

Chapter 1 : Unearthed Arcana - 1d4chan

Unearthed Arcana - 10/08/ By Keith Baker with Ruty Rutenberg and Ben Petrisor This month's Unearthed Arcana looks at the magic items that are part of everyday life in the world of Eberron.

Alex Louis Armstrong from Fullmetal Alchemist looks pretty giant soul sorcerous, no? In time, Ostoria fell, and the giants were scattered and broken. During that mythic era, the giants granted a few chosen individuals among the small folk a shard of their great power. These favored people were caught in the same tragedy that sundered Ostoria. Since that time, they have spread across the many worlds of the multiverse. Now and again, one of their descendants manifests the gifts imparted by the giants, granting them sorcerous magic that allows them to command the elements and gain the might of a giant. Aiding his father in the quarry gathering stone, Koren came across a giant frozen in stone. Something drove him to bring his chisel to bear against the massive form in the hillside and when he did, the power that emerged changed everything. In an explosion of power, Koren was thrown into the pit. After a fall that should have killed him, he stood just in time to leap away from a large bone crashing down next to him. Inspecting it, he was oddly aware it was a finger bone of that giant from above. Taking it, he was imbued with powerful ancient magics buried away ages ago. Now taking the name Eminence, he is gripped by the need to uncover more ancient rites of the giants, using his newfound powers to rise above and crush the evil that stands before his might. The quarterstaff he wields is a massive finger bone from the giant that gave him his power. Eventually, after many battles and learning about the secrets of the long lost Giant Tablets, he learns the ability to triple and even quadruple in size. What do you think? Excited about the new Unearthed Arcana? What is your favorite of the giant soul sorcerer choices? Are you wanting to play one soon? Let us know in the comments below. Did you enjoy this post? If you like what you find here on our site, consider patronizing us in a good way through Patreon. Thank you for your consideration and as always, until next time stay nerdy!

Chapter 2 : Unearthed Arcana – D&D Giant Soul Sorcerer – Nerdarchy

Unearthed Arcana, also called UA, refers to a series of PDFs released by Wizards of the theinnatdunvilla.com contain various material intended for play-testing. After a while, polls are introduced so people may provide feedback.

November[edit] In this month, WoTC introduced a glorious but ultimately short-lived changeover to make UAs come out more than once per month. First editions of the College of Glamour and College of Whispers subclasses. First editions of the Forge, Grave and Protection subclasses for Clerics. Forge Clerics worship smithing creator deities like Moradin , and so they get bonus spells relating to manipulating fire, augmenting gear, and creating stuff, like Heat Metal, Searing Smite, Animate Objects, Magic Weapon, etc. Protection Clerics worship guardian deities, obviously, and so their powers basically make them more castery paladins. Druid Circles and Wild Shape: First editions of the Circles of Dreams, the Shepherd and Twilight, plus alternate rules for governing druid wildshaping. December[edit] Martial Archetypes: Their other features revolve around bumping up their weapons even further; One With The Blade means that A: While everyone likes the later-level class features, the first two are pure skub. New material for Blackguards , in the form of the first editions of the Oaths of Conquest