

WILDS OF AMARANTH™

PART I: SAVE THE DOG KINGDOM



A complete campaign with 13 adventures designed to keep players engaged with a unique combination of exploration, puzzles, and creature encounters.

Suited for kids ages 7 and up. Fun for everyone.



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About This Book

About This Campaign

This campaign, *Wilds of Amaranth Part I: Save the Dog Kingdom*, was designed and playtested to be fun and engaging for kids of various ages, generally ages seven and older. The adventures include a mix of exploration, puzzles, and creature encounters to keep players excited, regardless of their primary interest. Some aspects of the game require creative thinking, and some problems require brute force. Still, the balance of problem solving and fighting is completely up to you!

The adventures in this campaign are designed to last for approximately 90 minutes on average. Depending on the interests and time constraints of the players, this campaign allows you to make adventures longer or shorter by adding or removing creature encounters, reducing puzzle complexity, or simplifying caves and exploration.

Each adventure has a singular goal, which is described to the players at the beginning of the adventure. Each adventure also has an ending that provides a clear resolution. After the first adventure, subsequent adventures begin with a recap of the previous one. These “story beats” help focus the players on the story, rather than giving the players a full “sandbox world” to play in.

The ideal party size for this campaign as written is 4–5 players with Level 1 characters. You can use your own characters, or you can use characters from Part IV: Handouts, described later on this page. Characters will advance up to Level 3 during this campaign using milestones, further described in the next section.

Use the content of this book as much or as little as you see fit, and always remember—**the dogs in this campaign do not get hurt.**

Story Overview



The players begin the campaign by helping the druid **Nala** find what the players believe is her lost dog, **Eugene**. The players discover that Eugene is in fact a prince from the Dog Kingdom.

The Dog Kingdom is threatened by **Evrak the Shadow**—a powerful wizard. His motives are unclear to the players at the beginning of the campaign.

To combat Evrak the Shadow, the players must track down and reassemble the Pentaforce, then locate magical silver arrows and a magical bow. With these items, players can sneak into Evrak the Shadow’s tower, challenge him, and resolve the mystery.

At the conclusion of the campaign, the players learn that Evrak the Shadow is working on behalf of the drow—a powerful race of subterranean elves.

All of these details will be revealed to the players throughout the campaign.

How This Book is Organized

This book has five parts:

Part I: Getting Started provides suggestions for running campaigns for kids and an introduction to the campaign for the Game Master. The adventure text and puzzles in this book will work with any tabletop roleplaying game (TTRPG). The creatures and mechanics in this book use *5th Edition (5e)* rules. This book does not include the full set of game rules since they are readily available online or in printed books.

Part II: The Campaign is a series of adventures, each running for approximately 90 minutes. Each adventure is formatted to fit cleanly on two facing pages and includes both material for you and for the players. The adventures use several formatting conventions for readability:

- **Game Master Tips** are callout boxes with tips and tricks for the Game Master only (not shared directly with players).
- **Read to the Players** are callout boxes with text to be read aloud to the players. As with the rest of the book, this text can be used as is or modified to fit the actions taken by the players.
- **Creature Stat Blocks** are callout boxes with minimal stats for the creatures. Full stat blocks are available in Part III: Bestiary.
- **Ability Checks, Creatures** (first reference), **Treasures, Traps**, and **Page References** are marked in bold for easy reference.
- **Puzzle Solutions** are marked in bold red for the Game Master.

Part III: Bestiary includes full stat blocks and original artwork for all creatures and major characters appearing in the campaign.

Part IV: Handouts includes all puzzles, maps, and other visual elements of the adventures that can be shared with the players without revealing any of the answers or secrets from Part II: The Campaign. These pages can be photocopied from this book or printed from the PDF version.

Part V: Additional Resources includes lists of optional loot for your players, sample character sheets, and information about the creators of this campaign.

Suggestions for Game Masters When Playing with Kids

Be Prepared

You do not need to read this entire book in advance of your first adventure. However, you will benefit from reading the adventure before the session starts, so we recommend reading each adventure in its entirety before you sit down with your players.

