

Kids' D&D

The Enchanted Forest



Young adventurers unite
on a magical quest to save
The Enchanted Forest
from darkness

Ages
7-12



Thank you so much for downloading this sample of "The Enchanted Forest." Your support is instrumental in bringing this adventure to life. We are excited to hear your thoughts and feedback, as we plan to finish this in the coming weeks and release more adventures in the future.

Here's what to expect in the full version:

- 70+ pages of adventure
- 4+ detailed grid maps
- 17+ creatures and enemies
- 24+ magical items to find
- 8x Pre-built characters
- 12x NPCs to make getting started easy and fun.
- A focus on teamwork, problem-solving, and creativity, with plenty of learning opportunities for kids.

Please send through your feedback to me directly at:

info.cavalieradventures@gmail.com



At the end of this document, you'll find sample characters to use in your journey. For gameplay, you will need a D20, a D8, and a D6. If you don't have them you can find fantasy D&D dice app rollers free online.

The rules are designed to be straightforward, fostering creativity, problem-solving, and teamwork.

Please enjoy this adventure for personal use and refrain from selling or distributing it, as many hours of dedication have gone into its creation. We hope you find the journey as magical as we do!

Basic Rules

Sample Adventure Guide for New Dungeon Masters: The Enchanted Forest

Welcome to this sample guide from the complete adventure, "The Enchanted Forest." This section will help you, as a new Dungeon Master, to lead your players through a compelling part of the larger story, focusing on the town of Willowmere and its nearby Enchanted Forest. Here's how you can run this segment effectively, balancing roleplay, exploration, and combat.

1. Understanding the Setting:

- **Background Brief:** The picturesque town of Willowmere is on the brink of disaster due to a blight affecting the nearby Enchanted Forest. This segment of the adventure involves interactions within the town and initial forays into the forest to begin uncovering the source of the corruption.

2. Key Adventure Hooks:

- **Initial Motivation:** Players return to their former home, noticing the ominous changes. This should motivate them to help the villagers and restore the forest.
- **Roleplaying Opportunities:** Introduce key NPCs like Elena Brightwood early to anchor the story and provide emotional stakes.

3. Starting the Adventure:

- **Exploring Willowmere:** Allow players to explore the town. Describe the market, introduce characters like Hal and Pippa at The Giggling Goat Inn, and use these interactions to set the scene and offer initial clues.
- **Elena's Amulet:** Present the amulet as a symbol of unity and hope, linking the players with the forest and its mysteries.

4. Advancing the Plot:

- **Guides and Allies:** Characters such as Leafa are crucial for guiding the players deeper into the forest. They offer advice and warnings about potential dangers.
- **Challenges and Combat:** Introduce various challenges, such as navigating tricky forest terrain or encountering the Tickle Vine Trap, which requires quick thinking and teamwork to overcome.

5. Tips for Effective DMing:

- **Vivid Descriptions:** Use concise, vivid descriptions to paint the scene. Focus on sensory details to enhance the immersive experience.
- **Player Initiative:** Encourage players to think creatively. Support and facilitate their solutions to problems, adapting the story as needed.
- **Smooth Gameplay:** Use NPCs to guide the plot and help players stay on track without overtly directing them.
- **Combat and Action:** Ensure a good balance of combat scenarios that are engaging but not overly complex for new players. Roll the attack versus the defence of the thing being attacked.

6. Running Key Locations and Characters:

- **The Giggling Goblin Inn:** Use this location for key interactions. NPCs here can provide information about the blight and offer a comforting space before the dangers of the forest.
- **The Golden Goat General Store:** Through Alistair, players can procure essential items and gain insights into the forest's mysteries.
- **Combat Encounters:** For combat, explain the basics of attack rolls, defence, and health. Use the encounter with the Tickle Vine Trap to introduce combat mechanics in a light-hearted way.

7. Sample Combat Scenario:

- **Tickle Vine Trap Encounter:**
 - **Initiative:** Players roll a d20 to determine the order of actions. Highest role goes first, then second highest etc... until all combatants have rolled.
 - **Attack Rolls:** Players describe how they attack or interact with the trap. They roll a d20, adding any relevant modifiers, to see if they beat the goblin's defence score.
 - **Damage:** If successful, players roll for damage based on their character's weapons or abilities.
 - **Resolution:** Describe the effects of their actions on the trap, keeping the narrative engaging and dynamic.

