# 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/309fdq/the\_one\_hour\_dd\_game/cpqbjyw?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**

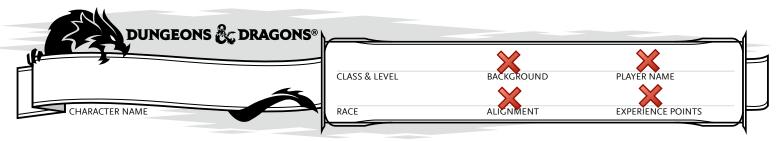
Hudson McBay pays the players their wages. Each player gets 10%, (which is the same as the negotiated value of two stones). He thanks them for their services and then goes on his way with other business in the town.

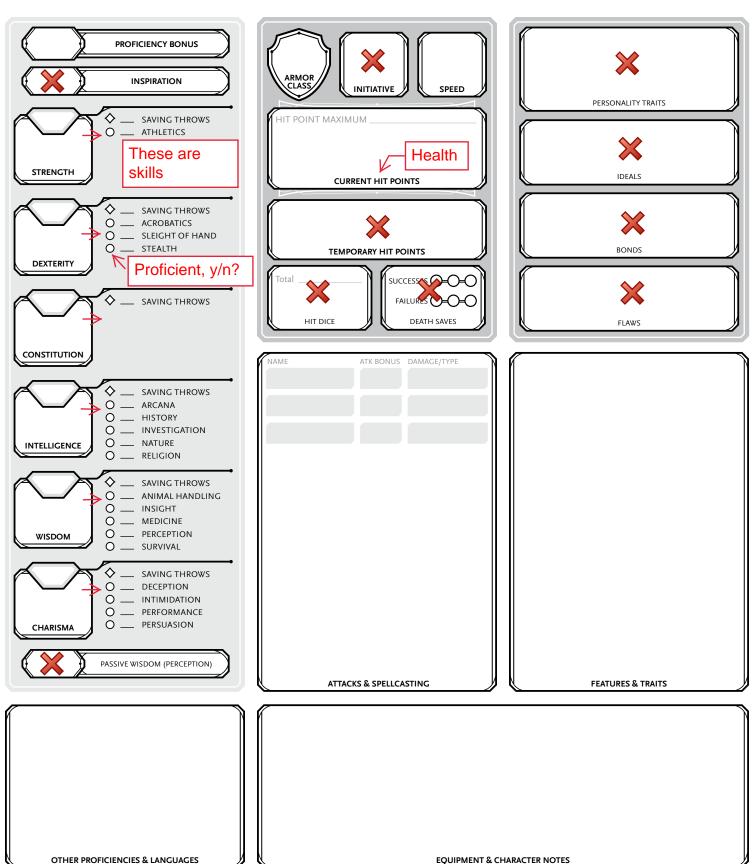
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USING | The Homebrewery

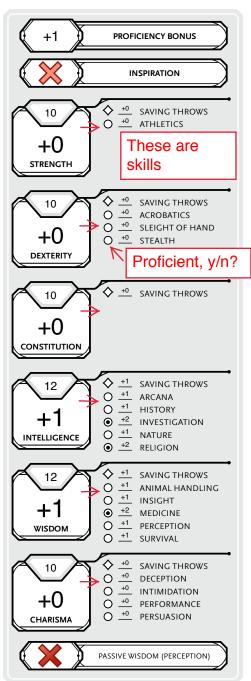
INSPIRED BY | u/pliantreality

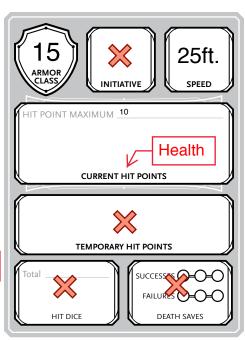
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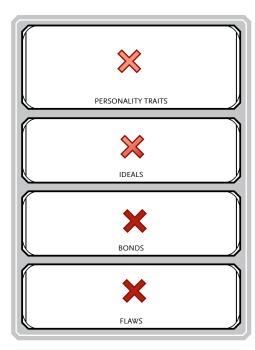


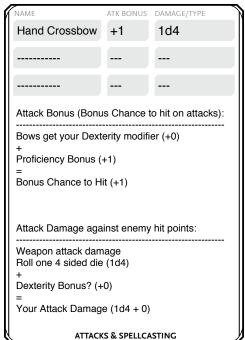












Ranged Weapon:

- 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

(Spell) Spare the Dying:

You touch a living creature that has 0 hit points. The creature becomes stable.