Utilize Nala

Nala, your Nonplayer Character (NPC), can help guide the players as much or as little as needed. Nala can give hints or emphasize plot points to keep the group moving if players get stuck or frustrated. This interaction removes the need for players to roll Investigation, Perception, or other ability checks when working through puzzles. While Nala can engage in combat, she should not solve puzzles for the players. Eugene does not engage in combat.

Customize Encounters

Adjust the creature encounters and difficulty depending on how many players you have and how interested your players are in combat versus other parts of the game (e.g., puzzles). Remember, not every encounter requires combat. Players may be able to talk their way through encounters or avoid encounters altogether. If your players are gaining levels by experience points, reward players with experience points for solving puzzles or avoiding combat with positive social interactions.

Be Engaging

Game sessions are more than just rolling the dice. Narrate the action and bring life to the dice rolls. Instead of just saying, “You took 3 points of damage,” try something more exciting, like, “The orc takes a huge swing at you! You manage to take a step back, but his sword still makes a cut across your chest, delivering 3 points of damage.” Also, some players love to describe how they attack or kill a creature. Calibrate the gore to your audience. The end of this section describes some techniques for understanding your players’ interests.



Keep Momentum

Do not spend time looking up rules, stats, and other information while playing the game. Instead, focus on keeping the game moving forward. You can always look up a rule after the adventure and potentially make a different ruling next time. Focus on keeping the players engaged.

Encourage Interactivity

Embolden the players to narrate their characters’ actions. Instead of just saying, “You jumped across the river,” try describing what happened. For example, did a high dice roll make the jump easy? Or did a low dice roll cause a close call? You can also reward players with a Point of Inspiration (in the form of an attack or saving throw reroll later) when players do something exceptional, fun, or unexpected. **Page 55** includes a sample Point of Inspiration that you can copy and distribute to your players when needed.

Be Flexible

The point of the campaign is not for the Game Master to defeat the players—it’s for everyone to have fun. Are players’ hit points low? Consider a creature encounter that gives players a few healing potions to recover their hit points. All the players reached zero hit points? Perhaps Eugene pulls the party from the danger area and revives them somewhere safe. The ability checks and difficulty classes included throughout are suggestions for you as Game Master.

Railroad vs. Sandbox

At times, this campaign may feel like a *railroad*—a term generally used (with a negative connotation) to describe a campaign where the players have no choice in the course or order of events in the campaign. With a railroad, there’s just one way to go and one order to accomplish things. Conversely, a *sandbox* is a more open setting, where players have greater agency over the path they choose. When it comes to playing with kids, however, a railroad-like campaign is not necessarily a bad thing and may be preferable to a sandbox because it provides a defined goal, with a clear theme and connection between events. However, as the Game Master, you can customize this campaign in any way you like to match the interests of your players.

Setting Expectations for New Players

If your players are new to roleplaying games, this short introduction may be helpful. As noted earlier, this book does not include complete game rules. Game rules are readily available online and in printed books. In addition, while this book uses game mechanics from *5th Edition*, the campaign can be used with any set of game rules.

READ TO THE PLAYERS

You are about to go on a journey into a world of imagination and adventure. I will be your Game Master for these adventures. It's my job to describe the world around you, then *you* get to decide how to move forward. I will respond to your actions and describe what happens next.

Throughout your adventures, you will explore a fantastical world full of wondrous creatures, magic, mysteries, and challenging puzzles.

When exploring this new world, you will want to ask questions, both of me and of the characters you encounter. I will give you basic descriptions, and you can always ask for more information. Sometimes information is available to you, and sometimes your awareness is impacted by the roll of dice.

When encountering new creatures, not every encounter must be solved with a fight. Not every creature is trying to hurt you. You can try to persuade, intimidate, or avoid creatures altogether. Anyone you encounter is a potential source of information. However, sometimes combat is unavoidable.

When working through puzzles, you'll need to think hard to solve the mystery. Talk things out with your group and take care with your answer.

In all these situations, you need to work together and think carefully about your actions. You will not succeed in these adventures without teamwork. Once you say that you are doing something, that action is set in motion.

