



SWORD COAST ADVENTURER'S GUIDE REVISED

HOME BREW

Explore the revisions and additions to the Sword Coast campaign sourcebook for the world's greatest roleplaying game.

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Disclaimer: Content within this compendium are non-profit revisions and additions to the [Sword Coast Adventurer's Guide](#), a collaboration book between Wizards of the Coast and Green Ronin Publishing, for Dungeons & Dragons 5th Edition. Please support the game and its developers by purchasing a copy of the original book.

Any revisions or additions involving content from other Dungeons & Dragons 5th Edition books doesn't include any unchanged content.

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ON THE COVER

Tyler Jacobson illustrates a moment as combat between a band of adventurers and a delegation of orcs is about to unfold. The adventurers are as featured (left to right): Skip Brickard, a halfling fighter with an orc-sized wallop ready; Illydia Maethellyn, a moon elf cleric of Sehanine Moonbow taking aim; Hitch, a brazen human rogue with shady ties to Zhentarim; Makos, a tiefling warlock who's hellbent at getting revenge on his infernal father; and Nayeli Goldflower, a human paladin driven by an oath of vengeance.

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PREFACE

Well met, wanderer! Welcome to the revisions to a book that provides options for adventurers within a world originally created by Ed Greenwood, the Forgotten Realms setting. The setting serves as the default setting for this edition of *Dungeons & Dragons*, and it has been used by many dungeon masters and players for decades now. To think, it was a homebrewed setting for Ed's D&D campaigns, and it grew into something wonderful that numerous artists, authors, musicians, and game developers have come to support and to take inspiration from.

Throughout the pages of this compendium, you'll find new versions of character options from the rollercoaster of balance that *Sword Coast's Adventurer's Guide* stands since its originally release in 2015. These revisions serve to reignite the excitement we all had when that book was released without the disappointments of lackluster options. The current chapters of this compendium gives you these revisions to use however you wish within your D&D campaigns.

I would like to quickly reiterate that any content from the SCAG that isn't mentioned in this compendium remains unchanged. Please view your copy of the book for unchanged content. I only advise to used this in conjunction with original book.

In addition, anything mentioned in the [Elemental Evil Player's Companion](#) document is considered part of SCAG, and its content remains unchanged (except Genasi). Please view your copy of that document for Aarakocra, Genasi (Fire and Water), Goliath, and the new spells it added to the game.

The same goes for [Mordekainen's Tome of Foes](#), the [Tortle Package](#), [Volo's Guide to Monsters](#) (except Kobolds and Orcs) and [Xanathar's Guide to Everything](#) character options and spells.

Go forth, and find the revision that awaits your curious eyes. This compendium serves to better the original book about a campaign setting we love. Any and all suggestions you have to further improve this compendium can be submitted to this [Unearthed Arcana Reddit link](#).

Here is the [Printer Friendly version](#) of this compendium.

ATTENTION:

Any content from *Sword Coast Adventurer's Guide* that isn't mentioned in this compendium remains unchanged. Please view your copy of the original book for unchanged content.



CHAPTER 1 – RACES OF THE REALMS

Faerûn serves as a beloved home for numerous races. Some immigrant from other realms through ancient gates and portals that are either long forgotten or dispelled. Others are newcomers, still trying to find a place to truly call home.

This chapter provides new additions for the races available in the *Player's Handbook*, and some new options. The information provided is specific to the Forgotten Realms, so this material takes precedence to what is presented in the *Player's Handbook* whenever your D&D games use this campaign setting.

DWARVES

The stout folk whom are deliberate and withhold traditions like oaths of paladins. The original book left out a few of the rare subraces of dwarves throughout Faerûn. Those forgotten subraces are presented here.

ARCTIC DWARF

Arctic dwarves, also known as glacier dwarves on Frostfell, or *Inuggakalikurit*, are more isolated than their stout brethren as they lived in Faerûn's northernmost regions of the Great Glacier. Their architecture combines both ice and stone into chilling holds. They are open and friendly to outsiders, with the exception of frost giants, whom they despise.

Ability Score Increase. A harsh environment requires harsh power. Your Strength score increases by 1.

Icecunning. You can use your Stonecunning on unusual structures or hazards in ice or snow.

Icy Resistance. You are resistant to cold damage.

ORECUTTER DWARF (URDUNNIR)

Orecutter dwarves, better known as Urdunnir, are the long-forgotten offshoot of their cousin, the shield dwarves, that wished to be one with the earth and stone. The world as a work of living beauty to them, and they explore its depths like divers in the ocean. Most of their travels are due to the blessings of Dumathoin, dwarven god of buried secrets.

Ability Score Increase. Your Wisdom score increases by 1.

Stone Molder. You learn the *mold earth* cantrip.

Stone Walk. You are able to pass through stone and earth. You gain a burrow speed of 10 feet and can only burrow through nonmagical earth and stone. In addition, you leave a Small-sized tunnel behind you wherever you burrow.

Extra Language. You can speak, read, and write Undercommon.

WILD DWARF

Wild dwarves, also known as albino dwarves, jungle dwarves, or *dur Authalar* ("the People"), are more primitive than their disrespected brethren. Most are found in the jungles of Chult, the Mhair, and the Black Jungles; as they rejected their traditions to begin anew with ever-changing practices.

Ability Score Increase. Swift and bold actions are best in the wild. Your Dexterity score increases by 1.



Extreme Resilience. You have advantage on saving throws against diseases.

Wild Dwarf Training. You are proficient with the spear, blowgun, and the Poisoner's Kit.

ELVES

The graceful ones that are eloquent and align with the forces of nature. As mentioned in the original book, there exists several rare elf subraces, but not all of them had statistics. Provided below are those rare elven subrace options, including the unmentioned Snow Elf subrace, with playable traits for your characters.

AVARIEL

The avariel, also known as winged elves, or *Aril'Tel'Quessir*, were among the first races to settle Faerûn. They were more common when the worlds of the multiverse were young, but frequent conflicts with dragons have reduced their numbers. Still, a few colonies persist here and there in the Material Plane and on the Plane of Air.

Ability Score Increase. Often confused for aasimar but just as charismatic. Your Charisma score increases by 1.

Winged. You have a flying speed of 20 feet while you aren't exceeding your carrying capacity and aren't wearing medium or heavy armor.

Extra Language. You can speak, read, and write Auran.



LYTHARI

Lythari, also known as lycantropic elves, or *Ly'Tel'Quessir*, are true elven lycantropes. They don't suffer from a curse, nor do they have a hybrid form. They have pale silvery skin and hair to match. In their wolf form, they have various shades of grey and silver in their fur. Most are found in their wolf forms within secluded packs throughout the wilds of Faerûn.

Ability Score Increase. Your Wisdom score increases by 1.

Silver Bane. If you take damage from a silvered weapon, you are poisoned until the end of your next turn.

Wolf Form. As an action, you can assume the bestial aspect of a wolf. When in wolf form, you gain all the characteristics of a wolf (see page 341 of the *Monster Manual*) as per rules of a druid's Wild Shape (See page 66 of the *Player's Handbook*), except the following apply to you:

- Your maximum hit points and current hit points remain the same in either form.
- You can maintain this form until you use an action to change back.

Once you have used this trait and reverted back to humanoid form, you are unable to use it again until you have finished a long rest.

SEA ELF

Sea elves, also known as aquatic elves, or *Alu'Tel'Quessir*, are elves found deep in the Shining Sea, Sea of Swords, and many others deep oceans throughout Faerûn. Their are some sea elves which are known as the "Marel Elves," and they are those who turn to evil and worship the deep and dark gods of vast depths.