8. Conclusion of the Segment:

- **Partial Resolution:** As this is only part of the complete adventure, ensure the segment ends on a note that invites further exploration. Perhaps the players have reduced the blight's immediate effects but must still discover its true source.
- **Rewards and Continuation:** Offer rewards that are useful for the continued adventure, such as items or information that will aid in future challenges.

9. Final DM Tips:

- **Adaptability:** Stay flexible and adapt the story based on player actions. This personalizes the experience and keeps it engaging.
- **Focus on Fun:** Aim to ensure everyone enjoys the session. Whether through combat, solving puzzles, or rich storytelling, the primary goal is shared fun and memorable adventures.

- **Rolls:** Set guides for roles – Roll d20 – 10 (easy), 12 (medium), 15 (hard), 18 (very hard)
- **Combat process** – Roll initiative, set order, attack action (Roll dice vs defence of opposition), inventory action, next turn. Players can attack and take a potion in one turn for example or throw a grappling hook etc... Allow them to have fun with it.



The Enchanted Forest

Background: Willowmere is a picturesque town on the edge of the famed Enchanted Forest, a place of old magic and deep-rooted legends. Recently, a sinister blight has begun to taint its vibrant streams and lush flora, casting a dark pall over the region. This forest, known for its ancient trees and the chorus of its wildlife, is now a place of worry and decay. The villagers, who have always lived in harmony with the forest, are deeply troubled by these changes and seek brave souls to uncover and eradicate the source of this corruption.

Adventure Hook: Returning to Willowmere after years away, you're immediately struck by a change in the air—a mix of fear and determination among the villagers. Stories of the Enchanted Forest's affliction fill the town square. Compelled by a sense of duty to your former home, you vow to delve into the heart of the forest, unravel the mystery of the blight, and restore the forest to its former glory.

Introduction: As you walk the cobblestone paths of Willowmere, childhood memories wash over you. The village, with its charming, thatched cottages adorned with vibrant blooms and the laughter of children playing around the well, should feel welcoming. Yet, beneath this idyllic facade, there's a palpable tension. Villagers whisper anxiously, casting worried glances towards the foreboding tree line of the Enchanted Forest.

Chapter 1: Exploring Willowmere Town

Willowmere is a quaint town where every cottage features a garden bursting with colourful flowers and herbs, which the townspeople use both in cooking and in old remedies taught by the forest itself. The main square hosts a huge weekly market where laughter mixes with the sounds of bartering, and children dart between stalls, playing hide and seek. Despite the current troubles, the spirit of the small town remains resilient, a testament to the strong community forged over generations.

In the town centre, beside the ancient wishing well, stands Elena Brightwood, the heart and soul of Willowmere. A kind-hearted human older woman with a warm smile and eyes full of empathy, she wears a simple gown adorned with a bright green brooch shaped like a tree—a symbol of her deep connection to the forest. Her presence brings a sense of calm over the anxious crowd.



Elena Brightwood's Introduction

Elena Brightwood, a mature aged kind-hearted woman with her hair tied up and wearing a long flowing earthy dress and a green tree-shaped brooch, stands by the ancient wishing well in the town square. She welcomes the adventurers and explains the dire situation in the Enchanted Forest.

Elena: "Welcome, dear friends back to your beloved Willowmere. It brings me great comfort to see familiar faces gathered even in these dark times. Our guardian, the ancient treant Bramble, seems weakened by a vile blight. Our streams are fouled, our vegetables, fruit and plants wither... our forest tribes and our forest creatures have also been suffering daily. As caretaker of Willowmere and the local forest, I implore your help. The task before us is daunting, but I believe in your courage and wisdom to venture deep into the forest and confront this evil. We need brave souls to venture into the forest, find the source of this blight, and end it. Who here will help Willowmere in her hour of need?"



Player Response Options:

1. "We will take on this task."
2. "Can you tell us more about what's happening in the forest?"
3. "What rewards are you offering for this quest?"

Elena's Responses:

1. "Thank you! Your courage gives us hope."

She hands each adventurer a beautifully crafted golden leaf amulet.

"This amulet represents our bond with the humans and our commitment to peace with all forest tribes. Wear it proudly as a symbol of unity and hope. The path you choose is fraught with peril, but I am confident in your ability to bring light to this darkness. I have also sent letters to the other tribes to keep an eye out for you. Please seek out our dear Leafa by the Great Stone at the forest's edge. She is our local forest guide and knows these woods better than anyone and will guide you on your quest. Make sure to get supplies before heading to the forest, you will

need them for the adventure ahead! I would start at the General Store known as The Blue Goat General Store. It should have most things you need—it's just up the road, just past the market. There is also The Giggling Goblin Inn where you can get a big meal and have a drink—it's just opposite The Blue Goat General. They may have some information that could be useful too. We are all depending on you here to help us and in return, we will have many rewards for your help too, not just from us but the local tribes and villages. I leave you to get supplies and meet with Leafa... the fate of the town is in your hands... Good luck!"

