

Subscribers only

HOUSE OF HEROES

Welcome Pack

Open Me
First!

Dear Storyteller,

Roleplaying games saved my life and changed it completely. They steered me away from trouble, gave me friends for life, and helped me believe I was creative and had the power to create something of my own. I only discovered them in late high school, and I've always wished I'd found them sooner.

When I became a dad, I wanted my two sons to have that earlier start: to spark their creativity, learn to approach problems with curiosity, and feel free to dream big, sooner than I did. That's why I created House of Heroes. I wanted parents to be able to give their children that opportunity, while building a deep, engaging relationship with them along the way.

I'm so glad you're here. In these Adventures, your child is the Hero and you are the Storyteller. The words are waiting on the page, but the magic comes from the two of you.

You don't need a perfect character voice or an answer for everything. Read, listen, and let your Hero surprise you. One chapter can be enough for tonight.

Thank you for welcoming House of Heroes into your home. I hope it brings you laughter, discoveries, and memories you'll treasure together.

With a little magic,

Filip Maciejewicz

Creator of House of Heroes

START YOUR JOURNEY

Your Welcome Pack

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FIVE REASONS WHY

Here are the 5 unique elements that make your adventure truly special.

1. You Will Feel Like the Most Magical Person in Your Child's World

Not because you performed brilliantly. Because you showed up, read the words on the page, and somewhere in the middle of it your child's imagination caught fire while you watched. That moment — which no tablet has ever once produced — is what House of Heroes delivers every session.

2. You Will Have a Screen-Free Ritual Your Child Begs to Repeat

Adventures run in 30-60 minutes. But you can start with one chapter of the story, only 5 minutes and still have great fun. Five or fifty minutes today - doesn't matter. Enough to connect and engage.

3. Everything You Are Afraid Of — Already Solved

Not imaginative enough? The story is written. You are reading, not inventing. *Need to perform?* You need to read aloud. That is the entire requirement. *Complicated rules?* There are none. One mechanic — a hand-clapping game called The Challenge. That is it. *Child won't engage?* Every two to three minutes the adventure gives your child a choice, a question, or an action to complete. Their attention is managed by the structure, not by you. *No energy?* Watching your child light up is not draining. It is the opposite.

4. Your Child Gains Something Screens Simply Cannot Give Them

They are not watching someone else's story. They are living their own big adventure. They are the Hero — not a character they created, but themselves. Their name. Their ideas. Their decisions shape a magical world in real time. Every adventure builds confidence, creativity, and communication — through play that feels like pure joy. They connect with you and grow.

5. Nothing Like This Exists

Every other storytelling kit asks something of you — rules, characters, dice, improvisation. House of Heroes asks one thing: show up and read. Everything is written. Every choice comes with options provided. You cannot get lost. You cannot do it wrong.

And your child is always the Hero. Always themselves. As they journey through “House of Heroes” they will learn magic spells, practice new skills, and transform into mystical creatures.

Everything is introduced to you both step-by-step, keeping both of you curious, excited and engaged.



PARENT'S QUICK-START

EVERYTHING YOU NEED TO KNOW

In House of Heroes, you are the Storyteller — the guide, the narrator, and the voice of every character your child will meet along the way. Your child is the Hero — the star of every adventure, the one whose decisions shape the story and whose imagination brings the magic to life.

Your role as the Storyteller is beautifully simple. You read the adventure aloud, you bring the world to life with your voice, and you follow four simple rules. The story does everything else — and it does it brilliantly.

Everything is written for you. Everything is ready. And if inspiration strikes and you want to add your own little flourish — a funny voice, a dramatic pause, a sound effect — go for it. The more fun you have, the more your Hero will too. But none of that is required. Just your voice and this page are enough to create something genuinely magical.

In the pages ahead, someone very unexpected is about to cross your Hero's path — breathless, wide-eyed, and running as fast as four tiny legs will carry them. They need a Hero. Fortunately, one is already here.

ONE HERO OR MANY?

IT WORKS EITHER WAY

House of Heroes is written for one Hero and one Storyteller — but if you have more than one child who wants to join the adventure, welcome them in. The story stays exactly the same. The only difference is that you have a whole party of Heroes to engage rather than one. At every choice moment, invite each Hero to share what they would do.

