

# 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.

## 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.<sup>1)</sup>

## Rules rejected

- Weapon specialization.<sup>2)</sup>
- Cantrips.
- New class and race [level limits](#). For classes/races made available through [character tokens](#), level limits are scaled down proportionately to align with the the PHB limits.

<sup>1)</sup>

Fighters and clerics do not need a buff.

<sup>2)</sup>

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://www.demonidol.com/> - **Demon Idol**

Permanent link:  
[https://www.demonidol.com/unearthed\\_arcana?rev=1708065302](https://www.demonidol.com/unearthed_arcana?rev=1708065302)

Last update: **2025-04-13 23:35**

