Your first session

The First Lantern / 2024 rules / Level 1

Pick a character

Rill is a sturdy fighter. Pip is a quick rogue. Asha uses healing and divine magic. Ivo solves problems with spells. Pick a sheet and tell the group one thing your character likes about Lantern Quay.

Say what you want to do

Listen to what the DM describes. Say what your character tries. You can look for clues, ask questions, offer help or suggest something different. The DM tells you what happens or asks for a roll.

Roll when asked

Roll a twenty-sided die (d20), add the bonus on your sheet and tell the DM the total. Your character might roll a check to try something risky, a save to respond to danger, or an attack to hit something. Advantage uses the higher of two d20s. Disadvantage uses the lower.

Take a turn in a fight

At the start, roll d20 plus Initiative. On your turn, move up to your Speed and take one action, such as attacking, casting a spell or trying something in the room. A feature or spell can let you take a Bonus Action. The DM will tell you if a Reaction applies.

Track hits and spells

An attack hits when your attack total meets the target's AC. Roll damage after a hit. If you take damage, subtract it from current HP. If you reach 0 HP, tell the DM. If your sheet has spell slots, cross one off when you cast a level 1 spell with it. Cantrips use no slots.

Learn the table as you go

Ask the DM when you are unsure about a bonus or what you can see. For spells marked Concentration, keep just one of them active at a time. The DM may ask for a Constitution save to keep it going if you take damage.

A FIRST ROLL

The DM asks Pip to investigate a trail. Pip rolls an 8 and adds the +5 Investigation bonus on the sheet. The total is 13. Tell the DM the total and listen to what happens.

Rules material adapted from the *System Reference Document 5.2.1* by Wizards of the Coast LLC. See dndbeyond.com/srd and the Creative Commons Attribution 4.0 International licence. The rules summaries are abridged and the setting, scenario and creatures are original.

LEVEL 1 / DWARF FIGHTER / SOLDIER

Rill Stonehand

Stand in front, lend a hand and hold the line.

Max HP	Armour Class	Speed	Initiative	Passive Perception	Hit Die
13	19	30 ft.	+1	13	1d10

Proficiency +2	STR	DEX	CON	INT	WIS	CHA
Score (modifier)	17 (+3)	13 (+1)	15 (+2)	10 (+0)	12 (+1)	8 (-1)
Saving throw	+5	+1	+4	+0	+1	-1

Skills Athletics +5 · Intimidation +1 · Perception +3 · Survival +3

Current HP _____ / **13** **Second Wind** ☐☐

Start with this

Move next to a foe and swing your longsword. Roll d20 + 5 to hit. On a hit, deal 1d8 + 3 slashing damage. Sap gives that creature Disadvantage on its next attack before the start of your next turn.

Other weapons

Handaxe. +5 to hit, 1d6 + 3 slashing. Throw it 20 ft. normally or up to 60 ft. with Disadvantage. If it hits and deals damage, Vex gives Advantage on your next attack against that target before the end of your next turn.
Javelin. +5 to hit, 1d6 + 3 piercing. Throw it 30/120 ft. Slow reduces the target's Speed by 10 ft. until your next turn starts.

Second Wind

Twice per Long Rest, spend a Bonus Action and heal 1d10 + 1 HP. A Short Rest restores one used charge.

When you hit

Savage Attacker lets you roll a weapon's damage dice twice once per turn when you hit. Choose which result to use, then add your modifier.

Dwarf traits

Darkvision 120 ft. You resist poison damage and have Advantage on saves against the Poisoned condition. On stone, use a Bonus Action for 60-ft. Tremorsense for up to 10 minutes. Use it twice per Long Rest.

Gear and proficiencies

Chain mail, shield, longsword, two handaxes, four javelins, backpack and dice. Defence style adds 1 to AC while armoured (included). Chain mail gives Disadvantage on Stealth. Martial and simple weapons, all armour and shields. Common, Dwarvish and Halfling.

LEVEL 1 / HALFLING ROGUE / CRIMINAL

Pip Reed

Spot what others miss and strike when someone opens a gap.

Max HP	Armour Class	Speed	Initiative	Passive Perception	Hit Die
10	14	30 ft.	+5	13	1d8

Proficiency +2	STR	DEX	CON	INT	WIS	CHA
Score (modifier)	8 (-1)	17 (+3)	15 (+2)	12 (+1)	13 (+1)	10 (+0)
Saving throw	-1	+5	+2	+3	+1	+0

Skills Acrobatics +5 · Investigation +5 · Perception +3 · Persuasion +2 · Sleight of Hand +5 · Stealth +7

Current HP _____ / **10**

Start with this

Rapier. At 5 ft., roll d20 + 5 to hit. On a hit, deal 1d8 + 3 piercing. **Shortbow.** At 80/320 ft., roll d20 + 5 and deal 1d6 + 3 piercing. Past 80 ft. roll with Disadvantage.

Sneak Attack

Once per turn, add 1d6 damage to a hit with your rapier or shortbow if you have Advantage, or if an ally who isn't Incapacitated is within 5 ft. of the target and you lack Disadvantage.

Line up your next hit

Vex is the mastery on both weapons. When you hit and deal damage, your next attack against that creature has Advantage if you make it by the end of your next turn.

