

D&D Next: Playtest Update

January 28, 2013

Welcome to the D&D Next playtest! This is an exciting opportunity to try out pieces of the next iteration of DUNGEONS & DRAGONS and to provide your feedback.

In the playtest, you are looking at portions of the game, not the whole thing. Because of that fact, you might find things in the rules that are unclear or that refer to elements of the game that aren't yet in the playtest. Let us know through our surveys what works, what doesn't work, what you don't like, and what you like.

Using This Packet

If you are a player, here is the recommended order for reading the playtest packet's documents:

1. **How to Play.** The rest of the playtest packet assumes you are familiar with this document, which presents the basics of play.
2. **Character Creation.** This document guides you through creating a character and points you to the packet's other player-focused documents: Races, Classes, Backgrounds and Skills, Specialties and Feats, Equipment, Maneuvers, and Spells.

If you are a Dungeon Master, here is the recommended reading order:

1. **How to Play.** The rest of the playtest packet assumes you are familiar with this document, which presents the basics of play.
2. **DM Guidelines.** A mix of DMing advice and rules, this document includes the nuts and bolts of setting DCs and crafting combat encounters.
3. **Bestiary.** Containing a selection of monsters, this document gives you enough creatures to try out encounter building.

Changes in This Packet

Classes

Barbarian. The barbarian class is now part of the playtest.

Clarifications. The cleric and the monk classes both contain clarifications.

How to Play

Invisibility. An invisible creature now has advantage on its attack rolls.

Resolving Tied Initiatives. Resolving tied initiatives has been simplified.

Clarifications. Numerous pieces of the How to Play document have been clarified.

Character Creation

The instructions on character creation have been reordered and clarified, and the explanation of alignment has been expanded.

Spell Durations

Several spells, such as *minor illusion*, have had their durations adjusted.

Against the Cult of Chaos

A conversion document is provided for the 4E adventure *Against the Cult of Chaos*.

Known Issues

- Certain player characters deal more damage than desired.
- The DCs in the *Caves of Chaos*, *Isle of Dread*, and *Reclaiming Blingdenstone* adventures do not reflect those currently in the DM Guidelines file.
- The character sheet might no longer reflect an optimal presentation for the available character options.