



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 tortles as a playable race available at the [Dungeon Masters Guild](#), with proceeds directing benefiting Extra Life/Children's Hospitals. (If you are unfamiliar with tortles, 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

LIFE EVENTS

No matter how long you've been alive, you have experienced at least one signature event that has markedly influenced your character. Life events include wondrous happenings and tragedies, conflicts and successes, and encounters with the unusual. They can help to explain why your character became an adventurer, and some might still affect your life even after they are long over.

The older a character is, the greater the chance for multiple life events, as shown on the Life Events by Age table. If you have already chosen your character's starting age, see the entry in the Life Events column that corresponds to how old you are. Otherwise, you can roll dice to determine your current age and number of life events randomly.

After you know the number of life events your character has experienced, roll once on the Life Events table for each of them. Many of the results on that table direct you to one of the secondary tables that follow. Once you have determined all of your character's life events, you can arrange them in any chronological order you see fit.

LIFE EVENTS BY AGE

d100	Current Age	Life Events
01–20	20 years or younger	1
21–59	21–30 years	1d4
60–69	31–40 years	1d6
70–89	41–50 years	1d8
90–99	51–60 years	1d10
00	61 years or older	1d12

LIFE EVENTS

d100	Event
01–10	You suffered a tragedy. Roll on the Tragedies table.
11–20	You gained a bit of good fortune. Roll on the Boons table.
21–30	You fell in love or got married. If you get this result more than once, you can choose to have a child instead. Work with your DM to determine the identity of your love interest.
31–40	You made an enemy of an adventurer. Roll a d6. An odd number indicates you are to blame for the rift, and an even number indicates you are blameless. Use the supplemental tables and work with your DM to determine this hostile character's identity and the danger this enemy poses to you.
41–50	You made a friend of an adventurer. Use the supplemental tables and work with your DM to add more detail to this friendly character and establish how your friendship began.
51–70	You spent time working in a job related to your background. Start the game with an extra 2d6 gp.
71–75	You met someone important. Use the supplemental tables to determine this character's identity and how this individual feels about you. Work out additional details with your DM as needed to fit this character into your backstory.
76–80	You went on an adventure. Roll on the Adventures table to see what happened to you. Work with your DM to determine the nature of the adventure and the creatures you encountered.
81–85	You had a supernatural experience. Roll on the Supernatural Events table to find out what it was.
86–90	You fought in a battle. Roll on the War table to learn what happened to you. Work with your DM to come up with the reason for the battle and the factions involved. It might have been a small conflict between your community and a band of orcs, or it could have been a major battle in a larger war.
91–95	You committed a crime or were wrongly accused of doing so. Roll on the Crime table to determine the nature of the offense and on the Punishment table to see what became of you.
96–99	You encountered something magical. Roll on the Arcane Matters table.
00	Something truly strange happened to you. Roll on the Weird Stuff table.

SECONDARY TABLES

These tables add detail to many of the results on the Life Events table. The tables are in alphabetical order.

ADVENTURES

d100	Outcome
01–10	You nearly died. You have nasty scars on your body, and you are missing an ear, 1d3 fingers, or 1d4 toes.
11–20	You suffered a grievous injury. Although the wound healed, it still pains you from time to time.
21–30	You were wounded, but in time you fully recovered.
31–40	You contracted a disease while exploring a filthy warren. You recovered from the disease, but you have a persistent cough, pockmarks on your skin, or prematurely gray hair.
41–50	You were poisoned by a trap or a monster. You recovered, but the next time you must make a saving throw against poison, you make the saving throw with disadvantage.
51–60	You lost something of sentimental value to you during your adventure. Remove one trinket from your possessions.
61–70	You were terribly frightened by something you encountered and ran away, abandoning your companions to their fate.
71–80	You learned a great deal during your adventure. The next time you make an ability check or a saving throw, you have advantage on the roll.
81–90	You found some treasure on your adventure. You have 2d6 gp left from your share of it.
91–99	You found a considerable amount of treasure on your adventure. You have 1d20 + 50 gp left from your share of it.
00	You came across a common magic item (of the DM's choice).

ARCANE MATTERS

d10	Magical Event
1	You were charmed or frightened by a spell.
2	You were injured by the effect of a spell.
3	You witnessed a powerful spell being cast by a cleric, a druid, a sorcerer, a warlock, or a wizard.
4	You drank a potion (of the DM's choice).
5	You found a <i>spell scroll</i> (of the DM's choice) and succeeded in casting the spell it contained.
6	You were affected by teleportation magic.
7	You turned invisible for a time.
8	You identified an illusion for what it was.
9	You saw a creature being conjured by magic.
10	Your fortune was read by a diviner. Roll twice on the Life Events table, but don't apply the results. Instead, the DM picks one event as a portent of your future (which might or might not come true).

BOONS

d10	Boon
1	A friendly wizard gave you a <i>spell scroll</i> containing one cantrip (of the DM's choice).
2	You saved the life of a commoner, who now owes you a life debt. This individual accompanies you on your travels and performs mundane tasks for you, but will leave if neglected, abused, or imperiled. Determine details about this character by using the supplemental tables and working with your DM.
3	You found a riding horse.
4	You found some money. You have 1d20 gp in addition to your regular starting funds.
5	A relative bequeathed you a simple weapon of your choice.
6	You found something interesting. You gain one additional trinket.
7	You once performed a service for a local temple. The next time you visit the temple, you can receive healing up to your hit point maximum.
8	A friendly alchemist gifted you with a <i>potion of healing</i> or a flask of acid, as you choose.
9	You found a treasure map.
10	A distant relative left you a stipend that enables you to live at the comfortable lifestyle for 1d20 years. If you choose to live at a higher lifestyle, you reduce the price of the lifestyle by 2 gp during that time period.

CRIME

d8	Crime
1	Murder
2	Theft
3	Burglary
4	Assault
5	Smuggling
6	Kidnapping
7	Extortion
8	Counterfeiting

PUNISHMENT

d12	Punishment
1–3	You did not commit the crime and were exonerated after being accused.
4–6	You committed the crime or helped do so, but nonetheless the authorities found you not guilty.
7–8	You were nearly caught in the act. You had to flee and are wanted in the community where the crime occurred.
9–12	You were caught and convicted. You spent time in jail, chained to an oar, or performing hard labor. You served a sentence of 1d4 years or succeeded in escaping after that much time.