

D&D

Your very first D&D adventure

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DUNGEONS & DRAGONS

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INTRODUCTION

I've put together Your Very First Adventure for anyone who has never played Dungeons & Dragons before, but wants to give it a try.

D&D is a brilliant game for all ages, but it can feel intimidating when you're brand new. This short adventure is designed to be simple, beginner-friendly, and easy to run, so you can learn the basics while still having a great time.

In this book, I've kept everything straightforward and linear, so you won't feel overwhelmed during your first session. It's built to be easy for both new players and a first-time Dungeon Master.

I have also created Player Character blocks in this book, if your players would like to use these to get into the swing of how the game works (Once they play, I'll sure they will all want to create their own characters!)

If you use this adventure, I'd love to hear how your first session went! Your feedback will help me iron out any bumps and create more beginner adventures like this for my readers.



THE PLAYER CHARACTERS

If your group hasn't created characters yet, you have two options. You can take some time now to make characters using the official D&D books, or you can use the simple pre-made characters included below. These characters only include the key information you'll need to complete your first adventure, keeping things easy and not too overwhelming - but the choice is entirely yours.

GRUMBLE THE FIGHTER

Human, lawful good

Armor Class 16 (chain mail, shield)

Hit Points 12 (1d10 + 2)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	12 (+1)	14 (+2)	8 (-1)	10 (+0)	10 (+0)

Saving Throws Strength +5, Constitution +4

Skills Athletics +5, Intimidation +2

Senses Passive Perception 10

Languages Common

ACTIONS

Longsword. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 7 (1d8 + 3) slashing damage.

Shield Bash (Improvised). Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 4 (1d4 + 3) bludgeoning damage.

Drink a Health Potion. You drink a health potion (You can only do this twice) to regain 2d4 + 2 hit points.

LYRA MOONWHISPER THE RANGER

Elf, Lawful Good

Armor Class 14 (Leather armour)

Hit Points 11 (1d10 + 1)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	16 (+3)	12 (+1)	10 (+0)	14 (+2)	10 (+0)

Saving Throws Strength +2, Dexterity +5

Skills Stealth +5, Survival +4, Perception +4

Senses Darkvision 60ft., Passive Perception 14

Languages Common, Elvish

ACTIONS

Longbow. Ranged Weapon Attack: +5 to hit, range 150/600 ft., one target. Hit: 7 (1d8 + 3) piercing damage

Shortsword. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 6 (1d6 + 3) piercing damage.

Hunter's Mark (1/Day). As a bonus action: , choose one creature you can see. For the rest of the fight, you deal an extra 1d6 damage to that creature when you hit it with a weapon attack. (DM: This is a beginner-friendly version.)

Drink a Health Potion. You drink a health potion (You can only do this twice) to regain 2d4 + 2 hit points.

MERLO FIZZLEBANG THE WIZARD

Human, Chaotic Good

Armor Class 12 (No armour)

Hit Points 8 (1d6 + 2)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	14 (+2)	14 (+2)	16 (+3)	12 (+1)	10 (+0)

Saving Throws Intelligence +5, Wisdom +3

Skills Arcana +5, Investigation +5, History +5

Senses Passive Perception 11

Languages Common, Draconic

ACTIONS

Fire Bolt (Cantrip) Ranged Spell Attack: +5 to hit, range 120 ft., one target. Hit: 5 (1d10) fire damage.

Magic Missile (2/Day) You automatically hit up to three targets you can see. Each target takes 1d4 + 1 force damage. (Roll once per missile)

Sleep (1/Day) You magically put creatures to sleep. Roll 5d8 - that's how many hit points of creatures you can affect. Start with the creature with the lowest HP first. Sleeping creatures wake up if they are hit

Staff Bonk Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 3 (1d6) bludgeoning damage.

Drink a Health Potion. You drink a health potion (You can only do this twice) to regain 2d4 + 2 hit points.

