

D&D Next Playtest Update

October 14, 2013

This release of the D&D Next playtest presents updates to only the paladin and the druid. For convenience, this document still contains notes from the previous September 19 update.

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 haven't appeared in the public playtest. Please let us know through our surveys what works, what doesn't work, what you don't like, and what you like.

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.** Containing a selection of monsters, this document gives you enough creatures to try out encounter building.

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

Character Sheet

10/14/13

- A new character sheet has been added to reflect changes to skills and lore.

Adventures

10/14/13

- Notes for converting *Legacy of the Crystal Shard* to D&D Next have been added to the Adventures directory.

Races

9/19/13

- New races have been added: dragonborn, drow, kender, tieflings, and warforged.
- The dwarf's Stonecunning trait has been revised to use skills.
- Keen Senses has been revised to use skills.
- Free Spirit has been renamed Fey Ancestry and revised to grant advantage on saving throws against being charmed.
- The rock gnome's Artificer's Lore no longer references recall lore.
- The half orc's Menacing has been revised to use skills.

Classes

9/19/13 *except where noted*

- All classes have been updated to use the new proficiency bonus rule, which is included in each class table.
- Each class now also includes saving throw and skill proficiencies, in addition to the weapon and armor proficiencies already present. Some classes also have tool proficiencies.
- The Expertise feature in several classes have been removed or changed to better work with the new proficiency system.

Bard

- The bard makes its first appearance in this playtest packet.

Barbarian

- The Rage class feature has been updated to remove (by default) advantage on Strength attacks and replaces the resistances it previously granted with temporary hit points.
- The Thick Hide class feature has been restored to the class.
- Reckless Attack has been updated to work in concert with rage.
- Barbarians now gain their second attack at 5th level.
- Brutal Critical has been moved to 8th level.
- Incite Rage has been replaced by an Ability Score Improvement at 16th level.
- Will to Live replaces a barbarian path feature at 17th level. Works in concert with new death roll rules.
- Brutal Rage has been revised to function without ending the barbarian's rage.
- Terrifying Rage has been removed from the Berserker barbarian path.
- Totem Spirit's Cougar and Wolf options have been revised to interact with the new skill proficiency rules.
- Guiding Totem has been revised to interact with the new saving throw proficiency rules.
- Guardian Totem has been removed from the Totem Warrior barbarian path.

Cleric

- Religious Study has been removed from the cleric, and is now encompassed by the class's skill proficiencies.
- The cleric's Spells per Day progression has been improved to match the standard spellcasting progression, granting the cleric more spells.
- The Ability Score Improvement at 6th level has been replaced with a second use of Channel Divinity. The cleric gains a third use at 18th level.
- The cleric no longer gains two attacks at 8th level; instead, this has been replaced by Divine

Strike (which now improves at 14th level) and an Ability Score Improvement.

- Divine Intervention has been changed to make it easier to use, though it now requires one week between attempts.
- The Flare feature in the Light domain has been revised.
- Weapon of the Gods in the War domain has been replaced by the War Priest feature.
- Divine Battle Cry in the War domain has been replaced by Guided Strike.

Druid

10/14/13

- The druid's Wild Shape feature has been revised (the class description includes animal stat blocks to support the new version of the feature).
- The Circle of the Moon in the druid has been redone.

Fighter

- Second Wind has been revised to give temporary hit points and refresh more quickly.
- The Fighting Style feature has been added to give fighters more customization options outside martial paths.
- Fighter's Supremacy has been replaced with an Extra Attack.
- The three martial paths have been revised. The Knight has been removed (many of its features have been moved elsewhere), and the Gladiator has been renamed the Weaponmaster.
- The Brutal Display feature has been removed.
- Gladiator's Cunning has been renamed to Advanced Maneuvers.
- Gladiator's Resolve has been removed.
- Improved Combat Superiority has been revised to prevent fighter players from running out of superiority dice too quickly.
- The Awareness feature has been removed from the Warrior.
- Armor Focus has been replaced with an additional Fighting Style choice (one of which is Defense, which is the same mechanic as Armor Focus).

Mage

- Esoteric Knowledge has been removed from the mage, and is now encompassed by the class's skill proficiencies.
- Arcane Recovery has been revised to work with up to 5th level spells.
- The 5th level tradition benefit has been moved to 6th level.
- Scribe Scrolls has been removed.
- A tradition benefit at 8th level has been removed.
- Brew Potions has been replaced by an Ability Score Improvement.
- Persistent Charm in the Enchantment tradition has been replaced by Aura of Antipathy.
- Instinctive Charm in the Enchantment tradition has been moved to 5th level to replace Recover Suggestion.
- Alter Memories in the Enchantment tradition has been moved to 20th level to replace ongoing charm, and its effects improved.
- Split Enchantment replaces Alter Memories at 12th level in the Enchantment tradition.
- Rapid Enchantment replaces Enchantment Master in the Enchantment tradition.
- Bypass Resistance has been cut from the Evocation tradition, and the levels of other features have been moved to compensate for the removal of this feature.
- Convincing Illusions has been cut from the Illusion tradition, and the levels of other features have been moved to compensate for the removal of this feature.

Monk

- Flurry of Blows has been revised to no longer require the player to route through the Two-Weapon Fighting rules to get multiple attacks. Flurry of Blows grants an additional attack at 8th level.
- Supreme Flurry replaces Expertise at 2nd level.
- Step of the Wind now grants a speed bonus even when not spending ki.
- Monks now gain increased Unarmed Strike damage as they gain levels.
- Stunning Strike no longer requires the expenditure of ki, but instead triggers on a critical hit.