After each adventure, please let me know your favorite thing and your least favorite thing. This information is helpful as I plan future sessions, even if I am not always able to make changes that everyone likes.



Pre-Session Questionnaire

Session zero is a term used in tabletop roleplaying games to describe a discussion in which a Game Master establishes expectations, sets the tone for the campaign, and learns what players like or do not like. In the context of this campaign, the Game Master can learn how to customize the adventures in terms of creature encounters, exploration, and puzzle solving.

Prior to starting this campaign, the Game Master can work with parents to understand the interests of the players. Have the parents or children answer the following questions in advance of the first adventure:

1. Have you played roleplaying games before?
 - a. This helps the Game Master understand how much time to spend on rules before the first adventure starts.
2. How do you feel about violence and blood or gore in the game?
 - a. This allows the Game Master to tone down or ramp up the descriptions of combat situations.
3. Which of the following parts of the game are you interested in (check all that apply):
 - a. Exploring dungeons, caves, and mysterious ruins
 - b. Fighting strange creatures
 - c. Finding cool weapons and magical items
 - d. Making my characters stronger and learning new spells (leveling up)
 - e. Hearing and being part of complex stories
 - f. Acting out the characters in the adventures
 - g. Solving puzzles and riddles

Post-Session Questionnaire

- Was the length of the adventure too long, too short, or just right?
- Did you enjoy the creature encounters and combat in the adventure? Why or why not?
- Did you enjoy the exploration in the adventure? Why or why not?
- Did you enjoy the puzzles in the adventure? Why or why not?
- What was your least favorite thing in the adventure?
- What did you like most about the adventure?

Get to Know Nala

Nala was orphaned at a young age when a band of raiders attacked her village. Nala managed to escape and lived in the wild for nearly a month, wandering through the woods and surviving off the land. She was found by a prince from the peaceful Dog Kingdom—Eugene. Eugene's family adopted Nala and raised her as a member of their family. Nala trained as a druid with the goal of protecting the peaceful Dog Kingdom.

How to Use Nala

Nala is not able to defeat Evrak the Shadow on her own. She is in the campaign to help the players through the various challenges they will encounter. Nala can engage with creatures, including making and receiving attacks. When she reaches zero hit points, Nala will fall unconscious like any other player.

If playing with larger parties (four or more players), Nala does not have to engage in combat. Rather, she can provide guidance to keep momentum in the adventure. As written, Nala does not level up during the campaign.

Nala

Level 1 Elf Druid
Bestiary Entry: **Page 44**

Armor Class 14 (fine leather armor)

Hit Points 13

STR	DEX	CON	INT	WIS	CHA
10 (+0)	12 (+1)	10 (+0)	12 (+1)	14 (+2)	10 (+0)

Languages Common, Elvish, Druidic, and Dog (can understand the language, but cannot speak it)

Saving Throws INT +3, WIS +4

Senses Passive Perception 14

Skills Medicine +4, Nature +3, Perception +4

Spell Save DC 12

Spell Attack Modifier +4

ACTIONS

Quarterstaff. *Melee Weapon Attack:* +2 to hit, reach 5 ft., one target. *Hit* 1d6

Spellcasting. Nala is a 1st level spellcaster

Nala's Spell List

Cantrips (at will) Druidcraft, Mending

1st Level (3 Slots) Cure Wounds, Entangle, Speak with Animals

Notes About Eugene

Eugene does not engage in combat or interact with creatures in the adventure. As such, this campaign does not include a stat block for Eugene. As a representative of the Dog Kingdom, Eugene has the respect of many inhabitants of the Middle Continent.



Kicking Things Off

At the start of your first adventure, read the note below to your players:

READ TO THE PLAYERS

Wilds of Amaranth is a setting where peaceful animal kingdoms—of dogs, cats, horses, rabbits, and many more—live beside nations of elves, dwarves, gnomes, and humans. This campaign, *Save the Dog Kingdom*, takes place on the planet of Solstice. The planet is composed of five main continents: North, South, East, West, and Middle. You find yourselves on the Middle Continent in the small, but growing, town of Hamleton. Most of the town's residents support logging, fishing, and farming. It was founded away from the major trade routes by people who prefer their privacy.

