



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

WIZARD SPELLS

CANTRIPS (0 LEVEL)

Control flames (transmutation)
Create bonfire (conjuration)
Frostbite (evocation)
Gust (transmutation)
Infestation (conjuration)
Mold earth (transmutation)
Shape water (transmutation)
Thunderclap (evocation)
Toll the dead (necromancy)

1ST LEVEL

Absorb elements (abjuration)
Catapult (transmutation)
Cause fear (necromancy)
Earth tremor (evocation)
Ice knife (conjuration)
Snare (abjuration)

2ND LEVEL

Aganazzar's scorcher (evocation)
Dragon's breath (transmutation)
Dust devil (conjuration)
Earthbind (transmutation)
Maximilian's earthen grasp
(transmutation)
Mind spike (divination)
Pyrotechnics (transmutation)
Shadow blade (illusion)
Skywrite (transmutation, ritual)
Snilloc's snowball swarm (evocation)
Warding wind (evocation)

3RD LEVEL

Catnap (enchantment)
Enemies abound (enchantment)
Erupting earth (transmutation)
Flame arrows (transmutation)

Life transference (necromancy)
Melf's minute meteors (evocation)
Summon lesser demons (conjuration)
Thunder step (conjuration)
Tidal wave (conjuration)
Tiny servant (transmutation)
Wall of sand (evocation)
Wall of water (evocation)

4TH LEVEL

Charm monster (enchantment)
Elemental bane (transmutation)
Sickening radiance (evocation)
Storm sphere (evocation)
Summon greater demon (conjuration)
Vitriolic sphere (evocation)
Watery sphere (conjuration)

5TH LEVEL

Control winds (transmutation)
Danse macabre (necromancy)
Dawn (evocation)
Energization (necromancy)
Far step (conjuration)
Immolation (evocation)
Infernal calling (conjuration)
Negative energy flood (necromancy)
Skill empowerment (transmutation)
Steel wind strike (conjuration)
Synaptic static (enchantment)

Transmute rock (transmutation)
Wall of light (evocation)

6TH LEVEL

Create homunculus (transmutation)
Investiture of flame (transmutation)
Investiture of ice (transmutation)
Investiture of stone (transmutation)
Investiture of wind (transmutation)
Mental prison (illusion)
Scatter (conjuration)
Soul cage (necromancy)
Tenser's transformation (transmutation)

7TH LEVEL

Crown of stars (evocation)
Power word pain (enchantment)
Whirlwind (evocation)

8TH LEVEL

Abi-Dalzim's horrid wilting (necromancy)
Illusory dragon (illusion)
Maddening darkness (evocation)
Mighty fortress (conjuration)

9TH LEVEL

Invulnerability (abjuration)
Mass polymorph (transmutation)
Psychic scream (enchantment)

