

Easy D&D

Easy D&D

A Concise, Easy to Play Set of Simplified 5E Dungeon & Dragons
Rules for Primary and SEND.

<https://easydnd.wordpress.com/>

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What is D&D?

 “The core of D&D is storytelling. You and your friends tell a story together, guiding your heroes through quests for treasure, battles with deadly foes, daring rescues, courtly intrigue, and much more.”

~ <http://dnd.wizards.com/dungeons-and-dragons/what-is-dd> ~

What is it good for?

 D&D is a great way to incorporate Social, Maths, & English learning in a fun and interactive way. The best way to learn is when it doesn't feel like work.

- Math skills
- Reading skills
- Writing skills
- Cooperation and leadership
- Problem-solving
- Creative thinking

~ <http://dnd.wizards.com/articles/features/monsterslayers> ~

Hasn't this been done before?

 Yes, please check out:

- simplednd (<https://simplednd.wordpress.com/>)
- Monster Slayers (<https://www.susanjmorris.com/dd-for-kids/>)

 they're both great and are the foundations for Easy D&D, however this is much simpler, keyed towards a Teaching environment and Primary or SEND students.

How to play?

1. The DM describes the environment.
2. The players describe what they want to do.
3. The DM narrates the results of the adventurers' actions.

 You need a DM, Dungeon Master (sometimes called a Game Master, GM) to orchestrate the world and keep in check the ideas that will form from the players.

 There is no right or wrong way to play, each DM will tackle elements of D&D in different ways. What is detailed in Easy D&D is a more fluid and easier to contain exploration of storytelling, but does require a DM with a quick mind and less steadfast attitude when it comes to deviation.

 Let the players shape the road, give them options (maybe all the options lead to the same place or event), but give the illusion of choice and leave the decision making to them (e.g. you reach a fork in the road, you can go one of three ways – however only you know each of those choices leads to the same Goblin encounter).

 The choices the players make are unlimited; however there are still rules that govern the game world. These are mostly found when players are in Combat. This is where Easy D&D has simplified things the most, making combat easy to follow, understand, quick and most importantly fun.

Where to start?

🎲 Creating characters.

- There are lots of ways and resources to create characters. Below I give two easy solutions:
 - Choose placeholder Level 1 Characters.
 - Choose the pre-built Level 2 Easy D&D custom character sheets, designed to mix and match Races & Classes.

🎲 Creating a world.

- You can create a world of your own or you can use someone else's! Wizards of the Coasts own Sword Coast is a huge sprawling fantasy map that includes all sorts of villages, towns, mountains, caverns, seas and much more. Pick a point and let them travel!



Creating an adventure.

- You can tailor something special which is perfectly crafted, problem with this method is paths and encounters you may have put hours of effort into can be passed or circumvented by the actions of players. Since this is primarily designed for teachers as a resource and no teacher has time to waste! My preferred method is a more relaxed creation process.
- You let the players decide the paths and routes chosen, but prepare 'random' encounters that challenge the players and lead up to a big climatic encounter (a dragon is a good choice). This way of 'freeballing' it is not always easy as it requires a quick wit and ability to make stuff up on the spot, but it works for small scale, segmented, adventures.

Adventure Breakdown:

Give options of where to go

 a fork in the road, over or through the mountain, across the lake or follow the coastline

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Players encounter a clue

 glint of a sword, tracks in the mud, runes on a stone, abandoned castle

>

Small encounter (Combat)

 a scout, an injured npc, a haunted wood

>

More options

 follow the clue or abandon ship

>

Large encounter (Combat)

 a brigand of goblins, a cave troll, a living swamp, a dragon!

<

Repeat

Rules simplified

Making stuff up

- You know your group of players (students) better than any guide. Choose things that will interest them, let them win when they need to, make them lose or face a consequence when need to. Keep it fresh and moving, but otherwise fake it like you had it planned all along!
- Letting the players guide the game

Simple character sheets – Cut and stick based on Races, Classes, Abilities & Skills.

- Races
 - In Easy D&D Races describe what the character is good and bad at, what they have on their persons or a unique ability, the languages they speak and a brief descriptor of what makes them fun to play.
 - Also included is the characters Armour Class – How well they can defend themselves & Health Points – How much damage they can take.
- Classes
 - In Easy D&D Classes describe the characters Weapons (all of which do D8 damage), Enemies strong and weak against (which allows for advantage/disadvantage), Spells or Abilities known

& a brief descriptor helping the player get an idea on how to play this Race.

- Abilities & Skills
 - Individual scores can be used by higher ability players to customise and flesh out their characters. But are unnecessary if the options and detail is already too overwhelming and can be replaced by the Difficulty Check Table below or a Dice Off!

