

WELCOME TO LEARN TO SLAY

How to play Dungeons & Dragons for beginning adventurers



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Favorite Class: Druid



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Favorite Class: Wizard

OVERVIEW

Session 1 (June 9th)

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Character Creation

Session 2 (Today)

Non-Combat Actions
Role-Playing

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Combat Scenarios
Weapons, Spells, & More

Session 4 (July 21st)

Putting It All Together
Sample Scenario
What's Next & Resources

Character Review

In Our Previous Session...

We created our characters:

- Chose an ancestry
- Chose a class
- Picked names
- Chose an alignment
- Rolled for stats
- Determined health

Before we move on to our next lesson, did we have any questions that came up or does anyone need to finish creating their character?

The image shows a detailed Dungeons & Dragons character sheet template. It is organized into several sections:
1. **CHARACTER INFORMATION**: Fields for Character Name, Ancestry, Class, Player Name, Alignment, and Background.
2. **STATS**: A grid for Strength (STR), Dexterity (DEX), Constitution (CON), Intelligence (INT), Wisdom (WIS), Charisma (CHA), Proficiency (PROF), Perception (PERC), Initiative (INIT), and Armor (ARMOR).
3. **SAVING THROWS**: Radio buttons for STR, DEX, CON, INT, WIS, and CHA.
4. **HEALTH**: Fields for Current, Max, and Hit Dice.
5. **DEATH SAVED**: Radio buttons for Success and Failure.
6. **SKILLS**: A list of skills with checkboxes: Acrobatics (DEX), Animal Handling (WIS), Arcana (INT), Athletics (STR), Deception (CHA), History (INT), Insight (WIS), Intimidation (CHA), Investigation (INT), Medicine (WIS), Nature (INT), Perception (WIS), Performance (CHA), Persuasion (CHA), Religion (INT), Sleight of Hand (DEX), Stealth (DEX), and Survival (WIS).
7. **COMBAT**: A table for Attack, Damage, Hit Points, and Armor Class.
8. **ARMOR & EQUIPMENT**: A table for Armor and Equipment.
9. **PROFICIENCIES & LANGUAGES**: A table for Proficiencies and Languages.
10. **FEATURES & TRAITS**: A table for Features and Traits.
The sheet is from the website 'therookroom.com' and 'DES MOINES AND DRAGONS.COM'.

Role-Playing

Make It Personal

Last session, we briefly talked about personality traits, alignments, ideals, bonds, and flaws.

To really get into who your character is and what motivates them, use all these characteristics to think about how they would act in certain scenarios.

Let's review really quick...

BACKSTORY & ADDITIONAL NOTES

A character sheet template with a section for backstory and additional notes. The section is titled "BACKSTORY & ADDITIONAL NOTES" and contains a large, empty rectangular area with horizontal lines for writing.

What Makes You...You!

Personality Traits

Pick two fun facts about your character. Example: they read every book they see or they become fast friends with everyone they meet.

Ideals

Pick one ideal that drives your character. Example: forests are important and I will work hard to make sure they survive.

Bonds

Pick one bond that connects you to the world. Example: My family is most important.

Flaws

Pick one flaw that makes your character relatable. Example: I'm gullible and believe anything anyone tells me without question.

Get Creative

Whether your party is sitting around a campfire or battling a horde of giant rats, don't be afraid to get creative with your descriptions. It'll help paint the picture and your DM will probably love you for it!

Instead of this:

I attack the rat and rolled a 19. The rat dies.

Try this:

I rolled a 19. I pull out my dagger, flipping it out of the sheath and through the air before catching it again and throwing it at the rat – hitting it between the eyes.

Don't Be Afraid to Act Out

This one might take some practice, but it can add a whole new element to any game – act as your character with movement and voices.

It can be incredibly daunting and make you feel very vulnerable, but here are some tips:

- Take it slow. Begin with small movements and work toward grand gestures.
- Speak for your character before *voicing* your character
- Talk to your group and get everyone on the same page.
 - You might even consider a social contract (sounds scary, but isn't)
- Practice by yourself before bringing it to the group.
- Most important: HAVE FUN!

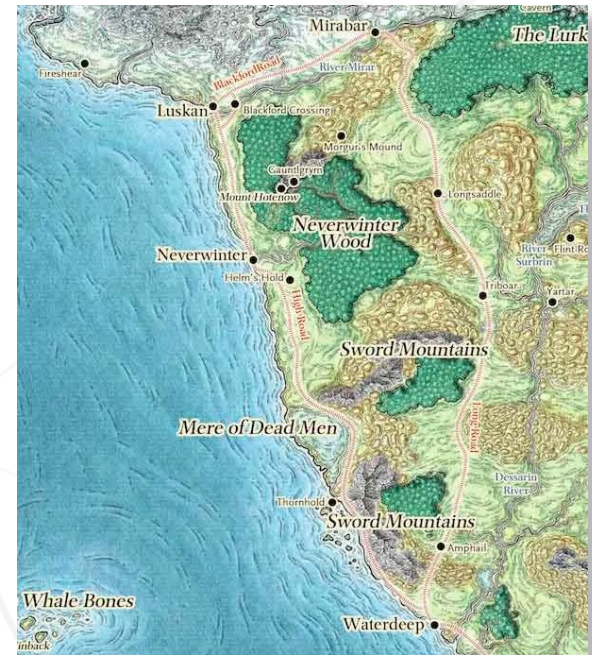
Adventuring

Places & Spaces

Your Dungeon Master is your guide. They will generally paint the picture for your group by describing the setting and what you see.

