



OP20 – WELL, YOU WANT TO PLAY D&D

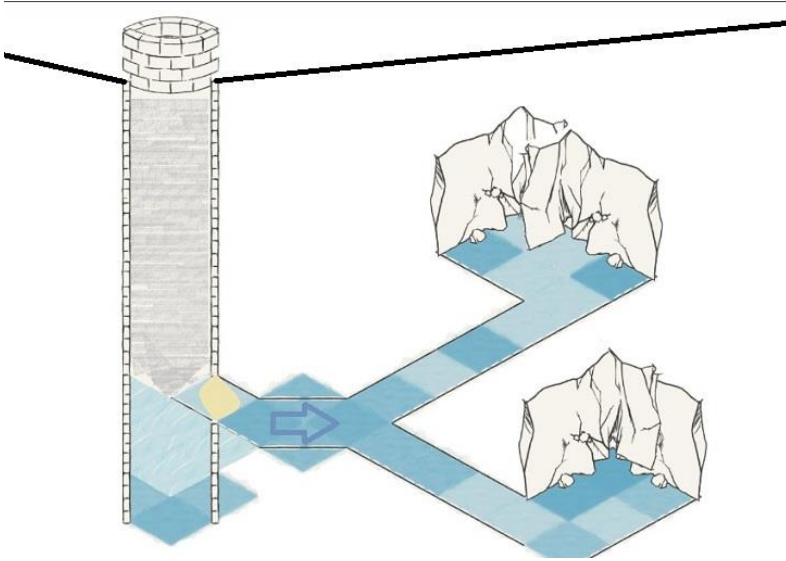
An Adventure in Filbar™

Do you know a friend who is interested in playing D&D but not quite sure how to introduce them to the game? Tossing a new player into a session with seasoned campaigners can be daunting for a novice. We suggest you do a one on one session to explain the basics.

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By Frank Schmidt
@FilbarRPG

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Player's Info: That's it, you are done! Your stint in the guard service has come to a close and you are eager to begin your life as an adventurer. With a few coins in your pocket, you head towards the town gates to find fame and fortune. As you approach the city well, a crying child stops you and asks for your help.

DM Info: This offering was designed to teach, with the help of a DM, the basic handling of a D&D game. We have defined several, basic skills that are included in a gaming session and created this quick and easy challenge for a player to learn the general mechanics of a game.

We have opted to present the aspects of role playing, problem solving, ability checks/saving throws, environmental issues, decision making, and combat as "need to know" standards of our beloved game. Each of these 'skills' will be presented to the new player as they attempt to recover a ball in the well for a small child. We begin with the DM roleplaying the "hook" for the scenario to wit "can you get my ball for me?" A PC has been included to expedite the learning process in under 30 minutes!

Remember to explain what the player sees, hears, and smells and to explain which dice they are rolling and why!

Role Playing:

The DM should role play little Timmy/Linda and present themselves to the "tough adventurer". The child was playing ball when an errant shot sent it down the well some 20' below the surface. The child will explain the situation and the PC will investigate the situation and come up with a reasonable plan of action to retrieve the ball. There is no reward aside from doing the right thing.

Problem Solving:

The PC will be told that the ball went into the well. A visual examination of the well will show that the water is about 20' below the surface but the ball is not seen, however, not having Darkvision (human fighter) they will have to descend into the well to obtain the ball. People using the well bring their own rope so another **Role Playing** opportunity will be included to borrow a rope from a merchant nearby. The PC will have to purchase the rope (they have none) or persuade someone to loan out rope.

Ability Check:

Once the PC obtains the necessary rope, they will have to tie it off on the well and use it to descend into the dimly lit shaft. A DC10 vs. Dexterity should be sufficient to give the new player a challenge. If they fail the climb, they will suffer 1d4 hit points but will manage to bob in the water and not drown. If they succeed, they will shimmy down the rope and find a small (must crawl) tunnel in the side of the well. It is wet, cramped, and dark. Falling or climbing down will not matter as there will be just enough light to find the shaft.

