

Checks and traits

Trying something risky

The player rolls the d20 and adds the trait that fits: Brave, Clever or Kind. If the total reaches the DN, it works. If not, the story still goes on: something else happens.

How hard is it?

8

Easy

10

Normal

12

Tricky

Most moments are 8 or 10. Save 12 for the big ones.

Which trait fits?

One trait gets +2. The other two get +1.



Brave

fighting and daring



Clever

sneaking, puzzles and tricks



Kind

talking, calming and caring for others

The age dial

Ages 5 to 6

Take 3 off every DN.

Anything kind works without a roll.

Ages 7 to 8

Play every DN as printed.

Ages 9 to 10

Add 2 to every DN.

Fights and worn out

Every hero starts with



Heart Points

Cross one off each time the hero is hit.



10 + Brave

Guard

A monster has to reach it to hit the hero.



Fights

To hit, roll the d20 and add Brave. If the total reaches the monster's Guard, it is a hit: roll a d6, and the monster loses that many Heart Points. Monsters hit back the same way, against the hero's Guard, for the damage on their card.



Worn out

At 0 Heart Points a hero is worn out, never hurt. They cheer the others on for the rest of the scene, and start the next scene with all their Heart Points back.



A child is scared

Make the monster sillier, or let a friend turn up to help. You can end any fight early: the monster gives up or runs off.

Running the game

Your three jobs



Read

Read the big text on each story page out loud, slowly. A full stop is a little pause.



Ask

Ask the questions under it, and make sure the quietest child gets a turn.



Say yes

If a child has an idea the page does not mention, let it work, or let it lead somewhere new.

💡 If the game gets stuck

Nobody knows what to do

Hold up the scene card and read out two of the ways to try it. Let them pick one.

The table is bored

Make something happen right now, then move on to the next scene.

They go off the path

Go with it for a minute, then bring the next scene to them.



The pause word

“Story pause!”

Anyone at the table can say it, at any time. The story stops, everyone takes a breath, and nobody asks why. Then carry on, or change what was too scary.



The Saltmere Reach

The guide's screen, outside panel 3 of 3. Glue it to the back of inside panel 1.



Kids Adventure Quests

The guide's screen

Free to print and play

The guide's screen, outside panel 2 of 3. Glue it to the back of inside panel 2.



The Vale of Aldermoor

The guide's screen, outside panel 1 of 3. Glue it to the back of inside panel 3.