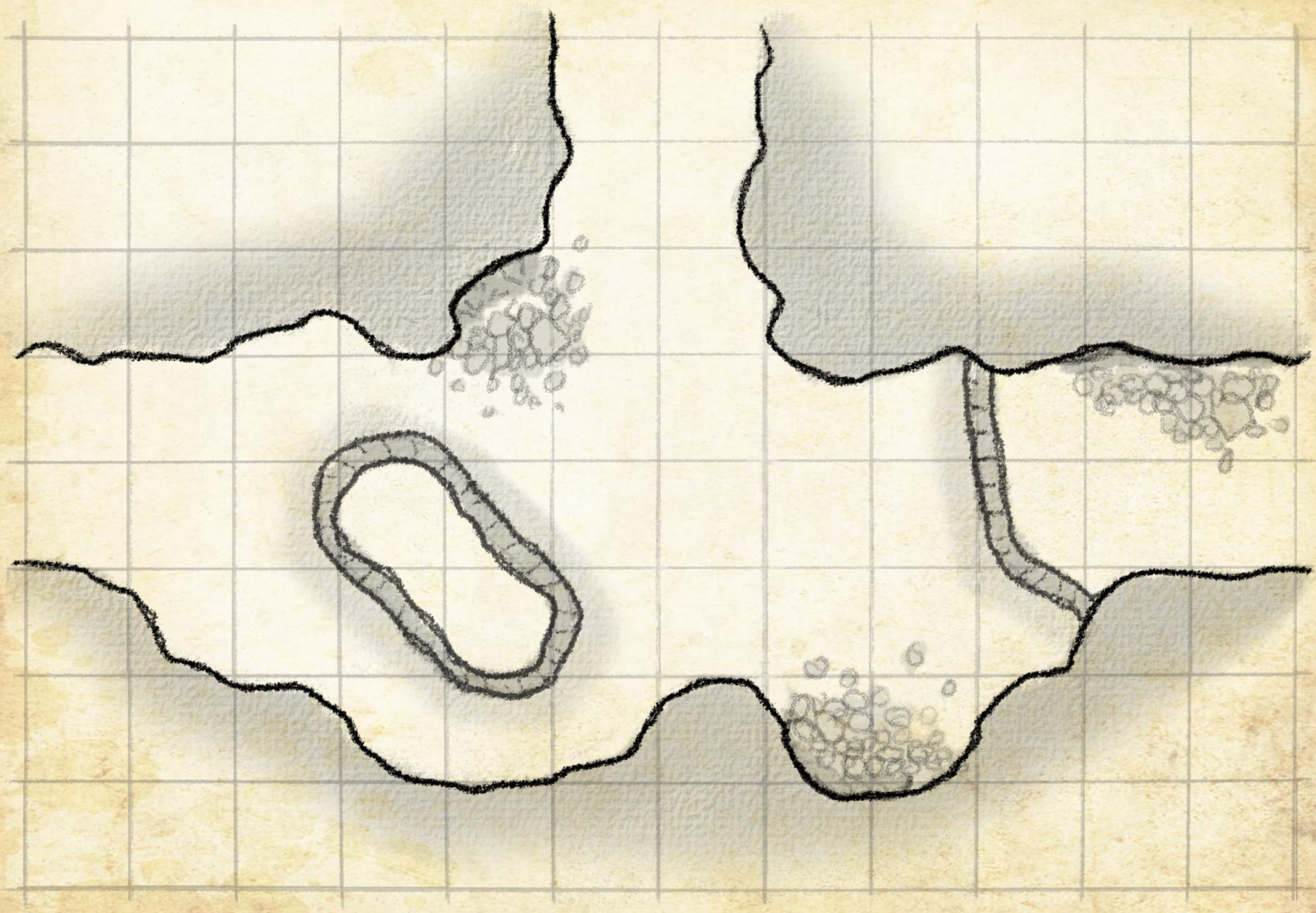
You turn from the crystal and, with a final look back, you leave the crystal cave.

Agile, fast, and astute, your journey back through the caves is unimpeded. The creatures that challenged and threatened you now keep their distance.

You soon emerge from the dimly-lit caves into the blasting sunlight of the wastes.

