THE WEALTHY MERCHANT

A LEVEL ZERO CAMPAIGN FOR FIRST TIME RPG PLAYERS

A half-hour adventure for 0th level characters

Inspired by: /u/pliantreality of Reddit https://www.reddit.com/r/dndnext/comments/309fdg/the-one-hour_dd_game/cpgbjyw?st=itjhwj71&sh=e53a0596

Foreward: This campaign was created as a response to comments from some friends of mine. Though they were avid board game players, they didn't want to try D&D because it seemed like too much of a time commitment with too many rules to learn before getting started.

This campaign is a stripped down version of D&D made to give them a chance to try it for half an hour on a regular board games night.

I'm putting it online in the hopes that other people can do the same with it.

BY JOEL TANNAS



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THE WEALTHY MERCHANT



ou are amateur adventurers that have all been hired by a town merchant, Hudson McBay. He is transporting a sack of 20 valuable stones from his town of Firebug to Fort Muck, a local trading post. The trail between the two passes through a valley in the wilderness, and he is afraid of being robbed by bandits. In exchange for

protecting him, he has offered you each 10% of his profits from selling the stones.

THE FORK IN THE ROAD

Encounter Purpose To introduce the players to choices & consequences, skill checks, and noncombat ways of dealing with situations.

While travelling along to Fort Muck, you reach a fork in the road. You have the options of taking the high road to the left, which is guarded by bandits, or taking the low road to the right, which may be flooded because of recent heavy rains.

THE HIGH ROAD

The high road winds along the side of a valley. A bandit sentry is watching the high road from a perch on a rocky outcropping. The Player characters must either

- Sneak past him (Stealh skill check)
- Escape into the bushes (Nature skill check)
- Find another way to deal with the situation

BANDIT SCOUT

Medium, Human, Lawful Evil

Armor Class 12 (Leather) Hit Points 6 (1d10 + 1) Speed 30ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	8 (-1)	12 (+1)	8 (-1)	4 (-3)	8 (-1)

Condition Immunities sobriety Senses Sight 60 ft., passive Perception 7 Languages Common, Thieves Cant Challenge 0 (0 XP)

Scout. If woken and attacked, the scout will call for reinforcements while running away

Actions

Drunken Dash. Movement: When taking the dash action, succeed on a DC15 dexterity saving throw or fall prone

THE LOW ROAD

After travelling for a bit, the players reach a spot where a bridge was washed out by a creek. They can:

- Ford the Creek (Athletics Skill Check)
- Skip across stones in the creek (Acrobatics skill check)
- Look for an easier crossing (Survival skill check)
- Invent some other way to cross

THE NEGOTIATION

Encounter Purpose To introduce the players to role playing and social interaction

Upon reaching Fort Muck, Hudson McBay takes the players to a seedy bar where the trade is supposed to take place. The players have a chance to look around and inspect the other patrons for signs of danger. After a bit, Hudson McBay calls the players over – he is having trouble negotiating with the buyer, a strangely dressed man nicknamed Pat Stonepaw. Hudson wants a better price than 10 gold per stone and would like their help. A better price means more pay for the players.

- Insight checks learn what Pat wants (respect)
- History/Religion to learns about his culture from his robes
- Persuasion to kindly ask for a better price
- Intimidation to force one (backfires on low roll)

BAR-ROOM BRAWL!

Encounter Purpose: To introduce the players to combat

After the negotiation is complete and money is exchanged, a group of four drunk bar patrons (Commoners, Monster Manual pg. 345) stand up and approach. They saw the money and try to threaten everyone into handing it over, and will initiate combat using bar stools as clubs.

- Getting lowered to 0HP will knock the players out
- Wayward fireballs will cause minor fires in the bar
- Murdering them will anger the town guards (Monster Manual pg. 347)

EPILOGUE

Hudson McBay pays the players their wages. Each player gets 10%, (which is the same as the negotiated value of two stones). He thanks them for their services and then goes on his way with other business in the town.