2. "The plants are withering, animals are either fleeing or turning aggressive, and it all seems to be spreading from the forest. We're not sure why. Leafa, our local guide to the forest has been keeping us informed. We do not know how long before the blight affects the entire village and our fruit and vegetables are growing anymore. "
3. "We can offer you supplies and a reward of gold. Plus, the gratitude of Willowmere isn't a small thing either."

The Giggling Goblin Inn

The Giggling Goblin Inn: Run by **Hal** and **Pippa MerryPie**, this cozy inn is known for its unique, tree-shaped hearth that laughs with the crackling fire, providing comfort to its local patrons. The inn is filled with laughter and the scent of freshly baked pies. The walls are adorned with paintings of the forest in different seasons, and a large, central hearth shaped like a laughing treant adds a magical ambiance. Here, adventurers can gather information, plan their next steps, and enjoy Pippa's famous pies at 1gp each.



Hal is a middle-aged stout and jovial halfling with a thick mane of curly salt-and-pepper hair and twinkling, deep-set brown eyes that reflect a life full of laughter and storytelling. His skin is the warm shade of old parchment, weathered yet welcoming. Hal moves around with the aid of a beautifully carved wooden cane, a nod to an old adventuring injury that never quite healed but hasn't slowed his

spirits. His attire typically includes a patchwork vest adorned with various forest motifs, symbolizing his open-hearted embrace of all cultures and creatures.

Pippa MerryPie: Pippa is a tall, young elegant gnome with radiant, dark skin and tightly coiled hair that bounces with each hearty laugh. Her eyes, large and almond-shaped, sparkle with kindness and an unquenchable curiosity about the world and its many inhabitants. Pippa is often seen wearing vibrant, flowing dresses that incorporate fabrics and designs from her travels across distant lands, reflecting her belief in the beauty of diversity. A tattoo of a world map winds its way up her arm, each continent detailed meticulously, a testament to her adventurous spirit and her embrace of all cultures.



Pippa: "Welcome, dear travelers! Step right in and shake off the forest chill. Hal, we have guests Hall!!!!"

Hal: "Thanks Pip, I was right behind you! Ah, a hearty welcome to you! Find yourselves a seat, and Pippa will get you something warm in no time. Our hearth laughs just for you!"

If adventurers ask about local lore or the blight:

Hal: "Ah, the blight you say? There's been many a tale spun about its origins. Some say it's old magic turned sour; others whisper of a forgotten curse. What's true, though, is it's put a shadow over our lovely woods."

Pippa: "Yes, yes, indeed. And if you're looking to help, there's no better way to start than with a full belly. Try my blueberry pie, it's almost magical itself haha!"

When adventurers order food and drink:

Pippa: "Here you are, freshly baked pies and our finest ale. The laughter from the hearth is free of charge!"

Hal: "Enjoy, and let the warmth of our inn fill you with courage for the trials ahead. Every adventurer needs a good start, and our pies are just the thing!"

If adventurers seek advice on where to go next:

Pippa: "If you're aiming to learn more about the blight, Alistair across the road is the best person, also, in terms of the forest, we've heard rumours that the tribes there are friendly once you get on their good side."

Hal: "And talk to Leafa if you manage to find her! No one knows the woods like she does."

If adventurers ask about other patrons or additional information:

Hal: "We get all sorts passing through, but today, it seems the wind's blown in just whispers and leaves. Still, feel free to mingle, you never know what stories or secrets might be shared over a pint but honestly, not much to be heard from this lot as most have never been to the forest."

Pippa: "And don't mind Old Bert over there; he's as quiet as the stones, but his heart's in the right place. Just likes his cider more than conversation!"

When adventurers are ready to leave or thank them:

Pippa: "Off so soon? Well, the road waits for no one. Take a pie for the road, keeps the spirits up!"

Hal: "Safe travels, friends. Remember, when you return, The Giggling Goblin is always here with a warm fire and a pie. May the forest be kind to you!"

DM Tip: Use Hal and Pippa as an excellent opportunity for players to roleplay, rest and prepare for the challenges ahead. Should the players wish to talk to the other patrons, simply mention that no one knows anything about the forest or its blight as they all seem to be locals at this time.