Environmental Issues:

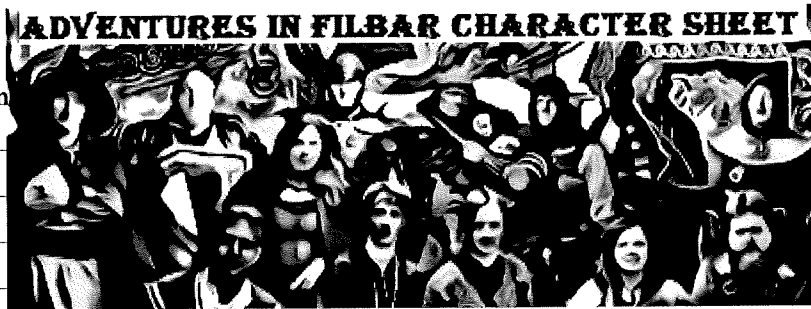
Once the adventurer reaches the slender ledge and crawls into the wet tunnel, they will need illumination. The basic gear carried by the attached PC will include a torch and device to light it. While the PC attempts to ignite the torch they should be told that strange noises and weird smells are present in the darkness. For a new player, this will add a dimension of concern. To further "concern" them, have them roll a DC8 vs. Survival to successfully get the torch lit. Remember, you will have to explain what they are rolling and how to understand the modifiers. Pointing out that it is a "survival" roll to a new player will just add to their paranoia. If the PC fell from the rope they will suffer injury as well as a penalty for having wet hands. As they crawl through a short tunnel they can be told that their wet hands make it difficult to carry a weapon and a torch. In combat, they will suffer a -1 to hit and that should be explained as the cost of failure in their rope climbing ability.

Decision Making:

A few feet into the puddle filled tunnel, the trail splits and dips down on a slight incline. The area is quite narrow and you should point out that being on their hands and knees while climbing through a rocky tunnel will make it difficult to fight SHOULD the situation present itself. The PC will have to decide on a direction to proceed to seek out the child's ball. An investigation check can be performed but it should be difficult...perhaps 15 or greater to discern a slight, watery trail that could be from a ball or from a creature. Once the decision is made the PC will head down into a small cave (either way).

Combat:

One of the caves should be empty for purposes of this scenario to teach a PC that not everything has something interesting or unique in it. The other cave will be small, but large enough for the delver to stand hunched over. At the back of this cave the ball will be spotted, with the help of the torch that is. As the PC moves to the object a Giant Rat will emerge from the opposite side and attempt to protect its "treasure". The basics of combat will be explained and end with the creature's demise. Under the ball is a small 10gp agate gemstone that the rat had garnered earlier. The PC will only need to climb back up (DC10 vs. Dexterity) and be lauded as a hero by the people gathered around the well! **Giant Rat** AC12 HP7 D+4 1d4 +2 (bite) Ability modifiers -2/+2/+0/-4/-0/-3



CHARACTER Madrid the Myrmidon
 SEX & RACE Human - optional sex
 CLASS 1 Fighter
 CLASS 2 _____
 BACKGROUND Soldier

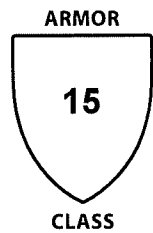
LEVEL	1
ALIGNMENT	LN
SIZE	M
HEIGHT	5'10
WEIGHT	140/200

	SCORE	MODIFIER	SAVING THROW
STRENGTH	16	3	<input type="radio"/> 5
DEXTERITY	18	4	<input type="radio"/> 4
CONSTITUTION	14	2	<input type="radio"/> 4
INTELLIGENCE	8	-1	<input type="radio"/> -1
WISDOM	14	2	<input type="radio"/> 2
CHARISMA	14	1	<input type="radio"/> 1

CURRENT HIT POINTS
12
TEMPORARY HIT POINTS

MAX HP	12
HIT DICE	d10
SUCCESSFUL DEATH SAVES	<input type="radio"/> <input type="radio"/> <input type="radio"/>
FAILED DEATH SAVES	<input type="radio"/> <input type="radio"/> <input type="radio"/>

PROFICIENCY BONUS	2
PASSIVE PERCEPTION	12



	AC MODIFIER
ARMOR WORN	Leather 1
SHIELD CARRIED	n/a
DEXTERITY (CAPPED)	4 4
MISC ITEMS & SKILLS	
SPECIAL DEFENSES	
STEALTH DISADVANTAGE	<input type="radio"/>

