

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 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 on Nov. 4th to watch all the fun!

—The D&D Team

CONTENTS

Introduction
Ch. 1: Character Options
Barbarian8
Primal Paths9
Path of the Ancestral Guardian9
Path of the Storm Herald10
Path of the Zealot
Bard
College of Glamour14
College of Swords15
College of Whispers 16
Cleric
Divine Domains
Philosophy, or Force
Forge Domain
Grave Domain19
Druid
Druid Circles22
Circle of Dreams
Circle of the Shepherd23 Learning Beast Shapes24
Fighter
Martial Archetypes28
Arcane Archer28
Cavalier
Samurai
Monastic Traditions
Way of the Drunken Master
Way of the Kensei34
Way of the Sun Soul35
Paladin 36
Sacred Oaths
Oath of Redemption
Ranger40
Ranger Archetypes41
Gloom Stalker
Horizon Walker
Rogue
Roguish Archetypes45
Inquisitive45
Mastermind46
Scout
Swasnbuckler 47 Sorcerer 48
Sorcerous Origins50
Divine Soul50
Shadow Magic50
Storm Sorcery
Warlock
The Celestial
The Hexblade55
Eldritch Invocations56
Wizard
Arcane Tradition
War Magic59

This Is Your Life61
Origins61
Personal Decisions64
Life Events69
Supplemental Tables72
Racial Feats73
Ch. 2: Dungeon Master's Tools77
Simultaneous Effects
Falling
Rate of Falling77 Flying Creatures and Falling77
Sleep77
Waking Someone
Sleeping in Armor
Going without a Long Rest78
Adamantine Weapons78
Tying Knots78
Tool Proficiencies78
Tools and Skills Together78
Tool Descriptions
Spellcasting
Perceiving a Caster at Work
Identifying a Spell85 Invalid Spell Targets85
Areas of Effect on a Grid86
Encounter Building88
Quick Matchups91
Random Encounters: A World of
Possibilities92
Arctic Encounters92
Coastal Encounters93
Desert Encounters95
Forest Encounters
Grassland Encounters
Mountain Encounters
Swamp Encounters105
Underdark Encounters106
Underwater Encounters109
Urban Encounters110
Traps Revisited113
Simple Traps113
Sidebar: Making Traps
Meaningful
Complex Traps118
Designing Complex Traps121
Sidebar: Complex Traps and
Legendary Monsters123
Downtime Revisited123
Rivals123
Downtime Activities125
Buying a Magic Item126
Carousing127
Crafting an Item128 Crime130
Gambling
Pit Fighting
Relaxation
Religious Service131
Research132
Scribing a Spell Scroll133
Selling a Magic Item133
Training134
Work134

Awarding Magic Items135 Sidebar: Behind the Design: Magic	
Item Distribution135	
Common Magic Items136	
Sidebar: Are Magic Items	
Necessary in a Campaign?136	
Sidebar: Creating Additional	
Common Items140	
Magic Item Tables140	
Sidebar: Recharging without	
a Dawn144	
Ch. 3: Spells	
Spell Lists147	
Spell Descriptions150	
App. A: Shared Campaigns172	
App. B: Character Names 175	
Vonhuman Names	
Dragonborn175	
Dwarf	
Elf176	
Gnome	
Halfling179	
Half-Orc179	
Tiefling180	
Human Names181	
Arabic181	
Celtic	
Chinese	
Egyptian	
English	
French	
German	
Indian 186	
Japanese	
Mesoamerican 188	
Niger-Congo	
Norse	
Polynesian	
Roman	
Slavic	
Spanish192	