The Golden Goat General Store: Nestled just beyond the lively village square of Willowmere, The Golden Goat general store is a vital stop for adventurers prepping to delve into the Enchanted Forest. With its charming wooden facade and a whimsically painted sign depicting a golden goat, the shop is as much a part of the village's character as the ancient trees are to the forest. Inside, the air is fragrant with herbs and leather, and shelves stocked with an array of goods line the walls, showcasing the rich bounty of the surrounding wilderness.



The heart of The Golden Goat's charm is its proprietor, **Alistair**, an elderly elf who has been a beacon of knowledge and inspiration in the community for many years. **Although Alistair cannot travel well, he** has never let this define his capabilities or dampen his adventurous spirit. His wheelchair, expertly crafted with enhancements from local artisans, allows him to navigate the forest and village paths with ease, demonstrating that limitations are often just challenges waiting to be overcome.

Alistair's bright, keen eyes and his youthful enthusiasm belie his age. His silver hair is usually tied back, and his short beard kept neat. He dresses in a blend of traditional elfin garments and practical forest gear, embodying his deep connection to his heritage and the natural world. His shop offers not only essentials for travel, but also magical items imbued with the forest's essence.

Alistair: "Ah, new faces bound for adventure! Welcome to The Golden Goat, where the wonders of the forest are but a purchase away. My name's **Alistair**, and I've roamed these parts in my trusty chair longer than most. What brings you into my humble store today?"

If adventurers ask for advice or lore about the forest

Alistair: "The forest is both mother and mystery. She gives much but guards her secrets well. You'll find her gifts among these shelves—potions for strength, charms for protection. And remember, the right tool, be it a simple rope or a bit of glowing stone, can be the difference between a tale of triumph and a cautionary tale."

Inventory Highlights at The Golden Goat:

- **Healing Potions and Antidotes:** Carefully arranged near the checkout, these are essential for any foray into the forest, especially with the current blight. They each heal for 5 health each use, 5gp each.
- **Ropes and Torches:** Crafted from durable forest vine fibres and designed to burn in damp conditions, these are displayed prominently by the entrance, 2gp for a set.
- **Animal pellets:** Various small bags of food to attract small animals that may be nearby, 1gp.

If adventurers inquire about navigating the forest

Alistair: "Ah, you seek the paths less trodden! My wheels have rolled over many, and I can tell you this—always respect the forest, and she might just respect you back. Stick to the beaten paths if you must, but don't shy away from the whispers of adventure. Just be sure you're well-prepared, which I see to personally here at The Golden Goat."

When adventurers make their purchases

Alistair: "Excellent choices, my friends! Each item you've selected carries a bit of the forest's heart, crafted by hands guided by generations of wisdom. May they serve you well as you seek to mend the wounds of our beloved woods."

Once the players are ready, the trek to the Great Stone is quite straightforward and it can be seen from the town.

DM Tip: Alistair's inventory offers a perfect opportunity to practice basic arithmetic through the buying and selling of items. His knowledge of the forest and its paths can also lead to discussions on

probability and risk assessment, especially when choosing safer routes or magical items that might help on their journey.

Chapter 2: Entering the Forest

The party heads to the great stone and spots and elf, squinting at something on the floor. The elf then shoots up and looks at your direction. They smile and wave.

Leafa (Female Elf): Leafa, a spritely elf with a quick smile and eyes twinkling with mischief, she pops out and greets you at the Great Stone. Her attire is a blend of leaves and feathers, making her seem as much a part of the forest as the trees themselves. "Ah, brave adventurers! The woods whisper of your coming. Let's waste no time—we have a forest to save, and perhaps some shiny things to examine along the way!"



As you and your party trek through the dense, shadowy forest, you suddenly see a tall tree like figure that seems sick and blackened in the distance. Plants and trees around it also seem to be sick, it seems the tree is creating a trail of corruption.

Challenge

The area in front of you seems sick and suddenly feel the ground disappear under your feet. You manage to step back just in time as a vast chasm opens before you. Stretching as far as the eye can see, this gaping divide presents a formidable obstacle. The other side promises a continuation of your journey towards the enchanted castle, but taking a detour could cost you a precious day. What do you do?

Leafa, examining the gap with a blend of awe and concern, advises, "These aren't just any barrier; they're from the forest itself becoming. We need to find a way through here to get to the tribes before the gap opens further." She points to a section that appears slightly less dense and you see the gap slowly widening with each second.

