

Alright, first you need to pick your class; there's the warrior: a strongman with expertise in swords and bows; the mage: a slinger of fireballs and conjurer of undead minions; or you could be a thief: a resident of the night, able to sneak in the shadows and open any door, any treasure chest; Make sure to prioritize your stats based on your class; you don't want to be a warrior with little strength or a mage who can't read, right? You'll want to pick a race too; well, it's more of a species than a race, as they're quite different from each other. You can pick any one you want, but there you'll want to pick one that goes well with your class. You're a warrior, right? *Yeah*; You'll want to be a dragon-borne or an orc, that'll boost your strength. And you're a mage, so you'll want to be an elf or a fae. You two start with 50 gold pieces each: here's the list of every item you can buy; You'll probably want to get the 40 GP kit. That has everything you need. Maybe get a weapon with the rest. You can use a two-handed greatsword or a spear. You can't use any of those bows until you reach level 5, unless you get the Archer specialization at 3rd level. Go with the dagger, it's cheap. *Okay*; Alright, and you will need the spellbook for your spells. You can pick from any of these couple dozen spells at 1st level, however, you'll really want Magic Missile for sure. Pick another one if you want, Magic Missile is all you'll really need. ***What about this one?*** No, that one can't be used 'til you get 3rd level magic at level 8. And you don't really need it anyway, without a thief in the party. *Okay*;

So how do you two know each other? ***Huh?*** Well, you know that the dragon-borne and elves are mortal enemies, sworn to fight each other for centuries, over the Holy Lands, right? *No...*; ***Well, I guess I'm more liberal than the other elves***; How noble! And you? *Same, I guess*; How about a combat encounter to start things off? You two are escorts for a caravan of traveling merchants. Each of you, make a Notice check. That's 1d20. *Uh, 9... plus my Notice? 17*; Your Notice modifier, not your score. Your mod is your score, minus 10 and divided by 2. *Oh, then uh... 8? Can it be negative?* Yeah, you're not observant I guess; ***I got a 13***. Okay, then with your magical abilities, you sense a pack of kobolds on the other side of the hill to your right. *I draw my dagger and run up the hill*. Why? You don't think anything is amiss. *You said there were Kobolds?* Yes, there is, but your character doesn't know that. You don't have any reason to think that there would be, your Notice check was too low. *Oh*. Sometimes you have to separate knowledge that you, the player knows, and knowledge the character that you're playing knows. ***Can I tell him about them?*** Sure. ***Uh, there's some Kobolds at the top of the hill there***. Thanks, now *I draw my dagger and run up the hill*. You see a group of Kobolds!

Time for combat: roll for initiative (that's your 1d20 plus your speed modifier). And I'll roll for the six Kobolds... *12. 16.* So you will want to get up close and personal with your dagger and you should hang back and use Magic Missile. Alright, looks like you go first. ***I cast Magic Missile at the closest Kobold.*** Do you have the spell prepared? ***Prepared?*** In order to use spells, you have to prepare them first. ***Then I'll do that.*** You can only Prepare spells when you're not in combat. ***I don't have any prepared...*** Well, you can always punch them. *Hang back, I got this.* Not your turn. ***I'll step back and end my turn.*** *Alright, I...* Still not your turn, the 2nd Kobold goes next. He's going to run up and stab you, the closest one, with his knife. Ooh, a natural 20. He does 14 damage. *I only have 12 HP.* Ah, damn. Well, you're down for the count. Your turn is skipped, and the 1st Kobold sprints towards you, and gets a stab in. 7 damage. The next one comes up. 8 damage. ***I'm dead too.*** Ah, well, there's always next time. Want to make another character? *I think I'm done.* ***Me too, another time maybe.*** Ah, okay. Well, let me know. I'm always down to be the Dungeon Master.

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