Ability & Skills List

Strength	Athletics	measuring physical power
Dexterity	Acrobatics, Sleight of Hand, Stealth	measuring agility
Intelligence	Arcana, History, Investigation, Nature, Religion	measuring reasoning and memory
Wisdom	Animal Handling, Insight, Medicine, Perception, Survival	measuring perception and insight
Charisma	Deception, Intimidation, Performance, Persuasion	measuring force of personality
Constitution		measuring endurance

Difficulty Checks

Task Difficulty	Difficulty Check (DC) Traditional	Difficulty Check (DC) easy D&D
Very easy	5	2
Easy	10	5
Medium	15	10
Hard	20	12
Very hard	25	16
Nearly impossible	30	18

Advantage & Disadvantage

-  If it states you're GOOD or STRONG you get an advantage roll. Roll twice, use the highest number.
-  If it states you're BAD or WEAK you have to roll at a disadvantage. Roll twice, use the lowest number.
-  You don't only have to use the Advantage rule only when it states. Think one of your players should be disadvantaged because they aren't paying attention, let it be!

Dice off!

 They roll a dice, you roll a dice. Highest number wins the encounter or challenge.

Natural 20 or 1

 Rolling a 20 without modifiers means that the best possible outcome has been achieved – often resulting in undisclosed facts being revealed.

 Rolling a 1 without modifiers means that the worst possible outcomes has been realised – often resulting in loss and humiliation (a great way to humanise the characters heroic tendencies).

Combat!

Who goes first?

🎲 Roll for it! (including any monsters/npcs)

- Take turns in descending order (17 will go before a 4, before a 2).
- Natural 20 equals advantage on next roll, Natural 1 disadvantage.

🎲 Or just go around the table board game style, with the youngest or highest roll going first.

What means what?

🎲 All weapons use a D20 in order to see if they've landed a hit. The number rolled is then checked against the Players/Monster/NPC's Armour Value, same or higher and the weapon has struck the target.

D20 = 16 // Monsters armour = 14 // Weapon lands a hit and damage is taken

The Barbarian raises her sword and brings it down on the Hobgoblins shoulder slicing through the feeble armour as sparks fly.

D20 = 4 // Monsters armour = 14 // Weapon doesn't hit and there is no damage

The Rogues crossbow bolt whizzes past the owlbears ear.

Calculating damage

🎲 If an attempt to hit with a weapon is successful the target is damaged. All weapons do D8 damage and the total is deducted from the targets Health Points.

D8=5 // The sword passes cleanly through the hobgoblins shoulder and his hairy arm falls to the floor, black blood spurts everywhere.

D8=2 // The sword sticks in the Hobgoblins arm, he turns and pulls the weapon out and stares at the wound. 'Is that all you can do!' he laughs.

🎲 Any damage to a player can be reset after each encounter. Or if you want to implement maths you can use a D6 to regain lost health points with spells, potions, eating, or any other means that feel appropriate.

Casting Spells & Cantrips

🎲 All spells work in the same way as weapons. D20 vs Armour decides a hit. D8 decides damage taken and is deducted from Health Points.

🎲 Most spells have some kind of flourish, which although has no mechanical effects can be used to help described the action.

Wizard attempts a Chill Blast on an Undead Knight and hits
doing 4 Damage.

*The air fills with ice crystals; a flurry of blue light surrounds the
Undead Knight as he swipes the air with his mace. His jaw
freezes and falls off, he picks it up and reattaches it back to his
face.*

What can the players do?

🎲 During combat the players' options are more limited than when not. Although there is always grace for the DM to allow actions outside of those mentioned (listed as improvise). Having a list of actions available often helps the players, reducing the likeliness of 'paralysis of choice'.

- Attack – Using a Spell or Weapon as detailed above.
- Grab – Hold on to someone to stop them escaping.
 - Base the success on a difficulty check (varying on what is being grabbed and by who).
 - If successful, those being held has disadvantage on next turn.
- Shove – Push and enemy over.
 - Base the success on a difficulty check (varying on what is being pushed and by who).
 - If successful, those shoved has disadvantage on next turn. Or if those shoved is near a danger (a cliff, lava, swamp), they take D8 damage (in same manner as a weapon).
- Dodge – Try and jump out of the way of the next attack.
 - Base the success on a difficulty check (varying on who is attempting the dodge).
 - If the dodge is successful any attack attempted misses.