The racial traits of a sea elf can be found in [Mordekainen's Tome of Foes](#) (See page 62 of it), and it remains unchanged.

SNOW ELF

Snow elves, also known as glacier elves, or *Froi'Tel'Quessir*, are elves found in the chilly High Ice, Frostfell, and the Great Glacier. Most are reclusive and rarely live their cities as they are not naturally resistant to the cold. They have snow white hair, pale skin, and usually bright blue or white eyes. Their environment has sharpen their emotions, and they seem elitist and haughty even to other elves with a pale snow appearance.

Ability Score Increase. Your Constitution score increases by 1.

Mask of Winter. You can attempt to hide even when you are only lightly obscured by falling snow, glacier walls, snowy mounds and other natural icy phenomena.

Mountain Born. You're acclimated to high altitude, including elevations above 20,000 feet. You're also naturally adapted to cold climates, as described in chapter 5 of the *Dungeon Master's Guide*.

Snow Elf Weapon Training. You have proficiency with the spear, scimitar, shortbow, and longbow.

Winter Walk. You ignore the difficult terrain made of natural ice or snow.

STAR ELF

Star elves, also known as mithrel elves, or *Ruar'Tel'Quessir*, appear similar to moon elves but with flakes of silvers and gold in their eyes and skin. They mainly dwell within the demiplane of Sildëyuir nearby the Feywild. Their constant conflict with the Nilshai, a race of worm-like sorcerers from the Ethereal Plane, has forced some of them to leave their home and come to Faerûn.

Ability Score Increase. As beautiful as the stars on a cloudless night. Your Charisma score increases by 1.

Otherworldly Touch. While in dim light or darkness, you can use your Charisma for weapon attack rolls instead of Strength or Dexterity. Your damage rolls still use the original modifier.

Extraplanar. Star Elves are not usually native to this world. You have disadvantage on saves that would banish you, such as the *banishment* spell.

WILD ELF

Wild elves, also known as green elves, or *Sy'Tel'Quessir*, are considered to be the strangest of elves by their kin. They have abandoned or lost their ancient culture as dwell deep in the jungles of Chult and the forests of Chessenta. They get along well with Lythari, yet they are tensions with wood elves.

Ability Score Increase. The wild calls for strength to defend oneself. Your Strength score increases by 1.

Wild Elf Training. You have proficiency with the spear, shortbow, longbow, and net.

Cantrip. You know one cantrip of your choice from the druid spell list. Wisdom is your spellcasting ability for it.

HALFLINGS

The plucky, little humanoids that are halflings seem to both entertain and befriend the larger folk from the cleverness and joyous nature. The following subrace option for halflings reveals the opposite side of this coin, being genuine evil ones.

JERREN

Jerren appear similar to lightfoot halflings, yet their sadistic nature barely shines through that disguise. In reaction to the annual raids from various goblinoids that would cost numerous lives and food from their prairie, these halflings turned to corrupted and dark magic to prepare for the upcoming Spring.

When Spring came, the prairie was stained with the blood of both the Jerren and goblinoids. Even with these new tactics, the Jerren were likely to lose. They got desperate and began to take into taboos like cannibalism and sacrifices to any dark god that would aid them. The goblinoids found these acts repulsive and fled to the hills.

Ability Score Increase. Retaining similar abilities to your cousins, your Charisma score increases by 1.

Aggressive. As a bonus action, you can move up to your movement speed toward a hostile creature you can see or hear. You must end this move closer to the enemy than you started.

Menacing. You gain proficiency with the Intimidation skill.

Extra Language. You can speak, read, and write Abyssal.

HUMANS

Humans dwell in almost every place within Faerûn. Each human carries a culture and ethnicity they are from. Their determination, perseverance, and ability to adapt allows them to blend with many cultures and ethnicities alongside their own. Thus, there lack of commonality is their most common trait they share.

The original book mentioned the human ethnicities within Faerûn and the similar histories they share; however, one ethnicity is unique among the others as it survives in the Underdark, the deep Imaskari. It also failed to include the vile first humans of the Realms, the Vasharan.

DEEP IMASKARI

The Deep Imaskari, otherwise known as the "Imaskari," are humans who fled to the Underdark as refuge after the Mulan slave revolt in Imaskar. Their prolonged existence in the Underdark has caused their bodies to better adapt to the dark surroundings. Furthermore, their pursuit for arcane knowledge never lessened. If you are to be a deep Imaskari, see the "Human Variant (Deep Imaskari)" sidebar for traits.

ISOLATIONISTS

Deep Imaskari do their best to remove themselves from the events and interactions between the other races of the Underdark. They are particularly not fond of the slavery they employ as it reminds them of their pasts. This isolation has allowed them time to rebuild and hone their fascinations of the arcane.

In hard times, they may forgo this isolation and send envoys to seek aid from the Svifneblin. This is where adventurers of the deep Imaskari could be born to learn of the surface world and its usage of magic within daily lives or lack thereof.

DEEP IMASKARI NAMES

The deep Imaskari have generally retained the naming traditions of their surface ancestors.

Male Names: Qari, Ghari, Machuruna, Anciano, Taita, Hijo, Hawachuri

Female Names: Sipas, Sumaqsipas, Warmi, Ususi, Hawaususi, Nanay, Warmiwillka

Surnames: Kinraysapa, Manaallin, Manaq'anra, Kuisqa, Erk'etamunay, Sonqosuwa

HUMAN VARIANT (DEEP IMASKARI)

Some humans originate and venture from the Underdark, i.e. the deep Imaskari. With DM approval, you can be from this ethnicity with unique traits, all of which replace the human's Ability Score Increase trait.

Ability Score Increase. Your Intelligence score increase by 2 and Wisdom scores increases by 1.

Arcane Knowledge. You gain proficiency in the Arcana skill.

Imaskari Intrigue. You learn the *presdigation* cantrip. When you reach 3rd level, you can cast the *identify* spell once per long rest using this trait. When you reach 5th level, you can also cast the *locate object* spell once per long rest using this trait. Intelligence is your spellcasting ability for these spells.

Lesser Darkvision. You can see in dim light within 30 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

Extra Language. You can speak, read, and write Undercommon.

VASHARAN

There is an ancient legend that tell of the Vashar. Those who remember the legend tend to lay silent about it; remembering the darkness involved and shame it brings. The Vashar are the first humans the deities of Faerûn created.

According to this legend, upon creation, the first human was a male, and he immediately began hunting for nearby beasts. After striking down a beast with his bare hands, he made a meal out of it. The deities watched with intrigue and curiosity. The human then located the bones of the beast and fashioned a simple weapon. Immediately after, the human turned to the onlooking deities and began attacking them violently; snarling with the first words being curses and oaths of vengeance for its creation. The deities were displeased and destroyed the human. If you are to be a Vasharan, see the "Human Variant (Vasharan)" sidebar for traits.

RUSURRECTED BY FIENDISH MEANS

The legend continues to tell how the deities learned from their mistakes and created the humans we know today. Although, some fail to mention what happened to the original. A demon, rumored to be Graz'zt before being a demon lord, gathered the remains and carried them to a locate now known as the Plateau of Vashar. It resurrected the human and created a female to allow them to procreate. The fiend returned to the Abyss, cackling about what it recreated.

VASHARAN NAMES

Vasharan naming conventions are similar to that of other humans, particularly deep Imaskari and Illuskans.

