

TRINITY HEROES

SEASON 3



RISE OF THE RICH KIDS

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Total Health Is The New Wealth

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RISE OF THE RICH KIDS

A House of Hope Christian Missions storybook
missionmall.org

Prologue

The story so far...

In Season 1, three children from Trinity Town answered a whisper from heaven and became Harvest Hulk, Sage Sol, and Grace Guardian. They woke the Mission Mall and learned that Body, Mind, and Spirit are the only true wealth.

In Season 2, the Hollow King and his crew tried to drown the mission in free candy, endless scrolling, and locked closets — and the heroes proved that one carrot, one quiet breath, and one freely given gift are stronger than any Hollow Mall.

On the very last night of Season 2, the three heroes returned to the underground Lair and saw three NEW pillars of light glowing behind their own — one the color of deep water, one the color of fire, one the color of soft silver moonlight.

“The family is waking up,” Grace whispered.

This is the story of the next three.

Harvest Hulk

BODY · The Mentor of Strength

Milo is thirteen now. Stronger, quieter, kinder. He has stopped asking the Trinity Bag what to put IN — he asks who needs what is already there.

This season, his mission is not to fight a villain. It is to find a brand-new hero in a city he has never visited, and hand him the first carrot.



Sage Sol

MIND · The Mentor of Wonder

Ari is thirteen too. The starlight cape now holds a thousand small constellations — one for every kid he has helped quiet a worried mind.

This season, his mission is to drive out to a quiet farm field at midnight and meet a small hooded reader who has been hearing the whisper alone.



Grace Guardian

SPIRIT · The Mentor of Kindness

Grace is twelve, golden, and unstoppable. She has learned the hardest lesson of all: the mission is not hers to finish — it is hers to pass on.

This season, her mission is to kneel in a city alley and offer one warm hand to a boy who has been giving his coat away since he was six.



Three New Heroes Awaken

From three new towns, three new whispers.

The whisper from heaven has never spoken to only three children. It has been quietly speaking, all this time, to children in every town who would slow down long enough to listen.

Meet the next three.



Tide Rider



Ember Friend



Luna Wonder

Tide Rider

BODY · Coast Town · Daughter of the Ocean

Maren is twelve. She lives in a salt-air town where the school bus drives past the beach every morning. While other kids stared at phones, Maren stared at waves — and one morning she heard the whisper between two tides: 'You were made for big things.'

Her armor came the next day, washed up on the sand inside a glowing seashell. It fits her perfectly. Wave patterns ripple across it when she runs.

Her mission: teach kids that the human body was made to MOVE — to swim, to hike, to play outside until your legs hurt and your heart sings. Real food and real motion. That is all.

Her motto: "Strong bodies aren't built indoors."



Ember Friend

SPIRIT · Big City · Son of the Open Hand

Eli is eleven. He has lived in five apartments in three years. He has been cold. He knows what cold feels like. So when he found a man shivering outside the corner store last winter, he took off his only coat and handed it over without thinking.

That night, the whisper came. The next morning, the coat had returned to his closet — warmer, brighter, and quietly glowing at the seams. Sparks of ember began to drift from his shoulders whenever he gave something away.

His mission: show every kid that giving warmth — a coat, a smile, a seat on the bus, half a sandwich — is what makes a heart actually rich.

His motto: "What you give comes back warm."



Luna Wonder

MIND · Quiet Farm · Keeper of the Stillness

Luna is ten. They live on a wheat farm with no neighbors for two miles. No screens after sundown. No noise but the wind. They have been reading the same small book by flashlight under the covers since they were six — asking it real questions, and waiting for real answers.

The whisper has been speaking to Luna the longest of any new hero. The robes appeared the night Luna finally said the question out loud: 'God, am I supposed to be a hero too?'

Their mission: teach kids that the loudest mind is not the wisest mind. Wonder grows in silence. The best questions take all night to answer — and that is a good thing.

Their motto: "Wonder needs quiet to live."



Chapter 1

Three Pillars Light Up



The night Season 2 ended, the three heroes stood in the underground Lair and watched, speechless, as three new pillars of light rose behind their own.

The water-blue pillar pulsed with the rhythm of an ocean tide. The fire-red pillar crackled like a single warm coat being handed across a winter sidewalk. The moonlight pillar shimmered with the long, slow patience of a kid reading by flashlight.

“The mission is bigger than us now,” Grace said. And the Lair, gently, answered back: “The mission was always bigger than you. Now go find them.”

Three plane tickets appeared on the stone altar. Three little maps. Three quiet instructions.

By morning, the Trinity Heroes had left Trinity Town for the very first time.

— TRINITY TIP —

The mission is bigger than any one hero. Today, name one friend who would also make a great Rich Kid.

— The Trinity Heroes

Chapter 2

Tide Rider Hears the Whisper



Maren was waist-deep in the morning waves before her parents were even awake. She liked the ocean best when it was empty — just her, the gulls, and the cold green water tugging gently at her knees.

She closed her eyes and felt something different in the wind. Not a sound, exactly. More like a sentence pressed gently against the back of her heart: 'You were made for big things.'

She opened her hand. A small glowing seashell sat in her palm where there had been nothing. She did not scream. She did not run. She just nodded, like she had been waiting for this her whole short life.

That afternoon, a tall woman in shimmering gold armor stepped out of a yellow taxi on her beach and waved.

