

The Cursed Amulet

By,
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Party Level: Level 1

Duration: 1-2 hours

The information in italics is meant to be read aloud to the players.

Quick Overview

The Goddess Shar, of the trickster domain, has created a cursed amulet and placed it in a nearby cavern for curious adventurers to find and take with them. Any creature or player who touches this amulet gains incredible good and bad luck at random times. Shar can communicate with whomever is cursed by this amulet and try to get them to do ridiculous tasks. She will randomly cause that person or persons to have extremely good or bad luck, whichever is funnier to her. A woman named Lucy, sister of Harrison, has stolen the amulet. Now Lucy and Harrison want to rid themselves of the amulet and need the party's help returning it to the cavern. Return the amulet to the shrine in the cavern to remove the curse.

Chapter 1 – Piece of Cake

Your story begins passing through the small village of Boulder Creek. You've been travelling along the main road for about 4 hours and decide to stop to get a bite to eat and refill your canteens. Boulder Creek is a small village situated in a meadow on the edge of the Emerald Forest. This village only has a handful of wooden buildings, but the one that stands out the most is a red-painted building, not much bigger than a shack, that reads "Piece of Cake" above the serving window. You recognize this to be a bakery. A dozen or so mixed elves and humans in simple cloth clothing stand outfront impatiently waiting for their orders of fruit pie and fresh bread. A human couple holding empty wicker baskets are seen tapping their foot with an angry expression on their face while a distressed older Elven man in blue robes tries to get the owner's attention through the serving window.

As you approach the bakery you see what appears to be a floating chef's hat flying back and forth on the other side of the serving window. Upon closer inspection you realize that this chef's hat is not flying, but resting atop a dwarf's head. You realize this dwarf must be the owner. You hear him barking orders at his two employees, a male and female human in their late 20's.

Dwarf: "No! Harrison! You didn't add enough water!"

Dwarf: "Good job Lucy, I knew I could count on you! Wait, what are you doing? That spoon doesn't go on your head! No, I will not try to make a 'steak cake' what are you thinking?"

Dwarf: "You know what? Just get out! GET OUT! Both of you! Go home! We're CLOSED!"

The dwarf, and his tall chef hat, angrily stomps over to the serving window and slams

the wooden hatch closed before continuing to yell at the two other bakers inside. As soon as this happens, the people standing outside groan in discontent and slowly start walking back to their homes or back down the main road empty handed.

Shortly after this happens, after a bit more yelling from the angry dwarf, you see the two bakers, a male and female human, walk out of the side door with their heads down and white aprons bunched up in their hands, smeared with red and purple frosting. You're standing close enough where you can overhear them talking. The man stands just under 6 feet tall and wears ragged brown cloth clothing with thick leather boots. The woman has long black hair and stands around 5 feet tall. She wears thick green cloth pants and a light green cloth shirt. She reaches out to a leather jacket hanging on the outside wall of the bakery and starts to put it on..

Harrison: "I told you Lucy, you should have never gone into that cave. That amulet has brought us nothing but trouble!"

Lucy: "It's helped us too, Harrison! We never would have found Mr. Meowgi in that tree or figured out how to make chocolate sprinkles for that donut recipe if it wasn't for that amulet!"

Harrison: "I never would have fallen face first onto that cake today or burn half a dozen loaves of bread if it weren't for that amulet either!"

Lucy: "Those were accidents..."

Harrison: "Accidents caused by that amulet! Sure, we've had some really good luck since you found that thing but WOW have we had some bad luck too. And Lucy, its soooo annoying! She thinks she knows how to bake. She wanted me to put a steak in a cake and I went along with it! I can't take it anymore. Please take it back where you found it!"

As Harrison says this he looks in your groups direction, gets wide eyes, and looks back at Lucy. He starts to motion towards your party.

Harrison: "There, ask them for help. We've got to get rid of this thing."

You see him pull a red gem amulet with a gold chain out of his pocket and hands it to Lucy. She takes the amulet and walks over to the party, Harrison behind her.

At this point you should role play Lucy and Harrison and try to convince the party to help them return the amulet to the shrine in the cavern. This amulet is the **Amulet of Good and Bad Luck**. See the **Appendix** for the stats on this item. Lucy found this amulet in a special cave while hiking in the Emerald Forest nearby.