HUMAN VARIANT (VASHARAN)

Some humans may descend from original humans, vicious and decide driven., i.e. the Vasharans. With DM approval, you can be a human from this variant with unique traits, all of which replace the human's Ability Score Increase trait.

Ability Score Increase. Your Strength, Intelligence, and Charisma scores increases by 1.

Hatred of Deities. You have advantage on any Intelligence (History) and Wisdom (Religion) checks you make relating to celestials.

Vile Nature. You learn the *chill touch* cantrip. When you reach 5th level, you can cast the *bestow curse* spell once per long rest using this trait. Intelligence is your spellcasting ability for it.

Extra Language. You can speak, read, and write Celestial or Abyssal (your choice).

GENASI

Genasi are planetouched humanoids related to the elemental planes of Air, Earth, Fire, Water, and all those in-between.

Provided below are revisions to the Air and Earth Genasi to be on pair with the Fire and Water Genasi (See pages 9 and 10 of the [Elemental Evil Player's Companion](#)).

AIR

Embody the element of Air unlike ever before!

Ability Score Increase. You are able to act like the wind. Your Dexterity score increases by 1.

Fleet of Foot. Your base walking speed increases by 5 feet.

Unending Breath. You can hold your breath indefinitely while you're not incapacitated.

Mingle with the Wind You can cast the *levitate* spell once with this trait, requiring no material components, and you regain the ability to cast it this way when you finish a long rest. Constitution is your spellcasting ability for this spell.

Thunder resistance. You gain resistance to thunder damage.

EARTH

Embody the element of Earth unlike ever before!

Ability Score Increase. You can hold your ground like the earth beneath you. Your Strength score increases by 1.

Darkvision. Thanks to your earthen blood, you have superior vision in dark and dim conditions. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

Earth Walk. You can move across difficult terrain made of earth or stone without expending extra movement.

Merge with Stone. You can cast the *pass without trace* spell once with this trait, requiring no material components, and you regain the ability to cast it this way when you finish a long rest. Constitution is your spellcasting ability for this spell.

Stone Fists. When you hit with an unarmed strike, you can deal 1d4 + your Strength modifier bludgeoning damage, instead of the normal damage for an unarmed strike.

Walking between two sets of traditions and cultures, half-dwarves combine what some say are some of the grandest qualities of both parentages. Human determination, inventiveness, and ambition enhanced by dwarven perfection, temperament, and artistic tastes of what can be forged. Although rare, half-dwarves unable to fit in either society find peace in wandering the Realm and/or honing a profession.

OF TWO FORGES

To humans, half-dwarves look like dwarves, and to dwarves, they look like humans. In height, they are somewhere between both parents, though they're neither as stout as dwarves nor as slender as humans. They range from 4 ½ to 5 ½ feet tall, and from 120 to 200 pounds, with men only slightly shorter and heavier than women. Half-dwarf men and women can grow grander facial hair to cover human ancestry, yet their beards are never as grand as dwarf beards.

HALF-DWARF NAMES

Half-Dwarves use either human or dwarven naming conventions. Half-dwarves adopt the culture they were raised in over having their own societies. Half-dwarves raised by humans are often given dwarven names to honor and respect dwarves for their bravery and loyalty, and those raised by dwarves often take human names to honor and respect humans for their ingenuity and determination.

HALF-DWARF TRAITS

Your half-dwarf character has some qualities in common with dwarves and some that are unique to themselves.

Some variations are possible with inheriting more from your dwarven heritage; see the "Half-Dwarf Variants" sidebar.

Ability Score Increase. Your Constitution score increases by 2, and two other ability scores of your choice increases by 1.

Age. Half-dwarves age at the same rate as humans and reach adulthood around 20, but dwarves may argue 25 is adulthood. They live longer than humans, however, often exceeding 120 years.

Alignment. Half-dwarves share the lawful bent of their dwarven heritage. They value both honor and creative expression, demonstrating neither needless chaos nor desire for losing loyalties. They love organization, usually obey orders, and often prove reliable but not always predictable.

Size. Half-dwarves are taller than dwarves and on the low end of human heights, around 5 feet tall. Your size is Medium.

Speed. Your base walking speed is 30 feet.

Darkvision. Thanks to your dwarf blood, you have superior vision in dark and dim conditions. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

Dwarven Resilience. You have advantage on saving throws against being poisoned, and you have resistance against poison damage.

Tool Versatility. You gain proficiency in two tool kits of your choice.

Languages. You can speak, read, and write Common, Dwarven, and one extra language of your choice.

HALF-DWARVES

HALF-DWARF VARIANTS

Some half-dwarves in Faerûn have greater ties to their dwarf parentage than a combination of the two. With DM approval, your half-dwarf character can forgo Tool Versatility and instead gain the dwarf's Stonecunning or a trait related to your dwarf parentage:

Arctic Dwarf Descent. You gain the arctic dwarf's Icecunning (Stonecunning only for Icecunning conditions).

Duergar Descent. You choose the duergar's Duergar Magic (*Enlarge/Reduce* only), Extra Language (Undercommon), or an additional 30 feet of darkvision.

Hill Dwarf Descent. Your hit point maximum increases by 1, and it increases by 1 every two levels you gain thereafter.

Mountain Dwarf Descent. You gain the mountain dwarf's Dwarven Armor Training (light armor only).

Urdunnir Descent. You choose the urdunnir's Stone Walk or Extra Language (Undercommon).

Wild Dwarf Descent. You choose the wild dwarf's Extreme Resilience or Wild Dwarf Training.

HALF-ELVES

Half-Elves in Faerûn have the racial traits of those in the *Player's Handbook*, yet some variations are possible if you inherit more from your elven heritage; see the "Half-Elf Variants" sidebar. Half-drow are some of the most common conceived as a male drow mates with his human female slaves from surface raids. Second are half-wood elves from human druids or rangers holding similar values to nature.

SHADES

Shades are planetouched humanoids with eyes and skin tones ranging from gray to inky black. They are imbued with the shadow energies of the Shadowfell, the Plane of Shadow, not unlike how Genasi are planetouched humanoids of their respected elemental planes. They are thinner than most humans, and they prefer to dress in dark-hued clothes or armor. Shades have extraordinarily long lifespans. By trading some portion of their souls for the stuff of shadow, they extend their lifespans tenfold.

FORGOTTEN, YET RETURNED

Over two thousand years ago, the ruler of a Netherese flying city transported his entire city onto the Shadowfell in order to explore that dim and perilous plane. The City of Shade was lost to human knowledge, but, in 1372 DR, it abruptly returned to Faerûn above the Dire Wood.

Today, it soars above the deserts of Anauroch, land that was once a fertile part of the Empire of Netheril. Why the Netherese — now known as the Shadovars — returned with their ruler, High Prince Telamont, and his twelve princes of shade, and what they are planning, are two mysteries that trouble most rulers of the nations in Faerûn; fearing that solving these vital riddles will provide them with answers they wish not be true.

HALF-ELF VARIANTS

Some half-elves in Faerûn have greater ties to their elf parentage than a combination of the two. With DM approval, your half-elf character can forgo Skill Versatility and instead gain the elf's Keen Senses or a trait related to your elf parentage:

Avariel Descent. You choose the avariel's Extra Language (Auran) or to use your reaction while falling to reduce falling damage you take equal to your level.

Drow Descent. You choose the drow's Drow Magic (*faerie fire* only), Drow Weapon Training, or an additional 30 feet of darkvision.

Eladrin Descent. Once per long rest, you can teleport up to 15 feet as a bonus action.