Next, have the players introduce themselves. Each player should include their character's name, race, class, and one or two interesting facts they would like to share about their character's background or skills.

You can show the players the map of Hamleton on **Page 49**. Optionally, you can show the players a map of the Kingdoms of the Middle Continent on **Page 52**.

GAME MASTER TIP: INTRODUCTIONS

Get your players more engaged in the story by letting them decide their backgrounds and describe to you how they know each other and what motivates them as individuals.

If you would rather provide this background to the players, you can use a simple explanation that the players are all childhood friends or that they are all strangers who heard shouting in the town square that someone needs a group of adventurers to find a lost dog. Regardless of the players' backgrounds, they should be residents of, or passing through, the town of Hamleton.

PART 11

The Campaign



Adventure #1: The Lost Dog

Getting Started

With an understanding of the players' backgrounds, the adventure begins with the party seeing **Nala** in the town square, shouting that she needs assistance finding her lost dog.

READ TO THE PLAYERS

Nala calls, "Help! Help! Are there any brave heroes who can help me?"

You can show the players a picture of Nala on **Page 44**.

As the players talk with Nala, she introduces herself and informs them that she needs help finding her dog, Eugene. She offers to pay the players **10 gold pieces each** for successfully finding Eugene. The players can confirm her sincerity with an ability check (**Insight, DC 5**).

Nala offers to take the party to the last place she saw Eugene, which is by a small lake a short distance to the west of Hamleton. The lake is surrounded by a thick forest. It's easy to get lost if one leaves the main road. The roads are generally safe, but there are frequent goblin sightings deeper in the forest.

Nala leads the players to the lake. The lake itself is unremarkable, simply a few feet deep. There's nothing hidden in the water. Nala encourages the party to search for clues.

GAME MASTER TIP: NALA CAN PROVIDE CLUES

The puzzles and interactions should be challenging, while still fun for the players. Nala does not have any specific knowledge of the puzzles in this campaign. You can use Nala to nudge the players with suggestions if they get stuck. In some cases, this removes the need for players to roll ability checks to learn more about puzzles and situations.

The players can easily see footprints leading away from the lake into the forest. Each player can make an ability check (**Perception, DC 15**) to find a toy horse carved from wood in the mud.



The party follows the tracks for a few minutes before seeing a **goblin** sitting on a large rock, carving a piece of wood with a small knife. A map of the area is available on **Page 53**. You can show the players a picture of a goblin on **Page 42**.

Upon spotting the goblin, there are many options available:

Run Away If the players are making noise, the goblin will hear the party and run away. Players can try to keep up and capture the goblin (**Athletics, DC 15**).

Sneaking If the players are quiet and attempt to sneak up on the goblin, each player attempting to sneak should roll an ability check (**Stealth, DC 9**).

Questioning If the party leaves the goblin alive or tries an ability check to get information out of the goblin without fighting it (**Intimidation or Persuasion, DC 12**), the goblin will lead the party to a nearby cave. The goblin will try to run through the door at the back of the cave at the first opportunity and lock the door behind him. This goblin's name is Grosotiz. The leader of Grosotiz's group is named Tronk.

Combat If the players choose to engage in combat, the goblin will attempt to run away.

Goblin

Bestiary Entry: **Page 42**

Armor Class: 13 (cheap leather armor)

Hit Points: 7

STR	DEX	CON	INT	WIS	CHA
8 (-1)	14 (+2)	10 (+0)	10 (+0)	8 (-1)	8 (-1)

Rusty Shortsword. *Melee Weapon Attack:* +2 to hit, reach 5 ft., one target. *Hit* 1d6 + 2

Nimble Escape. The goblin can take the Disengage or Hide action as a bonus action on each of its turns.

Enter the Goblin Cave

The players follow the tracks to the Goblin Cave. **Page 54** provides a map of the Goblin Cave, which you can reveal incrementally to the players.

Upon entering the cave, there are three paths. You can reveal the descriptions of each when they choose them.

