

HERO KIDS



ADVENTURE: MINES OF MARTEK

ENCOUNTERS: SEVEN

DIFFICULTY: HARD

DURATION: 50-60 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 (giant spiders, spider egg sacs) and the standard *Hero Kids* monsters (bats)
 - 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

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 seven-encounter adventure takes place in a mine that was – until recently – abandoned. A cave-in has blocked the entrance of the mine, trapping the miners inside and leaving an opening small enough for our heroes to enter. Of course, the mine is full of monsters!

Adventure Intro

Today's trouble starts at the entrance to the mine, which has been (mostly) blocked by a cave-in.

The town sheriff has led you to the entrance of an old mine.

These are the Mines of Martek, which have been abandoned these last hundred years. But just last week two miners reopened the mine to seek their fortune. We had expected them to return to the village several days ago. When they did not show we came out to check on them and found the entrance collapsed, trapping the miners inside."

He points to a small gap in the huge rock that has blocked the entrance.

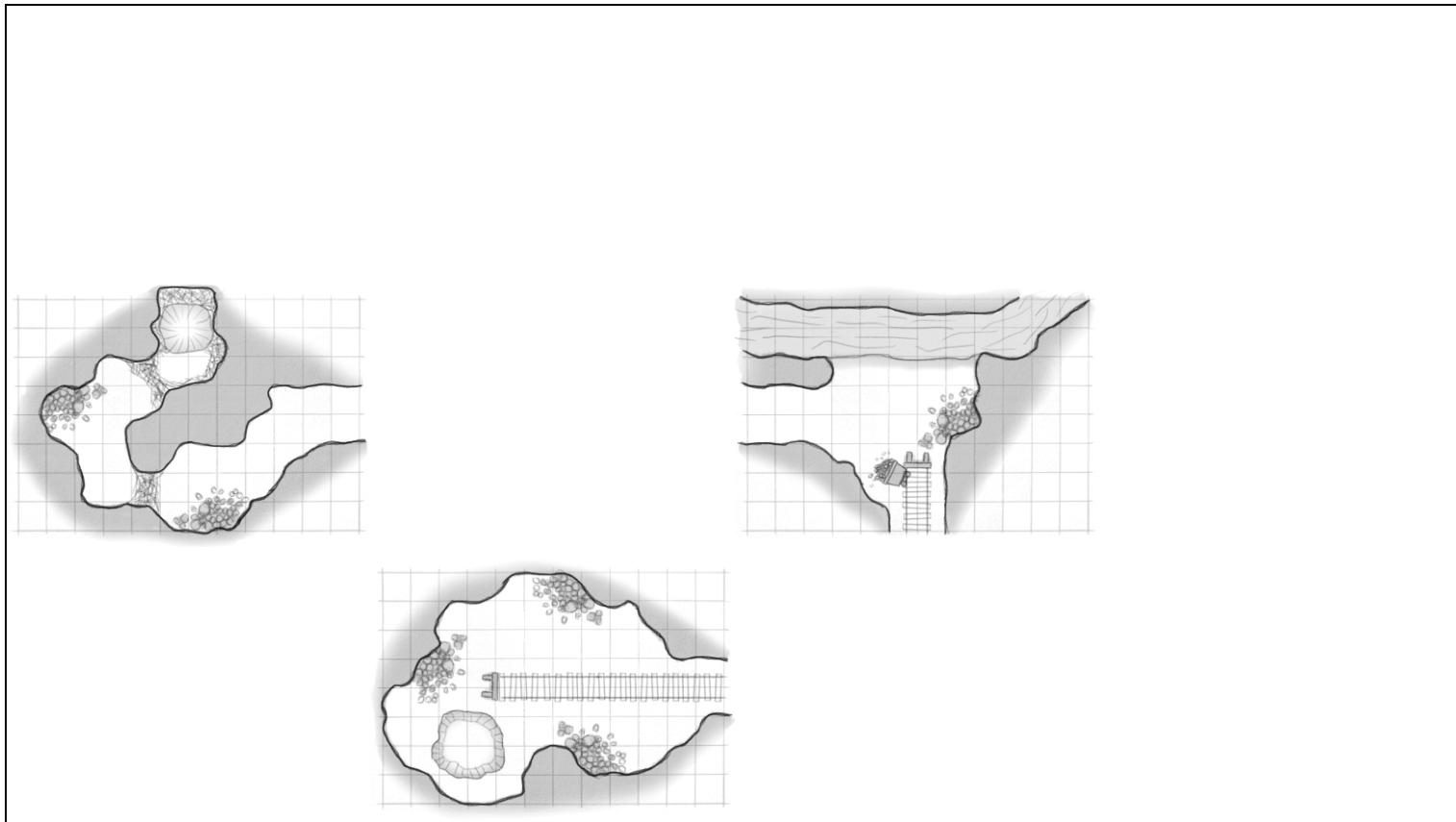
"That gap is your way in," he continues, "find the miners and bring them out; alive or dead."