PIP "QUICKHANDS" UNDERBOUGH THE ROGUE

Halfling, Chaotic Good

Armor Class 14 (Leather armour)

Hit Points 9 (1d8 + 1)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	16 (+3)	12 (+1)	12 (+1)	10 (+0)	14 (+2)

Saving Throws Dexterity +5, Intelligence +3

Skills Stealth +5, Slight of Hand +5, Acrobatics +5

Senses Passive Perception 10

Languages Common, Halfling

ACTIONS

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

Shortbow Ranged Weapon Attack: +5 to hit, range 80/320 ft., one target.
Hit: 6 (1d6 + 3) piercing damage

Sneak Attack (1/turn) If you hit a creature and you had advantage on the attack roll, you deal an extra 1d6 damage.
(DM: You can also allow this if an ally is next to the enemy.)

Hide You try to hide behind something. Roll Stealth +5. If you succeed, enemies might not see you, and you may get advantage on your next attack.

Drink a Health Potion. You drink a health potion (You can only do this twice) to regain 2d4 + 2 hit points.

SIR BRANNOC LIGHTSHIELD THE PALADIN

Human, Lawful Good

Armor Class 18 (chain mail, shield)

Hit Points 12 (1d10 + 2)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	10 (+0)	14 (+2)	10 (+0)	12 (+1)	14 (+2)

Saving Throws Wisdom +3, Charisma +4

Skills Persuasion +4, Athletics +5, Insight +3

Senses Passive Perception 11

Languages Common, Celestial

ACTIONS

Longsword Melee Weapon Attack: +5 to hit, reach 5 ft., one target.
Hit: 7 (1d8 + 3)

Divine Smite (2/Day) When you hit with a melee attack, you can choose to deal an extra 2d8 radiant damage.

Lay on Hands (2/Day) You touch a creature and restore 5 hit points. (You can also use this on yourself.)

Drink a Health Potion. You drink a health potion (You can only do this twice) to regain 2d4 + 2 hit points.

This page explains what the adventure is about, including the party's main goal and where they'll need to go to achieve it. You can read this section aloud to your players, or use it as a guide and improvise using the context provided.

THE QUEST - THE GOBLIN TROUBLE

The village of Briar Hollow is frightened. For the past few nights, goblins have been creeping out of the nearby woods under the cover of darkness - stealing supplies, smashing doors, and leaving behind nothing but fear and chaos. The villagers are tired, angry, and scared... and they're running out of time.

A local boy named Tomas swears he saw the goblins returning from one of their raids. He followed them at a distance, heart pounding the whole way, and watched them vanish into the mouth of a cave hidden in the hills, not far from the village.

The villagers can't fight them. They don't have trained guards, and nobody wants to risk their life charging into the dark. So they turn to you.

They don't have much to offer, but they gather what they can: 100 gold pieces, along with food, drink, and a warm place to sleep - if you can rid them of this threat once and for all. There's one more detail... and it's the part that has the villagers whispering in worried voices. The goblins aren't acting like a disorganised pack. They're being led.

Rumour has it their leader is a brutal goblin war-chief known as Grubnash Skullsplitter - stronger, smarter, and far more dangerous than the rest. Your mission is simple: Find the goblin leader. Defeat him. And return with his head as proof that the village is safe.

Our Quest Begins

At first light, Tomas leads you out of Briar Hollow, along muddy paths and between twisting trees, until the hills rise up ahead like jagged teeth. Before long, you see it. A dark opening in the stone. A cave entrance half-hidden by tangled roots and sharp rock — silent, cold, and waiting. Somewhere inside, goblins are laughing... and sharpening blades. This is where your adventure begins.

STAGE 1: FIRST PLAYER CHARACTER INTRODUCTION

Before You Enter... Before you step into the darkness, take a moment to introduce yourselves.

Tell the group your character's name, what they look like, and what you're best at. Are you a fearless warrior? A clever spellcaster? A sneaky scout? And most importantly... Why did you accept this quest?

USE THIS TIME TO LET YOUR PLAYER CHARACTERS INTRODUCE THEMSELVES

One of the best parts of Dungeons and Dragons is the role playing, even if you don't think you would be comfortable with it. Giving the players time to introduce themselves to the other players and why they are doing this quest, gives them the first steps to diving into the roleplay element of the game.

The players do not have to put on voices, but they can if they want to!

STAGE 2: THE CAVE ENTRANCE

Once everyone has introduced their character, the Dungeon Master should read the section below aloud.