High Elf Descent. You can choose the high elf's Elf Weapon Training or Cantrip.

Lythari Descent. You gain the lythari's Wolf Form (Once per long rest; duration is up to 1 minute).

Shadar-Kai Descent. Once per long rest, you can teleport up to 15 feet as a bonus action.

Sea Elf Descent. You choose the sea elf's Sea Elf Training, Extra Language (Aquan), or you gain a swimming speed of 30 feet.

Snow Elf Descent. You choose the snow elf's Mask of Winter, Mountain Born, or Snow Elf Weapon Training.

Star Elf Descent. You gain the star elf's Otherworldly Touch (Once per long rest).

Wild Elf Descent. You choose the wild elf's Wild Elf Training or Cantrip.

Wood Elf Descent. You choose the wood elf's Elf Weapon Training, Fleet of Foot, or Mask of the Wild.



SHADE NAMES

Shades use the naming conventions of the people among whom they were raised, which is similar to Bedine humans. Some may even take the names like the Shadar-Kai use to masquerade as them for those who haven't seen one before.

SHADE TRAITS

Your shadowy nature manifests in a variety of traits you share with other shades.

Ability Score Increase. Your Constitution score increases by 2, and your Charisma score increases by 1.

Age. Shades age at the same rate as humans and reach adulthood around 20. They live longer than humans, however, often exceeding 200 years.

Alignment. Shades utilize their shadowy origins to their advantage, and they often lack good nature as it would kill them in the Shadowfell. Most tend toward neutrality with some taking on certain ideals and other embracing the pragmatic shadows. Those who turn towards evil isn't uncommon, yet it can get you into trouble.

Size. Shades have the same heights as humans, around 5-6 feet tall. Your size is Medium.

Speed. Your base walking speed is 30 feet.

Darkvision. From your race's long-term exposure to the Shadowfell, you have been imbued with shadesight. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

One with Shadow. While in dim light or darkness, you gain an additional 10 feet to your walking speed, and you can use the Hide action as a bonus action on each of your turns.

Shade Magic. You learn the *minor illusion* cantrip. When you reach 3rd level, you can cast the *cause fear* spell once per long rest using this trait. Charisma is your spellcasting ability for these spells.

Stealthy. You gain proficiency with the Stealth skill.

Sunlight Sensitivity. You have disadvantage on attack rolls and on Wisdom (Perception) checks that rely on sight when you, the target of your attack, or whatever you are trying to perceive is in direct sunlight.

Languages. You can speak, read, and write Common, and one extra language of your choice.

MONSTROUS RACES

If your DM approves of playable monstrous races, these are some additions options to reflect the monsters of Faerûn. Some of these options include revisions to kobolds and orcs.

BULLYWUGS

Bullywugs are frog-headed amphibious humanoids that stay constantly moist, dwelling in rainy forests, marshes, and damp caves. Always hungry and thoroughly evil, bullywugs overwhelm opponents with superior numbers when they can, but they flee from serious threats to search for easier prey. Your bullywug character has the following traits:

Ability Score Increase. Your Dexterity score increase by 2 and Constitution scores increases by 1.

Age. Bullywugs are born in clutches of 200 or so eggs and reach adulthood at age 6. Most of them won't reach that age.

Alignment. Bullywugs gather in semi-organized

communities and are extremely territorial. Their colonies ravage the nearby environments as they maintain their gluttonous gullets. They are usually neutral evil.

Size. Bullwugs tend to be between 4 - 5 feet tall and average about 150 pounds. Your size is Medium.

Speed. You have a base walking speed of 25 feet and swimming speed of 40 feet.

Amphibious. You can breathe air and water.

Speak with Frogs and Toads. Due to your nature, you can cast the *speak with animals* spell unlimited number of times with this trait, but you can target only frogs and toads with it.

Standing Leap. Your long jump distance is up to 20 feet and your high jump distance is up to 10 feet with or without a running start, unless they would be more.

Swamp Camouflage. You have advantage with Dexterity (Stealth) checks while in swampy terrain and foliage.

Languages. You can read, write, and speak Common and Bullywug.

GOBLINS (DEKANTER)

Dekanter goblins were artificially mutated by the Beast Lord, an Alhoon allied with the Zhentarim of the North. Their namesake comes from them primarily dwelling in the mines of Dekanter, part of the Greypeak Mountains near Anauroch. If you were mutated by the Beast Lord, see the "Goblin Variant (Dekanter)" sidebar for the traits you gain.

GOBLIN VARIANT (DEKANTER)

Some goblins can become Dekanter goblins with genetic manipulation. With DM approval, you could be one of these mutated goblins. The following traits replace Ability Score Increase, Fury of the Small, Nimble Escape, and Size:

Ability Score Increase. Your Strength score increases by 2, and your Constitution score increases by 1.

Size. You are mutated to be generally larger and more aggressive than standard goblins. Your size is Medium.

Cold Resistance. You are resistant to cold damage.

Rhinoceros-Like Horn. You bear a rhinoceros-like horn that is a natural melee weapon, which you are proficient with. When you hit with it, the target takes piercing damage equal to 1d4 + your Strength modifier.

Nimble Charge. You can take the Dash action as a bonus action on each of your turns.



GNOLLS

Gnolls are feral humanoids resembling hyenas that attack settlements along the frontiers and borderlands of civilization without warning, slaughtering their victims and devouring their flesh. Your gnoll character has the following traits:

Ability Score Increase. Your Strength score increases by 2 and your Constitution score increases by 1.

Age. Gnolls reach adulthood at age 4 and live up to 30 years.

Alignment. Gnolls are vicious raiders, who believe that the world should be theirs. They also strangely value family and blood ties to demonic origins of Yeenoghu, the Demon Prince of Gnolls. They are usually chaotic evil.

Size. Gnolls usually stand between 6 to 7 ½ feet tall but often hunched over, and they weight between 280 - 320 pounds. Your size is Medium.

Speed. You have a base walking speed of 30 feet.

Bite. Your fanged maw is a natural weapon, which you are proficient with and can use to make unarmed strikes. If you hit with it, you deal piercing damage equal to 1d4 + your Strength modifier, instead of the bludgeoning damage normal for an unarmed strike.

Rampage. When you reduce a creature to 0 hit points with a melee attack, you may use your bonus action on that turn to move up to half your speed and make one melee attack.

Gnoll Weapon Training. You have proficiency with the flail, spear, and shortbow.

Darkvision. You have darkvision of a radius of 60 feet.

Languages. You know how to speak, read, and write Common and Gnoll.

KOALINTH

Koalint are amphibious goblinoids that live in the Inner Sea of Faerûn. They are akin to hobgoblins in terms of martial prowess and society. Similar to sahuagin, they are known for their ferocity and hatred towards sea elves. Although, they will equally combat with sahuagin as they would elves alongside merfolks and tritons.

Ability Score Increase. Your Strength, Dexterity, and Intelligence scores increases by 1.

Age. Koalint mature at the same rate as humans and have lifespans similar in length to theirs.

Alignment. Koalint society is built on fidelity to a rigid, unforgiving code of conduct. As such, they tend toward lawful evil. Forgoing this code can lead to one's death.

Size. Koalint are between 5 and 6 feet tall and weigh between 150 and 200 pounds. Your size is Medium.

Speed. Your base walking speed is 30 feet, and your base swimming speed is 20 feet.

Amphibious. You can breathe air and water.

