

D&D Next Interim Rules Supplement

December 1, 2013

This presentation of the D&D Next rules is an interim document intended to serve those playing *Scourge of the Sword Coast* and *Dead in Thay*. It presents no addition rules material beyond what previously appeared in the playtest packet on dndnext.com.

As a reminder, 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 don't appear in the public playtest.

Using This Material

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, Feats, Equipment, 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, crafting encounters, and managing exploration.
3. **Bestiary.** *Scourge of the Sword Coast* contains all the statistics you need to run the adventure. As a result, you won't find a bestiary in these materials.

If you have downloaded the previous playtest packet, below is a list of changes you will see.