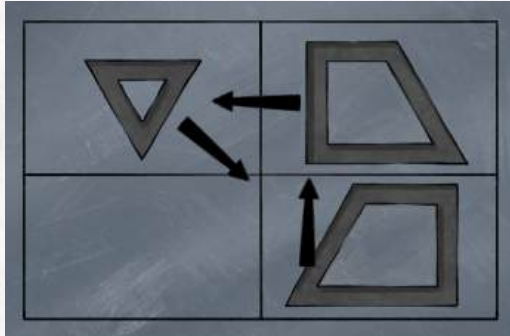
Right Tunnel leads to trash and rubble. Players find a stone slab as shown on **Page 55** as a clue for the door puzzle in the middle tunnel.

Left Tunnel leads to the cave's bathroom. It stinks in there!

Middle Tunnel leads to a metal door with no keyhole. A series of shapes is magically attached to a grid on the door. To unlock the door, the players must figure out that they move the shapes on the door to reproduce the symbol found on the stone slab in the rubble in the right tunnel. You can show the players a picture of the door on **Page 56** and provide them with the cutouts on that same page.

If the players need additional assistance with the puzzle, they can examine the door (**Investigation, DC 10**) to see scratches that show the direction of movement of the pieces. For your reference, the solution to the puzzle is shown below.

Goblin Door Puzzle Solution Steps



Goblin Door Puzzle Solution



Beyond the Door

Left Tunnel A messy, stinky bedroom. There's a dirty, worn, wooden bed to the side of the room near a locked chest. The treasure chest is protected by a **hidden trap**.

- If the players attempt to open the chest without successfully detecting, then disabling the trap, the player opening the chest takes **1d4 piercing damage** from a spring-loaded needle. The trap only activates once.
- If a player has lockpicks, the player can attempt to pick the lock (**Dexterity, DC 10**).
- Players can also try to break the lock (**Strength, DC 10**).
- An unsuccessful attempt will activate the trap.
- A successful attempt will destroy the trap and open the lock.
- The treasure chest contains **10 gold pieces per player**.

Right Tunnel A room with trash thrown about: rotten food, torn clothes, broken furniture.

Middle Tunnel A large cavern that smells of smoke from a bonfire in the center of the room. Eugene is in a metal cage to the right of the bonfire. The room also contains a large goblin (the **goblin chief** Tronk) and another **three goblins** (four, if the earlier goblin survived and escaped).

You can show the players a picture of the goblin chief on **Page 42**.

Goblin Chief

Bestiary Entry: **Page 42**

Armor Class: 15 (high-quality leather armor) **Hit Points:** 15

STR	DEX	CON	INT	WIS	CHA
10 (+0)	14 (+2)	10 (+0)	10 (+0)	8 (-1)	10 (+0)

Battleaxe. *Melee Weapon Attack:* +2 to hit, reach 5 ft., one target. *Hit* 1d6 + 2

Goblin Toss. Goblin chief may move to and throw a goblin within 30 ft. at an opponent. +2 to hit, reach 20 ft., one target. *Hit* 1d6 bludgeoning damage. *Hit or Miss* 1d4 bludgeoning damage to the thrown goblin.



After defeating the goblins, the players can search the goblin chief to find a **key** around his neck. The key unlocks Eugene's cage. See **Page 57** for an optional puzzle to open the cage.

READ TO THE PLAYERS

After rescuing Eugene, he begins quietly barking at Nala. She is nodding her head, as if in understanding. Shifting her attention to the party, Nala says, "We agree that you are a trustworthy group. I can tell you the truth about Eugene—he is not simply a lost dog. Eugene is a prince from the Dog Kingdom, which is under attack by a wizard called Evrak the Shadow. Evrak the Shadow controls an army of monsters, including these goblins. I am an ally of the Dog Kingdom. We are on a quest to stop Evrak the Shadow. To defeat him, we must locate and reassemble the Pentaforce—an artifact comprising a square and four triangles. The Pentaforce will temporarily break Evrak the Shadow's magical shield. We will also need a magical bow and magical silver arrows to hurt Evrak once his shield is lowered by the Pentaforce's light. Will you join me in this noble quest?"

