

# 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.<sup>1)</sup>

## 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>2)</sup>

## Rules rejected

- Weapon specialization.<sup>3)</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>

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

<sup>2)</sup>

Fighters and clerics do not need a buff.

<sup>3)</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).

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