He helps you to wriggle through the tiny gap and into the entrance tunnel to the Mines of Martek!

Map of the Mines of Martek

This adventure takes the heroes through seven encounters, beginning at the bottom right (next to the rockfall), and continuing past the underground river (watch out, the current's fast!), and then finally into the spider's lair.

One of the miners is trapped the sinkhole in the dead end map (to the west of the entrance), while the other is trapped in the spider's lair.

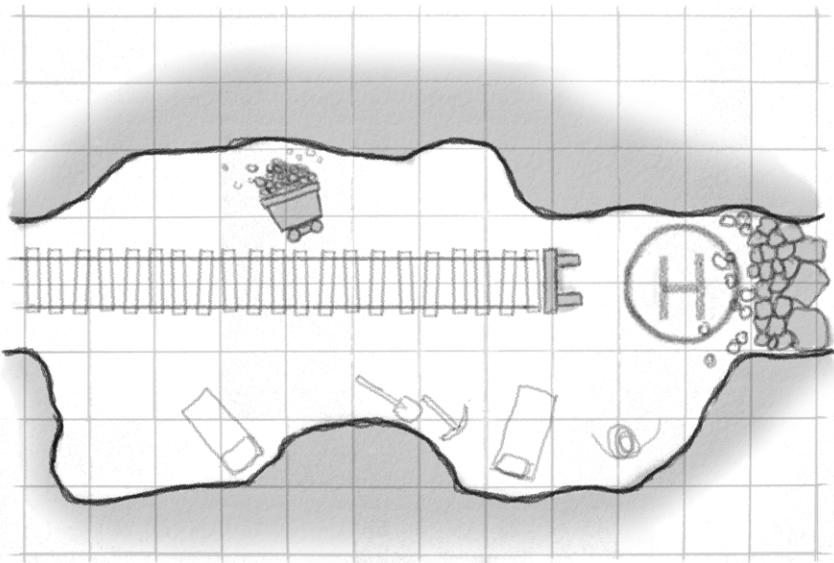


Encounter 1: Abandoned Camp

The first encounter brings the heroes into the mines, where they immediately find the miners' abandoned camp, along with some of their tools.

The heroes start just inside the entrance, which has been blocked by the rockfall.

Map



Encounter Intro

Following the adventure intro, the heroes stand at the entrance of the mines, ready to find the miners:

You stand in the entrance of the Mines of Martek. Lanterns hang from the rough rock walls, their flames flicker weakly and fill the tunnels with meager light.

The miners' bedrolls, tools, and rope lie against the southern wall.

A battered minecart lays overturned next to the rails, which continue out of this wide cave and down a tunnel to the west.

Encounter Features

The entrance of the mine has only two obstacles, the overturned minecart and the bumper at the end of the tracks. Both of these obstacles are four feet high and can be jumped over (at the cost of 1 extra square of movement).

The rope might be important for rescuing the miners and crossing the underground river.

Ability Tests

The players can have their heroes perform an Intelligence test (Tracking) at difficulty 5, which allows them to see two sets of footprints leading down the tunnel to the west (to the left).