READ ALOUD:

The wind howls across the hills as you stand at the mouth of the cave. The entrance is jagged and dark, like a great beast waiting to swallow you whole. The smell inside is damp and earthy... but there's something else too - smoke, old food, and something faintly rotten. Somewhere deep within the cave, you hear a distant echo... like cruel laughter bouncing through stone. This is where the goblins have been hiding. This is where your quest begins.

The cave entrance is just wide enough for you to walk through side by side. The darkness inside is thick, and the air is cold against your skin. If the party has a torch or lantern, now is the time to light it.

READ ALOUD:

As you step inside, the light behind you fades away. The cave walls close in, and every sound you make seems louder than it should be.

Then... you pull the heavy stone door shut behind you.

The outside world disappears.

And suddenly, the only way forward... is deeper into the darkness.

STAGE 3: THE FIRST CHAMBER (GOBLIN LOOKOUTS)

After a short walk through the narrow entrance tunnel, the cave opens into a small chamber.

The Dungeon Master should read the section below aloud.

READ ALOUD:

The tunnel widens into a rough cave chamber, lit by a faint orange glow.

Ahead, you spot a small fire burning low, surrounded by scattered bones and broken bits of wood.

The air smells like smoke and damp fur.

You hear voices... nasty, chattering voices... speaking in a language you don't understand.

Two goblins are here.

One is hunched beside the fire, chewing something that might once have been food. The other stands near a pile of stolen sacks and crates, poking at them with a rusty spear.

They haven't noticed you yet... but they will, any second.

What The Players Can Do The party has a few simple options here: Sneak closer and try to attack first Charge in and fight Try to talk (the goblins are mean and not very clever, but you can try!) If the players want to sneak, ask them to roll: Stealth (Dexterity) If at least one player rolls 12 or higher, the party gets the first move. If everyone rolls under 12, the goblins notice them and combat begins normally.

COMBAT BEGINS!

If the goblins notice the party, the Dungeon Master should read this aloud:

READ ALOUD:

The goblins suddenly snap their heads toward you.

Their yellow eyes widen.

One of them screeches something horrible and grabs its weapon.

The other kicks dirt into the fire, sending sparks into the air.

"INTRUDERS!" it shrieks.

Roll for initiative!

GOBLIN LOOKOUTS (2 ENEMIES)

Use two goblins in this fight.

HELPFUL DM TIPS (KEEP IT SIMPLE)

- If a player says "I hit it with my sword/bow/spell" → let them roll an attack.
- If a player says "Can I do something cool?" → say yes and ask for a d20 roll
- If someone drops to 0 HP, they are knocked out, not dead (for this beginner adventure).

GOBLIN LOOKOUT

Small humanoid (goblin), Chaotic Evil

Armor Class 13 (leather armour)

Hit Points 7 (2d6)

Speed 30 ft.

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

Saving Throws Dexterity +4

Skills Stealth +4

Senses Darkvision 60ft., Passive Perception 9

Languages Goblin

ACTIONS

Rusty Blade Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 5 (1d6 + 2) slashing damage

Shortbow Ranged Weapon Attack: +4 to hit, range 80/320 ft., one target. Hit: 5 (1d6 + 2) piercing damage.

Tilt-a-whirl Eye Takedown. Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 5 (1d6 + 2)

Crossed Splash. Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 5 (1d6 + 2)

Scorpion Flurry. Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 5 (1d6 + 2)

AFTER THE FIGHT

Once both goblins are defeated, the Dungeon Master should read this aloud:

READ ALOUD:

The goblins collapse with ugly thuds, and the chamber goes quiet again.

The fire crackles softly.

For a moment, the cave feels still... almost like it's holding its breath.

Among the stolen supplies, you spot torn sacks of food, a few coins scattered across the dirt... and a rough tunnel leading deeper into the goblins' hideout.

LOOT (SIMPLE REWARDS)

The party finds:

- 2 Health Potions (if they haven't used theirs yet, these can be extra)
- 10 gold pieces
- A small sack of stolen food (enough for a day)

STAGE 3: THE TRAP TUNNEL

After leaving the first chamber, the tunnel slopes downward and becomes tighter, forcing the party to walk single-file. Ask the players what order they are in, when moving through the tunnel.