and Treachery for the Paladin. January[edit] Artificer: The second ever fully-fledged new class for 5e, in the form of a new take on the Artificer, complete with the Alchemist and Gunsmith subclasses. February[edit] Sorcerer: They also get a boost to hit points, the ability to add 2d4 to a failed attack or saving throw, doubled proficiency on Charisma checks, immunity to poison and disease, and regaining half your health once per long rest. This might make a decent survival Sorcerer. Phoenix Soul - This lets you start fires, deal fire damage to anything that hits you, add your charisma bonus to fire damage you deal, ignore killing blows and deal fire damage when someone lands one, spend spell slots to heal themselves, and eventually fly, gain resistance to all damage, and deal even more damage when someone lands a killing blow. Stone Soul - Weirdly, this is a tank sorcerer and plays like a Battlemind or maybe a Swordmage. This nets you proficiency with shields, simple weapons, and martial weapons. When an ally with this reduction gets hit, you can teleport next to them and make a melee attack with bonus damage. At first, you can only give this reduction to one ally, but eventually, you can throw it on 3. Finally, you get a nice little bonus to your spell damage. Sea Soul - Guess your mom got freaky with a water-elemental or something. Maybe a control sorcerer? First editions of two new Patrons for the Warlock, in the Hexblade and the Raven Queen, four new Warlock invocations, and the first edition of the Lore Master Tradition for Wizards, which has been derided as being even more broken than the bloody Theurge was. Lore Masters are the return of the "Generalist Wizard" archetype, which is represented by giving them quite a bit of versatility, attracting complaints that now it outdoes the 5e Sorcerer at being the "versatile caster" as well as complaints about being overpowered. Its first 2nd level feature, Lore Master, doubles your proficiency bonus for Arcana, History, Nature and Religion checks you still gotta be proficient in the first place and lets you roll Initiative based on your choice of Int or Dex. The second level 2 feature, Spell Secrets, lets you change the damage types of elemental damage spells that is, spells that inflict Acid, Cold, Fire, Force, Necrotic, Radiant, or Thunder damage at will, and change the saving throw type of a single spell per encounter. This means that not only could you throw around all of the "force damage inflicting fireballs" that you want, you could also throw a fireball that is resisted with a Strength check once per encounter. At level 10, you gain the Prodigious Memory trait, which lets you use a bonus action to swap one of your memorized spells out for a prepared spell instead once per encounter. Finally, level 14 makes you a Master of Magic, letting you cast 1 spell from any spell list must be a level you can actually cast for, though once per day. This tradition has received a huge outcry for effectively being better at magical flexibility than the entire Sorcerer class is, to say nothing of their ability to make all their damage Force damage, and therefore nigh-irresistible. Hexblade - Pledge yourself to a sentient weapon of some description. You get spells focused on making your weapon more magical including three Paladin smite spells! You also get proficiency with medium armor, martial weapons, and shields, and can substitute your charisma for dex or strength when making attacks with 1handed weapons. Other features include a curse you can put on people to make it easier to kill them grants increased crit threshold, add

