

# THE BLESSED SCHOOL: PLAYER GUIDE

**D**UNGEONS & DRAGONS IS A ROLE-PLAYING GAME. Simply: with friends in tow and a couple of dice, you all create unique characters and a story around a fictional adventure. It sounds cheesy on paper, but that's what makes D&D so fun! It's basically light improv, with some randomness, and a referee that keeps things moving.

This guide will give you a short and sweet crash course on how to play. Remember the one Golden Rule when playing D&D: just have fun!

## THE PLOT

The setting you're playing in is New Londinium: a soot-choked metropolis in a late-Victorian age of brass, steam, and spellwork. In this world, magic is everywhere — but mostly inside machines. Enchanted engines drive the city's industry, and brass patrolmen walk the streets to enforce the law.

Most people in New Londinium don't cast spells directly. Instead, guild mages and artificers bind magic into engines, lamps, wards, and transit systems. Everyday life runs on machine-magic.

Natural spellcasters do exist, but they are rare, closely watched, and often pushed toward respectable work for the state, industry, or noble houses.

You are one of those rare casters, and you chose a different path: adventuring. You take dangerous field jobs where raw talent, nerve, and quick decisions matter more than status.

You are at the Blacklamp Tavern, where adventurers, fixers, and desperate employers cross paths after dark. As the night winds down, you might be nursing the local ale, playing a game of mage-chess, or just listening to the fire crackle when a rain-soaked runner from "The Blessed School" finds you and presses a wax-sealed note into your hands. The paper is damp from the rain, and the handwriting is rushed. The Blessed School is a renowned finishing school for the rich and political elites of New Londinium — and they need help tonight.

At first, this looks like a straightforward rescue: several students are missing, and the school wants the problem solved quietly before dawn. But this is only the opening chapter. What you uncover at the school points to a much larger conflict in the city, with higher stakes than one night's disappearance.



## HEADMASTER'S NOTE (HANDOUT)

Your DM will give you a printed note from Headmaster Kaine (wax-sealed, hastily written, and damp from the rain). Read it carefully and keep it as proof of the request.

## PLAYER SETUP

All you need are some dice and a character sheet. Dice are optional, as the digital version of our character sheets can roll them for us!

Go ahead and create a character on [D&D Beyond](#).

- Click on Quick Build, and pick human for your race.
- Then pick any class you want, and name your character however you want!
- We will describe who you are when we play together the first time: it will be part of the game setup.

Make sure to create a level 1 character, and think of a background for them. Before we start, decide:

- Why are they at the Blacklamp Tavern tonight, and what are they hoping to find there?
- What do they want out of this job? (money, fame, or new magic are great hooks)
- What scares them the most?

## PLAYER'S TURNS

Like a board game, each player will take a turn. You can talk as a team to figure out what you want to do, but it's often fun to act on your own. All you need to do is describe what you want your character to do.

Your character can do anything "within reason". In this fictional world, the same real-world rules apply, but can be bent using luck, skill, or a bit of magic. Just say what you want to do, and the DM will help you roll dice to figure out if your action was successful or failed. That's it! Just describe what you want to do, and the DM will walk you through what happens.

## ROLLING DICE

Dice are important because they add a fun element of chance and surprise.

For most actions, success is determined by dice. The Dungeon Master sets a difficulty and asks you to roll a d20 (20-sided die), then apply your relevant skill or ability modifier. If your total meets or beats the difficulty, you succeed.

Skills are on your character sheet: you will have 6 attributes at the top, and 18 skills in the middle. The + or - symbols tell you to add or subtract after you roll a D20. This has to do with how good or bad your character is at that attribute or skill.

Regardless of what you're rolling for, if you ever roll a "20", something really good will happen. If you ever roll a "1", something really terrible will happen. This is part of the fun: these extremes can cause some hilarious twists in the story.

Here's a simple example: you might be trying to lock-pick a door. Lock-picking uses the Dexterity attribute. You roll your d20, and roll a 16. You then add 2 because your attribute is marked as "+2". You tell the DM you rolled an 18, and the DM confirms it was a high enough roll to successfully unlock the door.

Here's a quick failure example: you roll a "1" while trying the same lock. The pick snaps, springs into your eye, and you stumble backward into a coat rack that somehow tips over and opens the door anyway. Take 1 damage (-1 HP), but hey — the door is open!

## PLAYER'S CHARACTER SHEET

There's a ton going on here, but all you really care about are these parts:

- Skills (Vertical column with 18 rows, like Acrobatics, Animal Handling, etc.)
- Actions (Right column, with spells and attacks in bold)

There's much more to your character, like items and fighting, but your DM will go through those as you play. Read through your actions to get a good idea of what special things your character can do.

## IT BEGINS...

It is dead of night. After a rain-soaked runner found you occupied in the warm tavern and begged you to come at once, you now stand at White Blossom Plaza, facing the school's entrance. Cold fog clings to the street and a light drizzle slicks the stone.

Near the school's east wall, low iron grates leak steady warmth into the rain. A sour metallic smell rides the damp air there, sharp enough to cut through coal smoke.

Down the street, a brass patrolman ticks past, lantern eyes sweeping the fog without interest.

You see your peers are finally arriving right as a light behind the front door flickers on. You hear a low growl behind the door... and get the sense this is only the beginning.

