

A NEW ADVENTURE FOR ALL AGES

TRINITY HEROES

— SEASON 2 —

RISE OF THE HOLLOW MALL



TRINITY HEROES

Total Health Is The New Wealth

SEASON 2

RISE OF THE HOLLOW MALL

A House of Hope Christian Missions storybook
missionmall.org

Prologue

The story so far...

In Season 1, three children answered a whisper from heaven. Milo became Harvest Hulk. Ari became Sage Sol. Grace became Grace Guardian. Together they woke the Mission Mall, opened its doors to every child in Trinity Town, and learned that total health — Body, Mind, and Spirit — is the only wealth that lasts.

But on the very day the Mission Mall opened, the sky cracked. A second mall descended from the storm clouds, black and glittering, built in the exact shape of Mission Mall — only inverted. The Hollow King had landed. And his last words echoed across every speaker in town:

“Then it is time... to wake the rest of the family.”

This is what happened next.

Harvest Hulk

BODY · Guardian of the Garden

Milo is twelve now. His leaf-armor has grown thicker. The Trinity Bag never empties. He has learned that real strength is not about lifting more — it is about lifting other kids up.

His new mission: keep the children of Trinity Town fed with real food, even as the Hollow Mall fills their hands with bright, empty things.



Sage Sol

MIND · Keeper of Wonder

Ari's cape now glows with a thousand little stars — one for every kid he has helped quiet a worried mind. He has learned that silence is not boring; silence is where God speaks.

His new mission: teach the children of Trinity Town to scroll less, breathe more, and notice the world the Hollow King wants them to forget.



Grace Guardian

SPIRIT · Carrier of Kindness

Grace's golden armor shines brighter every time she gives. Coins still split when they leave her hand. She has learned that the more she gives away, the more she has — exactly the opposite of what the Hollow King teaches.

Her new mission: gather the kids of Trinity Town and show them that wealth is what you give, not what you keep — even when the Hollow Mall is louder than the Mission Mall.



The Hollow Crew Returns

And this time, they brought family.

Glutch crawled out of the storm drain bigger than before. Doubtra slid out of every phone screen at once. The Hollow King opened his Hollow Mall to the public — and announced three new servants, ready to be unleashed:



Glutch



Doubtra



Hollow King

Bingebot

BODY · Junior of Glutch · Servant of endless snacking

Bingebot is a metal-and-candy delivery drone built by the Hollow King to drop sugary, screen-glowing snacks on every doorstep in Trinity Town — for free.

His motto: “Why grow it when you can order it?”

He never stops. He never sleeps. He never says no. Kids who follow him grow tired, sluggish, and forget what real food tastes like.

Harvest Hulk says: only one thing breaks a Bingebot — a single bite of something that actually grew out of the ground.



Scrollia

MIND · Daughter of Doubtra · Princess of the Endless Feed

Scrollia lives inside every phone, every tablet, every glowing rectangle. Her hair is made of notifications. Her crown is made of red dots.

She does not insult kids the way her mother did. She does something worse — she makes them forget there was ever anything outside the screen.

Her motto: “Just one more.”

Sage Sol says: she vanishes the moment a kid looks up at the real sky and asks one real question.



The Hoarder

SPIRIT · Twin of the Hollow King · Lord of the Locked Closet

The Hoarder is the Hollow King's older brother. Where the King keeps gold, the Hoarder keeps everything — broken toys, expired snacks, old grudges, unread books, unspoken kindnesses.

His motto: “Mine. Mine. Mine.”

He whispers to kids that giving anything away will leave them with less. He is the loudest liar in the Hollow Mall.

Grace Guardian says: one freely given gift cracks his closet door wide open.



Chapter 1

Grand Opening of the Hollow Mall



The morning after the Mission Mall opened, kids in Trinity Town woke up to find shiny black invitations slid under every door. Each one said the same thing in glowing purple letters: COME TO THE HOLLOW MALL. KEEP EVERYTHING. FREE FOREVER.

The Hollow Mall's doors hissed open at 9:00 sharp. Inside there were no shopkeepers, no prices, no lines — just endless candy walls, endless screens, and endless little drones called Bingebots zipping by with free snacks.

Some kids ran straight in. Some kids stopped on the sidewalk and looked back across the street, where the Mission Mall sat smaller, warmer, with its lights on and its doors open and a single hand-painted sign over the entrance: 100% TO THE MISSION.

From the steps of Mission Mall, Grace Guardian raised her voice — not loud, just clear. “You can come back any time,” she called. “We will be here.”

— TRINITY TIP —

Today, choose one place you usually take. Try giving back instead. Watch what happens.

— Grace Guardian

Chapter 2

Bingebot's Free Forever



By lunchtime, Bingebots were everywhere. They dropped neon donuts on the playground. They dropped glowing slushies at the bus stop. They tossed sticky candy ropes into open backpacks.

Harvest Hulk found his cousin Eli sitting on a curb with three half-eaten donuts in his lap, staring blankly at a Bingebot's little screen. Eli had not blinked in a long time.

Hulk knelt down. He pulled a single carrot out of the Trinity Bag and held it out. "One bite," he said. "Just one."