Options for Crossing:

1. **Find a Natural Bridge:** Players can search the nearby area for a natural formation or a fallen tree that might span the width of the chasm. This requires a successful Perception check (DC 15). Finding a natural bridge allows for an immediate attempt to cross, involving a Dexterity check (DC 10) to navigate safely across the precarious bridge.
2. **Use Magic or Special Equipment:** If any party member has magical abilities or items that can assist in crossing (such as spells like *Levitate*, *Fly*, or a rope with a grappling hook), they can attempt to use these to get across. This might require a spellcasting check or a successful use of tools check (DC 12).
3. **Build a Makeshift Bridge:** The party can attempt to construct a bridge using materials from the forest. This requires a successful series of checks: Gathering materials (Difficulty 13), designing the bridge (Difficulty 14), and building it (Difficulty 15). Successfully building the bridge not only allows crossing but also earns the players a bonus for ingenuity.

Approach:

- If the players seem to get stuck, Leafa can offer some ideas what can be done.
- Be open to creative solutions from the players. If they come up with a unique way to deal with the vines, such as using forest animals or using environmental elements to their advantage, facilitate this by setting appropriate DCs and allowing the narrative to adapt to their ideas.

Narrative Opportunities: This challenge allows players to engage in problem-solving, teamwork, and resource management. It can also be a dramatic moment that tests the party's resolve and creativity under pressure. Should you wish to heighten the pressure on the players, have the chasm slowly widen every few minutes.

Once the players cross over, Leafa applauds the party and tells them about some nice trinkets she found while looking for resources.

Chapter 3: Journey to the Dwarven Village

Leafa's Guidance:

As you and your adventurous friends prepare to leave the enchanted thicket behind, Leafa, your elven guide, leads you to the edge of a grand stone town, hidden among towering trees. She explains that this is the Dwarven village, a place where stout-hearted dwarves live. The village is a marvel of stonework, with red stone pillars and walls three times as tall as a grown man. The entrance is bustling with dwarves busy with their daily chores.

Leafa stops here, as elves and dwarves have a long history of misunderstanding each other. She points you towards the main gate and says, "The leader of the dwarves is a brave man named Thromgar. He has a long, thick brown beard and wears an eye patch over his right eye. He's quite friendly, even if he looks a bit gruff!" With a gentle nudge and a bright smile, Leafa wishes you good luck and promises to wait for your return.



Entering the Dwarven Village: As you approach, standing at the gates, you spot Thromgar. His thick teal coat, long red beard and eye patch make him easy to notice.

Leafa's Guidance

Leafa explains that this is the Dwarven village, a place where stout-hearted dwarves live. She stops at the entrance, explaining that elves and dwarves have a long history of misunderstanding each other.

Leafa: *"The leader of the dwarves is a brave man named Thromgar. He has a long, thick brown beard and wears an eye patch over his right eye. He's quite friendly, even if he looks a bit gruff. I will wait here for your return as dwarves and elves don't speak to each other... Good luck!"*

Thromgar's Introduction: "Welcome, young heroes, to our stone village!" Thromgar booms, his voice echoing slightly off the stone walls. "Long ago, our ancestors carved this place from the mountain itself! We have **The Stone Mug Inn** if you require a rest. Now, come, let me shooow –."

As thick as an Oak tree, Thromgar falls over, flat on his face. Turning over red-cheeked, he looks over to his feet where his shoelaces are tied. "Ah, that rascally Chiko!" Thromgar exclaims, not even surprised. "Always up to his tricks!" He bends down to untie his laces, glancing around with a mock stern look. "Where are you, you little trickster?" he calls out playfully.

You notice a cheeky laugh from atop a nearby ledge, a small, fluffy, squirrel-like creature with big bright eyes and a bushy tail. Chiko watches with sparkling eyes, his bushy tail flicking in amusement.

Thromgar gets up, makes a gruff laugh, and throws food to Chiko. He beckons the party to follow him and tells the party about The Stone Mug just to the right of the main gates, carved into a cave.

The Stone Mug: an inn carved into a cave, with furniture made of stone and wood. The innkeeper a gruff dwarf with a penchant for storytelling, regales guests with ancient dwarven legends. Its keeper,

Olaf Ironbelly, serves the strongest ales and heartiest meals, his booming laughs echoing off the stone walls.