This adventure is perfectly suited for any child aged 4 to 11. Whether your Hero is a fearless four year old or a curious eleven year old, the story meets them exactly where they are — sparking imagination, rewarding creativity, and making them feel genuinely heroic every step of the way.

Read one chapter each day for 5-10 minutes of magic together, or enjoy a whole Adventure with the Hero's Journal in one sitting - around 60-90 minutes. It's entirely up to you: follow how you and your Hero feel, and choose the pace that works for your family.

The Living Story System

We created a unique storytelling system that makes family role-playing simple and engaging for both parent and child.

1.

1. READ

You read the beautifully written Adventure aloud.

2.

2. ENGAGEMENTS

Your child takes action and makes decisions in the story.

3.

3. IMAGINE

Your child's ideas become part of the story.

4.

4. CHALLENGES

Fun Challenges add excitement and a little unpredictability.

5.

5. ONGOING STORY

Every action leads to a new part of one ongoing magical adventure.

THE FOUR RULES

Rule One — Just Read It Aloud

Every word of the adventure is already written for you — the world, the action, the characters, and everything they say. Simply read it aloud at whatever pace feels natural and comfortable.

Think of it like reading a bedtime story with a little extra excitement built in. If you want to add a funny voice or lean into a dramatic moment — wonderful. If you simply want to read it warmly and steadily — that is absolutely perfect too.

There is nothing to memorise. Nothing to invent. Nothing to prepare. You are already ready.

Rule Two — The 2–3 Minute Engagement Rhythm

Every two to three minutes the adventure will give your Hero something to do — a choice to make, a question to answer, or an action to take. You will never go longer than that without your child being pulled back into the story.

You do not need to manage their attention. The adventure does it for you.

When you see this symbol in the adventure: ✨ That is your cue— a moment of engagement is coming. Get ready to ask your Hero what they want to do.

Rule Three — The YES Loop

This is the heart of House of Heroes — and the one move worth practising before you begin.

When your Hero responds to a choice or offers an unexpected idea, use this simple three-step loop:

Accept — treat whatever they say as true **Consequence** — add one small thing that follows from it **Question** — ask what happens next

Example: Your Hero says “I want to fly over the wall!” You say: “You leap — and somehow, impossibly, you are airborne. You clear the wall in one breath. You land on the other side, heart pounding. What do you do next?”

That is it. You said yes, added one small consequence, and asked a question. Your Hero just created magic — and you guided them through it.

If your Hero suggests something completely unexpected, treat it as part of the story. There are no wrong answers in House of Heroes. There is only what happens next.

Rule Four — If Your Hero Freezes

Sometimes a Hero will go quiet at a choice moment. They are not disengaged — they are thinking. Give them a moment.

If they need a gentle nudge, the adventure provides you with an encouragement prompt at every choice point — a soft suggestion you can offer without pressure. It looks like this:

STORYTELLER TIP

“Maybe the Hero could try sneaking past quietly? What do you think?”

You are never left alone in a moment of silence. The story always has a way forward — and so do you.

THE CHALLENGE

For moments of excitement,
danger, and adventure.

The Hero holds out both hands,
palms facing up. The Storyteller places
their hands on top, palms facing down.
The Hero tries to flip their hands over
and slap the Storyteller's hands before
the Storyteller can pull them away.
First to land a slap wins.



HOW TO PLAY



1
Hero holds out
both hands,
palms up.



2
Storyteller places
their hands on top,
palms down.



3
Hero tries to flip
their hands over...



4
...and slap the
Storyteller's hands
before they...



5
...pull them away.
First to land a
slap wins!

HERO WINS



The attempt
succeeds!

STORYTELLER WINS



The attempt
stumbles —
*let's try
something else?*

Either way, the story keeps going.

THE CHALLENGE

For moments of excitement, danger, and adventure.

Sometimes in the story your Hero will attempt something bold—jumping over an obstacle, escaping from danger, or going head to head with an enemy. In these moments the story will call for a Challenge.

When you see this in the adventure:

CHALLENGE TIME

Here is what you do:

The Hero holds out both hands, palms facing up. The Storyteller places their hands on top, palms facing down. The Hero tries to flip their hands over and slap the Storyteller's hands before the Storyteller can pull them away. First to land a slap wins.

Hero wins: The attempt succeeds. Read the WIN outcome printed in the adventure.