Nala pays each player **50 gold pieces** in advance for their assistance. She also provides the players with **two maps** to help them on their journey, as shown on **Page 51** and **Page 52**. The "Map of the Edge of Middle Continent" will be important as the players work through the campaign. Remind the players to record the items on their character sheets.

The party heads back to Hamleton to get ready for the next adventure.

Goblin

Armor Class 13 (cheap leather armor)
Hit Points 7 (2d6)
Speed 30 ft.
XP 50 (CR 1/4)

STR	DEX	CON	INT	WIS	CHA
8 (-1)	14 (+2)	10 (+0)	10 (+0)	8 (-1)	8 (-1)

Languages Common, Goblin

Nimble Escape. The goblin can take the Disengage or Hide action as a bonus action on each of its turns.

ACTIONS

Rusty Shortsword. *Melee Weapon Attack:* +2 to hit, reach 5 ft., one target. *Hit* 1d6 + 2 piercing damage



Goblin Chief

Armor Class 15 (high-quality leather armor)
Hit Points 15 (4d6)
Speed 30 ft.
XP 100 (CR 1/2)

STR	DEX	CON	INT	WIS	CHA
10 (+0)	14 (+2)	10 (+0)	10 (+0)	8 (-1)	10 (+0)

Languages Common, Goblin

ACTIONS

Battleaxe. *Melee Weapon Attack:* +2 to hit, reach 5 ft., one target. *Hit* 1d6 + 2 slashing damage

Goblin Toss. Goblin chief may move to and throw a goblin within 30 ft. at an opponent. +2 to hit, reach 20 ft., one target. *Hit* 1d6 bludgeoning damage. *Hit or Miss* 1d4 bludgeoning damage to the thrown goblin.

Grimlock

Armor Class 11 (natural armor)
Hit Points 15 (2d8 + 2)
Speed 30 ft.
XP 50 (CR 1/4)

STR	DEX	CON	INT	WIS	CHA
16 (+3)	12 (+1)	12 (+1)	9 (-1)	8 (-1)	6 (-2)

Languages Undercommon

ACTIONS

Spiked Bone Club. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit* 1d4 + 3 bludgeoning damage



Half-Giant

Armor Class 13 (hide armor)
Hit Points 30 (4d10 + 8)
Speed 30 ft.
XP 200 (CR 1)

STR	DEX	CON	INT	WIS	CHA
17 (+3)	10 (+0)	14 (+2)	7 (-2)	9 (-1)	10 (+0)