The players then choose what they want to do given this information. Don't be afraid to get a little creative, especially if the situation calls for it.

Finally, the DM will narrate the outcome of those actions. Sometimes based on rolls and ability checks, sometimes based on their interpretation of the situation.



Time

Time passes differently depending on the situation and is usually up to the discretion of the Dungeon Master. They may speed things up or slow things down depending on the setting and what's happening.

When traveling on a long, well-traveled road, days may pass in minutes.

Crawling through a dark cave, minutes of exploring could take hours.

And we'll touch more on this in our next session, but in combat, a round is generally about 6-seconds of in-game time.



Movement

How fast every character can move is determined by their ancestry.

Certain sub-ancestries also have different speeds. Like a Wood Elf, that has a base speed of 35 feet.

Other factors like class, traits, armor, magic, terrain, lighting, obstacles, and more can impact speed.

Ancestry	Base Speed
Dwarf	25 feet
Elf	30 feet
Halfling	25 feet
Human	30 feet
Gnome	25 feet
Half-Elf	30 feet
Half-Orc	30 feet
Dragonborn	30 feet
Tiefling	30 feet

Movement

Speed is different when traveling over greater distances.

Usually a DM will ask the party if they are moving at a Fast, Normal, or Slow pace – each with benefits and drawbacks.

Pace	Miles/Hour	Miles/Day	Effect
Slow	2 miles	18 miles	Can be stealthy
Normal	3 miles	24 miles	None
Fast	4 miles	30 miles	-5 to perception

Ability Checks

Modifier Refresh

Your stats determine your modifiers – bonuses or penalties based on your totals.

Score	Modifier
3	-4
4-5	-3
6-7	-2
8-9	-1
10-11	0
12-13	+1
14-15	+2
16-17	+3
18	+4

Modifier Refresh

These modifiers also help determine how good you are at other characteristics, which are called Abilities in D&D.

Stat	Abilities
Strength (STR)	Athletics
Dexterity (DEX)	Acrobatics, Sleight of Hand, Stealth
Intelligence (INT)	Arcana, History, Investigation, Nature, Religion
Wisdom (WIS)	Animal Handling, Insight, Medicine, Perception, Survival
Charisma (CHA)	Deception, Intimidation, Performance, Persuasion

You'll add the corresponding modifiers in the spaces next to your abilities.

Modifier Refresh

Let's make sure you're good to go before we start rolling!

Ability	Modifier
Strength (STR)	Athletics
Dexterity (DEX)	Acrobatics, Sleight of Hand, Stealth
Intelligence (INT)	Arcana, History, Investigation, Nature, Religion
Wisdom (WIS)	Animal Handling, Insight, Medicine, Perception, Survival
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Modifier Refresh

Let's make sure a few of your ability skills have the correct modifiers right now.

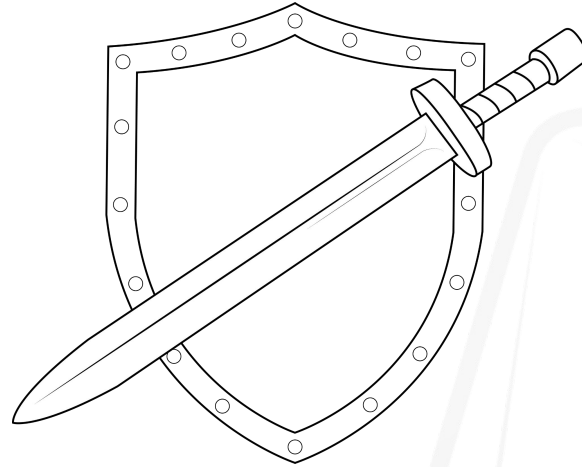
Skill	Stat
Perception	Wisdom
Nature	Intelligence
Stealth	Dexterity
Athletics	Strength
Performance	Charisma

Modifier Refresh

Sometimes the DM will assign a difficulty to certain tasks and refer to a table like this to see what you need to roll to pass.

Difficulty	DC
Very Easy	5
Easy	10
Medium	15
Hard	20
Very Hard	25
Nearly Impossible	30

Let's Roll!