Olaf Ironbelly: Olaf is a burly dwarf with weathered skin and a commanding presence. His beard, a neatly braided chinstrap, leads up to a striking topknot. He wears heavy clothing, suitable for his life as an innkeeper and former blacksmith. Olaf's blue eyes sparkle with mischief, and his voice booms through The Stone Mug, where he serves strong ales and hearty meals. Despite his gruff exterior, Olaf's warmth makes every guest feel like part of an ancient dwarven legend. He knows nothing about the blight and keeps reverting to Thromgar as being the best source of information. However, he is more than happy to help should the party need lodgings.

Adventure Through the Mines

Thromgar then comes to the adventurers and leads the players on the outskirts of town and to a cave entrance shaped with beautiful old ruins. The air grows cooler as they enter, and the walls are lined with carvings that tell stories of the dwarven families who once worked here.



Thromgar's Guidance to the Mines

The party is led by Thromgar through the mines, and he is lighting up the lanterns on the walls along the way. After a few minutes he stops and turns to the party:

Thromgar: "These mines were once bustling with activity. Our ancestors carved out these tunnels, leaving behind these beautiful carvings. But now, they're mostly abandoned, save for a few creatures that call this place home. Since the Ogre has moved in, no one has dared enter into the deep part of the caves. This cave ahead is where he is but have not been brave enough to enter as we are not fighters. This is the lair of Chunkhead, a not-so-bright ogre who guards a treasure chest containing

something very precious to us. We are desperate for your help, and getting that chest back will mean we will have our old artifacts again and be strong once more!"

He then asks how you plan on getting through and give some suggestions based off the answers.

Tactics to Overcome Chunkhead

1. **Observation:** Thromgar teaches you to watch the ogre's movements carefully.
 - **Thromgar:** "See how it walks back and forth? That's your chance."
2. **Distraction:** Thromgar hands you a small rock.
 - **Thromgar:** "Throw this to make some noise, or use something else and draw the ogre away from the chest."
3. **Stealth:** As the ogre moves to investigate the noise.
 - **Thromgar:** "Move silently, one step at a time."
4. **Quick Thinking:** If the ogre starts to look for the party, Thromgar tells them to duck behind large rocks and old mining equipment to stay hidden. "Orges may be strong, but the lantern is quite dim" he says while tapping his temple "Lets continue".

As the party ventures deeper into the mine, they notice the walls are becoming slick with moisture. Stalactites drip ominously from above, and the faint sound of squelching echoes through the tunnel ahead. The tunnel widens into a larger chamber where several puddles of gelatinous substance glisten in the dim light. Thromgar turns to the group, his voice low... "Chunkhead is just ahead..."

Encounter with the Ogre: Encounter with the Ogre: Eventually, you reach a large chamber. Thromgar signals for quiet and whispers, "This is the lair of a not-so-bright ogre, we call him Chunkhead!, who guards a treasure chest containing something very precious to us." You see the ogre pacing slowly, its large form casting a huge shadow. "We dwarves are not adventurers, we move too loud and don't have the right tools or speed to get past him, and we are not strong enough to take on Chunkhead, even with the whole village, we are not fighters!"

DM Section: Chonkhead is a towering and imposing ogre, with muscles rippling under his rough, greenish-gray skin. He stands at nearly ten feet tall, his bulky frame covered in crude, mismatched armor pieces that look scavenged from various sources. His large, flat nose and protruding lower jaw give him a distinctly brutish appearance, while his small, beady eyes gleam with a dull but dangerous light. Despite his intimidating size, there is a certain clumsiness to his movements, and he often scratches his head in confusion, earning him his nickname among the dwarves. He drags a heavy club by his side.



DM Tip: Encourage teamwork and use the environment to create a dynamic encounter. Highlight the importance of planning and strategy.



Chunkhead, Ogre of the Dwarven Cave

Defense: 12

Health: 45

Movement: 3 squares

Actions:

Greatclub Smash: Roll a d20 to hit. If hit, damage is 8.

Javelin Throw: Roll a d20 to hit, with a range of up to 5 squares. If hit, damage is 6.

Roar: Once per encounter, the Ogre can use its action to unleash a fearsome roar. Each player within 3 squares must succeed on a courage check (DC 11) or be frightened until the end of their next turn.

Encounter with Chunkhead the Ogre

Chunkhead the Ogre

- **Defense:** 12
- **Health:** 50
- **Movement:** 3 squares
- **Actions:**
 - **Greatclub Smash:** Roll a d20 to hit. If hit, damage is 8.
 - **Javelin Throw:** Roll a d20 to hit with a range of up to 5 squares. If hit, damage is 6.
 - **Roar:** Once per encounter, the ogre can use its action to unleash a fearsome roar. Each player within 3 squares must succeed on a courage check (DC 11) or be frightened until the end of their next turn.

