

D&D Next: October 8 Playtest

Using This Playtest Packet

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, Specialties, 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 and crafting combat encounters.
3. **Bestiary.** Containing a selection of low-level monsters, this document gives you enough creatures to try out encounter building.
4. **Magic Items.** Containing a selection of magic items, this document gives you a range of options to award characters.

Caves of Chaos: This adventure has been updated to reflect the addition of the Magic Items document and the revisions to monsters.

General Updates

Experience Point (XP) Values: The XP values for monsters, as well as the instructions for encounter building in the DM Guidelines document, have been updated.

Magic Items: This playtest packet supplies guidelines for awarding magic items, as well as dozens of sample items. Please note that the Magic Items document contains few items of common rarity. More such items will be available in a future playtest release.

Monsters: The monsters in the Bestiary have undergone some refinement. A number of new traits have also been added.