proficiency to damage against them, regain hitpoints when they die, eventually makes it hard for them to hit you. Finally, you get a magic dog that lives in your shadow. Raven Queen - Pledge yourself to the Raven Queen. Focuses mostly around having a raven familiar. Spells are themed around death, finding things, and cold. Features give you a magic raven that grants you some bonuses, which you can eventually merge with. You also get advantage on death saving throws, immunity to frighten, and resistance to necrotic damage, and the ability to cast "Finger of Death" once per long rest. A revision of a concept touched upon in the very second every UA Article, way back in March New rules for DMs to handle managing, placing and disarming traps. March[edit] The Mystic Class: The complete version of the Mystic , so far, a full 20th level class with all the mechanics that 5e plans to use to handle psionics, or so it seems. Their other level 2 feature, Tactical Wit, lets them add their Int modifier to their initiative rolls. Finally, the level 14 Deflecting Shroud provides a nice mixture of defense and offense, as it lets the Warmage deal half their level in Force damage to all enemies within 10 feet whenever they use Arcane Deflection. A Trio of Subclasses: One new subclass for each of the Monk, Paladin and Ranger. The Way of the Drunken Master is, as you would expect, the stereotypical drunken master, despite not actually using alcohol in any way, instead opting for acting drunk. Drunken technique gives you proficiency in the Performance skill, as well as giving you disengage whenever you use Flurry of Blows and increasing your speed by 10 feet for that turn. Topsy sway emulates the drunken swaying, making it so that, when you are missed by a melee attack, you can use your reaction to redirect it at another creature within 5 feet except the attacker. However it is only once per short or long rest. Intoxicated frenzy allows you to make up to five attacks with Flurry of blows at the cost that every attack must target a different creature. April[edit] Starter Spells: An assortment of new cantrips and 1st level spells for all of the casting classes in 5e. New rules on how to handle what PCs do during downtime in between adventuring encounters. An assortment of new feats based on skill proficiencies. An assortment of new feats restricted to characters of specific races. May[edit] In this month, Unearthed Arcana returned to being a once-per-month production. Favored Soul - This third and final unofficial redraft of the Clerical Sorcerer subclass goes for more of a heal-bot approach. It also retains Favored By The Gods, as per the last version. At level 6, it gains Empowered Healing, allowing it to spend sorcery dice to reroll the dice results for healing spells it casts. Level 14 gives it access to Angelic Form, where it can summon or dismiss ethereal wings that grant it a Fly speed of 30 feet. June[edit] Revised Class Options: It also has some new Warlock invocations. Celestial - This is the "good guy warlock" patron option, where you make a pact with an angel of some description. They both get the same "bonus temporary HP on completing a rest" feature at level 10, but the Celestial renames it the Celestial Resilience trait. July[edit] Greyhawk Initiative: Old-school styled rules for handling initiative amongst PCs, using random dice rolls made in each turn of combat. August[edit] Three-Pillar Experience: New rules for gaining experience, in an effort to make exploration and social interaction as important to a game as combat, because traditionally all your XP comes from killing shit and that only really encourages murderhobos. September[edit] Race Options: New racial rules for the Eladrin , the Githyanki and the Githzerai , with the latter two being presented as subraces of a singular gith race. October[edit] Fiendish Options: New subraces for tieflings based on the Archdevils , new monster powers and other tips to represent diabolic and demonic cultists. November[edit] Elf Subraces: Four new subraces for the elf ; the Avariel , the Grugach, the Sea Elf, and the Shadar-Kai , in an attempt at amalgamating its 3e and 4e fluff. January[edit] Three Subclasses: Just like the title says, three new subclasses for the Druid , Fighter and Wizard. The Golgari Swarm Circle of Rot Druid is a creepy swamp or Underdark favoring druid who worships fungi as one the great powers of nature, embracing them in their role as entities that break down dead matter and turn it into the stuff from which new life can prosper. At level 6, they gain Fungal Infestation, where any creature slain by their Halo of Spores rises as a 1 hit point zombie that obeys the druid for 1 hour and then decays into nothing. Finally, 14th level gives them Fungal Body, making them immune to blindness, deafness, fear, poison and critical hits. All in all, its a weird class, but flavorful and decently strong. The Gruul Brute Brute Martial Archetype is for Fighters who want to dabble in Barbarian , or for those who think that the Champion is too complicated, depending on who you ask. They pick up an Additional Fighting Style at level Level 15 grants them Devastating Criticals, where they add bonus damage equal to their Fighter level to all critical hits. It gets three level 2 features; Tools of the