Reclaiming the Treasure

After the adventurers successfully deal with Chunkhead, the ogre guarding the entrance to the deeper mines, they discover a hidden alcove obscured by old mining tools and rubble. They find beautifully crafted dwarven designs, and a special sceptre designed to protect the forest. Nestled behind the chest is a leather-bound journal page, protected from the damp by a slab of stone. They notice that it is made of leaf designs and could be from a druid or elf...

Journal Entry: "This mine has long been abandoned, yet it whispers of ancient powers. Within these walls, I sensed a resonance with the artifact—a pulsing echo that beckons deeper exploration. I have taken steps toward the passage, lest the darkness within falls into unworthy hands. The key to the wards lies with the heart of the mountain, though I need to find the chest but fear that ogres may be about. I must be quick. This ancient artifact is hurting the forest but I can change it to save it"

When the party eventually returns, Thromgar is standing there looking proud.

Thromgar: "Look at this!"

He pulls out a jewelled sceptre and crown

"Thank you so much for helping our tribes! Let me open it with the town key and give you your reward... You must also understand, with this sceptre, we can begin to heal our land and ignite bravery in all of our folk! For your support, I will open our village to your friends, for they can come in anytime they like!!"

Thromgar then opens the chest and also pulls out 4x thick belts with a heart for a buckle and 4x Green Gems.

Thromgar: "These are The Stoneheart Belts and the green gems of the dwarves. May they serve you well and bring you wealth!"

Stoneheart Belt

- **Description:** The Stoneheart Belt is a robust and thick belt carved from the heart of a sacred stone found deep within the dwarven mines. It is a deep earthy brown with veins of shimmering silver running through it. Ancient dwarven runes are etched into its surface, glowing faintly with a mystical light.
- **Activation Effect:** When the Stoneheart Belt is activated, the buckle on the belt begins to glow brightly, and the wearer's skin takes on a stony texture. This transformation provides a temporary shield, reducing incoming damage by half for one turn. The effect is accompanied by a low resonant hum, as if the very earth itself is lending its strength to the wearer. This ability can be used once per day.

Green Gems

- **Description:** They glow dark green in the light feel heavy to hold.
- **Value:** These are worth 50 gold each

DM Tip: Use the treasure as a reward for the players' efforts and to build excitement for future adventures. Encourage them to use the items creatively.

Thromgar opens the chest and pulls out a thick belt with a heart for a buckle.

Description: The Stoneheart Belt is a robust and thick belt, carved from the heart of a sacred stone found deep within the dwarven mines. It is a deep, earthy brown with veins of shimmering silver running through it. Ancient dwarven runes are etched into its surface, glowing faintly with a mystical light. The belt is a thick, sturdy leather made of parts of dwarven stone and old hard leather. When worn, the belt feels quite light.

Returning to Leafa:

With the treasure safely in hand to Thromgar, he bids you farewell with hearty thanks and encouragement. As you exit the mine, Leafa greets you with cheers and excitement, eager to hear about your brave adventure. She then tells you the next town is not too far from here, the gnome town of Tinkerton.

DM Tips for Running the Adventure:

Keep it Simple: Use clear and vivid descriptions to paint the scenes for the young players, keeping their attention focused on the adventure. Just give a minimum number needed for the players to be successful to complete the action. Feel free to disclose this with the party or player as needed.

Encourage Creativity: Let the players come up with their own ideas for handling challenges, and be flexible in how you respond to their suggestions.

Promote Teamwork: Highlight how each player's actions contribute to the group's success, fostering a sense of camaraderie.

Guidance: Use Leafa or Thromgar as a helpful NPC who can offer hints and keep the story moving smoothly, especially if players seem unsure of what to do next.

Player cards



Bjorn Ironheart

Bjorn is a rugged and burly dwarven fighter with a thick beard, weather-beaten skin, and a gleam of determination in his eyes. He wears heavy armour adorned with intricate dwarven runes and wields a massive battle axe with ease.

Actions:

Melee Attack: Roll a d20 to strike enemies with his axe. If successful, roll a d8 for damage.

Shield Bash: Roll a d20 to bash enemies with his shield. If successful, enemies are stunned for one turn.

Defence: 14 (Armor Class)

Health: 12

Movement: 4 squares.

Inventory: 20gp



Nova Starlight

Nova is a curious and imaginative wizard with wild hair, sparkling eyes, and an impish grin. She wears robes adorned with constellations and carries a spellbook filled with arcane secrets.