The Dungeon Master should read the section below aloud.

READ ALOUD:

The tunnel narrows as you travel deeper into the cave.

The air is colder here, and the walls press close on either side.

The ground beneath your feet is uneven... and the silence feels heavy.

You take a few careful steps forward...

SNAP.

Something catches around your ankle.

For half a second, nothing happens...

Then...

CLANG! CLANG! CLANG!

A bundle of hanging bones and rusty metal swings down from the ceiling, smashing loudly into the cave wall.

The noise echoes through the tunnel like a warning bell.

Somewhere deeper inside the cave... you hear goblin voices suddenly shout and panic.

WHAT JUST HAPPENED? (TRAP EXPLANATION)

This was a tripwire alarm trap.

It didn't hurt you... but it made a lot of noise, and now the goblins know someone is inside the cave.

This is a great time for the Dungeon Master to explain:

- Traps can be hidden
- Some traps cause damage
- Some traps cause noise
- Players can sometimes spot traps before they trigger

OPTIONAL MINI LESSON (VERY SIMPLE ROLL)

If you want to teach dice rolling, ask the player at the front of the party, who triggered the trap to roll: Dexterity Check (d20 + Dexterity bonus)

- 10 or higher: You catch yourself and don't fall
- 9 or lower: You stumble and fall onto the ground (no damage)
- If the player falls, read this aloud:

READ ALOUD:

Your foot catches, and you stumble forward—

THUD!

You hit the ground with a grunt, and the noise seems even louder in the tight tunnel.

The trap continues clanging for a few seconds... then finally goes still.

But the damage is done.

The goblins are awake now... and they're ready.

STAGE 4: THE BOSS FIGHT

Now we start our last fight of the adventure, where the players will battle the boss and either complete their quest or die trying! Once the players have rolled initiative, read aloud the below to set the scene and describe what they see.

Once the party is ready, the Dungeon Master should read this aloud:

READ ALOUD:

The tunnel widens into a large cavern lit by flickering torchlight.

The air smells of smoke, damp stone, and dirty fur.

Crude goblin markings are scratched into the walls, and piles of stolen supplies are stacked in messy heaps.

At the far end of the chamber is a "throne" made from broken crates and bones.

Standing beside it is a goblin bigger than the rest.

His armour is stitched together from scraps, his muscles are thick, and his eyes burn with cruel confidence.

He grips a jagged cleaver the size of a short sword.

He points it at you and snarls:

"YOU! You set off my alarm!"

"Now you die in Grubnash's cave!"

Roll for initiative!

BOSS FIGHT SETUP (SIMPLE)

This fight is against Grubnash Skullsplitter, the goblin leader. The party starts at the cave entrance side of the chamber. Grubnash starts near his throne, about 25-30 feet away, and he is accompanied by 1x goblin lookout. There is a fire pit in the middle of the room (players can move around it).

If you have more than 3 Player Characters, feel free to add another goblin lookout

DM TIP (BEGINNER FRIENDLY):

If your players don't know what to do, remind them they can:

- Attack with a weapon or spell
- Move closer or further away
- Drink a health potion
- Help a friend (stand beside them, protect them, heal them)

GRUBNASH SKULLSPLITTER (GOBLIN BOSS)

Small humanoid (goblin), Chaotic Evil

Armor Class 14 (Scrap armour)

Hit Points 22 (4d8+4)

Speed 30 ft.

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

Saving Throws Strength +4, Dexterity +4

Skills Intimidation +3

Senses Darkvision 60ft., Passive Perception 10

Languages Goblin

ACTIONS

Jagged Cleaver Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 6 (1d8 + 2) slashing damage

Boss Shout (1/Day) Grubnash lets out a terrifying roar. One target he can see must roll a Wisdom saving throw.

- 10 or higher = you resist it
- 9 or lower = you are frightened until your next turn (you can still fight, but you feel shaky)

Drink a Health Potion. You drink a health potion (You can only do this twice) to regain 2d4 + 2 hit points.

FRIGHTENED

A frightened creature has disadvantage (Roll twice and use the lowest roll) on ability checks and attack rolls while the source of its fear is within line of sight. The creature can't willingly move closer to the source of its fear.