Darkvision. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

Martial Advantage. You can choose deal an extra 2d6 damage to a creature you hit with a weapon attack as long as that creature is within 5 feet of an ally that isn't incapacitated. You can use this trait only once per combat.

Natural Armor. You have tough, scaly skin. When you aren't wearing armor, your Armor Class is 13 + your Dexterity modifier. You can use your natural armor to determine your Armor Class if the armor you wear would leave you with a



lower Armor Class. A shield's benefits apply as normal while you use your natural armor.

Languages. You can speak, read, and write Common and Goblin.

KOBOLDS

Kobolds are craven reptilian humanoids that worship evil dragons as demigods and serve them as minions and toadies. Kobolds inhabit dragons' lairs when they can but more commonly infest dungeons, gathering treasures and trinkets to add to their own tiny hoards. Their scale colors tend to reflect the dragon they serve.

These are the revised traits for kobolds (See page 119 in [Volo's Guide to Monsters](#)), and your kobold character has the following traits.

Ability Score Increase. Your Dexterity score increases by 2, and your Intelligence score increases by 1.

Age. Kobolds reach adulthood at age 6 and can live up to 120 years but rarely do so.

Alignment. Kobolds are fundamentally selfish, making them evil, but their reliance on the strength of their group makes them trend toward law.

Size. Kobolds are between 2 and 3 feet tall and weigh between 25 and 35 pounds. Your size is Small.

Speed. Your base walking speed is 30 feet.

Darkvision. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

Grovel, Cower, and Beg. As an action on your turn, you can cower pathetically to distract nearby foes. Until the end of your next turn, your allies gain advantage on attack rolls against enemies within 10 feet of you that you can see. Once you use this trait, you can't use it again until you finish a short or long rest.

Pack Tactics. You have advantage on an attack roll against a creature if at least one of your allies is within 5 feet of the creature and the ally isn't incapacitated.

Sunlight Sensitivity. You have disadvantage on attack rolls and on Wisdom (Perception) checks that rely on sight when you, the target of your attack, or whatever you are trying to perceive is in direct sunlight.

Languages. You can speak, read, and write Common and Draconic.

Kuo-Toa

Kuo-Toa are degenerate fishlike humanoids that once inhabited the shores and islands of the surface world. Long ago humans and their ilk drove the kuo-toa underground, where they dwell in madness and everlasting night. Kuo-toa can no longer abide daylight. Your kuo-toa character has the following traits:

Ability Score Increase. Your Strength score increases by 2 and your Constitution score increases by 1.

Age. Kuo-Toa reach adulthood at age 7 and live up to 80 years.

Alignment. Almost all Kuo-Toa worship the slightly insane Blibdoolpoolp, the Sea Mistress, and her wishes lead them down an evil path. They are usually neutral evil.

Size. Kuo-Toa average about 5 feet tall and weigh about 160 pounds. Your size is Medium.

Speed. You have a base walking speed of 30 feet, and a base swimming speed of 30 feet.

Amphibious. You can breathe air and water.

Otherworldly Perception. You can sense the presence of any creature within 30 feet of you that is invisible or on the Ethereal Plane. You can pinpoint such a creature that is moving.

Slippery. You have advantage on ability checks and saving throws made to escape a grapple.

Sunlight Sensitivity. You have disadvantage on attack rolls and on Wisdom (Perception) checks that rely on sight when you, the target of your attack, or whatever you are trying to perceive is in direct sunlight.

Superior Darkvision. You have superior vision in dark and dim conditions. You can see in dim light within 120 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

Languages. You can speak, read, and write Common and Undercommon.

ORCS

The orcs of the North and the Spine of the World comprise the oldest and most numerous of the various orc races active on Faerûn, being undistinguishable from half-orcs and orogs to most humans. They are savage raiders and pillagers with stooped postures, low foreheads, and piggish faces with prominent lower canines that resemble tusks.

These are the revised traits for orcs (See page 120 in [Volo's Guide to Monsters](#)), and your orc character has the following traits.

Ability Score Increase. Your Strength score increases by 2 and your Constitution score increases by 1.

Age. Orcs reach adulthood at age 12 and live up to 50 years.

Alignment. Orcs are vicious raiders, who believe that the world should be theirs. They also respect strength above all else and believe the strong must bully the weak to ensure that weakness does not spread like a disease. They are usually chaotic evil.

Size. Orcs are usually over 6 feet tall and weigh between 230 and 280 pounds. Your size is Medium.

Speed. You have a base walking speed of 30 feet.

Darkvision. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.



Aggressive. Orc aggression is unmatched. As a bonus action, you can move up to your movement speed toward a hostile creature you can see or hear. You must end this move closer to the enemy than you started.

Menacing. You are trained in the Intimidation skill.

Powerful Build. You count as one size larger when determining your carrying capacity and the weight you can push, drag, or lift.

Savage Attacks. When you score a critical hit with a melee weapon attack, you can roll one of the weapon's damage dice one additional time and add it to the extra damage of the critical hit.

Languages. You can speak, read, and write Common and Orc.

XVARTS

Xvarts are cruel, cowardly humanoids spawned by a cowardly, renegade demigod. They have blue skin, vivid orange eyes, and receding hairlines, mirroring their creator's appearance. Your xvart character has the following traits:

Ability Score Increase. Your Dexterity score increases by 2, and your Charisma score increases by 1.

Age. Xvart reach adulthood at age 3 and live up to 50 years but rarely do so.

Alignment. Xvarts are naturally drawn towards beings of shadow. Shades, Jerren halflings, and evil gnomes often use them as minions. Although, they won't fight larger creatures unless they have a considerable number advantage. They are usually chaotic evil.

Size. Xvarts stand about 3 feet tall and weigh between 25 and 35 pounds. Your size is Small.

Speed. You have a base walking speed of 30 feet.

Stealthy. You have proficiency in the Stealth skill.

Lesser Darkvision. You can see in dim light within 30 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

Low Cunning. You can take the Disengage action as a bonus action on each of your turns.

Raxivort's Tongue. Due to your nature, you can cast the *speak with animals* spell unlimited number of times with this trait, but you can target only bats and rats with it.

Languages. You can speak, read, and write Common, Abyssal, and Goblin.

CHAPTER 2 – CLASS OPTIONS

The twelve classes from the *Player's handbook* are all present in the *Forgotten Realms*. The material described in this chapter includes revisions to several of the class-feature options for a few of the options provided in the original *Sword Coast Adventurer's Guide*. There also includes revisions to some options that were not included in the original but should have been, e.g. Raven Queen as an Otherworldly Patron option for warlocks.

PRIMAL PATHS

Barbarians of the *Forgotten Realms* have the following Primal Path option, Battlerager, and the addition options for followers of the Path of the Totem Warrior from the *Player's Handbook*. Reghed and Northlander barbarians tend to follow the Path of the Berserker, while Uthgardt barbarians are nearly always followers of the Path of the Totem Warrior or Path of the Ancestral Guardian.

PATH OF THE BATTLERAGER

Being a Battlerager, you become the *Kuldjargh* ("axe idiot") that should have been. You are quick to act and attack, and your spiked armor will be the bane of your enemies.

RESTRICTION: DWARVES ONLY

Only dwarves and half-dwarves can follow this Primal Path. Being a Battlerager, you fill a particular role with dwarven society and culture that is barbaric but sometimes necessary.

The restriction exists for the *Forgotten Realms* setting. However, your DM can lift this restriction to better suit the campaign in mind.