Actions:

Arcane Blast: Roll a d20 to cast Arcane Blast. If successful, roll a d6 for damage.

Teleportation: Roll a d20 to teleport to any unoccupied square within 8 squares. Allows Nova to move freely around the battlefield.

Defence: 10

Health: 8

Movement: 5 squares.

Inventory: 20gp



Felix Lightfoot

Felix Lightfoot is a quick and agile halfling rogue from the mystical Northern lands of Zephyria. He is small in stature with dark, almond-shaped eyes and sleek black hair tied back with a colourful silk band. His attire is a mix of functional leather armour and elegant robes adorned with Zephyrian patterns, allowing him to move stealthily while displaying his cultural heritage.

Actions:

- **Sneak Attack:** Roll a d20 to strike with precision when the enemy is distracted. If successful, roll a d6 for damage, plus an additional d6 if Felix has an ally within 5 squares of the target.
- **Disarm Trap:** Roll a d20 to disarm traps. Felix's keen eyes and steady hands give him a bonus on these checks.
- **Pocket Sand:** Roll a d20 and if match or exceeds the defence score of the enemy, throw sand in the eyes of an enemy, blinding them for one turn.

Defence: 12 (Armor Class)

Health: 10

Movement: 6 squares

Inventory: 20gp



Kaida Swiftwind

Description: Kaida is a disciplined and agile tiefling monk with short, curly orange hair, intense green eyes and short horns. She wears simple, flowing robes that allow for maximum movement and flexibility. Her hands and feet are wrapped in sturdy cloth, and she carries a serene expression that belies her formidable combat skills. Kaida moves with the grace and precision of a striking serpent.

Actions:

- **Unarmed Strike:** Roll a d20 to deliver a swift punch or kick. If successful, roll a d6 for damage. On a roll of 18-20, the attack deals an additional 1d4 damage.
- **Deflect Missiles:** Roll a d20 to attempt to deflect a ranged attack. If successful, the attack is nullified, and Kaida can catch and throw the projectile back at the attacker (roll a d6 for damage).

Defense: 13 (Armor Class)

Health: 12

Movement: 6 squares

Inventory: 20gp, Healing Herbs, Meditation Beads

Creatures

Chunkhead, Ogre of the Dwarven Cave

Defence: 12

Health: 45

Movement: 3 squares

Actions:

Greatclub Smash: Roll a d20 to hit. If hit, damage is 8.

Javelin Throw: Roll a d20 to hit, with a range of up to 5 squares. If hit, damage is 6.

Roar: Once per encounter, the Ogre can use its action to unleash a fearsome roar. Each player within 3 squares must succeed on a courage check (DC 11) or be frightened until the end of their next turn.

Tickle Vine Trap

Description: A patch of tangled vines lies in wait on the forest floor, camouflaged among the undergrowth. When triggered, it springs to life, wrapping around the legs of unsuspecting adventurers and tickling them mercilessly.

Type: Monster

Health: 5

Attack: Roll a d20 to ensnare and tickle with sharp thorns. If successful, roll a d4 for damage and players must roll a d20 and score above 10 or be incapacitated by laughter for one turn.

Defence: 7

Movement: Stationary.

Cave Jelly

● **Cave Jelly (4 separate jellies around the map)**

○ **Defense:** 9

○ **Health:** 10

○ **Movement:** 3 squares (slow, oozing movement)

○ **Actions:**

- **Acidic Lash:** Roll a d20 to hit. On a hit, deal 5 acid damage. The target's armor begins to sizzle, and they take an additional 2 acid damage at the end of their next turn unless they spend an action to remove the residue.
- **Engulf (Recharge 5-6):** Roll a d20 to engulf a target within 1 square. On a hit, the target is restrained and takes 5 acid damage at the start of each of their turns until they escape (Strength check DC 14). The jelly moves with the restrained target.
- **Splitting Reaction:** When reduced to 10 or fewer health, a cave jelly splits into two smaller jellies, each with 10 health but no engulf ability.

Over 20 creatures to be released with the full version...

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The support of this full book also means I can allocate time to work on other stories.

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- **Dungeons and Dogs**
- **Dungeons and Bunnies**
- **Mythology Worlds**
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This sample was just a taste of what is to come... gnome tribe, elven tribe, facing the darkness and other challenges along the way to make little minds thing and get away from screens for a little while and use some imagination!

Please send through your feedback to me directly at:

info.cavalieradventures@gmail.com

Thank you again for playing.