GOBLIN LOOKOUT

Small humanoid (goblin), Chaotic Evil

Armor Class 13 (leather armour)

Hit Points 7 (2d6)

Speed 30 ft.

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

Saving Throws Dexterity +4

Skills Stealth +4

Senses Darkvision 60ft., Passive Perception 9

Languages Goblin

ACTIONS

Rusty Blade Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 5 (1d6 + 2) slashing damage

Shortbow Ranged Weapon Attack: +4 to hit, range 80/320 ft., one target. Hit: 5 (1d6 + 2) piercing damage.

Tilt-a-whirl Eye Takedown. Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 5 (1d6 + 2)

Crossed Splash. Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 5 (1d6 + 2)

Scorpion Flurry. Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 5 (1d6 + 2)

STAGE 5: WINNING THE FIGHT

When Grubnash is defeated, the Dungeon Master should read this aloud.

READ ALOUD:

Grubnash staggers backward, clutching his wounds.

His cleaver slips from his fingers and clatters onto the stone floor.

The goblin leader's eyes widen with shock, as if he can't believe this is happening.

He tries to speak... but only a weak growl escapes his throat.

Then he collapses beside his ugly little throne.

The cave falls silent.

The goblin raids are over.

The village will be safe again.

All that remains... is to take proof of your victory... and return as heroes.

LOOT (SIMPLE REWARDS)

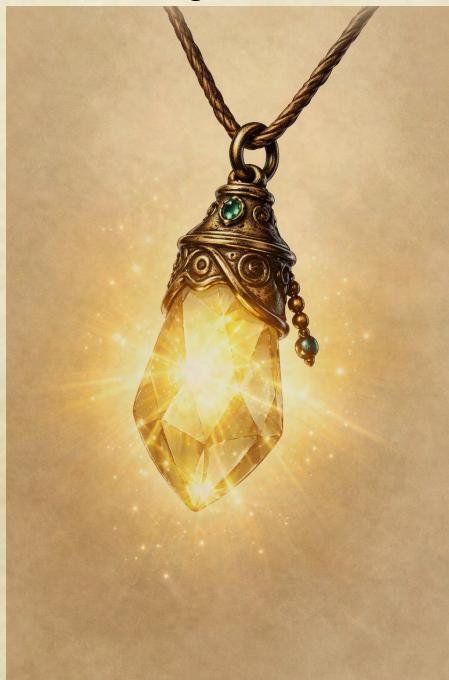
The party finds the following treasure in the boss chamber:

- 40 gold pieces in a small pouch
- A silver ring worth 10 gold pieces
- 2 Health Potions
- A small pouch of gemstones worth 20 gold pieces
- A Glowstone Charm

GLOWSTONE CHARM

Wondrous item, common (Minor magical trinket)

This charm can glow like a torch when held. It can be turned on or off at will. It does not run out.



THE JOURNEY BACK

Once the party is ready to leave, the Dungeon Master should read this aloud.

READ ALOUD:

With proof of victory in hand, you make your way back through the tunnels.

The cave feels different now.

Less like a monster's stomach... and more like an empty place.

The darkness still presses in, but it no longer owns you.

Step by step, you return toward the entrance.

And at last... you see it.

The pale light of day spilling in from outside.

Fresh air.

Freedom.

RETURNING TO BRIAR HOLLOW

When the party arrives back at the village, the Dungeon Master should read this aloud.

READ ALOUD:

The villagers spot you before you even reach the gates.

At first, they stare in disbelief.

Then someone shouts your names — or at least, points excitedly and yells:

“THEY'RE BACK!”

People pour out into the muddy streets, eyes wide, faces full of hope.

The mayor rushes forward, breathless.

“Did you...?” he begins.

You hold up the proof.

For a moment, the whole village is silent.

Then the cheering begins.

Children laugh. People clap. A few even cry with relief.

For the first time in days... Briar Hollow feels safe. Freedom.

THE REWARD

The villagers honour their promise.

The Dungeon Master should read this aloud:

READ ALOUD:

The mayor places a heavy pouch into your hands.