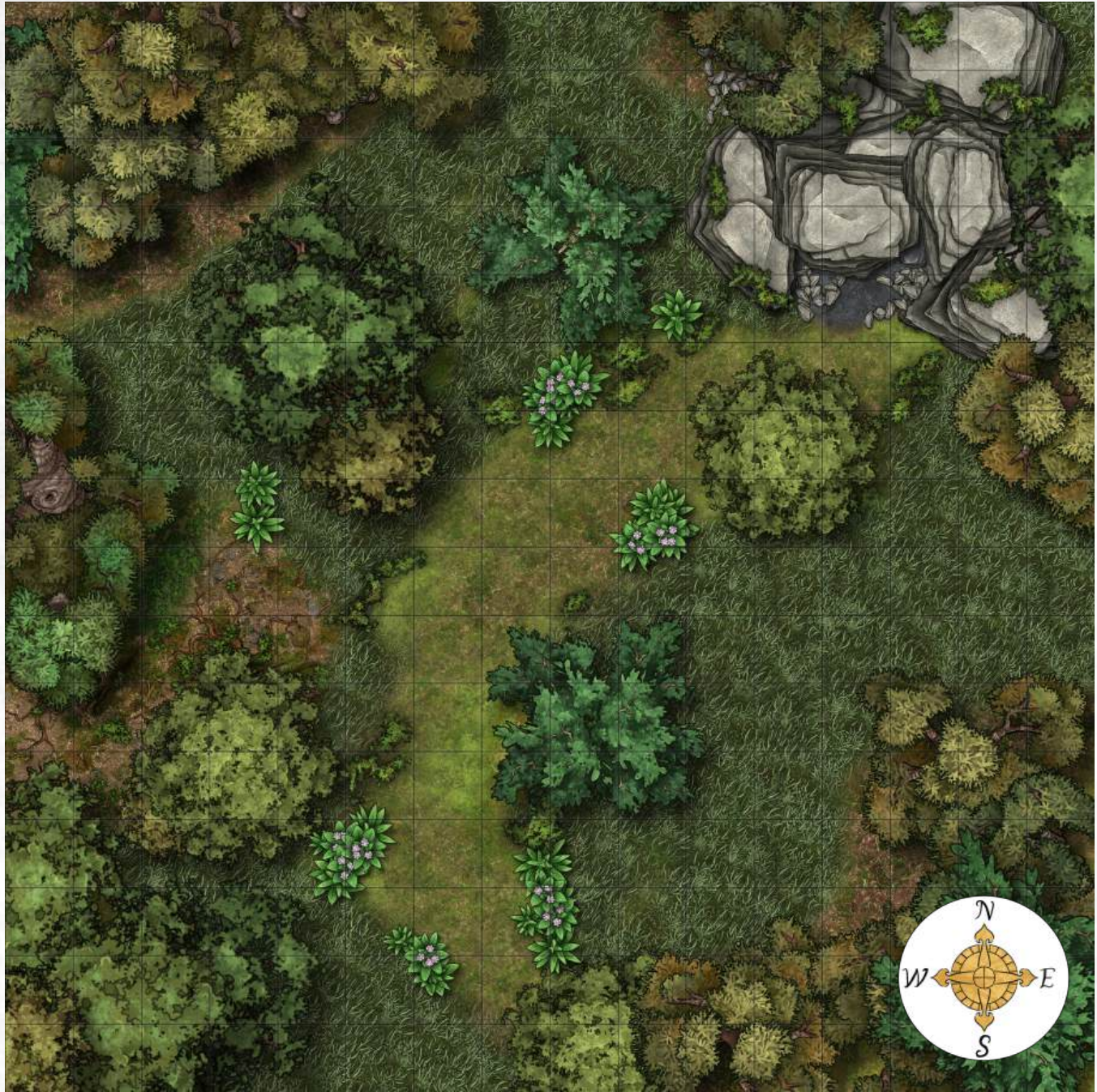
Languages Common, Giant

ACTIONS

Battleaxe. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit* 1d6 + 2 slashing damage

Adventure #1: Goblin Encounter Map

Players enter the map from the south. The goblin is sitting on the rocks in the northeast.