Inventor 2 free tool proficiencies , Arcanomechanical Armor, and Reckless Casting. The former feature grants the wizard proficiency with light armor and lets them turn a suit of studded leather armor into a magical version that A: The latter feature lets a wizard choose to try and manipulate raw magic to their will instead of casting one of their prepared spells. For cantrips, this a simple roll on a D10 table. These Reckless Magic spell lists include spells from other casting styles. Level 10 grants them Prodigious Inspiration, which lets them swap out a memorized spell for one in their spellbook once per short rest. Finally, their 14th level feature is Controlled Chaos, where they can choose to roll on the table 1 level higher for expended spell slots when using Reckless Casting so, you can give up a 1st level spell slot and Reckless Cast a 2nd level spell. Febuary[edit] Into the Wild: March[edit] Nothing: April[edit] Order Domain: April saw UA finally release something decently crunchy, in the form of a new Cleric Domain analogous to the "Law" alignment domain in 3e.

Chapter 3 : Unearthed Arcana Content on D&D Beyond - Posts - D&D Beyond

Articles from the Unearthed Arcana PDFs published by Wizards of the Coast.

Please log in to add or reply to comments. Christian L July 28, 1: At are table we like to use this revision of the artificer, as it fills in a lot of dead levels and makes some of the subclasses more versatile. An artificer specializing in weaving enchantments into clothing, he begins with a Spellcoat an enchanted robe that he can place slots into such as AC, Damage Resistance, Deep-pockets magical storage space , or stitched in low level spells cast as a scroll but recharges after a long rest. Maximum of two of any type of upgrade to the coat. Wonderious items that he can produce are mostly clothing items such as Boots of the North Resist vs Cold or Cloak of the Manta etc. At later levels instead of a construct he can make a Wonderous Carpet which is a flying carpet that he can command to turn into a rug See more of smothering; wonderous carpets turn into either flying carpets or rugs of smothering once their maker dies and forever remain that way Darek S April 02, 8: And some fine tuning here and there which other people before me have already said Tom W February 06, 6: Adnan R October 11, 4: Magic Item Analysis - the ritual caster feat is stronger. You can gain the same two spells, but also have the option to add more to your book. Wondrous Invention 2nd - compared to the second level features of other classes, the glory of getting a magic item does little to distract from the fact that the options are weak. The cap of water breathing and goggles of night are basically racial features. The driftglobe is only slightly better than the light cantrip. And though the Bag of Holding is one of the most iconic magic items, at the end of the day, its a cool way to increase carrying capacity. See more points, and Invocations, artificer gains abilities easily replicated by first level spells. Wondrous Invention 5th - Again, only moderately useful items. The most egregious is the Robe of Useful Items, which has a limited number of consumable charges. The rest are very minor magic items, with many of the functions being easily replicable with lower level spells or even rituals. Wondrous Invention 10thth - All the items generally provide some minor bonuses. Many of the items provide similar functions to items earlier in the list, and none are likely to have much of an impact on a game, barring extreme levels of player creativity. My only problem is with Magic Weapon. If this is not the case, this ability is almost useless. Infuse magic is a powerful ability. The ability to buff without worrying about concentration is probably the most powerful ability this class has. This ability is the first that makes the artificer feel like an actual artificer. Superior Attunement - Solid ability. Considering attunement rules, it is exactly the type of ability the artificer should have. Later on in the campaign, it might not be worth reviving. The requirement that it be large is quite limiting. Why not large or smaller, or large and medium? Also, if one makes a servant with the statistics of a beast that has flight, it could serve as a flying mount at level 6! With the Mounted Combatant feat, it would scale quite a bit better, and in my opinion, would be quite broken. It takes the bounded accuracy of 5e and throws it out the window. Even though numerically, the bonus is equal to that of proficiency, it actually stacks with it! However, that is up to DM discretion. If a DM hands out fewer magic items, than the ability will become more manageable, but why must a DM punish a player for leveling a class to 20? This class does not feel like the artificer. This feels like a designer brainstormed a list of abilities that would fit the artificer, and created a progression out of them. It feels like someone picked up the Eberron Campaign Setting from v3. While many appreciate the experiment that is the gunsmith, why could it not have been the old blastificer? I can understand that this class is in playtesting, and has not been polished to the mirror-like sheen of PHB classes. But why has my favorite class been gutted of all things that made it amazing? Why give make an alchemist subclass, when most of the options for alchemy are the equivalent of first level spells, or deal a damage type that every monster and its pet chihuahua have resistance to? This attempt at the artificer is a betrayal to everyone who has been eagerly awaiting its release since the launch of 5e. Carl M August 04, 5: Is this file broken? I could open Mystic just fine. Jacob W September 29, 5: The last note I have is just something I thought should be dealt with, that being that the artificier, as it is, would not be able to create a golem using the golem manuel. I thought that would be a missed opportunity as an artificier creating a golem just seems right to me. Robert M September 14, 2: Brian S September 08, 8: Could you update the file please? Mitchel J August 18, 3: Adam F October 12,

Chapter 4 : Unearthed Arcana - Wikipedia

Unearthed Arcana (UA) is playtest material from *Wizards of the Coast (WoTC)* that introduces new pieces of RPG design, from new class archetypes and features to new game mechanics and setting specific rules, on a monthly basis.