- If the dodge is never used (as no one attacks them until their next turn), the payer gains advantage on next turn.
- Help/Heal – Help out someone in your team.
 - Help is based on a difficulty check (varying on how they are helping).
 - Getting an ogre to let go of their teammate – Medium
 - Distracting a Gnoll from attacking someone - Easy
 - Heal can be used by anyone, although some Classes have advantage rolls. Healing is always successful and those healed regain 1D6 Health Points.
- Hide – Find somewhere safe.
 - Hiding is based on a difficulty check (varying on where they want to hide and who has already seen them).
 - If successful, those hidden cannot be attacked.
- Search – Look for something to use or a clue to help.
 - Searching is based on the discretion of the DM, it can be granted as successful without a difficulty check. Or a check can be used to see what level of success is achieved.

2-5	A boulder is found that's a good size for throwing.
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5-10	A satchel of slippery slime is found.
10-15	An old poison elven arrow is found.
15-20	A hidden lever to a trap door below the enemy is found.

- Use an object – Use an object, either an item that the race or class has or something that has been found.
 - Object use is based on a difficulty check (varying on the skill that would be required to use the object).
 - If successful, any damage sustained uses 1D8 (in same manner as a weapon).
- Improvise - Anything that cannot be assigned to the above, or is a distinct variation of the above can be classed as Improvisation.
 - At DMs discretion, Difficulty Checks, Dice Offs, Advantages & Disadvantages can be used to emulate the action(s) required.
 - Any damage resulting from Improvisation uses 1D8.
 - Any healing resulting from Improvisation uses 1D6.

What do I need to start playing?

 Technically nothing. You could just start a game and let the story be 'written' by the players without any of the 'board game' elements that make up D&D.

However, rolling dice and choosing characters is part of the fun and for that you will need:

Paper

- As part of Easy D&D you'll find all the resources ready to print & go. There are other great resources out there, especially for DMs (see resources section).

Maps

- Maps can be drawn or created from a multitude of sources or made up on the fly as you discover the 'Dungeon' with the players. here are some options:

Dice

- Lots of dice. In a perfect world every player should have a bag of dice. But a D20, D8 & D6 are used in Easy D&D, and one of each is enough and will encourage sharing! Although a few D6 (the standard 6 sided Die) can be used if resources are limited.

Minis

- Miniature figures used to represent the characters in the world and are a great way to help players visualise what's happening, especially during Combat. There are lots of options available, and the deeper you go down

this wonderful rabbit hole the more expensive it will
get.

Resources

Paper:

- 🎲 Re-Roll - An app/website that allows 8-bit creation of characters and weapons.
 - <https://www.kickstarter.com/projects/wearefictional/reroll-visual-character-sheet-app-for-5e-dnd>
- 🎲 DonJon RPG Tools - A vast trove of resources from maps to monsters.
 - <https://donjon.bin.sh/>

Maps:

🎲 Online tools

- 2 Minute Tabletop – Battle maps, set pieces and other assets.
 - <https://2minutetabletop.com>
- Stephen Joy – Simple, clean maps & dungeons.
 - <https://www.patreon.com/stephenjoy>
- Elven Tower – High-class cartography for fantasy games.
 - <https://www.elventower.com/maps-index>

🎲 Offline

- Drywipe maps available from Paizo are designed for their Pathfinder RPG (a continuation of an older edition of D&D) but work great for all sort of adventures
 - <https://paizo.com/store/pathfinder/accessories/maps>

Minis:

 Here are a couple of options that work great on a smaller budget:

- Pathfinder Pawns

- A great inexpensive ways to add detail and texture to the battles. Designed and made for the Pathfinder RPG. Although not purpose built you'll still find a plethora of options printed on good card stock.

- <https://paizo.com/store/pathfinder/accessories/miniatures/pawns>

- Printable Heroes

- Is an online artist who designs characters for D&D, the majority of which are free! If you have a decent printer these make a great quick edition to any campaign.

- <https://printableheroes.com>

Adding more rules?

Easy D&D is designed around Dungeon & Dragons 5th Edition and the features that are left out to simplify the experience can be reintroduced to add complexity or further challenge the players.

- Features left out that can be reintroduced:
 - Character Alignment
 - The Complete Weapon/Spell List & Their Specific Requirements to Use and Cast.
 - Damage Types
 - Passive Perception Checks
 - Initiative/Speed/Death Saves/Ammunition/Proficiency/Inspiration
 - Experience and Levelling
 - Character Background, Details and Personality.

The Basic Rules are available to download from WOTC to help further ground yourself in the D&D world and add elements to Easy D&D.

[~https://dnd.wizards.com/articles/features/basicrules?x=dnd/basicrules~](https://dnd.wizards.com/articles/features/basicrules?x=dnd/basicrules)

An Example Intro

A party working together despite your many differences. Some of you are friends, others enemies. But still you have decided that as a band of adventurers your chances of fame and fortune are much greater if you work as a group.

You start your adventure on the mainland in the High Forest. You are well stocked from your last expedition and now must decide as a group where to travel in the lands of the Sword Coast.