(Spell) Cure Wounds:

Available Uses: 3

A creature you touch regains a number of hit points equal to 1d8.

FEATURES & TRAITS

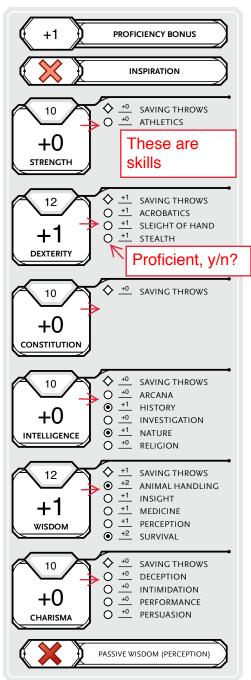
Languages: Common, Dwarfish

Proficient with equipment: Hand Crossbow, Sticks

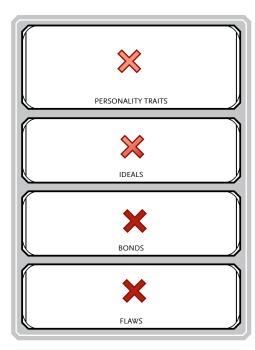
Proficient at skills: Religion, Investigation, Medicine

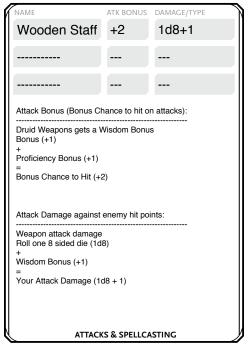
OTHER PROFICIENCIES & LANGUAGES

Armor: Chainmail Armor (15 Armor Class)









## (spell) Entangle

Grasping weeds and vines sprout from the ground in a 20-foot square starting from a point within 90ft of you. For one minute, these plants turn the ground in the area into difficult terrain (move at half-speed).

**FEATURES & TRAITS** 

Languages: Common, Druidic

Proficient with equipment: Wooden Weapons & Shields

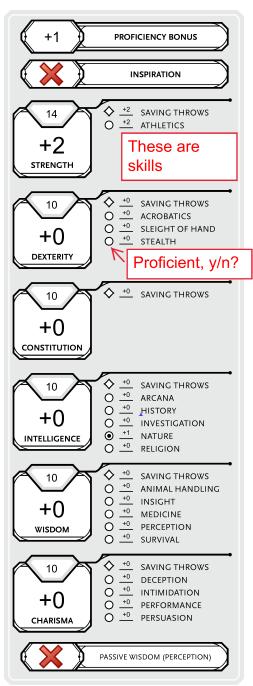
Proficient at skills:

History, Nature, Animal Handling, Survival

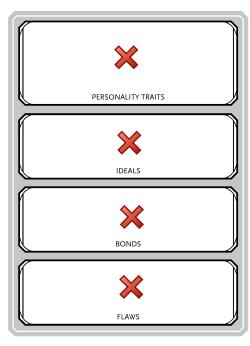
OTHER PROFICIENCIES & LANGUAGES

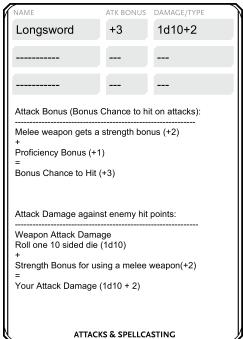
Armor: Barkskin (13 Armor)