Eli blinked. He took the carrot. He bit it. His eyes cleared. The Bingebot beside him sputtered, sparked, and dropped to the pavement in a puddle of melted sugar.

By sundown, every Trinity Rich Kid in town was walking the streets with carrots, apples, and water bottles, offering one bite, one sip, one real thing — to friends who had forgotten what real felt like.

— TRINITY TIP —

Tonight, eat one real thing that grew out of the ground. Then offer one to a friend.

— Harvest Hulk

Chapter 3

Scrollia and the Lost Hour



Sage Sol noticed it first: the kids who walked into the Hollow Mall walked out an hour later with no memory of the hour. Just glassy eyes and a phone full of new apps.

He followed the trail to the top floor of the Hollow Mall, where Scrollia sat on a throne of phone screens, scrolling through a feed that never ended. She did not even look up when Sage walked in.

“I’m not going to fight you,” Sage said. “I’m going to do something worse.”

He sat down across from her. He put his phone face-down. He took a single deep breath — in for four, out for four — and asked one real question to the open air: “God, what’s one thing You want me to notice today?”

Scrollia screamed. Her feed froze. Every red notification on her crown popped like a soap bubble. She vanished into a puff of dim violet smoke.

Below, all over town, kids felt something strange — a little hour of their lives, suddenly handed back to them.

— TRINITY TIP —

Tonight, put your phone face-down for ten minutes. Ask one real question. Wait for the answer.

— Sage Sol

Chapter 4

The Hoarder's Closet



Grace Guardian found the Hoarder in the deepest basement of the Hollow Mall, sitting on a mountain of locked boxes. Each box had a label: TOYS I DIDN'T SHARE. SNACKS I DIDN'T OFFER. WORDS I DIDN'T SAY.

"Hello, little giver," the Hoarder hissed. "Did you bring me a gift?"

"Yes," said Grace. And she opened her hand.

There was nothing in it but warm gold light.

The Hoarder leaned forward, confused. "That's not a thing."

"It is the only thing," Grace said. "It is the only thing that grows when you give it away."

She set the light gently on top of his mountain of boxes. One by one, the locks clicked open. Toys spilled out. Snacks. Old letters. Forgiven words. The mountain emptied itself across the floor of the Hollow Mall, free for any child to take.

The Hoarder shrank to the size of a sad, small shadow. He whispered, "How much did you have left, after you gave it?"

Grace smiled. "Twice as much."

— TRINITY TIP —

Tomorrow, give one thing away — a snack, a smile, a seat, a turn. Notice what your heart does after.

— Grace Guardian

Chapter 5

The Hollow King Stands Up



When the news reached the throne room, the Hollow King did not roar. He did not crush anything in his fist. He simply stood up — slowly — for the very first time.

His crown of broken phone screens and candy wrappers slid sideways and clattered to the floor. Underneath was just an old man, tired and pale.

He walked to the very front of the Hollow Mall, where his servants used to greet customers, and he looked across the street at the Mission Mall. Light spilled out of every window. Kids came in empty-handed and walked out carrying kits for other kids.

“They are not running from me,” the Hollow King said softly. “They are running toward something better.”

He took a single step out of his Hollow Mall. The doors slammed shut behind him on their own. He did not turn back.

— TRINITY TIP —

Real kings serve. Today, do one quiet kind thing for someone older than you.

— The Trinity Heroes

Chapter 6

The Family Wakes Up



That night, the Trinity Heroes returned to the underground Lair beneath Mission Mall. The three pillars — green, violet, and gold — were brighter than they had ever been.

But three new pillars had risen behind them. One was the color of deep water. One was the color of fire. One was the color of soft, silvery moonlight.

“Who are they?” Milo whispered.

The Lair answered. “Three more heroes. In three more towns. Each one is hearing the whisper, exactly the way you did.”

Sage Sol pressed a hand against the water-blue pillar. He could almost see a girl by the ocean, standing waist-deep in the waves, listening.

Grace pressed a hand against the fire-red pillar. She could almost see a boy in a city alley, sharing his coat with someone shivering.

Hulk pressed a hand against the moonlight pillar. He could almost see a child in a quiet farm field, looking up.

“The family is waking up,” Grace said. “The mission is bigger than us now.”

— TRINITY TIP —

The mission is never finished by one hero. Today, tell one friend about the Trinity Heroes. Invite them in.

— The Trinity Heroes

Chapter 7

Your Turn — Again



And that, dear hero, is where the story stops being a story — because now, once again, it is about you.

Season 1 was about finding the heroes. Season 2 is about realizing you are one of them.

Open your Trinity Kit. Take out the bracelet. Take out the token. Take out the card. Each one is a little promise from us to you.

Eat one real thing today. Ask one real question today. Give one real gift today.

Body. Mind. Spirit. That's it. That's the whole secret.

Total health is the new wealth — and you, dear reader, just got rich.

The Mission Continues With You.

The Hollow Mall is loud, but it is empty. The Mission Mall is small, but it is full. Every kit funded, every kindness done, every prayer prayed pours more light into the world. Welcome back, hero — Season 3 is already being written, and your name belongs in it.

missionmall.org/rich-kids-club