Conclusion

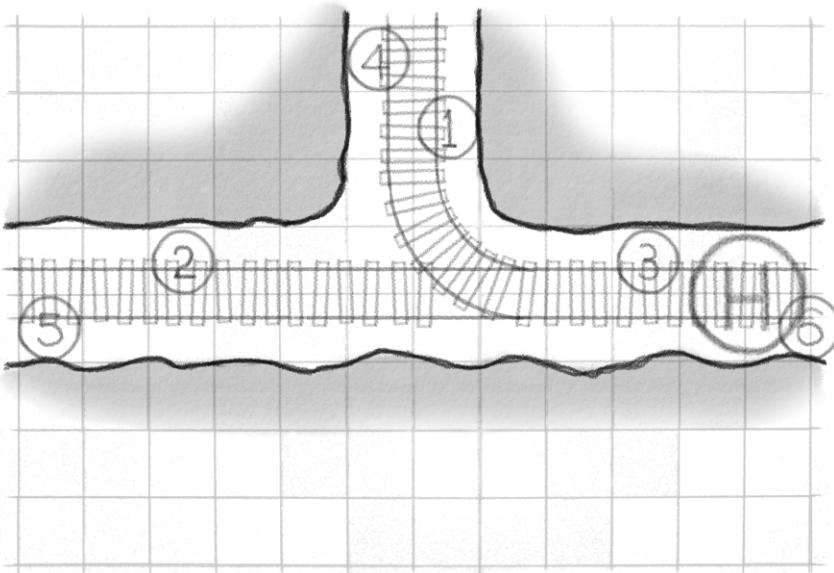
This encounter ends when the heroes head west.

Encounter 2: Tunnel Got Bats!

The second encounter takes our heroes deeper into the mines to a t-intersection where the players must choose a direction to continue, but not before they're attacked by bats!

The heroes enter from the right. The monsters are roosting on the ceiling until the heroes reach the middle of the map. Once they're in the middle of the intersection, the bats attack!

Map



Encounter Intro

When the heroes enter this area, read this:

You make your way along the mine tunnel to the west, and soon you see that another tunnel branches off to the north.

Encounter Features

There aren't any unique features in this area. Although the intersection of the rail tracks is pretty sweet.

Ability Tests

The players can have their heroes perform an Intelligence test (Tracking) at difficulty 5, which allows them to see that one of the sets of footprints continues to the west (left), while the other set follows the tunnel to the north (up).

If any of the players happen to roll a 6, then they will notice all of the bat poo on the ground and then see the bats on the roof before they attack.

Monsters

This encounter features bats that use melee attacks against the heroes.

1 Hero:	2 x Bats	① ②
2 Heroes:	3 x Bats	① ② ③
3 Heroes:	5 x Bats	① ② ③ ④ ⑤
4 Heroes:	6 x Bats	① ② ③ ④ ⑤ ⑥

Use these health boxes to mark off damage:

① Bat	<input type="checkbox"/> KO
② Bat	<input type="checkbox"/> KO
③ Bat	<input type="checkbox"/> KO
④ Bat	<input type="checkbox"/> KO
⑤ Bat	<input type="checkbox"/> KO
⑥ Bat	<input type="checkbox"/> KO

Tactics

All of these monsters engage the heroes with melee attacks. This should be an easy fight, and don't forget that the bats can fly through enemies to get into better positions.

Conclusion

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

The last of the bats flutter out of the tunnels and leave you standing in the middle of the intersection.

The tunnels continue to the north and west.

Again, allow the players to have their heroes take a short rest to remove some damage.