As she was resting at the base of a rock wall, she noticed that part of it looked strangely like some sort of door. After a couple hours of trying to open the door, she started knocking on it. After two knocks, the door spoke to her. It replied "Who's There?" She realized this to be the start of a "knock knock" joke and told the best joke she could think of at the time. The door gave a tremendous laugh and opened up for her. She snuck inside down a long dark rock tunnel, past a lit torch, and into a cavern room filled with water from a flowing waterfall, hopped over three stone platforms, and stole the amulet off a marble altar.

After she stole the amulet, it immediately started talking to her. It offered to bring her tremendous luck as long as she didn't return it to the altar. While it did bring her luck at first, it eventually brought her really bad luck at times. After her brother Harrison touched it, it started talking to him and affecting him the same way. They came to the conclusion that the amulet was cursed. While they both like the good luck part of the amulet, the bad luck part has almost cost them their jobs today.

Harrison, being semi-trained as a fighter, will offer to go inside the cavern with them to help them return the amulet.

To see Harrison's stats, see the **Appendix**. Harrison won't allow Lucy to go in with them for fear that she will steal some other magical artifact that will cause them trouble. He will tell her to practice her baking recipes so they can impress their boss so they might keep their jobs after they're done returning the amulet.

After they're finished talking, and decide to return the amulet, Harrison will grab his pack nearby that has his short

sword attached and will follow the party into the Emerald Forest with Lucy acting as the guide. The walk through the forest takes a couple hours. When reaching the magical door, she will remind the party that they must knock twice and tell the funniest "knock knock" joke they can to make the door laugh before it will let them in. When the players open the door, proceed to **Chapter 2**.

Chapter 2 - The Laughing Door Cavern

This section will detail the different areas in the cavern. It is recommended that you read ahead and familiarize yourself with the cavern before playing.

Features and Characteristics

This cavern has stone walls that are 20 ft. tall in the tunnels. In the shrine room, the walls reach 60 ft. tall from where the players stand as they enter from **section 4**. The closer you get to the shrine room, the more moisture there will be on the walls and floor. Some spots on the ground may have puddles.

The shrine room is filled with water coming from a large waterfall on the north side of the room. The source of the water is coming from a large natural crack in the stone wall. There is one large crack in the bottom of the pool of water that filters the water out, so the room doesn't fill up. If a player were to fall in the water, the wall by **section 4** has protruding rocks that can be climbed with an **Athletics** check.

The ceiling of the shrine room has a few stalactites that will start to fall off if damaged, potentially causing damage. If a stalactite falls on a creature or player, have them make a **Dexterity** saving throw or take (1d6) piercing damage.

NPC and Enemy Motives

This cavern will have **imps** and a **faerie dragon** guarding the shrine room. Their goal is preventing anyone from returning the amulet to the shrine because once it is, its powers will fade and turn into a normal ruby amulet. The **imp** is resistant to most types of damage, including resistance to magic. The **faerie dragon** has resistance to magic. Be sure to familiarize yourself with the stat blocks of each creature during combat. The **imps** must be defeated before the **faerie dragon** shows itself. Roll initiative for all creatures when combat begins, but have the faerie dragon hold its turn while invisible until it shows itself for combat.

Section 1 - Laughing Door

Here the players must knock twice on the door and proceed with telling a knock knock joke to the talking door. If the joke makes the door laugh, he will open so the players may enter the cavern. This is a magic door and cannot be opened by any other means. If the magic of the door is dispelled, the door is wedged in such a way where it cannot be budged.

The light from a flickering torch can be seen from further down the tunnel.

Section 2 – Secret Passage

The first thing the players will notice in this area are two torch stands attached to the rock wall of the cavern. One is lit and one is not. There is a pile of new dry torches on the ground nearby. A **Perception** check will reveal that part of the ground starting at the wall and extending out has scrapings on the ground that form an arc as if a heavy door has slid across. Removing the unlit torch will release the pressure from a hidden button that opens the secret passage.

Section 3 – Trapped Hallway

This part of the hallway has two traps. If the players bring a light source with them to light the hallway. Players must make a **Perception** check to spot each trap. Give advantage on this check if they use a light source to light the area.

The first trap is a trip wire. If a player does not spot the trap, each person that passes over the trip wire must make a **Dexterity** saving throw or catch their foot on the wire. On a failed save, the wire will ring brass bells that are attached to the ceiling a little further down the tunnel. If this happens, the **imps** and **faerie dragon** will be alerted to their presence and turn invisible to try to ambush the party as they enter the shrine room. If they spot the trap before activating it, they can simply step over the wire or make a **Dexterity** check to cut the wire and disable the trap.