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

& SPELLCASTING FEATURES & TRAITS

Languages: Common

Proficient with equipment: all

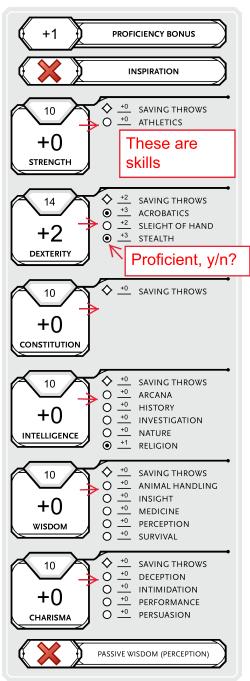
weapons and armor

Proficient at skills: Nature

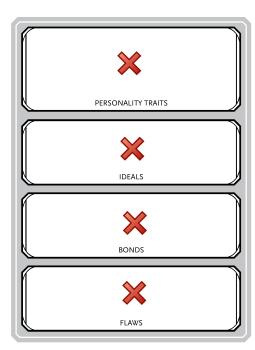
OTHER PROFICIENCIES & LANGUAGES

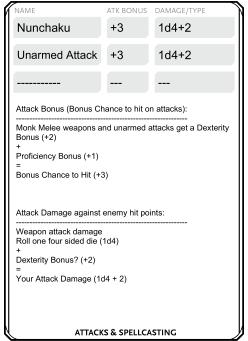
Armor: Chainmail Armor (15 Armor Class)











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

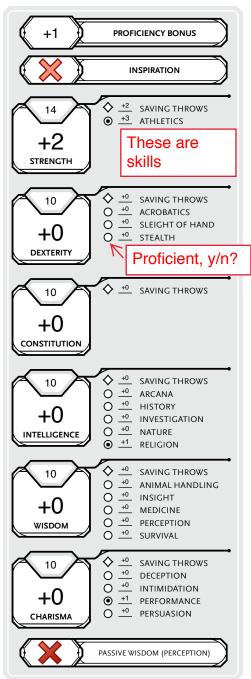
Proficient with equipment: Light Armor and Monk Weapons

Proficient at skills: Stealth, Acrobatics, Religion

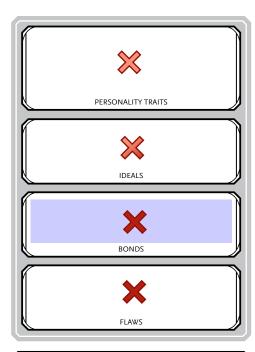
OTHER PROFICIENCIES & LANGUAGES

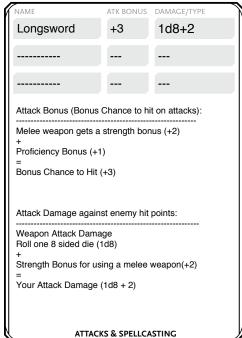
Armor: None, See Features and Traits











(Spell) Bless: As an action, you can bless up to 3 allies (including yourself). Blessed allies add 1d4 to their attack (a.k.a. to hit) rolls.

FEATURES & TRAITS

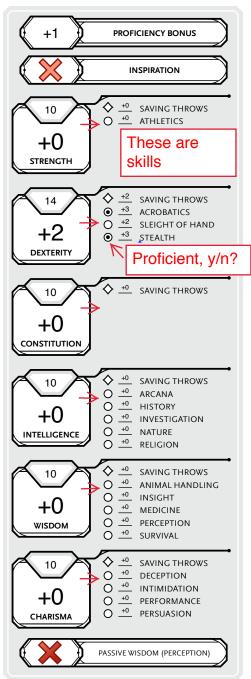
Languages: Common

Proficient with equipment: all weapons and armor

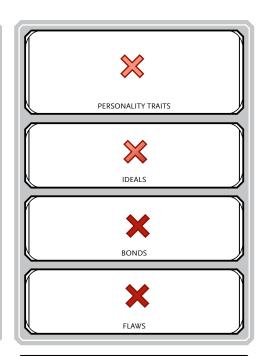
Proficient at skills: Athletics, Religion, Performance

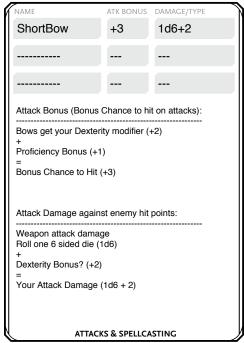
OTHER PROFICIENCIES & LANGUAGES

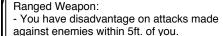
Armor: Chainmail Armor (15 Armor Class) + Shield (2 Armor Class)