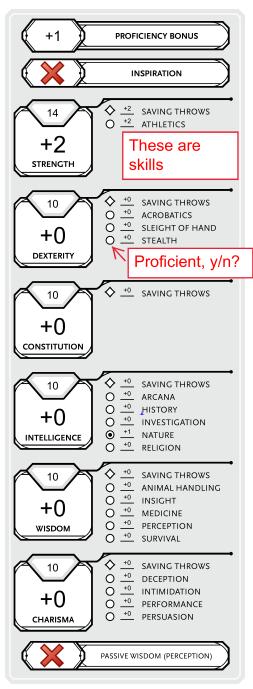
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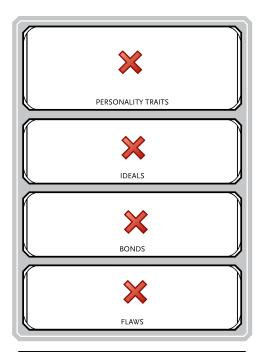
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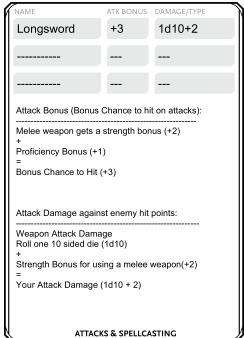
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Second Wind: Once per long rest, you can choose to regain health equaling the roll of one ten-sided dice (1d10)

FEATURES & TRAITS

Languages: Common

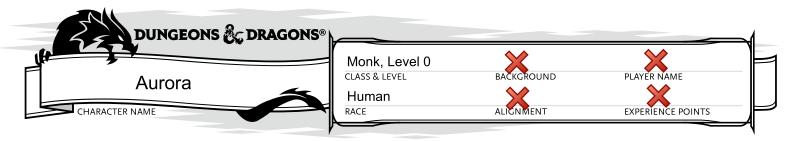
Proficient with equipment: all

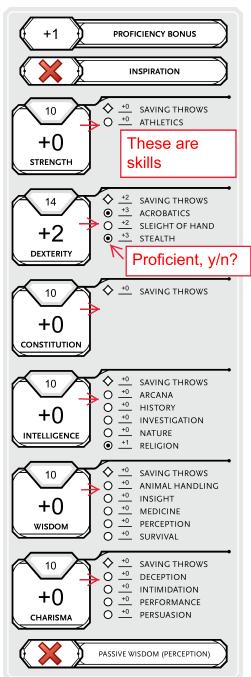
weapons and armor

Proficient at skills: Nature

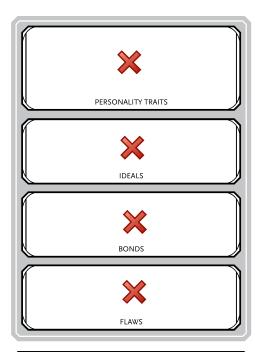
OTHER PROFICIENCIES & LANGUAGES

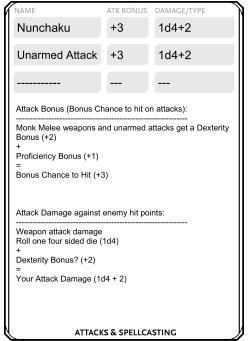
Armor: Chainmail Armor (15 Armor Class)











Unarmored Defense: When not wearing armor, your armor class is: 10 + dexterity bonus (+2) +

wisdom bonus (+0) = 12

Martial Arts:

When making an attack, you can make an unarmed attack as a bonus action

FEATURES & TRAITS

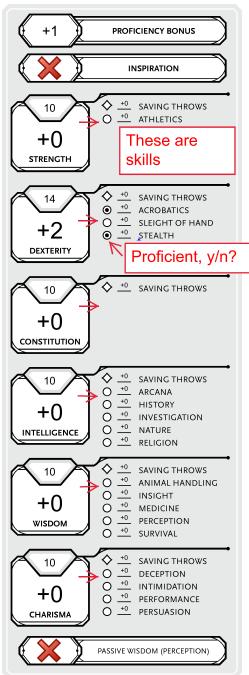
Languages: Common, Infernal

Proficient with equipment: Light Armor and Monk Weapons

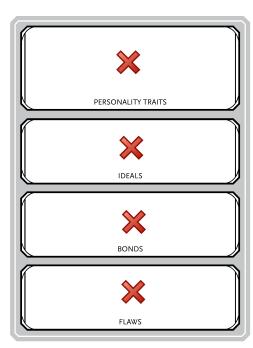
Proficient at skills: Stealth, Acrobatics, Religion

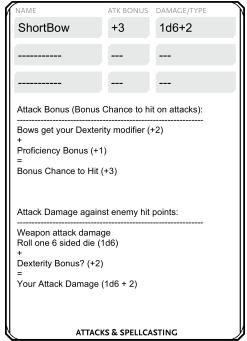
OTHER PROFICIENCIES & LANGUAGES

Armor: None, See Features and Traits









Ranged Weapon:

- You have disadvantage on attacks made against enemies within 5ft. of you.
- You can attack enemies between 5ft. and 80 ft. away from you normally
- You can attack enemies between 80ft, and 320ft. away but with disadvantage

FEATURES & TRAITS

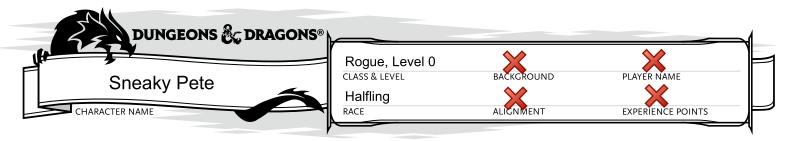
Languages: Common, Elvish

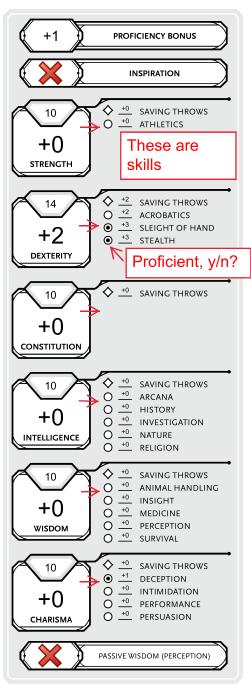
Proficient with equipment: All Bows, Light Armors

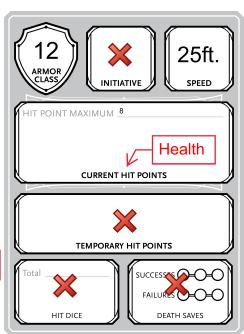
Proficient at skills: Stealth, Acrobatics

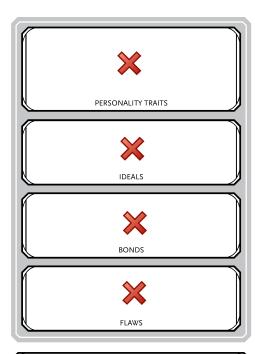
OTHER PROFICIENCIES & LANGUAGES

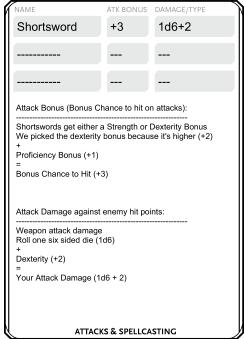
Armor: Leather Armor (Armor Class 12)











Sneak Attack: When sneaking up on an enemy or flanking them, add 1d6 of damage to your attack

FEATURES & TRAITS

Languages: Common

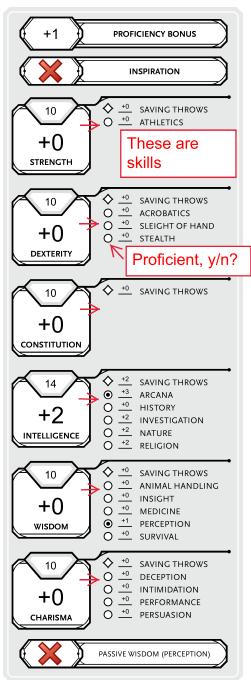
Proficient with equipment: Shortswords, Light Armor

Proficient at skills: Stealth, Sleight of Hand, Deception

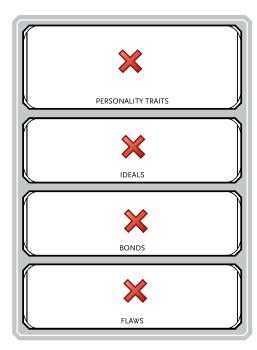
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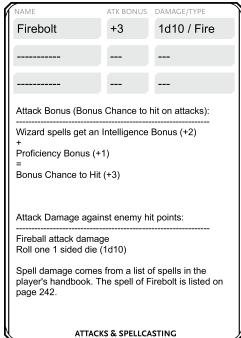
Armor: Leather Armor (12 Armor)











Minor Illusion: As an action, you can create the illusion of a sound or an image (but not both) within 30ft. that lasts up to one minute.

Examples:

- A voice
- A lion's roar
- A treasure chest
- A chair
- A signpost

Illusionary objects cannot be larger than 5ft on any side.

FEATURES & TRAITS

Languages: Common

Proficient with equipment: Light Armor, Staves

Proficient at skills: Arcana, Perception

OTHER PROFICIENCIES & LANGUAGES

Armor: Purple Cload (10 Armor) Wooden Smoking Pipe Walking Stick