BATTLERAGER FEATURES

Barbarian Level	Features
3rd	Battlerager Armor, Dwarven Upkeep
6th	Battlerager Charge, Spiked Retribution
10th	Piercing Spikes
14th	Battlerager Vigor

BATTLERAGER ARMOR

At 3rd level, you gain the rare medium armor known as "Spiked Armor." You gain a special version of a hide or scale mail that was modified into spiked armor. You are proficient in spiked armor as an improvised melee weapon. If you hit with your spiked armor, you deal 1d6 + your Strength modifier piercing damage to the target.

While raging in spiked armor, you can use your bonus action on each of your turns to make one attack with your spiked armor. In addition, any creature you successfully grapple and creatures that successfully grapples you takes damage from your spiked armor equal to your Strength modifier.

Once per long rest, you can modify any medium armor to become spiked armor. You need 50 gp in raw materials, and any armor that becomes spiked armor causes it to weigh an additional 5 pounds. If the armor is magical, then the gold

required is increased by 50 GP for each rarity level (common to legendary), and the damage from your spiked armor becomes magical.

DWARVEN UPKEEP

At 3rd level, you learn the *mending* cantrip as barbarian cantrip. Constitution is your spellcasting ability for this cantrip.

BATTLERAGER CHARGE

At 6th level, the speed granted by Fast Movement is doubled. In addition, while raging, you can take the Dash action as a bonus action on each of your turns.

SPIKED RETRIBUTION

Starting at 6th level, when a creature within 5 feet of you hits you with an attack, you can use your reaction make an attack with your spiked armor against the attacker. If you are raging, you can choose to attack recklessly with this attack, unless you have already attacked recklessly during your last turn.

PIERCING SPIKES

Starting at 10th level, your dwarven cunning granted insight on using your spikes in a more brutal fashion. Whenever you score a critical hit with your spiked armor, you roll one additional weapon damage die when determining extra damage for a critical hit with your spiked armor.

In addition, whenever you use the Dash action, your spiked armor deals double the damage to objects and structures until the start of your next turn.

BATTLERAGER VIGOR

At 14th level, your might is unmatched by most. Whenever you use your Relentless Rage, you reduce the DC by an amount equal to your Constitution modifier.

Additionally, when you begin raging and at the start of each your turns while raging, you gain temporary hit points equal to 5 + your Constitution modifier if you have no more than half of your hit points remaining. These temporary hit points vanish when your rage ends or when you doff your spiked armor.



OPTIONAL RULE: OVERRUN

If your DM allows the Overrun option from page 272 of the *Dungeon Master's Guide*, the following Battlerager features also provide these benefits:

- **Battlerager Armor.** While you are wearing spiked armor, any successfully Overrun checks you make causes the opposing creature to take damage from your spiked armor.
- **Battlerager Charge.** While raging, you gain one free use of Overrun when you use the Dash action.

PATH OF THE TOTEM WARRIOR (TIGER)

If you follow the Path of the Totem Warrior from the *Player's Handbook*, you have access to two additional spirit options, Elk and Tiger. To see every feature gained from this Primal Path, see page 50 of the *Player's Handbook*. To see the Elk totem spirit options, see page 122 of the *Sword Coast Adventurer's Guide*.

TOTEM SPIRIT

As with the spirits in the *Player's Handbook*, this revised option requires a physical marking or object to incorporate the spirit option chosen. Additionally, you may have physical attributes that emphasize your totem spirit, such as catlike eyes or striped birthmarks or tattoos.

If Tiger totem spirits do not align with you or it from your homeland, you can always choose a similar animal to represent it. You could choose animals like jaguar, lion, or panther over a tiger.

Tiger. While raging, your unarmed strikes gain the finesse property and deal 1d4 + your Strength modifier slashing damage, and you can add 10 feet to your long jump distance and 3 feet to your high jump distance. The spirit of the tiger empowers your leaps and strikes.

ASPECT OF THE BEAST

This option is available to you when you choose a totem animal at 6th level. By choosing Tiger, you are able to become one of the best hunters alongside wolf totem warriors.

Tiger. You gain proficiency in two skills from the following list: Athletics, Acrobatics, Stealth, and Survival. Choose one skill you are proficient with from this list to permanently gain double your proficiency bonus to any ability check made using it. The tiger spirit hones your survival instincts.

TOTEMIC ATTUNEMENT

This option is available to you when you choose a totem animal at 14th level. By choosing Tiger, you gain benefits for pouncing onto enemies.

Tiger. While raging, if you move at least 20 feet in a straight line towards a target that is one size larger than you or smaller right before making a melee weapon attack against it, you can use a bonus action to make an additional melee weapon attack against the target. If the additional melee weapon attack would be an unarmed strike, you can make two attacks with your unarmed strikes instead.

DIVINE DOMAIN

Clerics in the Forgotten Realms pray to the wide pantheon of deities (See pages 21 - 24 of the *Sword Coast Adventurer's Guide* for more details). In addition to the divine domain options within the *Player's Handbook*, the book added the Arcana Domain. However, there is another divine domain which was forgotten, the Darkness Domain.

DARKNESS DOMAIN

Darkness is the void between the realms of the multiverse and provide balance to the light. For instance, the shadows casted by all things collect in a mass darkness during each night. Gods of the Darkness domain promote the ideals of death and endings, secrecy, and fear. For some of these gods, darkness is a force of good to shelter those not adapted to the light and serve as a basis for dreams to occur.

The gods of this domain are often associated with trickery, as enveloping shadows and shady tactics tend to go hand-in-hand. Throughout the Realms, deities of this domain include Mask and Shar, as well as Lolth of the drow pantheon. In other worlds, this domain includes Arawn, Czernobog, Hades, Hel, and Set; Morgion and Takhisis of Krynn; and Tharizdun and Vecna of Greyhawk.

The Darkness Domain comes from [Mike Mearls' playable mockup he shared on his Twitter](#). It was created to provide further options for the players in his games as DM, and the version he shared was rather unbalanced for general usage.

DARKNESS DOMAIN FEATURES

Cleric Level	Features
1st	Domain Spells, Acolyte of Night, Blind Image
2nd	Channel Divinity: Blackout
6th	Improved Blind Image
8th	Potent Cantrip
17th	Soul of Darkness

DOMAIN SPELLS

You gain domain spells at the cleric levels listed in the Darkness Domain Spells table. See the Divine Domain class feature for how domain spells work.

DARKNESS DOMAIN SPELLS

Cleric level	Spells
1st	<i>hex, sleep</i>
3rd	<i>blindness/deafness, darkness</i>
5th	<i>fear, nondetection</i>
7th	<i>Evard's black tentacles, shadow of moil</i>
9th	<i>dream, wall of force</i>

ACOLYTE OF NIGHT

When you choose this domain at 1st level, you learn the *chill touch* cantrip as a cleric cantrip.

In addition, you gain darkvision with a range of 60 feet. If you already have darkvision, the range increases by 30 feet.

BLIND IMAGE

Starting at 1st level, as an action, you evade the sight of one creature you can see within 60 feet of you. The target must make on a Wisdom saving throw, or you are invisible to that creature until the end of your next turn, you cast a spell targeting it, or you make a weapon attack against it.

You can use this feature a number of times equal to your Wisdom modifier (a minimum of once). You regain all expended uses when you finish a long rest.

CHANNEL DIVINITY: BLACKOUT

When you reach 2nd level, you can use your Channel Divinity to harness darkness, banishing both light and potentially darkvision. As an action, you present your holy symbol, and any magical and nonmagical light within 30 feet of you is dispelled. Additionally, each creature you choose within 30 feet of you must make a Wisdom saving throw or lose their darkvision for 1 minute. Each creature can repeat the save at the end of each of their turns.