The second trap is an arrow trap that is activated by a pressure plate on the floor. Players can make a **Perception** check to notice the trap. This trap is about 20 feet past the first trap. The pressure plate is 5 feet by 5 feet and is activated when 20 lbs. of pressure or more is placed on the

pressure plate (ie. stepping on the plate). This trap takes up most of the width of the tunnel. Once the pressure plate is activated it will release three darts out of the side wall. Whomever activated the trap must succeed on a **Dexterity** saving throw or take (3d4) piercing damage. If players spot this trap before its activated, it can be disarmed by wedging a blade or similar object under the plate to prevent it from activating.

Section 4 – Ground Floor of Cavern

This is the main opening to the shrine room. On the left side, as the players enter, is a rope and grapple hook sitting next to a large stalagmite. The rope is 50 feet long. This could be used to tie between two stalagmites or other purposes. On the right side is part of the stone wall that leads to **section 5**. The surface of this wall is slick and cannot be climbed without assistance from magic, using the grapple hook to tie to the stalagmite above, or other creative means.

If the players activated the bell trap in **section 3**, the two **imps** will try to ambush the party here. They will be invisible and have a surprise round on the players. If they are not alerted, they will have a chance to spot the **imps** with a **Perception** check if they don't alert them to the party's presence. The **imps** will be flying in the air above and around the shrine.

There are three large stalagmites sticking out of the water that have been cut to act as jumping platforms to reach the shrine on the other side. If the players try to jump across, they must succeed on a **DC 10 Dexterity** check to jump across each platform or fall in the water. The second platform is unstable and will start to collapse when jumping on it. Here, the player must succeed on a **DC 15 Dexterity** saving throw or fall over with the toppling stalagmite into the water.

Section 5 – Elevated Area in Cavern

This area is elevated 20 feet above **section 4**. The only distinct feature about this area is a large stalagmite on the left side as you enter from the tunnel and an entrance into a small natural rock room. This room

Section 6 – Treasure Stash

This room will have a human skeleton lying against the wall with a crossbow in its hands. This crossbow is magical. It is hot to the touch at first causing anyone who first touches it to recoil. Afterwards it will be cool to the touch. This is the **Doubleshot Flaming Crossbow**. See the **Appendix** for the stats on this crossbow.

Section 7 – Shrine

This area has two large stalagmites in front and on either side of the white marble shrine sitting on a small raised bed of rock. The shrine has a depression in the shape of the amulet. Before the amulet is returned, Goddess Shar will try to convince the party not to return the amulet. She promises the party that she will reward them with gold and fortune like they have never seen so long as they travel with the amulet to the next town and give it to someone. A successful **Insight** check will reveal she is lying.

Once the players return the amulet and set it in the depression in the shrine, it will glow bright gold then fade. While this happens, Shar will question the players as to why they would do this to her and that they will pay. Once the amulet stops glowing, the voices will stop. The amulet will be dispelled of its magic and turn into a regular ruby amulet worth 5000 gp.