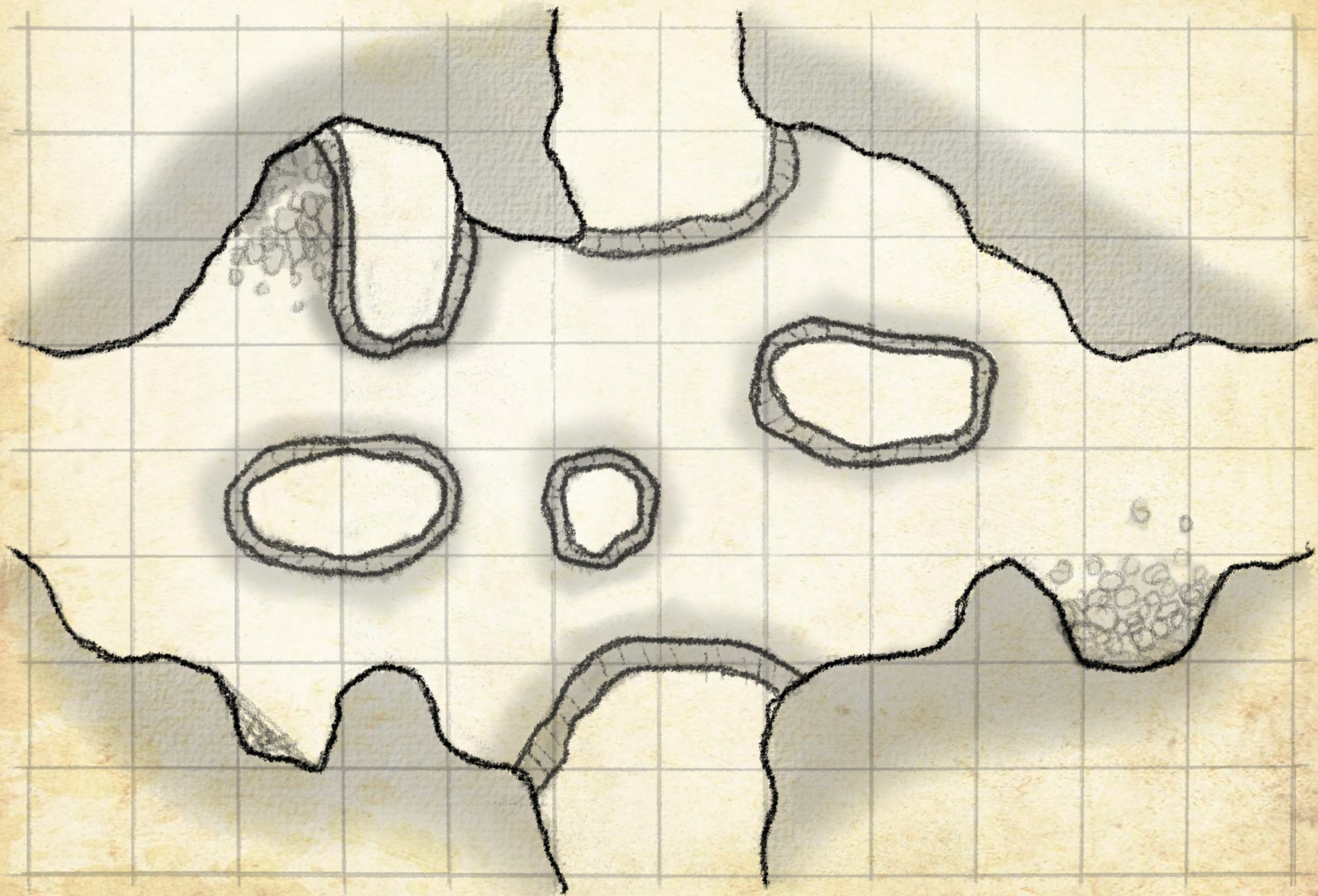
Ryka stands waiting for you.

"My children," she smiles, "you've proven yourselves worthy of your training. You've shown that, no matter what tests you face, you will not shy away from their challenges."