Quick off the mark

Alert adds your proficiency bonus to Initiative (included). After rolling, you can swap your result with one willing ally who can act.

Halfling traits

If you roll a 1 on a d20 test, you may reroll it and use the new result. You have Advantage on saves against being Frightened. You can move through larger creatures' spaces and hide behind a creature at least one size larger when it obscures you.

Gear and proficiencies

Leather armour, rapier, shortbow, 20 arrows, thieves' tools and a crowbar. Two skills with Expertise are already marked in your bonuses. Common, Dwarvish, Halfling, Goblin and Thieves' Cant.

LEVEL 1 / HUMAN CLERIC / ACOLYTE

Asha Fen

Guide the party and get people back on their feet.

Max HP	Armour Class	Speed	Initiative	Passive Perception	Hit Die
12	16	30 ft.	+1	15	1d8

Proficiency +2	STR	DEX	CON	INT	WIS	CHA
Score (modifier)	10 (+0)	13 (+1)	14 (+2)	8 (-1)	17 (+3)	13 (+1)
Saving throw	+0	+1	+2	-1	+5	+3

Skills Insight +5 · Medicine +5 · Perception +5 · Persuasion +3 · Religion +1

Spell attack +5 · **Spell save DC 13**

Current HP _____ / **12** **Level 1 spell slots** ☐☐ **Free Healing Word** ☐

Start with this

Sacred Flame. Action, 60 ft. A creature you see makes a Dexterity save against DC 13, taking 1d8 radiant damage on a failure. **Mace.** +2 to hit, 1d6 bludgeoning. Keep a hand free for spells. Your holy symbol is on your shield.

Cantrips

Guidance. Touch, Concentration up to 1 minute. Pick a skill and add 1d4 to checks using it. **Light.** Touch an object to light it. **Spare the Dying.** Stabilise a creature at 0 HP within 15 ft. **Thaumaturgy.** Make a small harmless effect, such as a booming voice or a flickering flame.

Healing Word

Bonus Action, 60 ft. A creature you see regains 2d4 + 3 HP. Magic Initiate grants one free use per Long Rest. You can also use your spell slots to cast it.

Level 1 spells

Bless. Action, 30 ft. Up to three creatures add 1d4 to attacks and saves. Concentration, 1 minute. **Cure Wounds.** Action, touch. Restore 2d8 + 3 HP.

More level 1 spells

Guiding Bolt. Action, 120 ft., +5 to hit. On a hit, 4d6 radiant damage and Advantage on the next attack against it before the end of your next turn. **Shield of Faith.** Bonus Action, 60 ft. Give a creature +2 AC. Concentration, up to 10 minutes.

Gear and traits

Chain shirt, shield with holy symbol, mace and calligrapher's supplies. Divine Order (Protector) gives heavy armour and martial weapon training. Tough is included in HP. After a Long Rest, gain Heroic Inspiration if you have none. You can spend it to reroll a die and use the new roll. Common, Dwarvish and Halfling.

LEVEL 1 / HIGH ELF WIZARD / SAGE

Ivo Glass

Try a small spell or a clever idea when the party is stuck.

Max HP	Armour Class	Speed	Initiative	Passive Perception	Hit Die
8	12	30 ft.	+2	13	1d6

Proficiency +2	STR	DEX	CON	INT	WIS	CHA
Score (modifier)	8 (-1)	14 (+2)	14 (+2)	17 (+3)	12 (+1)	10 (+0)
Saving throw	-1	+2	+2	+5	+3	+0

Skills Arcana +5 · History +5 · Insight +3 · Investigation +5 · Perception +3

Spell attack +5 · **Spell save DC 13**

Current HP _____ / **8** **Level 1 spell slots** ☐☐ **Free Mage Armor** ☐

Start with this

Ray of Frost. Action, 60 ft., +5 to hit. On a hit, 1d8 cold damage and the target's Speed drops by 10 ft. until your next turn starts. **Dagger.** +4 to hit, 1d4 + 2 piercing, throw 20/60 ft.

Other cantrips

Mage Hand. Move a light object within 30 ft. with a spectral hand. **Minor Illusion.** Make a brief sound or small, still image. **Light, Mending and Prestidigitation.** Light an object, repair a small break, or make a minor magical effect.

Mage Armor

Action, touch. For 8 hours, a willing unarmoured creature's base AC is 13 plus Dexterity. This gives you AC 15. Magic Initiate grants one free use per Long Rest and you can also cast it with a slot.

Level 1 spells

Magic Missile. Action, 120 ft. Three darts hit targets you can see for 1d4 + 1 force each. **Shield.** When an attack hits you, use a Reaction for +5 AC through the start of your next turn. The bonus applies to the triggering attack.

More level 1 spells

Detect Magic. Sense magic within 30 ft. Concentration, 10 minutes. You can cast it as a Ritual from your book. **Feather Fall.** Reaction when a creature falls within 60 ft. Up to five falling creatures in range descend safely for up to 1 minute.

Gear and traits

Spellbook, arcane focus and dagger. Also in your book are *Comprehend Languages* and *Fog Cloud*. Once per Long Rest, recover one level 1 slot after a Short Rest. Darkvision 60 ft., Fey Ancestry and Trance. Common, Elvish and Dwarvish.