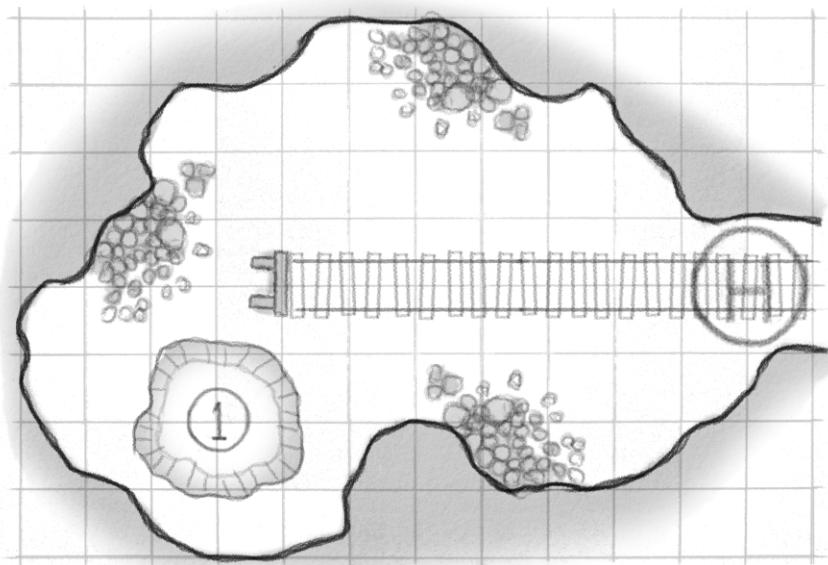
Once they're ready, prompt them to choose a direction, and don't forget to allow them an ability test to find the miners' footprints.

Encounter 3: Trapped, Then Rescued!

The third encounter allows the heroes to rescue the first miner, who is trapped in the sinkhole in the bottom left of the map.

The heroes enter from the right.

Map



Encounter Intro

When the heroes enter this area, read this:

The tunnel opens into a large cavern which has been extensively excavated.

Although most of the walls are marked by scrapes and pick-marks from older digging, you can see some signs of new digging too.

As you enter the room, you hear a voice from a sinkhole in the ground; "Hello?"

When the heroes approach the sinkhole:

"Boy, am I glad to see you! Do you reckon you could get me out of here?"

The heroes will need a rope (or similar) to help the miner from the sinkhole. If necessary, the miner tells the heroes to look for the rope at the camp.

Encounter Features

The tunnel opens up into this cavern, which has been extensively mined over the years. The first of the lost miners is down at the bottom of the sinkhole (1).

Ability Tests

The players can have their heroes perform a Strength test (Rope) at difficulty 4, to rescue the miner.

Once he's rescued:

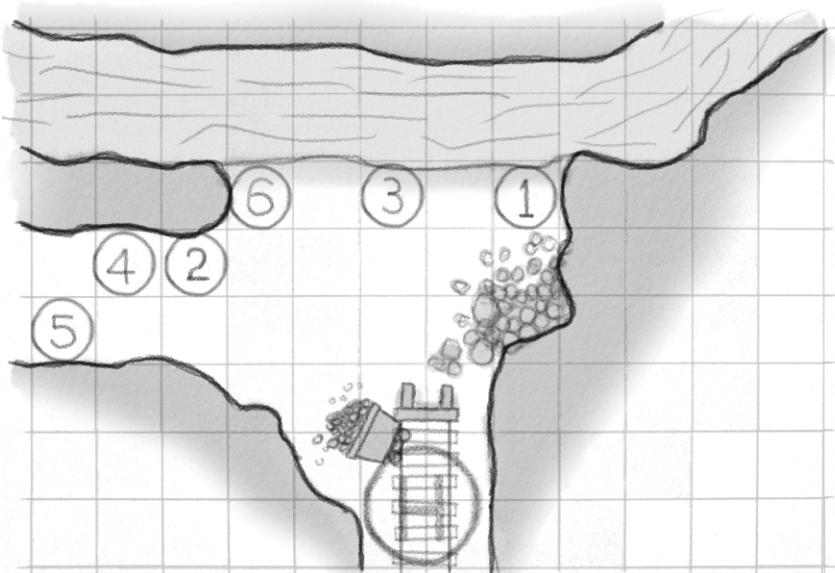
"Thanks kids. I was stuck down there for ages! I'll wait by the entrance while you find my partner."

Encounter 4: Underground River!

The fourth encounter features an underground river, as well as some more (damned) bats.

The underground river is important, mainly if people fall into it in the next encounter.

Map



Encounter Intro

When the heroes enter this area, read this:

After just a few feet the tunnel opens into a cavern. Before you see it, you hear the sound of an underground river on the other side of the cavern.

Once they move into the cavern:

As you move past the end of the rail line, a flock of bats flap and screech as they attack!