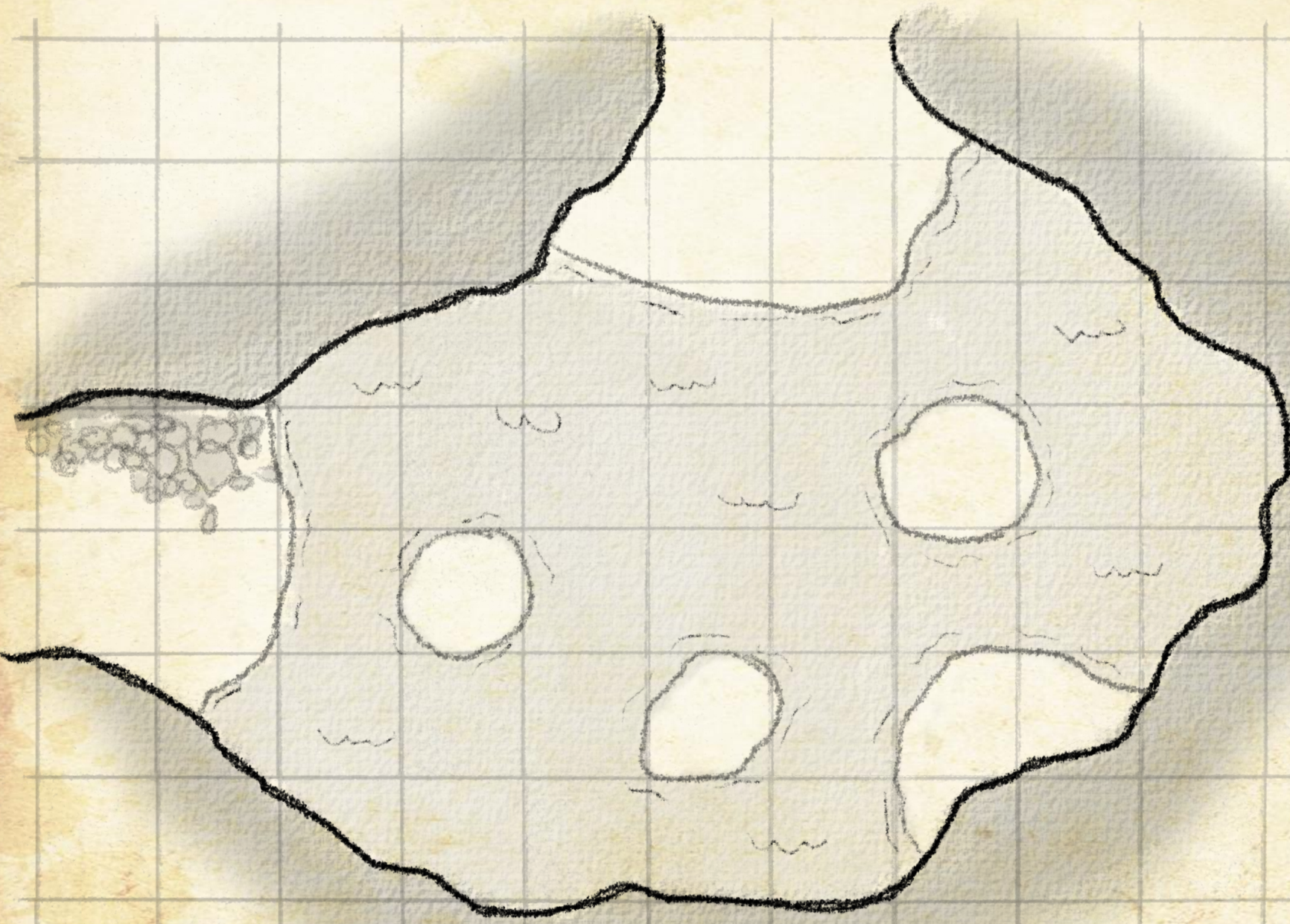


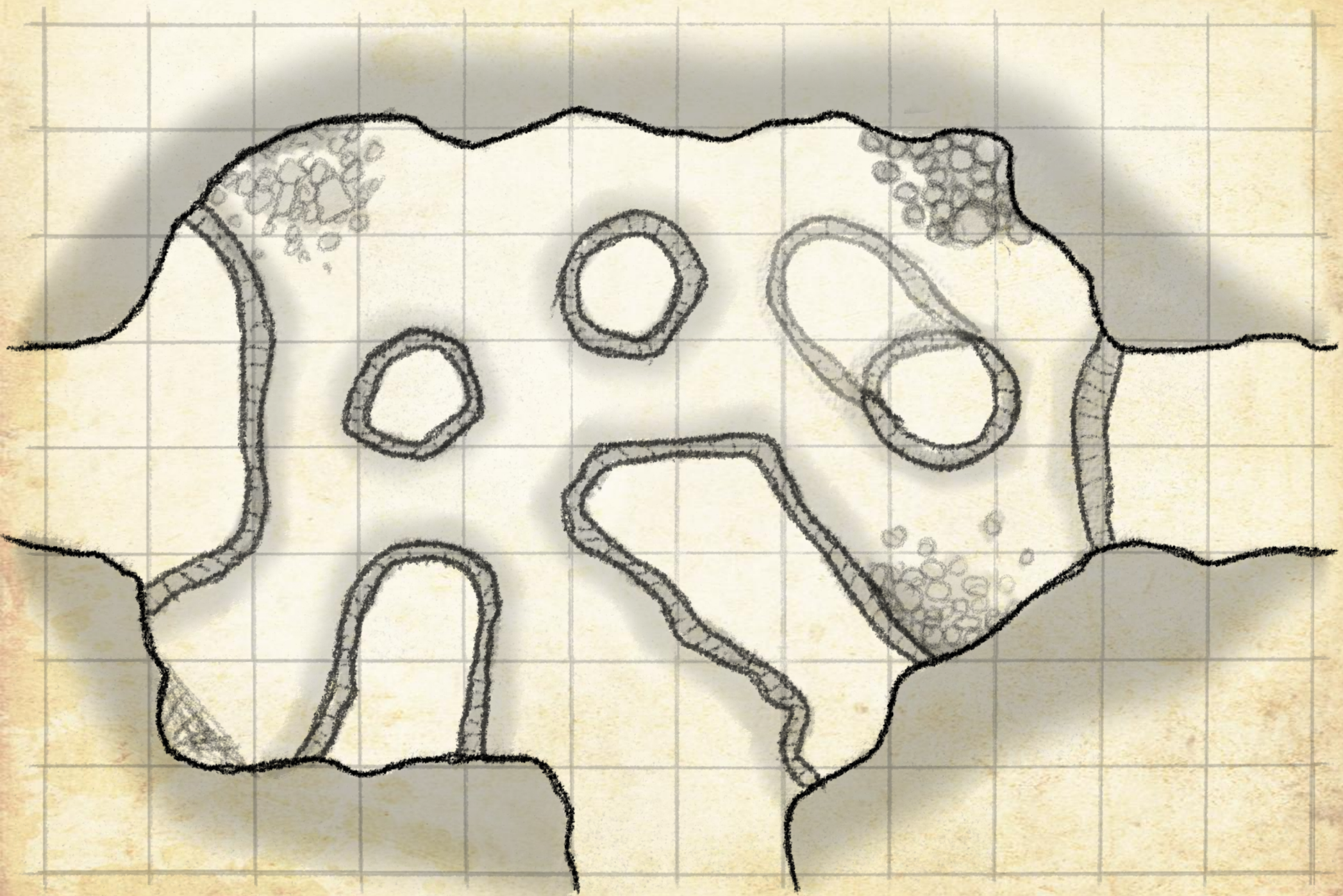
















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Spine Rat



Melee Attack: Horrid Bite
Melee attack at an adjacent target.

Special Action: Pack Attack
If an adjacent target has been attacked by an ally since your last turn, you can attack that target with 1 extra die.

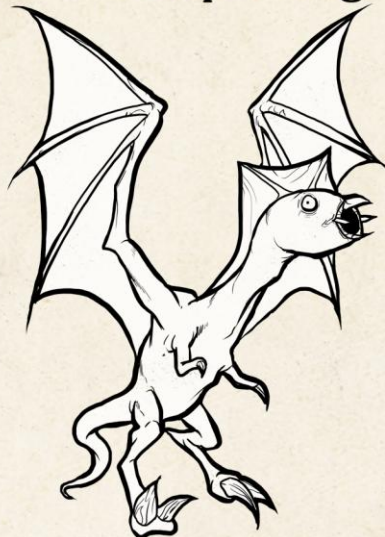
Bonus Ability: Coward
If you've been attacked since your last turn, you can move 2 extra squares with your move action.



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Viperwing



Melee Attack: Swooping Bite
Melee attack at an adjacent target.

Special Action: Diving Attack
If you start your turn without an adjacent enemy, and you then move and attack, on hit the target is also pushed back 1 square.

Bonus Ability: Flying
You can ignore low obstacles and enemies when moving.



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Water Beast



Melee Attack: Snapping Bite
Melee attack at an adjacent target.

Special Action: Venomous Spit
You can make a ranged attack with 1 die at a target up to 6 squares away (cannot attack adjacent targets).

Bonus Ability: Venomous
When you damage a target, attacks they make on their next turn use 1 fewer dice (at least 1).

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Shimmering Shard

Equipment



Shimmering Appearance

When you are attacked, you gain 1 extra armor die to all other attacks until your next turn.

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

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Focus Shard

Equipment



Nadic Focus

You can make magic attacks at targets up to 2 squares further away.

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

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Fractured Shard

Equipment



Fracturing Blow

The first time you damage an enemy with a melee attack in each encounter it deals 1 extra damage.

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

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Faceted Shard

Equipment



All-Seeing Eyes

You notice small details of the world around you and automatically succeed at Intelligence (Perception) ability tests.

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

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Shattering Shard

Item



Shattering Blast

You deal 1 damage to all enemies.

Items can be used on your turn as an action.

Discard this item when it's used.

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Needle Shard

Equipment



Threaded Shot

If you make a ranged attack at a target that you missed last turn, you gain 1 extra die.

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