IMPROVED BLIND IMAGE

Starting at 6th level, you can also grant your Blind Image feature to a creature that you can see within 30 feet of you, causing the target to make the Wisdom saving throw against the creature rather than you.

POTENT CANTRIP

Starting at 8th level, you add your Wisdom modifier to the damage you deal with any cleric cantrip.

SOUL OF DARKNESS

Starting at 17th level, you gain strength from darkness. As a bonus action, you can fade into the shadows. You regain hit points equal to your cleric level, and you gain the following benefits for 1 minute:

- You gain resistance to all damage, except radiant damage.
- You can see through magical darkness as through it were dim light.
- While in dim light or darkness, you can use a bonus action to teleport up to 30 feet to an unoccupied space you can see that is in dim light or darkness.

Once you used this feature, you cannot do so again until you finish a long rest.

MARTIAL ARCHETYPE

Fighters in the Forgotten Realms come in many forms. One key option, in addition to those in the *Player's Handbook*, is being a Purple Dragon Knight from Cormyr. Although, a Banneret would prove an equal title for those who aren't part of Cormyrean Knighthood or reside in other realms.

PURPLE DRAGON KNIGHT

Purple Dragon Knight allows for you to be the supportive knight or banneret that is both charismatic and inspiring that the original intended to be.

Purple Dragon Knights are tied to a specific order of the Cormyrean Knighthood. **Banneret** serves as the generic name for this martial archetype in other campaign settings or modelling other warlords of Faerûn.



PURPLE DRAGON KNIGHT FEATURES

Fighter Level	Features
3rd	Bonus Proficiency, Banner, Rallying Cry
6th	Royal Envoy
10th	Inspiring Act, Lead the Charge
15th	Bulwark

BONUS PROFICIENCY

When you choose this archetype at 3rd level, you gain proficiency in one of the following skills of your choice: Animal Handling, Insight, Intimidation, Performance, or Persuasion. Alternatively, you learn one language of your choice.

BANNER

At 3rd level, you can craft a banner, or use an existing one, to represent your order. It can be held in one hand and weighs 6 pounds. Furling or unfurling the banner requires an action. While your banner is unfurled and you are not incapacitated, you and all allies within 10 feet of you gain a +1 bonus on Intelligence, Wisdom, and Charisma saving throws, provided they can see your banner.

If your banner is lost or destroyed, you can make a new one using 50 gp in raw materials over the course of an hour or a short rest.

The banner's unfurled bonus increases by 1 and its range increases by 10 feet at 7th and 18th level.

RALLYING CRY

Starting at 3rd level, when you use your Second Wind feature, you can choose a number of non-hostile creatures up to your Charisma modifier (minimum of 1) within 60 feet of you that can see or hear you. Each one gains temporary hit points equal to your fighter level for 1 minute.

If you are holding your banner while using this ability, it is unfurled, and you aren't incapacitated, each one of those allies within the banner's range gains additional temporary hit points equal to your Charisma modifier (minimum of +1).

ROYAL ENVOY

Starting at 7th level, your discipline and attention to detail in social situations causes you to gain proficiency in Charisma saving throws. If you already have this proficiency, you instead gain proficiency in Intelligence or Wisdom saving throws (your choice).

In addition, you learn two languages of your choice.

INSPIRING ACT

Starting at 10th level, whenever you use your Action Surge feature or score a critical hit with a weapon attack, you can immediately choose one allied creature within 30 feet of you that can see or hear you. That creature gains temporary hit points equal to your Charisma modifier (minimum of 1) that last for 1 minute. It can also use its reaction to immediately make one weapon attack or cast a cantrip with a casting time of 1 action.

The range, number of allied creatures you can target, and number of temporary hit points they gain are doubled at 18th level.

LEAD THE CHARGE

Beginning at 10th level, if your banner is unfurled, you and all allies within the banner's range gain a bonus to initiative rolls equal to your banner's unfurled bonus.

BULWARK

Starting at 15th level, whenever you use your Indomitable feature to reroll a saving throw and you aren't incapacitated, you can immediately choose one allied creature within 30 feet of you that can see or hear you that failed the same effect. Both you and that creature reroll the saving throw and must use the new rolls.

OPTIONAL RULES: HONOR AND SANITY

If your DM allows either the Honor or Sanity ability score options from pages 264-265 of the *Dungeon Master's Guide*, the following effects are granted to Purple Dragon Knights, a.k.a. Bannerets:

- Honor Ability Score.** You can use your Honor modifier instead of Charisma modifier for features gained from this martial archetype, and Royal Envoy grants you either Charisma or Honor saving throw proficiency (your choice).
- Sanity Ability Score.** Your Rallying Cry, Inspiring Act, and Bulwark features also grant target allies a bonus to Sanity saving throws equal to your banner's unfurled bonus if they are within the banner's range for 1 minute.

OTHERWORDLY PATRONS

Death is prevelant in the Forgotten Realms. There are two ways to accept this fact. Either one embraces the natural order of things or tries to prevents it with undeath through some necromantic means. Warlocks have the following Otherworldly Patron options, in addition to those in the *Player's Handbook*.

RAVEN QUEEN

The Raven Queen is a mysterious elven being that rules the Shadowfell from her palace of ice. She views the realm with anticipation of each creature's death to ensure its end the proscribed time and place alongside the wouldbe power gained for it. Her ability to reach into the Material Plane is limited, yet she has influenced its inhabitants to become clerics and warlocks to serve her and enforce her will.

Warlocks of the Raven Queen often receive visions and whispers from their patron in their dreams and meditations, sending them on quests and warning them of impending dangers. Those who worship her are said to serve her in death within her realm.

Until that fated day, her servants must address her concerns. She hates intelligent undead and will not stand for those who seek to cheat dead through undeath or other forms of immortality. The mindless undead are minor nuisances at best, yet their true death would please her all the more. Orcus seems to be one of her greatest concerns.

The Raven Queen patron comes from the [Unearthed Arcana: Warlock & Wizard](#) article. The Eldritch Invocations options related to it are unchanged.

RAVEN QUEEN FEATURES

Warlock Level	Features
1st	Expanded Spell List, Sentinel Raven, Sorrowbound
6th	Queen's Death Warrant, Soul of the Raven
10th	Raven's Blessed Ward
14th	Queen's Right Hand

EXPANDED SPELL LIST

Blessed by the Raven Queen, she lets you choose from an expanded list of spells to learn as warlock spells.

RAVEN QUEEN EXPANDED SPELLS

Spell level	Spells
1st	false life, sanctuary
2nd	gentle repose, spiritual weapon
3rd	feign death, speak with dead
4th	ice storm, locate creature
5th	commune, cone of cold

SENTINEL RAVEN

Starting at 1st level, you gain the service of a spirit sent by the Raven Queen to watch over you. You gain a raven familiar as per the purpose and effects of the *find familiar* spell, but you

cannot dismiss it forever. Its maximum hit points are equal to your warlock level x 3, and it gains resistance to necrotic damage and bludgeoning, piercing, and slashing damage from nonmagical weapons.

While the raven is perched on your shoulder, you gain a bonus to Wisdom (Perception) checks equal to your Charisma modifier (minimum of +1), and hostile creatures have disadvantage on any attacks or harmful effects that only target the raven.