Encounter Features

The bumper at the end of the rails and the overturned mine cart are both obstacles which can be shot over, but require an extra square of movement to pass.

There's also a large underground river with a fast current. Anyone in the river can get out of it by passing an ability test.

Ability Tests

If the heroes are in the river, they can perform a Strength or Dexterity test (Swimming) at difficulty 4 to escape. Each time they fail this test they are washed two squares further down the river (to the right). This should give them two or three attempts to escape. Any heroes on the shore can help them to give them an extra dice on their rolls.

Getting washed off the end of the map washes the hero out of the mountains, and deposits them at the head of the stream outside the mines!

Monsters

This encounter features bats that use melee attacks against the heroes.

1 Hero:	2 x Bats	① ②
2 Heroes:	3 x Bats	① ② ③
3 Heroes:	5 x Bats	① ② ③ ④ ⑤
4 Heroes:	6 x Bats	① ② ③ ④ ⑤ ⑥

Use these health boxes to mark off damage:

① Bat	<input type="checkbox"/> KO
② Bat	<input type="checkbox"/> KO
③ Bat	<input type="checkbox"/> KO
④ Bat	<input type="checkbox"/> KO
⑤ Bat	<input type="checkbox"/> KO
⑥ Bat	<input type="checkbox"/> KO

Tactics

All of these monsters engage the heroes with melee attacks. This should be another easy fight, and once again the bats can fly through enemies and obstacles (the bumper and the overturned mine cart) to get into better positions.

Conclusion

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

You drive off the last of the bats and soon their screeching and chittering fades as they flee.

A roughly hewn tunnel continues from the cavern to the west, while the south tunnel heads back to the entrance of the mines.

Allow the players to have their heroes take a short rest to remove some damage.

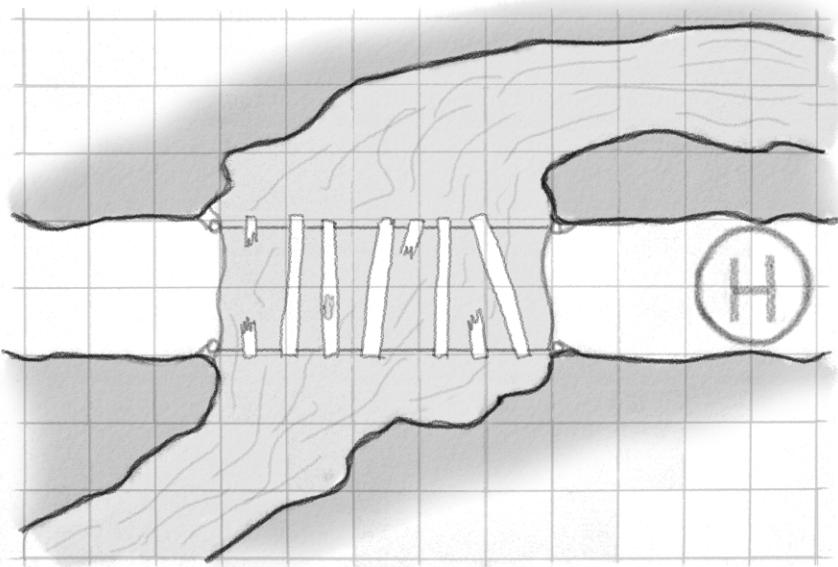
Once they're ready, prompt them to choose a direction. If they want to follow the miner's footprints, they clearly continue to the west.

Encounter 5: River Crossing!

This fifth encounter challenges the heroes to cross the precarious rope bridge over the underground river.

Falling into the river (by failing the ability test) sweeps the heroes back to the previous encounter, where they must pass another ability test to get out of the water.

Map



Encounter Intro

When the heroes enter this area, read this:

The tunnel rises steeply from the cavern up to a high ledge.

The underground river rushes past below the ledge. A dilapidated rope bridge is stretched across the river, the tunnel continues on the other side.

If the players have a good look at the bridge, they will see that a rope will help them to cross it.

The bridge sways unsteadily, but you think that you can use a rope to help to cross it.

