2025-11-04 23:05 1/2 Unearthed Arcana

Unearthed Arcana

Unearthed Arcana has some good stuff, but it also has unnecessary power creep and other issues. It is effectively a collection of rules from Dragon mag and other sources, and it's best not to apply the entire thing to a campaign. This page lists the rules used and not used by Demon Idol. Your campaign may differ, of course.¹⁾

Rules used

- Magic items, including the updated random magic item tables.
- All new spells.
- Illusionists roll for starting spells on the new categorical tables provided, rather than rolling on the full gamut of spells.
- Thief armor bonuses and penalties.
- Extended weapon proficiency list.

Rules adapted

- Character tokens allow a players to add the new races and classes to their stable by accomplishing significant quests (see that page for more info).
- New plate armors are only available as magic items. They cannot be bought or crafted.²⁾

Rules rejected

- Weapon specialization.³⁾
- Cantrips.
- New class and race level limits, unless the character was made with a Character Token.

1)

Anecdotally, magic items and spells are the things I hear most commonly used in other interpretations. Cantrips and weapon specialization are the things I most often see rejected. Especially cantrips.

2)

Fighters and clerics do not need a buff.

3)

As though fighters need a buff. Hah! Not to mention it encourages characters to focus on one or two weapon types. It's better for the game if characters have incentive to use a variety of weapons (magic or otherwise).

From

https://old.demonidol.com/ - Demon Idol

Permanent link:

https://old.demonidol.com/unearthed_arcana

Last update: 2025-08-08 02:54



https://old.demonidol.com/ Printed on 2025-11-04 23:05