

On behalf of the entire DUNGEONS & DRAGONS® R&D team, I'd like to thank you for taking the time to download our first public playtest documents for D&D® Next. Your feedback will help us to deliver a great game that matches what you want out of D&D. Before you dive into the materials, there are a few things to keep in mind.

- This is the first of many playtests packets. The final game will likely look different from what you see here, as we work to fine-tune it.
- These rules will likely look more compact than the most recent editions of D&D. In many cases, we decided to excise a rule or element of the game to see if it really is a key component of playing D&D.
- This iteration of the playtest includes the four classic classes represented by a set of pre-generated characters. We've included two clerics to show you how we intend the domain system to work.
- Our goal at this stage is to fine-tune the core rules. We'll ask for your feedback on character creation, advancement, and adventure design rules in the coming months.
- The best way to give us feedback is through the playtest surveys that we will begin in the coming weeks. We want to listen to as many people as possible, and the surveys are the best way for us to cast a big net for feedback.
- Be sure to check back for updates to the test materials, playtest surveys, and other news at [dndnext.com](http://dndnext.com).

Thanks for helping us out, and good gaming!

A stylized, handwritten signature in black ink that reads "Mike". The letters are fluid and connected, with a large, looping 'M' and a cursive 'i'.