Encounter Features

The two features are the underground river and the rope bridge. Crossing the bridge requires a successfully ability test. Failing drops the hero into the river, and sweeps them back to the previous map.

Ability Tests

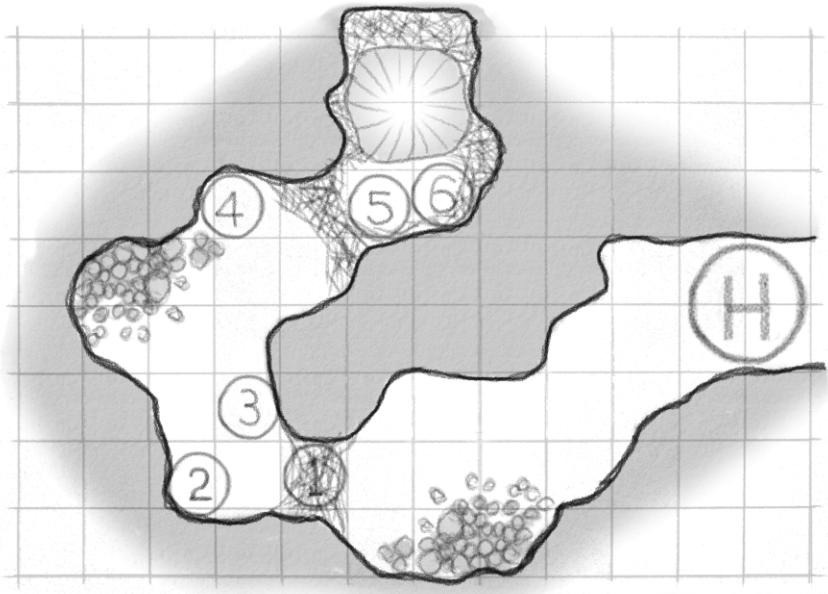
The players must perform a Strength or Dexterity test (Rope) at difficulty 4 to cross the bridge.

If the heroes fail the test they fall into the river and are swept back to the previous map where the river runs past the cavern.

Encounter 6: Spider Webs!

The sixth encounter occurs in this tight and winding tunnel, which is covered in thick spider webs. What could possibly go wrong here?

Map



Encounter Intro

When the heroes enter this area, read this:

As the sound of the river fades in the distance, you continue down a winding tunnel.

The tunnels here are dusty and covered in thick webs. The lanterns that illuminated the earlier tunnels are gone, and the only light is the soft glow of luminous crystals. Thick webs are stretched across the tunnel in front of you, blocking the path...

Combat Intro

Combat starts when the heroes touch the webs at (1):

You reach and pull aside the thick white webs. On the other side you see a pulsating white sac hanging from the ceiling. Before you get a closer look, a huge black spider leaps at you from the tangled mass of webs.

Encounter Features

There are two sets of webs stretched across the tunnel, which are trivial to remove.

The monsters at (2) and (4) are spider egg sacs that hang from the ceiling. These hatch during the fight and become giant spiders, but they can be destroyed before the fight starts (or before they hatch during the fight) by quick-thinking players.

Ability Tests

The players can perform an Intelligence test (Nature) at difficulty 4 to see the white sacs are spider egg sacs.

Monsters

The giant spiders use melee attacks against the heroes.

1 Hero:	1 x Giant Spider	①
	1 x Spider Egg Sac	②
2 Heroes:	2 x Giant Spiders	① ③
	1 x Spider Egg Sac	②
3 Heroes:	3 x Giant Spiders	① ③ ⑤
	2 x Spider Egg Sacs	② ④
4 Heroes:	4 x Giant Spiders	① ③ ⑤ ⑥
	2 x Spider Egg Sacs	② ④

Use these health boxes to mark off damage:

①	Giant Spider	<input type="checkbox"/> KO	<input type="checkbox"/> Hurt
②	Spider Egg Sac	<input type="checkbox"/> KO	
③	Giant Spider	<input type="checkbox"/> KO	<input type="checkbox"/> Hurt
④	Spider Egg Sac	<input type="checkbox"/> KO	
⑤	Giant Spider	<input type="checkbox"/> KO	<input type="checkbox"/> Hurt
⑥	Giant Spider	<input type="checkbox"/> KO	<input type="checkbox"/> Hurt