“One hundred gold pieces,” he says, voice shaking with gratitude.

“It isn't much... but it's everything we can spare.”

Behind him, villagers bring food, blankets, and warm drinks.

“Tonight,” the mayor says, “you sleep as heroes.”

LOOT (SIMPLE REWARDS)

The party receives:

- 100 gold pieces (split between the group however they choose)
- Food, drink, and shelter for the night
- The gratitude of the village

THE END... FOR NOW

To finish the adventure, the Dungeon Master should read this aloud.

READ ALOUD:

That night, the village feels warmer.
The fear is gone.
The doors are bolted, but people laugh behind them instead of whispering.
Outside, the wind still blows across the hills...
But for the first time in a long time... Briar Hollow sleeps peacefully.
And you...
You have survived your very first adventure.

HOW DID YOUR PLAYERS ENJOY THE GAME?

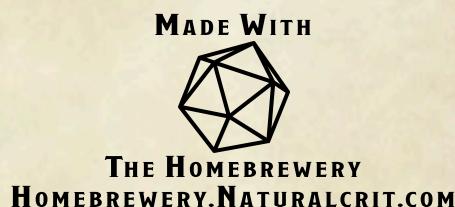
Now that you have completed your very first game, now is the time to discuss if the group (including the DM) enjoyed the game and if you would like to continue doing more adventures in the future.

If your players enjoyed themselves, the next step would be to have another session, but at that session, everyone just creates their own characters from scratch, so that they feel more personal and they can choose how they want to play.

If you enjoyed this glimpse into the world of Dungeons & Dragons, or have any feedback that could make it better, please let me know at info@GeekyGorevan.co.uk

This is the first adventure I have made, but if you would like me to make any more 'beginner' adventures with a bit more depth, please let me know too!

You can find more of my content on my website - www.GeekyGorevan.co.uk, Thanks for playing!



WIZARDS OF THE COAST'S FAN CONTENT POLICY

We (that's **Wizards of the Coast**) are continuously amazed at our Community's creativity and engagement. We love that you enjoy creating and sharing Fan Content (that's the stuff you make) and we want to encourage you to continue to create and share your stuff!

You probably have a lot of questions about what you can and can't do with Wizards' intellectual property (IP), so we summoned our law mages to put together this [Fan Content Policy and FAQ](#). We hope that you understand that any restrictions in this Fan Content Policy are intended to protect Wizards and its games. We've got to protect our IP if we want to keep the lights on!

In short, your use of Wizards' IP in your Fan Content is governed by the same rules you learned on the playground: share freely, keep it clean, and don't hurt others.

That means we ask you follow these rules:

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- **Don't use Wizards' Video or Music in your Fan Content.** We know our video trailers are awesome, but use of our videos and music are governed by contracts with third parties. Please don't use any of our video or music content, unless you're embedding a video from an authorized third-party's website (e.g., Twitch or YouTube);

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6. Practice safe sponsorship. We understand that great Fan Content can sometimes require special equipment (e.g., videos, podcasts, prop fabrication). We are OK with you using third-party sponsors to subsidize costs if you follow a few rules:

- Don't use a sponsor that would be harmful to Wizards. Please don't promote our competitors or endorse inappropriate or offensive sponsors;
- Make it clear (verbally or visually) that they are acting as a sponsor only;
- Keep any shout-outs, mentions, and credits to a reasonable length; and
- Do not associate Wizards with your sponsor in any way.

7. Follow the law of the land. It's your Fan Content, so you are solely responsible for ensuring that your creations don't violate the laws of your region, country, plane, or dimension. In addition to this Policy, your use of any Wizards' IP must also comply with Wizards' Terms of Use and Code of Conduct (together, the "Wizards Terms"). If there's a conflict between anything in this Policy and the Wizards Terms, the Wizards Terms win.

Those agreements include important legal terms (such as limitations of liability, indemnification, and dispute resolution), so please review them carefully.

One last thing - Please don't pull us into any legal battles! Our lawyers are busy enough. If Wizards of the Coast, our partners, affiliates, or employees get hit with any legal claims, fees, or expenses related to your Fan Content, you're responsible for paying all of our costs (including attorney's fees) and any resulting judgment or settlement.