"Hi, Maren," Grace Guardian said. "I think you're one of us."

— TRINITY TIP —

The whisper from heaven is quiet. Go somewhere quiet today and just listen for sixty seconds.

— Tide Rider

Chapter 3

Ember Friend and the Cold Sidewalk



It was the coldest evening of the year and Eli's apartment had no heat again. He went out for a walk anyway, hands jammed in his pockets, his one red jacket zipped up to his chin.

He turned the corner into the alley behind the bodega and stopped. A woman in golden armor was already there, kneeling on the cobblestones, holding her hand out toward him.

"You give a lot away, don't you?" Grace said softly.

Eli nodded. His teeth were chattering.

Grace smiled and pressed a small green Trinity Bag into his hand. The sparks of ember drifting from his shoulders steadied, brightened, and warmed the whole alley like a campfire.

"The mission has been waiting for you," she said. "Come meet your squad."

— TRINITY TIP —

Tonight, give one warm thing away — a hug, a blanket, a kind word. See what comes back.

— Ember Friend

Chapter 4

Luna Wonder in the Wheat



Luna was reading by flashlight under the covers when they heard a car turn down the long dirt driveway. No one drove down their driveway. Ever.

They slipped out the back door in their silver moonlight robes and walked into the wheat field. A boy with a starlight cape was already standing there beside a tiny stone altar, with a glowing book open on top of it.

“You’ve been asking really good questions, Luna,” Sage Sol said. “The kind that take all night.”

Luna nodded. They walked over and stood next to him in the rustling wheat. They both looked up at the same moon.

“Are there going to be more of us?” Luna whispered.

Sage Sol grinned. “There are going to be lots more of you. You’re number six. But we needed you next.”

— TRINITY TIP —

Tonight, turn off every screen. Look at the real sky. Ask one real question. Wait.

— Luna Wonder

Chapter 5

Harvest Hulk on the Beach



Hulk did not take a taxi. He walked across three states with the Trinity Bag bouncing on his hip, eating apples the whole way, until the road finally turned into sand and the sand finally turned into ocean.

Maren was already waiting for him at the tide line, her armor wet to the knees, her glowing seashell in her palm.

“You walked here?” she said.

“It was a nice walk,” Hulk said. He held out the Trinity Bag. It was overflowing with apples, carrots, tomatoes, and one fresh loaf of bread.

Maren held out the glowing seashell in return.

They traded — fruit for shell — and both their armors flashed brighter at the same time. Somewhere far away, the green pillar in the Lair and the water-blue pillar leaned slightly toward each other.

“Welcome to the family, Tide Rider,” Hulk said.

— TRINITY TIP —

Trade something today. A snack for a smile. A favor for a thank-you. Notice what grows.

— Harvest Hulk

Chapter 6

Six on the Steps



One week later, the steps of Mission Mall were the loudest they had ever been. Confetti everywhere. A glowing TRINITY banner waving in the morning wind. Every kid in Trinity Town was cheering.

Six heroes stood together on the steps for the first time. Harvest Hulk, Sage Sol, and Grace Guardian — the original three. And behind them, slightly shy, slightly grinning: Tide Rider in her wave-cape, Ember Friend in his glowing jacket, Luna Wonder with their hood pulled low.

“This is your squad now,” Grace called out to the crowd. “Six heroes. Three towns. One mission. Body. Mind. Spirit.”

“And the next pillar to light up,” Hulk shouted, “might be the color of YOUR town.”

Every Trinity Kit in the crowd glowed just a little brighter. Every Trinity Bag tugged gently at its strap, as if it knew its next owner was already listening for the whisper.

— TRINITY TIP —

Today, find your squad. Two friends. Three friends. One sibling. The mission is built for groups.

— The Six Heroes

Chapter 7

Your Turn — And The Seasons To Come



Three seasons in, you know how this part goes — but here is the secret no one has told you yet.

That night, after the cheering on the steps had quieted and the six heroes had crept back down into the Lair, Sage Sol held up his torch and walked them all the way to the back wall of pillars.

The torchlight stretched and stretched and stretched. The wall of pillars did not end at six. It did not end at sixteen. It did not end at sixty. Rows and rows of dark, sleeping pillars marched off into the darkness — each one waiting for a hero in a town that had not whispered yet.

“This is the real map,” Sage said quietly. “Six of us is just the first row. There are many, many more seasons to come — and a new hero is going to wake up in a new town every single time.”

Tide Rider squeezed Ember Friend's hand. Luna Wonder pulled their hood back and smiled at the dark. Somewhere out there, in a town none of them had ever heard of, a kid was about to feel the whisper for the very first time.

Body. Mind. Spirit. Squad. That is the whole secret — for now. The next secret is hiding in the next season, and the one after that, and the one after that.

Total health is the new wealth — and the Trinity Saga is only just beginning. Keep your Trinity Kit close. The next whisper might be yours.

THE SAGA CONTINUES...

Six heroes is only the beginning. Deep inside the Lair, the wall of pillars stretches farther than any flashlight can reach — dozens of dark pillars waiting for dozens of new heroes in dozens of new towns. Every season, a new whisper. Every season, a new color of light. Every season, a new squad. The Trinity Saga is built to run for many, many seasons to come — and the next pillar to glow could be the color of YOUR town.

Coming next: SEASON 4 — The Whisper Goes Wider

...and Season 5, Season 6, and many more after that.

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