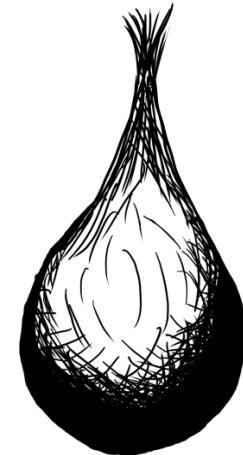
Tactics

The spiders have special movement abilities that allow them to use the walls to move around the tunnels.

The spider eggs at 2 and 4 hatch and should be replaced with giant spiders during the fight.

The first egg sac hatches when the first spider is KO'd, and the second spider egg sac hatches when another spider is KO'd.

Obviously if the eggs are attacked first then the spiders don't hatch!



Conclusion

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

You clean the spider goop off your weapons and tear down the remaining webs from the winding tunnel.

The removal of the webs reveals a web-lined pit leading down to another chamber.

Allow the players to have their heroes take a short rest to remove some damage. If they're low on healing potions then this is a good time to replenish their supplies before the final battle.

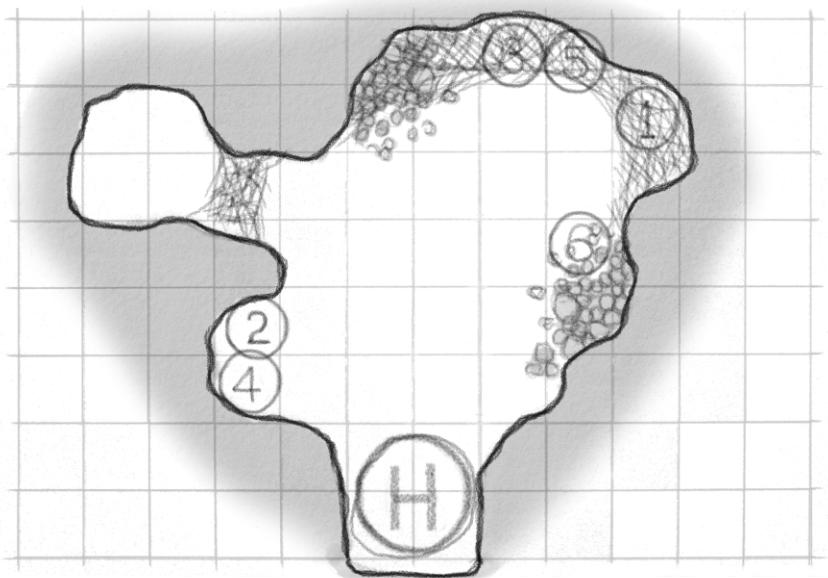
Once they're ready, prompt them to work out how to get down the pit (perhaps with the rope).

Encounter 7: Spider's Lair!

The final encounter is the spider's lair.

This climactic battle sees the heroes defeat the spider queen and rescue remaining lost miner.

Map



Encounter Intro

When the heroes enter this area, read this:

You drop down the web-lined tunnel into a large chamber.

Two more of the squirming spider egg sacs hang from the ceiling nearby, while across the room you're horrified to see an enormous spider queen uncurl its legs and advance towards you, poison dripping from its giant fangs.

Encounter Features

The main features of this area are the two piles of rubble, which are easily climbed (but cost 1 extra square of movement), and the small cave off the top left of the main cave. Tactically aware players could try to fight from this cave, but don't forget that the giant spiders can climb up the walls to get past enemies.

Ability Tests

The players can perform an Intelligence test (Perception) at difficulty 4 to hear the muffled cries of the lost miner from the small cave to the northwest.

Monsters

This encounter features spiders that use melee attacks against the heroes.