ACROBATICS	<input type="radio"/> 4
ANIMAL HANDLING	<input type="radio"/> 2
ARCANA	<input type="radio"/> -1
ATHLETICS	<input type="radio"/> 5
DECEPTION	<input type="radio"/> 1
HISTORY	<input type="radio"/> -1
INSIGHT	<input type="radio"/> 4
INTIMIDATION	<input type="radio"/> 3
INVESTIGATION	<input type="radio"/> -1
MEDICINE	<input type="radio"/> 2
NATURE	<input type="radio"/> -1
PERCEPTION	<input type="radio"/> 2
PERFORMANCE	<input type="radio"/> 1
PERSUASION	<input type="radio"/> 1
RELIGION	<input type="radio"/> -1
SLEIGHT OF HAND	<input type="radio"/> 4
STEALTH	<input type="radio"/> 4
SURVIVAL	<input type="radio"/> 4

INITIATIVE	4	SPEED	30	EXTRA ATTACKS		SPECIAL POWER	USES/POINTS
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WEAPON/ATTACK	ATTACK	DAMAGE	CRIT/SAVE	RANGE
Unarmed strike	+5	1 +3		-
Dagger	+6	1d4 +4		20/60
Great Sword (two handed & heavy)	+5	2d6 +3		
Light Crossbow (20 bolts)	+6	1d8 +4		80/320

FEATURES, FEATS & NOTES	
great weapon fighting style; re-roll 1s and 2s on damage	when using a two-handed or versatile weapon
Possessions: backpack, bedroll, mess kit, 10 day	worth of rations, tinderbox, 10 torches, Waterskin

LIGHT ARMOR	<input checked="" type="radio"/>
MEDIUM ARMOR	<input type="radio"/>
HEAVY ARMOR	<input type="radio"/>
SHIELDS	<input type="radio"/>
SIMPLE WEAPONS	<input type="radio"/>
MARTIAL WEAPONS	<input type="radio"/>

PROFICIENCIES & LANGUAGES
Dwarvish



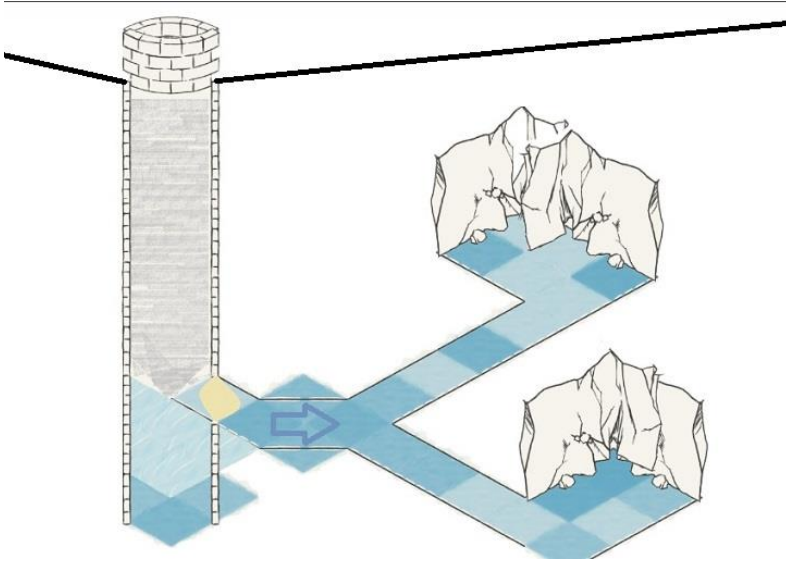
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Saving Throw:

Once the PC obtains the necessary rope, they will have to tie it off on the well and use it to descend into the dimly lit shaft. A saving throw vs. Paralyzation should be sufficient to give the new player a challenge. If they fail the climb, they will suffer 1d4 hit points but will manage to bob in the water and not drown. If they succeed, they will shimmy down the rope and find a small (must crawl) tunnel in the side of the well. It is wet, cramped, and dark. Falling or climbing down will not matter as there will be just enough light to find the shaft.

Environmental Issues:

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