Storyteller wins: The attempt stumbles — but the Hero is never truly defeated. Read the LOSE outcome, which always keeps the story moving forward.

One important secret: You are in control. React slowly and the Hero wins easily — their jump clears the obstacle, their strike lands true, their escape is clean. React quickly and the tension builds. They will never know you are the one deciding the outcome. The magic stays intact either way.

The Challenge takes five seconds. It will become your Hero's favourite five seconds of the entire adventure.

Next, explore the Hero Sheet and map of Aevoria. Then play the first two chapters of Adventure 1 to see how the story flows and the Living Story System works.

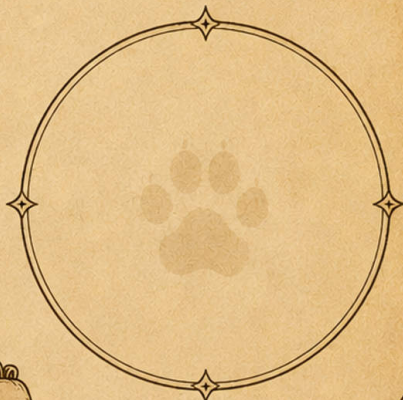
HERO SHEET

HERO NAME: _____

AGE: _____ HEIGHT: _____

SOUL CREATURE

The creature your Hero will learn to transform into.



EQUIPMENT



- _____
- _____
- _____
- _____
- _____
- _____
- _____
- _____

SPELLS



- _____
- _____
- _____
- _____
- _____
- _____
- _____
- _____

NOTES



THE VALUES OF HOUSE OF HEROES



COURAGE

Facing what is hard, even when you are afraid.



KINDNESS

Treating others with respect, compassion, and care.



GRIT

Keeping going when things are tough and never giving up.

FRIENDS WAITING FOR YOUR HERO



CHESTER

Grandmaster of the Academy

The wizard pug who leads the House of Heroes Academy. He's the one who calls your Hero into the adventure.

ELI & SAM

Roommate and closest friend

The Hero's roommate and closest friend - half-human, half-owl, with her owl Sam always perched nearby.



GAIA

Guardian teacher

The Academy's guardian teacher. Calm, ancient, and rarely surprised - even when the magic goes sideways.



PIP

The rival

Every Hero needs someone to prove wrong. Pip is happy to volunteer. Half-orc and quick-tempered, he's never one to back down.

MASTER TOLM

Teacher of Values

The dwarf who helps every Hero discover what courage, kindness and grit really mean.



ZULA

New arrival from Azuria

Half-human, half-fish, newly arrived from Azuria. Curious, deadpan, and quietly obsessed with staircases.

THE WORLD OF HOUSE OF HEROES

THE SKY ISLES

THE ELVEN
WOODS

IRONMAW
WASTES

HOUSE OF HEROES
THE ACADEMY

THE HEARTLANDS

THE FORGOTTEN
LANDS

THE DEEP
FOREST

THE ECHOING
DEPTHS

WHIS



THE
DRAGON
LANDS

THE OLD
KINGDOM

THE DWARVEN
HOLDS

FROSTHOLD

THE SHATTERED
REACHES

AZURIA

NIGHTFELL

NIBBLEHOLLOW

KERHOLLOW



CHAPTER ONE — AN ORDINARY DAY?

STORYTELLER (ST) - read out loud to your child:

Are you ready? Imagine this... It is an ordinary afternoon. You are walking along the pavement - past the same old shops, the same old everything - when something odd happens. You hear a voice. Not out loud. Not with your ears. Somewhere inside your head - faint, distant, a little desperate.

CHESTER: *"Hello? Hello? Can anyone hear me? Is there anyone out there with the gift?"*



ENGAGEMENT MOMENT

[Ask your Hero:] *Do you want to respond?*



STORYTELLER TIP

"Maybe you could call back — inside your mind — and say 'I can hear you!' What do you think?"