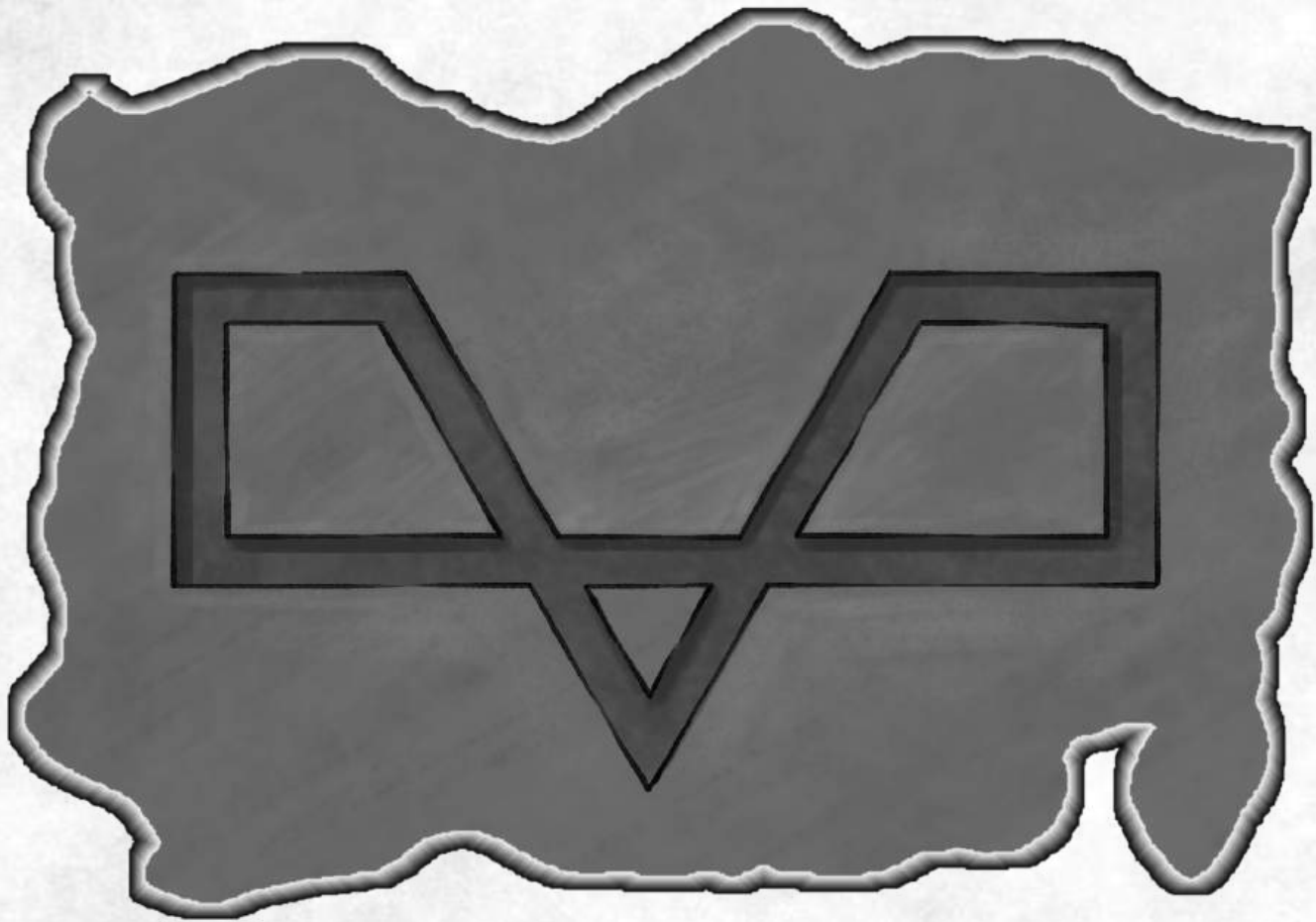


Adventure #1: Goblin Cave Map

Players enter the map from the south. Reveal the map to the players as they choose a path.



Adventure #1: Stone Slab



Adventure #1: Point of Inspiration

You can reward players with a Point of Inspiration (in the form of an attack or saving throw reroll later) when players do something exceptional, fun, or unexpected. Make a copy of the images below and hand them out to reward the players.



Copy and Cut Out
✂

Wilds of Amaranth

Part I: Save the Dog Kingdom

Wilds of Amaranth is a setting where peaceful animal kingdoms—of dogs, cats, horses, rabbits, and many more—sit beside nations of elves, dwarves, gnomes, and humans. It's a setting of mystery, action, and adventure.

Save the Dog Kingdom is the first campaign in the Wilds of Amaranth setting. A mysterious druid, raised within the pacifist Dog Kingdom, requests the heroes' aid to locate her lost companion. What they find, however, is a deeper and more dangerous conspiracy that threatens not only the Dog Kingdom but all the peace-loving kingdoms of the land. Will the heroes uncover the truth in time to stop the threat, or will the Dog Kingdom become the first to fall under this dark new menace?

This volume contains 13 adventures for beginning characters and a gallery of maps and puzzles to challenge players. The adventures were designed and playtested to be fun and engaging for kids ages 7 and up. The adventures include a mix of exploration, puzzle solving, and creature encounters to keep players immersed, regardless of their primary interest. Some aspects of the game require creative thinking, and some problems require brute force. The balance of problem solving and combat is up to you!

For Characters Level 1 - 3

5e Compliant



Flat Mountain Publishing