1 Hero:	1 x Spider Queen	(1)
	1 x Spider Egg Sac	(2)
2 Heroes:	1 x Spider Queen	(1)
	1 x Spider Egg Sac	(2)
	1 x Giant Spider	(3)
3 Heroes:	1 x Spider Queen	(1)
	2 x Spider Egg Sacs	(2) (4)
	2 x Giant Spiders	(3) (5)
4 Heroes:	1 x Spider Queen	(1)
	2 x Spider Egg Sacs	(2) (4)
	3 x Giant Spiders	(3) (5) (6)

Use these health boxes to mark off damage:

(1) Spider Queen

KO	Hurt	Bruised
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(2) Spider Egg Sac

KO

(3) Giant Spider

KO	Hurt
----	------

(4) Spider Egg Sac

KO

(5) Giant Spider

KO	Hurt
----	------

(6) Giant Spider

KO	Hurt
----	------

Tactics

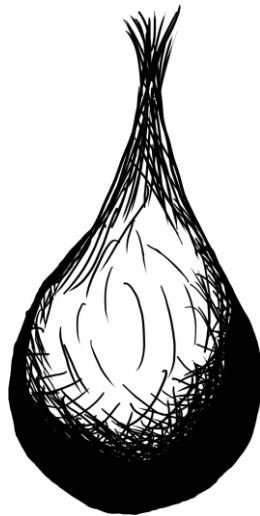
All of these monsters engage the heroes with melee attacks. The spider queen should be the hero's main focus here,

The giant spiders have special movement abilities that allow them to use the walls to move around the tunnels.

The spider eggs at 2 and 4 hatch and should be replaced with giant spiders during the fight.

The first egg hatches when spider queen is Bruised or when the first spider is KO'd, and the second spider egg hatches when another spider is KO'd.

Obviously if the eggs are attacked first then the spiders don't hatch!



Conclusion

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

With a final attack you drop the spider queen to the ground, where she twitches and squirms.

In the silence, you hear a hopeful cry, "Help?"

The cry comes from a tiny cave that opens off the spider's lair. You tear aside the webs that cover the adjoining cave, you find the second miner who is strung up from the ceiling with thick webs.

"Wow, you kids really showed her! Thank the gods you arrived in time, she was gonna eat me for sure!"

You cut him down and help him pull off the sticky spiders webs.

If they haven't rescued the other miner, then he reminds them:

"Did you find my partner? We went off exploring in different directions, so he must be in here somewhere."

Once they're all rescued:

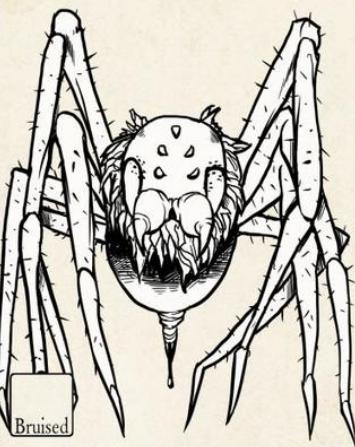
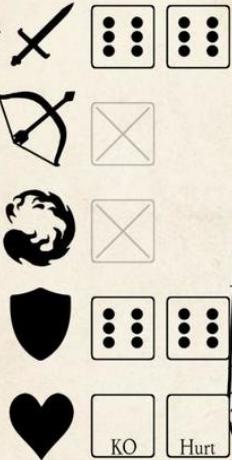
You lead the miners back to the entrance, and you all climb over the rubble and through the hole that the sheriff and his men have cleared.

"Well done kids, you rescued the miners from the Mines of Martek! Maybe we should put the rocks back to make sure no one else gets in trouble here."



HERO KIDS

Spider Queen



Melee Attack: Spider Bite

Melee attack at an adjacent target.

Special Action: Stinging Attack

Melee attack at an adjacent target with 1 extra die; your armor pool has 1 fewer die until your next turn.

Bonus Ability: Venomous, Climber

When you damage a target, it can't move on its next turn. When you are adjacent to a wall, you can climb over enemies and obstacles.

HERO KIDS

Giant Spider



Melee Attack: Spider Bite

Melee attack at an adjacent target.

Special Action: Stinging Attack

Melee attack at an adjacent target with 1 extra die; your armor pool has 1 fewer die until your next turn.

Bonus Ability: Climber

When you are adjacent to a wall, you can climb over enemies and obstacles.

HERO KIDS

Spider Egg Sac