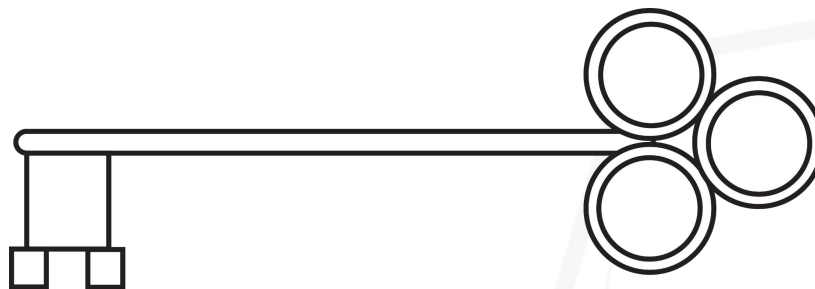


Welcome to the Heroes' Guild

Welcome, recruits! Before we send you out on any actual adventures, we need to test for abilities.

There are some real dangers out there and we don't want any heroes to get hurt in the line of duty!

Work together to pass this trial, and it's onward to adventure for you.

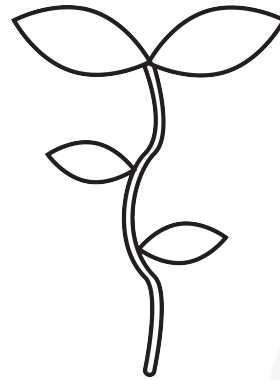


Locked Up

After entering the Heroes' Guild Gauntlet, you first come to a fairly plain room. There are no windows, just one door, a very crowded keychain, and a very suspicious looking ceiling.

As the door slams behind you, the ceiling groans and begins to slowly slide down toward you. You need to get through this door QUICK, but it's locked.

A sign near the keys reads, "Choose the outlier and get through."

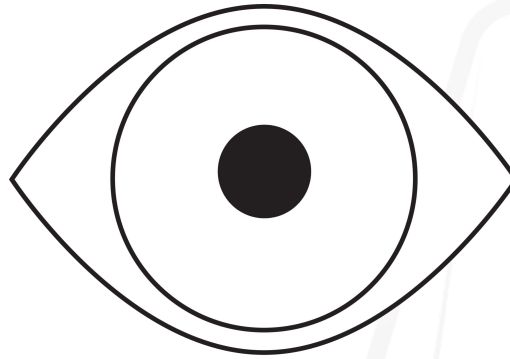


Pick Your Poison

*You made it! Just as you all get through the door, you hear the ceiling slam down.
Guess there's only one way forward now.*

*You look around and you're in a room covered in plants. A small garden plot with a
dozen plants sits across the room next to a stone wall.*

A sign reads, "All but one are poison. Consume the non-poison plant to pass."



Eye See All

As you exit the other side of the wall, you enter a very dimly lit room filled with boxes and barrels. Along the walls are sconces, but instead of lamps, they hold unusually large eyeballs.

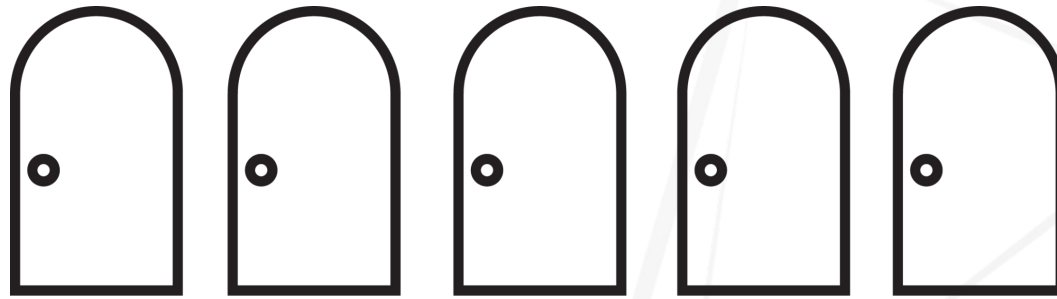
A sign to your right reads, "Sneak past the all-seeing eyes, make it to the lever across the room. Be seen and you'll be frozen in your tracks."



Leap of Faith

“Eye” see you made it! Great job. The next room is divided in two by a very wide chasm. It appears there was once a bridge, but it’s broken now. Across you can see a small stone pedestal.

A sign to your left reads. “Make the jump, touch the stone, lead the way.”



Pick a Door, Any Door

As you make your way into this room, the door behind you disappears. As you look around, you see this room is a circle with what appears to be 10 doors spaced evenly all along the wall. A stone figure sits in the middle.

A sign in front of the figure reads, "Show me a trick, I'll show you the truth."

CONGRATULATIONS!

You've made it through the Heroes' Guild Gauntlet. You are ready to go out into the world armed with your abilities and skills.

QUESTIONS & SHARING

Where to Get More Information

- Player's Handbook
- D&D Beyond (dndbeyond.com)
- Roll20 (roll20.net)
- Kobold Fight Club (kobold.club)
- Geek & Sundry (geekandsundry.com)
- The Rook Room (therookroom.com)
- Local game stores



COMING UP NEXT TIME

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