- 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** 

**EOUIPMENT & CHARACTER NOTES** 

Languages: Common, Elvish

Proficient with equipment: All

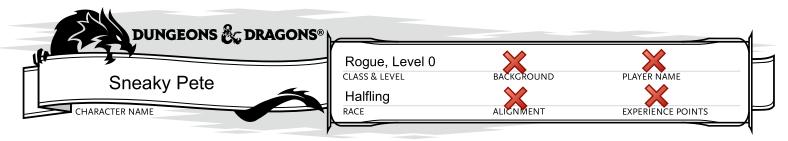
Bows, Light Armors

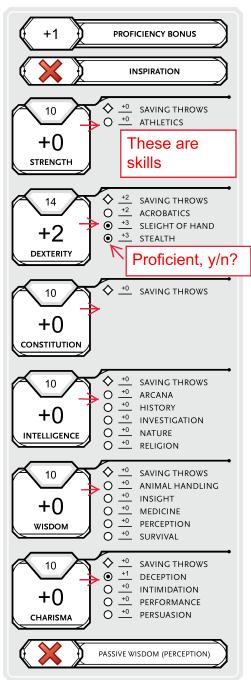
Proficient at skills: Stealth,

**Acrobatics** 

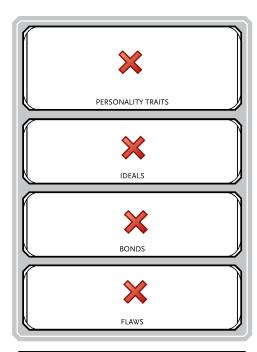
OTHER PROFICIENCIES & LANGUAGES

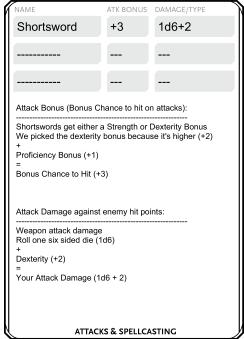
Armor: Leather Armor (Armor Class 12)











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

FEATURES & TRAITS

Languages: Common

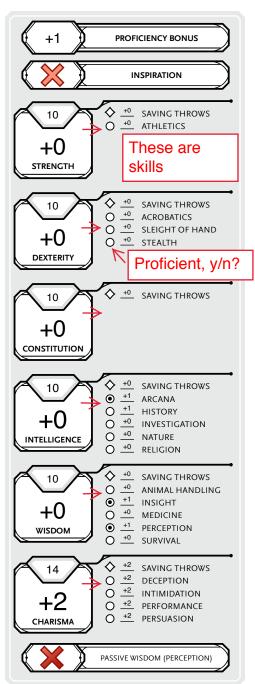
Proficient with equipment: Shortswords, Light Armor

Proficient at skills: Stealth, Sleight of Hand, Deception

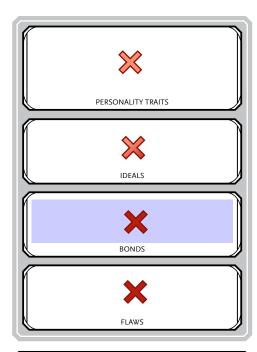
OTHER PROFICIENCIES & LANGUAGES

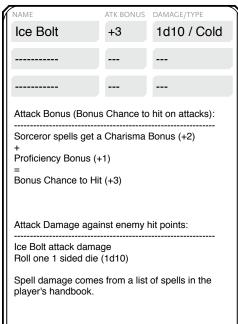
Armor: Leather Armor (12 Armor)











(Spell) Prestidigitation

This spell is a minor magical trick that novice spellcasters use for practice. You create one of the following magical effects within range.

- You create an Instantaneous, harmless sensory effect, such as a shower of sparks, a puff of wind, faint musical notes, or an odd odor.
- You instantaneously light or snuff out a Candle, a torch, or a small campfire.
- You instantaneously clean or soil an object no larger than 1 cubic foot.
- You chill, warm, or flavor up to 1 cubic foot of nonliving material for 1 hour.
- You make a color, a small mark, or a Symbol appear on an object or a surface for 1 hour.
- You create a nonmagical trinket or an illusory image that can fit in your hand and that lasts until the end of your next turn.