Basically, anything that would be included in character creation or management will be added to DDB. How Playtest Content Works Playtest content and availability will work a bit differently than typical published or homebrew content. The following disclaimer will be posted for any new UA options: These game mechanics are in draft form, usable in your campaign but not refined by final game design and editing. If this material is not made official, it will be removed from DDB following the playtest period and you will need to replace it with another option. For instance, if you choose to use the school of invention subclass for your wizard character and the subclass gets published in an official source down the road, that subclass will be removed from UA and added to the published source. Your character would no longer have access to the school of invention, but you can either unlock it from the published source, choose another subclass, or privately homebrew an approximation of it. If the school of invention subclass is not included in a published source down the road and we hear from Wizards of the Coast that it has been cut, you will also lose access to the option. You can view the new subclass options for this month in the class detail pages for the druid, fighter, and wizard. To use Unearthed Arcana content with your characters, you must have the Playtest Content toggle turned on in your character preferences in the Home section during character creation the same way you toggle Homebrew content on and off. You can then see the new subclass options and any future playtest content in the character builder. For all previous playtest content, it is either available already in a published source or it is considered "archived" and will not be available in the official UA source here on DDB. You will, however, be able to recreate much of this content using our homebrew system for private use, and we will occasionally provide public homebrew instances of the highly-popular archived content for your convenience. We will provide more details about the way that will work soon. Check out the three new subclasses, take them for a spin, and get ready to share your feedback in the official survey later this month to help shape the future of the game! You can also hear what designer Jeremy Crawford had to say about the three new subclass options below. We dove into in Unearthed Arcana with three new subclasses. The three that we introduced this month fall into several of those different categories. One of them is actually a further development of a subclass we experimented with last year for the wizard and that was a subclass called lore mastery. It was a version of the wizard where you could tinker with your spells a bit, change damage types and what not. You are, in a way, a spell kitbasher. You can make your spells function in a way that was different from how most wizards can make your spells function in some ways akin to what a sorcerer can do with meta magic, but we tried to make it so that it felt more wizardly. Instead, we ended up with the war magic subclass for wizards. We thought, what if we took the pieces of lore mastery that people responded positively to and worked on creating more of a cohesive story for that subclass? We pushed a little further with the alchemical angle, but then also started to explore almost a steampunky idea of Imagine this inventor wizard who not only is experimenting with spells, but also experimenting with devices that can help you channel that magic. This includes not only wizards of various types, but also people who experiment with gunpowder and what not. We got this idea of this wizard encased in this special suit of armor that can be used for protection but then also to tinker with your spells a bit and the School of Invention was born. As always, with Unearthed Arcana, if people really love, then we consider where might we go next with this subclass. We have reined that in because one of the bits of feedback we got on lore mastery was the ability to make something a mile long was indeed off the hook, way too good for many spells. Also, one thing that does not appear this time that was in lore mastery was the ability to change which saving throw a spell was forcing a target to make. The spell normally makes you make Wisdom saving throws against it to try to break out of being stunned but you use your lore master ability to change that Wisdom saving throw into a Strength saving throw. Doing that, you essentially just broke that spell. You made it impossible for someone to break out. Damage type changing in contrast is more in world. We wanted there to still be some meaningful choice and also if something is an elemental visible effect in the

world, it should continue to be that. We also released a new circle for the druid, the Circle of Spores. That was the Circle of Twilight. There, we were experimenting with a circle for the druid that has kind of a dark mood, something sinister about it. So, kind of dark and a bit gross, which is what we were going for. This is a druid who is still very much about nature, but about the part of nature that involves decay, about the earth reclaiming the dead usually through the work done by different type of fungi to spawn new life. In this case, spawn some undead. Most druids want to destroy undead because they are against the natural cycle whereas these druids view undead as actually a legitimate step in the natural cycle. Their main opposition is to undead creatures that want to make everyone else undead. Definitely the zombie of the Circle of Spores could be likened to the fungus like zombies that were in the game *The Last of Us*, which was a terrifying game. Eventually, I hope to go back to it because it was so good. The brute is a chance for us to tool around with a new simple fighter. This time, what if we did one that really leans into the fighter shtick and that is fighting and just made it about dealing bucket loads of damage? The brute is about dealing a lot of damage and also taking a lot of damage. Just standing there and soaking it up and doing so without a whole lot of complexity. We always like for there to be simple options in the game for every class, simple options like the brute. Again, every class has one of these. The wizard has the evocation domain. We also emphasize the simple option less when you get away from the four classic classes: The brute answers that. You can play test this *Unearthed Arcana* on [dndbeyond](#). Thank you for watching.

Chapter 5 : D&D: Unearthed Arcana - Wild Exploration - Bell of Lost Souls

Unearthed Arcana aims to be a catalogue of homebrew rules for the fifth edition of Dungeons & Dragons (D&D 5e), including weapons, monsters, races, subclasses & classes, adventures, etc. We want this to be the place where a DM can go just before playing and find something that will be useful. Rules. Flair Submissions, Use Clear and Searchable Titles.

Chapter 6 : All articles | Dungeons & Dragons

Thanks for taking part in the Unearthed Arcana playtests and helping us to make 5e the best game it can be. Your efforts have helped D&D reach heights of popularity and success it has not seen in decades.

Chapter 7 : Unearthed Arcana | Card Game Database Wiki | FANDOM powered by Wikia

Unearthed Arcana (abbreviated UA) is the title shared by two hardback books published for different editions of the Dungeons & Dragons fantasy role-playing game. Both.

Chapter 8 : 5E Unearthed Arcana Compendium PDF

Unearthed Arcana: The Mystic Class The mystic is an entire class to try out in your D&D games. This version of the class arose out of playtest feedback on two.

Chapter 9 : Unearthed Arcana (5e) - D&D Wiki

Â© Wizards of the Coast LLC 1 Unearthed Arcana: Druid Druid Circles At 2nd level, a druid gains the Druid Circle feature. Here are new options for that feature.