- Uncanny Dodge replaces Clear Mind at 7th level.
- Diamond Body's benefit has been folded into Purity of Body at 10th level. An Ability Score Improvement now appears in its place.
- Tongue of Sun and Moon, Diamond Soul, and Timeless Body have been rearranged.
- Empty Body now also includes invisibility.
- The damage in Way of the Four Elements features has been increased.
- Deflect Arrows has been moved to 3rd level and includes an option that does not spend ki.
- Wholeness of Body has been added.
- Quivering Palm has been revised to a more classic form.

Paladin

10/14/13

- The paladin includes a new oath option, the Oath of Vengeance.
- The saving throw DC of a paladin spell can now benefit from a paladin's proficiency bonus if the paladin presents a holy symbol.
- The saving throw DC of a paladin's Channel Divinity now equals the paladin's spell save DC.

Ranger

- The ranger no longer receives Expertise at 1st level.
- The Fighting Style feature has been added to 2nd level.
- The ranger's spellcasting progression has been improved to match the standard spellcasting progression.
- The ranger receives its second attack at 5th level.
- Natural Explorer has been moved to 6th level.
- Land's Stride and an Ability Score Improvement have been moved to 8th level.
- Hide in Plain Sight has been moved up to 10th level.
- An Ability Score Improvement has been moved to 12th level.
- The Master Stalker feature has been added to 14th level.
- An Ability Score Improvement has been moved to 16th level.

- Unmatched Hunter has been added to 18th level.
- The Dragon Slayer has been renamed to the Colossus Slayer.
- Slayer's Momentum has been moved back to 2nd level in the Colossus Slayer.
- Dragon Lore has been replaced by the new skill proficiencies, and Hunter's Volley has been subsumed by Fighting Style in the core ranger.
- Steel Will has been added to the Colossus Slayer.
- Staggering Attack replaces Uncanny Dodge at 11th level, which in turn has been moved to 15th level.
- Horde Lore in the Horde Breaker has been replaced by the new skill proficiencies, and Slayer's Hands has been subsumed by Fighting Style in the core ranger.
- Hordeslayer has been added to 2nd level in the Horde Breaker.
- Hunter's Mobility has been moved to 7th level.
- Whirlwind Attack has been moved to 11th level.
- Pack Awareness has been moved to 15th level.

Rogue

- The Cunning Action mechanic has been moved into the base rogue class.
- Trap Expertise has been removed, as it was made redundant by the new Expertise feature.
- Rogue's Cant has been restored to its classic name, Thieves' Cant.
- Uncanny Dodge has been updated in light of the new saving throw proficiency mechanics.
- Reliable Talent only applies to checks you make where your proficiency bonus applies.
- Slippery Mind has been changed to grant Wisdom saving throw proficiency.
- The Assassination rogue's 13th-level feature has been replaced with a new Impostor class feature.
- Death Strike has been updated.
- The Burglary and Fast Hands class features have replaced Cunning Action and Roguish Charm in the Thievery rogue style.
- Decipher Script replaces Master Pickpocket in the Thievery rogue style.

- Use Magic Device replaces Charming Presence in the Thievery rogue style.
- Master Thief in the Thievery rogue style has been renamed Thief's Reflexes.

Multiclassing

- Rules for multiclassing make their debut in this packet.

Backgrounds and Skills

9/19/13

- Backgrounds have been updated to include suggested skill proficiencies and bonus tool proficiencies.

Bestiary

9/19/13

- Many monsters have been tweaked to use the new skill rules.

Character Creation

9/19/13

- Entire document updated to handle updates to the skill and proficiency systems.
- Character advancement table updated by adding the proficiency bonus column.

DM Guidelines

9/19/13

- Example checks now also list relevant skills, when applicable.

Equipment

9/19/13

- The Equipment document now refers to skills when appropriate.
- It has been clarified that you can gain the benefit of wielding only one shield at a time.
- The Critical and Worn properties have been removed.
- Weapon and Tool proficiencies now refer to the new proficiency bonus system.
- Several weapons have been revised.

Feats

9/19/13

- Alert now grants proficiency to the Perception skill.
- Athlete feat added.
- Speed penalties in Charger feat moved to Heavy Armor Master.
- Charger Feat revised due to the new charge action.
- Healer feat grants healer kit proficiency.
- Loremaster gives an Intelligence bonus and now gives three languages and/or skills.
- Polearm Master no longer grants double-weapon status to the pike.
- Shield Master no longer turns a buckler into a light weapon.
- Stealthy now grants proficiency with the Stealth skill.

How to Play

9/19/13

- Ability checks now refer to the inclusion of proficiency bonuses.
- Ability score descriptions now refer to skills.
- Ability checks throughout the rules now include references to relevant skills, including in the Stealth and Perception rules.
- Interaction rules have been added to the document.
- A sidebar has been added to explain how to use a square grid with the movement rules.
- A charge action has been added.
- Two-Weapon Fighting has been clarified to only add one attack per round, regardless of how many attacks you are granted by the Extra Attack class feature.
- Critical Hits have been reverted to the previous rule of maximum damage plus one weapon damage die.
- The coup de grace action has been revised.
- Death saving throws have been replaced by death rolls, which do not interact with saving throw-boosting mechanics.

Magic Items

9/19/13

- Magic Items revised to use the skill system.

Pre-generated Characters

9/19/13

- Pre-generated characters at 1st level have been updated for this packet.

Spells

9/19/13

- Some spells have received revisions since the last packet, including *fireball*, *mass invisibility*, and *seeming*.
- Spells now refer to skills when appropriate.
- New spells for the bard, mage, paladin, and ranger have been added.

Note that this packet includes adventure content that has appeared in past packets, but that material has not been updated to reflect other changes in the game (particularly skills).

Looking to Playtest More?

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