



KIDS ON BIKES
presents...

AN OFFICIAL
KIDS ON BIKES
SUPPLEMENT

REQUIRES A COPY OF
"KIDS ON BIKES" TO PLAY

STRANGE! ADVENTURES

THE HOUSE ON POPLAR COURT

A MINI-CAMPAIGN ABOUT A STRANGE ADVENTURE IN A SMALL TOWN



KIDS ON BIKES

THE HOUSE ON POPLAR COURT

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- INTRODUCTION -

Hebron, Indiana - 1985
Population 3100

Nothing exciting has ever happened in this rural town. People come and go, children attend school, grow up, and move out. Nothing really changes, down to the same few cops that have been manning the local police office and the same local grocery store sitting on the corner of main street. There are no movie theaters, and the only arcade is attached to the smoky bowling alley, so kids find ways to entertain themselves: riding their bikes down the town's lazy streets and through wooded trails, playing imaginary tag games, and exploring the abandoned corners of this relatively safe city, like the spooky abandoned home at the end of the cul-de-sac on Poplar Court.

Strange things have been happening in Hebron: sightings of creatures moving in the night, children reporting monsters in the woods and things moving outside their windows. These reports are largely ignored, however, attributed to the imaginations of the children. Besides, this is rural Indiana. Nothing exciting has ever happened here.

With the discovery of Juniper, a lost girl who roams the neighborhood, the children have real proof that something is happening in their small town.

"The House on Poplar Court" comes with a pre-created setting and characters to be used as an easy entry point into the game ***Kids on Bikes***. The only thing players will need to do to start playing is pick a character sheet and answer a few questions about their relationships.



- USING THIS BOOK -

This book is designed to be used by the DM, the player who is running the game. The DM will need to read the Quick Start Rules that can be found on the download page of **www.huntersbooks.com** and become familiar with the Reference section. The information in this book is for the DM only. It will guide the DM through the story so they can provide a good experience for the players. The story is divided into three Acts, offering a guided path through the adventure. However, within each Act, several Threads can be followed in whichever order the players prefer. Some of these Threads may carry from one Act to another, and part of the story is spread out over all three Acts.

You'll find GM tips within the text as well. These tips will help you guide the players if you are new to running a game and will give you advice on getting a game back on track.

- THE CHARACTERS -

The characters, all students at Hebron High School, are also members of Theo Easton's Investigation Club, which meets after school to investigate mysteries within the small town. Most of these "mysteries" are mundane and nonsensical, and very few of them end in actual excitement, but the investigation club has brushed up with the supernatural enough times to take the threat seriously and to brush up on their monster-hunting lore.

THEO EASTON, SCOUT

Theo is the glue that holds his group together. He is the one with the adventurous spirit, constantly convincing the other members of the group to go out and explore. He is always prepared for everything and carries around a trusty backpack, filled with items he needs to be a good scout. Sometimes, Theo is a little too proud of his survival skills, and can be seen as arrogant and boastful. In his spare time, Theo participates in the school's drama club and has scored the role of lead actor in the fall's big production.

Age	d20	d12	d10	d8	d6	d4
16	Brains	Grit	Charm	Brawn	Flight	Fight
Strengths			Flaws			
Cool Under Pressure <i>(You may spend an Adversity Token to take half of your die's value instead of rolling on a Snap Decision)</i>			Boastful Restless			
Prepared <i>(Spend 2 Adversity Tokens to just happen to have one commonplace item with you)</i>						