If Hero responds: The voice gasps with relief. *'Oh! You can hear me! You are exactly who I have been looking for. Listen carefully — I am in trouble and I need you to find me. I am coming around the corner. Do not be alarmed by what you see.'*

If Hero hesitates: *'Please — if you can hear this, you have a gift most people do not. I am just around the corner. Please.'*

And then — moving very fast — something comes skidding around the corner. A pug. But not just any pug. This pug is wearing a tiny dark blue robe covered in gold stars, a pointed wizard's hat slightly askew, and a magnificent medallion bouncing against his chest. He skids to a stop directly in front of you. You stare at each other. And then:

CHESTER: *“So you can hear me! Oh, thank goodness. I can always tell a Hero when I find one. I don't have much time to explain — I'm being chased! Will you help me?”*



ENGAGEMENT MOMENT

[Ask your Hero:] What do you say to the pug?

STORYTELLER TIP

“Maybe you could ask who he is and what is chasing him? What do you think?”



CHAPTER TWO — THE CHASE BEGINS!

STORYTELLER — read aloud:

Coming around the corner — not hurrying, but moving with the terrible slow certainty of hunters — are three cats. Large. Angry. Their yellow eyes locked on Chester. One leaps onto a nearby wall. Another hisses. The third stares directly at you, as if making a careful note of your face.

CHESTER: *“Those are the Claw Sisters. They serve someone who very much wants me — and everything I carry. We need to hide. Quickly. Do you see anywhere?”*



ENGAGEMENT MOMENT

[Speak directly to your Hero:] The Claw Sisters are getting closer!
What do you see around you — where could you hide?

STORYTELLER TIP

“Can you spot an alley, a doorway, somewhere the cats can’t easily follow? Or maybe distract them? What do you want to try?”

Option A — Hide in a narrow alley: You dart into an alleyway too tight for the cats to leap through at speed. You press against the wall. The clicking of claws slows. Passes. Goes in the wrong direction. Chester lets out the tiniest sigh of relief.

Option B — Distract the cats: You step out boldly, point the other way and shout *‘He went that way!’* The Claw Sisters exchange a suspicious look — then pad swiftly away. Chester watches them go. *‘That was either very brave or very foolish. Either way — well done.’*

Option C: [YES Loop — accept whatever your Hero suggests, add one small consequence, ask what happens next.]

Chester leads you through a quiet alley to a small hidden courtyard behind a tall iron gate. He nudges it open with his nose. You follow. For a moment - just a moment - everything is still.

CHESTER: *“One more problem. The gate - we need to get through the puddle to exit, and it is deeper than it looks. Can you jump it?”*

CHALLENGE TIME

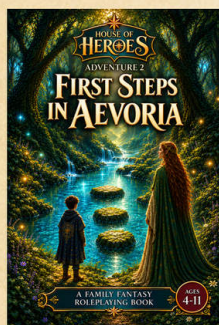
The puddle stretches across the path — wide, deep, and deeply inconvenient. The Claw Sisters could appear at any moment.

[Stand up. Face your Hero. Play Red Hands — first to land a slap wins.]

 **HERO WINS:** *“You take three steps back, run, and leap — and you clear it perfectly. Chester sails through the air beside you, robes streaming, and lands with surprising dignity. ‘Excellent,’ he beams. ‘Precisely the form I would have expected.’*

 **STORYTELLER WINS:** *Your foot catches the edge — but quick thinking saves you. You grab a railing, swing across, and land in a roll on the other side. A little muddy. But across. ‘Unconventional,’ Chester says. ‘But effective. I do like effective.’*

YOUR HERO'S JOURNEY AHEAD



Adventure 2

FIRST STEPS IN AEVORIA

Walk with Gaia through an enchanted forest, where stepping stones, whispering trees and a mysterious bridge put your Hero's courage and imagination to the test.



Adventure 3

WELCOME TO THE HOUSE OF HEROES!

Discover your treehouse, meet Eli and Sam, face Pip, and visit the seamster whose workshop holds the promise of your very own magical cloak.



Adventure 4

THE THREAD OF STARLIGHT

Follow Eli behind the waterfall into ancient caves in search of the mysterious ingredient Tey-Tey needs for your cloak.

YOUR HERO'S JOURNEY HAS BEGUN

Welcome to the House of Heroes family.

You've met Chester and helped him escape. Now continue the story with Chapter Three: Somewhere Safe?

Every Adventure comes with a companion Hero's Journal - a creative activity book where your Hero draws, reflects and records their discoveries as the story unfolds.

We'd love you to join the House of Heroes subscription: discover new Adventures, meet unforgettable friends and make magical time together a family tradition.



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Hero Art



Coloring
Sketches

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