If you cast this spell multiple times, you can have up to three of its non-instantaneous effects active at a time, and you can dismiss such an effect as an action.

**FEATURES & TRAITS** 

Languages: Common

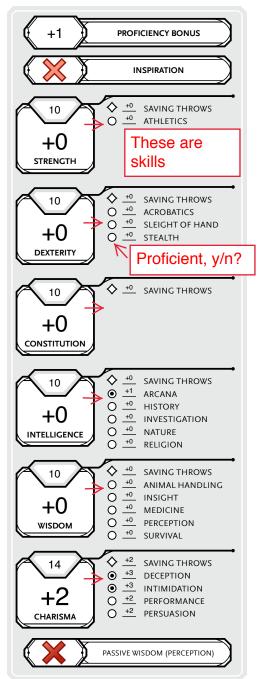
Proficient with equipment: Light Armor, Staves

Proficient at skills: Arcana, Insight, Perception

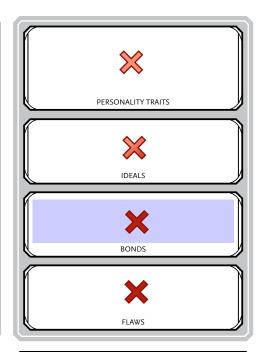
OTHER PROFICIENCIES & LANGUAGES

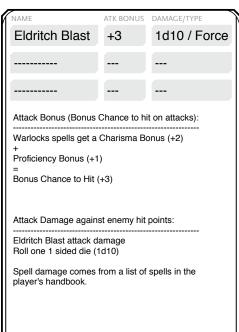
Armor: Red Cloak (10 Armor) Glowing Jewel Necklace

ATTACKS & SPELLCASTING









(Spell) Mage Hand
A spectral, floating hand appears at
a point you choose within range. The
hand lasts for the duration or until
you dismiss it as an action. The
hand vanishes if it is ever more than
30 feet away from you or if you cast
this spell again.

You can use your action to control the hand. You can use the hand to manipulate an object, open an unlocked door or container, stow or retrieve an item from an open container, or pour the contents out of a vial. You can move the hand up to 30 feet each time you use it. The hand can't attack, activate magic items, or carry more than 10 pounds.

FEATURES & TRAITS

Languages: Common, Infernal

Proficient with equipment: Light Armor, Staves, Wands

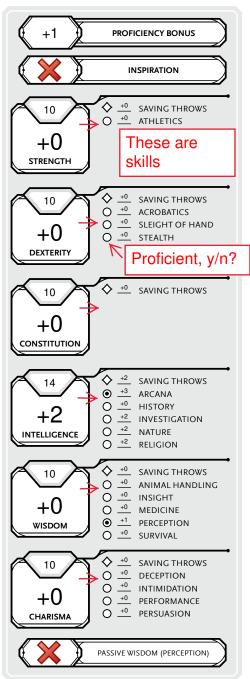
Proficient at skills: Arcana, Deception, Intimidation

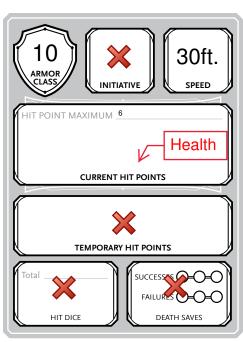
OTHER PROFICIENCIES & LANGUAGES

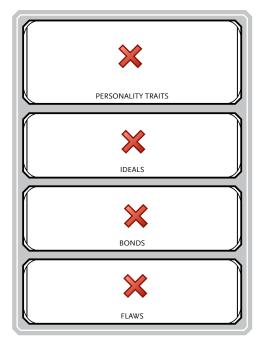
Armor: Black Robes (10 Armor)

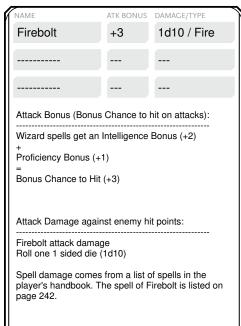
ATTACKS & SPELLCASTING











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 Cloak (10 Armor) Wooden Smoking Pipe Walking Stick

ATTACKS & SPELLCASTING