



EXTRA LIFE 2017

To our D&D Community:

We play a lot of Dungeons & Dragons here, both in front of the camera on [twitch.tv/dnd](https://www.twitch.tv/dnd) and behind the scenes. But there's nothing more satisfying than playing D&D to raise money for kids. Extra Life is a charity event we've been happy to be involved with, where gamers stream themselves playing with the express purpose of driving donations to children's hospitals. In the past few years, D&D has participated in Extra Life by streaming from our offices and raising more than \$290,000 for Seattle Children's Hospital.

This year, we're doubling down by streaming not only from the d20 Studio here at the Wizards of the Coast offices in Renton, but also pulling together many of our livestream gamers to broadcast D&D sessions from multiple locations across the globe—including game sessions taking place at GameHole Con.

We're starting with a game on the evening of November 3rd featuring the D&D team along with Maze Arcana while they're in Madison, WI for GameHole Con. Then on November 4th, you'll be able to watch 12 hours of D&D live play during the official Extra Life event day.

It's all meant to raise money for a good cause, with Dragon Talk's Greg Tito hosting the day's events.

THRESHOLD REWARDS

As we raise more money together, we'll also unlock content from *Tomb of Annihilation* you can't get anywhere else and preview pages from the upcoming *Xanathar's Guide to Everything*—including in this PDF.

We will also make a cert available to all Adventurers League players at the conclusion of this year's Extra Life. These rewards will be based on the total raised by the D&D team. Benefits will be usable from the end of Extra Life 2017 to the end of Extra Life 2018. Each player will receive one of these certs, and cross the benefits off after using them.

THE TORTLE PACKAGE

As a further bonus, Chris Perkins and the rest of the D&D team have specially created turtles as a playable race available at the [Dungeon Masters Guild](#), with proceeds directing benefiting Extra Life/Children's Hospitals. (If you are unfamiliar with turtles, they are a race of anthropomorphic turtles that have appeared in previous editions of the game.) This material will also include an adventure location and a few added monsters as well!

We're excited to contribute to Extra Life this year and hope you jump on [twitch.tv/dnd](https://www.twitch.tv/dnd) on Nov. 4th to watch all the fun!

—The D&D Team

I've got a minion that forges things.
An ink-stained little twerp with excellent
penmanship. So how do the hammers and
fire help the process? Wouldn't the paper
get burned? Oh, the fire must be for the
wax seals!



CLERIC OF THE FORGE

DIVINE DOMAINS

At 1st level, a cleric gains the Divine Domain feature. The following domain options are available to a cleric, in addition to those offered in the *Player's Handbook*: Forge and Grave.

FORGE DOMAIN

The gods of the forge are patrons of artisans who work with metal, from a humble blacksmith who keeps a village in horseshoes and plow blades to the mighty elf artisan whose diamond-tipped arrows of mithral have felled demon lords. The gods of the forge teach that, with patience and hard work, even the most intractable metal can be transformed from a lump of ore to a beautifully wrought object. Clerics of these deities search for objects lost to the forces of darkness, liberate mines overrun by orcs, and uncover rare and wondrous materials necessary to create potent magic items. Followers of these gods take great pride in their work, and they are willing to craft and use heavy armor and powerful weapons to protect them. Deities of this domain include Gond, Reorx, Onatar, Moradin, Hephaestus, and Goibhniu.

FORGE DOMAIN FEATURES

Cleric Level	Feature
1st	Domain Spells, Bonus Proficiencies, Blessing of the Forge
2nd	Channel Divinity: Artisan's Blessing
6th	Soul of the Forge
8th	Divine Strike (1d8)
14th	Divine Strike (2d8)
17th	Saint of Forge and Fire

DOMAIN SPELLS

You gain domain spells at the cleric levels listed in the Forge Domain Spells table. See the Divine Domain class feature for how domain spells work.

FORGE DOMAIN SPELLS

Cleric Level	Spells
1st	<i>identify</i> , <i>searing smite</i>
3rd	<i>heat metal</i> , <i>magic weapon</i>
5th	<i>elemental weapon</i> , <i>protection from energy</i>
7th	<i>fabricate</i> , <i>wall of fire</i>
9th	<i>animate objects</i> , <i>creation</i>



BONUS PROFICIENCIES

When you choose this domain at 1st level, you gain proficiency with heavy armor and smith's tools.

BLESSING OF THE FORGE

At 1st level, you gain the ability to imbue magic into a weapon or armor. At the end of a long rest, you can touch one nonmagical object that is a suit of armor or a simple or martial weapon. Until the end of your next long rest or until you die, the object becomes a magic item, granting a +1 bonus to AC if it's armor or a +1 bonus to attack and damage rolls if it's a weapon.

Once you use this feature, you can't use it again until you finish a long rest.

CHANNEL DIVINITY: ARTISAN'S BLESSING

Starting at 2nd level, you can use your Channel Divinity to create simple items.

You conduct an hour-long ritual that crafts a nonmagical item that must include some metal: a simple or martial weapon, a suit of armor, ten pieces of ammunition, a set of tools, or another metal object (see chapter 5, "Equipment," in the *Player's Handbook* for examples of these items). The creation is completed at the end of the hour, coalescing in an unoccupied space of your choice on a surface within 5 feet of you.

The thing you create can be something that is worth no more than 100 gp. As part of this ritual, you must lay out metal, which can include coins, with a value equal to the creation. The metal irretrievably coalesces and transforms into the creation at the ritual's end, magically forming even nonmetal parts of the creation.

The ritual can create a duplicate of a nonmagical item that contains metal, such as a key, if you possess the original during the ritual.

SOUL OF THE FORGE

Starting at 6th level, your mastery of the forge grants you special abilities:

- You gain resistance to fire damage.
- While wearing heavy armor, you gain a +1 bonus to AC.

DIVINE STRIKE

At 8th level, you gain the ability to infuse your weapon strikes with the fiery power of the forge. Once on each of your turns when you hit a creature with a weapon attack, you can cause the attack to deal an extra 1d8 fire damage to the target. When you reach 14th level, the extra damage increases to 2d8.



SAINT OF FORGE AND FIRE

At 17th level, your blessed affinity with fire and metal becomes more powerful:

- You gain immunity to fire damage.
- While wearing heavy armor, you have resistance to bludgeoning, piercing, and slashing damage from nonmagical attacks.