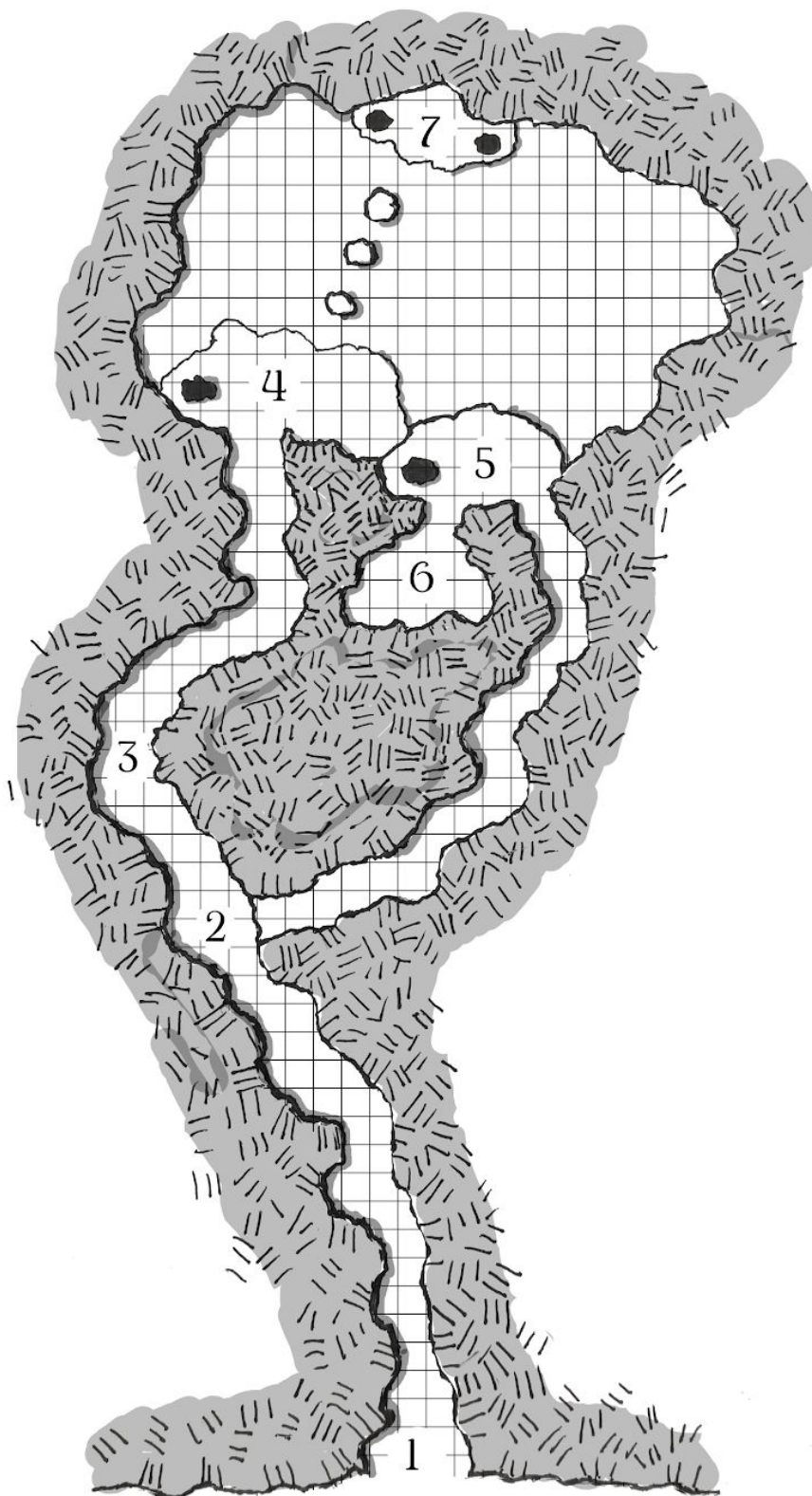
Chapter 3 – A Sweet Future

When the players return the amulet, they will exit the cave and meet up with Lucy who is waiting for them outside with a steaming pie in her hands. She offers each player a slice. Harrison and Lucy both thank the party and tell them about their plans to open a bakery of their own. They've saved up a little bit of money, enough to open a small oven and bakery stand, and hope to one day have the most renowned bakery in the land.

If your group has enough time, let them help the pair name their new bakery stand.

Harrison and Lucy will tell everyone they will always remember what they've done for them and if they ever see them again that any food from their bakery is free. Lucy hands the party a giant closed wicker basket filled with steaming baked goods of all sorts as a reward for helping them.

The End.



Appendix

Amulet of Good and Bad Luck

Category: Items

Item Rarity: Very Rare

Weight: 1

Curse: A creature or player that willfully touches this amulet is cursed. This curse affects a maximum of 10 creatures or players. This amulet can speak to each creature or player who is cursed. It can also read the cursed creature or player's thoughts.

When a creature or player is cursed, they will have a random chance of adding a +10 or -10 modifier to a check. This ability happens randomly and is up to the DM's discretion.

Doubleshot Flaming Crossbow (+1)

Category: Items

Damage: 1d6 radiant + 1d6 fire

Damage Type: Piercing

Properties: Light, Loading, Range

Range: 30/120

Item Rarity: Very Rare

Weight: 3

Description: This weapon is considered magical. While holding this weapon, you gain +1 to attack rolls and +1 to damage. This weapon fires two magical projectiles that hit the same target. Each projectile does (1d6) radiant damage and (1d6) fire damage.

Harrison - Fighter

Medium Humanoid (human), neutral good

Armor Class: 14 (leather armor)

Hit Points: 21

Speed: 30 ft.

STR	DEX	CON	INT	WIS	CHA
16(+3)	12(+1)	13(+1)	11(+0)	11(+0)	12(+1)

Saving Throws: STR +5, CON +3

Skills Athletics +5, Investigation +2, Perception +2

Languages: Common, Elvish

ACTIONS

Shortsword: *Melee Weapon Attack:* +4 to hit, reach 5ft., one target. *Hit:* (1d6+3) piercing damage.

Dagger: *Melee Weapon Attack:* +4 to hit, reach 5ft., one target. *Hit:* (1d4+3) piercing damage.

IMP

Tiny fiend (devil)

Armor Class: 13

Hit Points: 10 (3d4+3)

Speed: 20 ft., fly 40ft.

STR	DEX	CON	INT	WIS	CHA
6 (-2)	17(+3)	13(+1)	11(+0)	12(+1)	14(+2)

Skills Deception +4, Insight +3, Persuasion +4, Stealth +5

Damage Resistance Cold; Bludgeoning, Piercing, and Slashing From Nonmagical Attacks That Aren't Silvered

Damage Immunities Fire, Poison

Condition Immunities Poisoned

Senses Darkvision 120 Ft., passive Perception 11

Languages Infernal, Common

Shapechanger. The imp can use its action to polymorph into a beast form that resembles a rat (speed 20 ft.), a raven (20 ft., fly 60 ft.), or a spider (20 ft., climb 20 ft.), or back into its true form. Its statistics are the same in each form, except for the speed changes noted. Any equipment it is wearing or carrying isn't transformed. It reverts to its true form if it dies.

Devil's Sight. Magical darkness doesn't impede the imp's darkvision.

Magic Resistance. The imp has advantage on saving throws against spells and other magical effects.

Variant: Familiar. The imp can enter into a contract to serve another creature as a familiar, forming a Telepathic Bond with its willing master. While the two are bonded, the master can sense what the imp senses as long as they are within 1 mile of each other. While the imp is within 10 feet of its master, the master shares the imp's Magic Resistance trait. If its master violates the terms of the contract, the imp can end its service as a familiar, ending the Telepathic Bond.

ACTIONS

Sting (Bite in Beast Form). *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. Hit: (1d4 + 3) piercing damage plus (3d6)poison damage. The target must make on a dc on a failed save, or half as much damage on a successful one

Invisibility. The imp magically turns invisible until it attacks, or until its concentration ends (as if concentrating on a spell). Any equipment the imp wears or carries is invisible with it.

FAERIE DRAGON (Red)

Tiny dragon

Armor Class: 15

Hit Points: 14 (4d4+4)

Speed: 10 ft., fly 60ft.

STR	DEX	CON	INT	WIS	CHA
3 (-4)	20(+5)	13(+1)	14(+2)	12(+1)	16(+3)

Senses darkvision 60 ft.

Skills Arcana +4, Perception +3, Stealth +7

Languages Draconic, Sylvan

Superior Invisibility. As a bonus action, the dragon can magically turn invisible until its concentration ends (as if concentrating on a spell). Any equipment the dragon wears or carries is invisible with it.

Limited Telepathy. Using telepathy, the dragon can magically communicate with any other faerie dragon within 60 feet of it.

Magic Resistance. The faerie dragon has advantage on saving throws against spells and other magical effects.

Innate Spellcasting. The dragon's innate spellcasting ability is Charisma (spell save DC 13). It can innately cast a number of spells, requiring no material components. As the dragon ages and changes color, it gains additional spells as shown below.

1/day each: dancing lights, mage hand, minor illusion

ACTIONS

Bite. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one creature. Hit: 1 piercing damage.

Euphoria Breath (Recharge 5-6). The dragon exhales a puff of euphoria gas at one creature within 5 feet of it. The target must succeed on a DC 11 Wisdom saving throw, or for 1 minute, the target can't take reactions and must roll a d6 at the start of each of its turns to determine its behavior during the turn:

1-4. The target takes no action or bonus action and uses all of its movement to move in a random direction.

5-6. The target doesn't move, and the only thing it can do on its turn is make a DC 11 Wisdom saving throw, ending the effect on itself on a success.

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Thank you!

Best,
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