The raven doesn't require sleep. While it is within 100 feet of you, using its bonus action, it can awaken you from sleep. The raven vanishes when it dies, if you die, or if the two of you are separated by more than 5 miles. If your raven is slain by a creature, you gain advantage on all attack rolls against the killer until your next long rest.

At the end of a short or long rest, you can call the raven back to you (no matter where it is or whether it died), and it reappears within 5 feet of you from a nearby shadow.

If you later get the Pact of the Chain feature, your raven deals cold damage with its attacks, and you gain a second raven familiar to command. If you conjure a different familiar other than a raven, you lose both raven familiars in favor of the new familiar. In combat, both ravens use the same initiative and act on the same turn. Both ravens reappear if you call them back at end of a short or long rest. If you have both ravens perched on your shoulders, the benefits they grant do not stack.

SORROWBOUND

Starting at 1st level, you learn the *chill touch* cantrip, and you gain darkvision with a range of 30 feet unless you already have a form of darkvision.

While your raven is perched on your shoulder, the range of your darkvision increases by an additional 30 feet.

QUEEN'S DEATH WARRANT

Starting at 6th level, the Raven Queen trusts you are capable of hunting the undead and imbues you with knowledge to do so. You can add your Charisma modifier to Intelligence (History) checks to recall information about undead.

In addition, when your raven is perched on your shoulder, you gain a bonus to Wisdom (Survival) checks to track undead creatures equal to your Charisma modifier (minimum of +1).

SOUL OF THE RAVEN

At 6th level, you gain the ability to merge with your raven spirit. As a bonus action, while your raven is perched on your shoulder, your body merges with your raven's form.

While merged together, your game statistics are replaced by the statistics of your raven familiar, but you retain your hit dice, hit points, alignment, personality, and Intelligence, Wisdom, and Charisma scores. You also retain all of your skill and saving throw proficiencies, in addition to gaining those of your raven. If your raven has the same proficiency as you and the bonus in its stat block is higher than yours, use the raven's bonus instead of yours.

You can only use your action to Dash, Disengage, Dodge, Help, Hide, Search, or have you and your raven return to normal. You also gain all benefits of your raven being perched on your shoulder.

If you have 0 hit points, you and the raven return to normal. You can only merge with one of your ravens at a time.



RAVEN'S BLESSED WARD

At 10th level, the Raven Queen grants you and your followers a protective blessing. You gain advantage on death saving throws, resistance to cold damage, and immunity to being frightened.

If you command your raven to perch on a willing creature's shoulder, that creature gains a telepathic link with you while within 100 feet of you, and it and the raven gain all the benefits of having your raven perched on your shoulder, using your Charisma modifier for any bonuses.

At 14th level, while merged with your raven, you gain immunity to cold and necrotic damage.

QUEEN'S RIGHT HAND

Beginning at 14th level, you become one of the Raven Queen's great consorts, granting access to a blessing of true grandeur. Once per long rest, you can cast the *finger of death* spell, without expanding a spell slot, that ignores necrotic resistances. If the creature survives, it is frightened of you until the end of its next turn. Creatures you kill using this spell in this way cannot be raised as undead.

UNDYING

Death holds no sway over your patron, who has unlocked the secrets of everlasting life through undeath. That is the true price of this prize. Devoting yourself to this patron allows you to become an effective wielder of necromancy and gain the sustainability akin to the undead.

In the Realms, some Undying patrons include Atropus, the World Born Dead; Larloch, the Shadow King; and Gilgeam, the God-King of Unther. You could delve further in your studies to choose such undead as an Alhoon, an Atropal, Death Tyrant, or a Dracolich to be your Undying patron. In other worlds, some other Undying patron options include Vecna, Patron God of Evil Secrets and Undeath, in Greyhawk; Lady Erandis Vol, the Lich Queen, in Eberron; and Count Strahd von Zarovich in Ravenloft.



UNDYING FEATURES

Warlock Level	Features
1st	Expanded Spell List, Amongst the Dead, Persistent Life
6th	Defy Death, Undying Nature
10th	Indestructible Being
14th	Spreading the Undeath

EXPANDED SPELL LIST

Drawing from the Undying, you can now choose from an expanded list of spells to learn as warlock spells.

UNDYING EXPANDED SPELLS

Spell level	Spells
1st	<i>false life, ray of sickness</i>
2nd	<i>blindness/deafness, silence</i>
3rd	<i>life transference, speak with dead</i>
4th	<i>aura of life, death ward</i>
5th	<i>cloudkill, raise dead</i>

AMONGST THE DEAD

Starting at 1st level, you learn the *spare the dying* cantrip as a warlock cantrip, and you may use it on undead. You also have advantage on saving throws and effects against diseases.

Additionally, you are permanently affected by the *sanctuary* spell against only undead. If you make an attack or cast a spell that affects an undead creature, that creature is not affected by this spell for the next 24 hours. Any undead that makes the Wisdom saving throw are also immune to it for 24 hours.

PERSISTENT LIFE

Starting at 1st level, on your turn, you may use a bonus action to regain hit points equal to 1d6 + your warlock level. If you put a severed body part of yours back in place when you use this feature, it reattaches.

Once you use this feature, you can't use it again until you finish a short or long rest.

DEFY DEATH

Starting at 6th level, you can regain hit points equal to 1d8 + your Constitution modifier when you succeed on a death saving throw or when you stabilize a creature with *spare the dying*.

Once you use this feature, you can't use it again until you finish a long rest.

UNDYING NATURE

Starting at 6th level, you gain resistance to necrotic damage, and when you cast a spell that deals necrotic or poison damage you can add your Charisma modifier (minimum of +1) to one of the damage rolls of that spell against one of its targets.

INDESTRUCTIBLE BEING

When you reach 10th level, your patron imbues you with the powers to become an everlasting worshipper. You gain the following benefits:

- For every 10 years that pass, you age only 1 year, and you cannot be magically aged.
- You can hold your breath indefinitely.
- You don't require food or water to survive, but you may still eat and drink if you wish.
- You have advantage on saving throws against being poisoned, and you have resistance against poison damage.
- You are immune to diseases.
- You gain advantage on death saving throws.
- You may reattach severed body parts as part of a short or long rest, but you must spend one or more Hit Dice to gain the benefit on short rests.

SPREADING THE UNDEATH

When you reach 14th level, your soul is empowered by the pact with your patron to aid in the effort to amass grim followers. You learn the *animate dead* spell as a warlock spell. When you cast *animate dead*, you can target one additional corpse or pile of bones, creating another zombie or skeleton, as appropriate.

You can cast this spell a number of times equal to your Charisma modifier per long rest.

ARCANE TRADITION

Elven wizards in the Forgotten Realms have the following Arcane Tradition option, in addition to those in the *Player's Handbook*, that takes advantage of their natural dexterity in times of war.

BLADESINGER

Bladesingers are elves who bravely defend their people and lands in times of war. This arcane tradition allows for you to be the exquisite swordmage by using a series of intricate, elegant maneuvers that fend off harm and allow the you to channel magic into devastating strikes and cunning defenses.

RESTRICTION: ELVES ONLY

Only elves and half-elves can choose the bladesinger arcane tradition as it is a closely guarded secret in Faerûn.

Your DM can lift this restriction to better suit the campaign in mind. The restriction reflects the story of bladesingers in the Forgotten Realms, but it might not apply to your DM's setting or your DM's version of the Realms.

BLADESINGER FEATURES

Wizard Level	Features
2nd	Training in War and Song, Bladesong
6th	Extra Attack
10th	Song of Celerity, Song of Defense
14th	Song of Victory

TRAINING IN WAR AND SONG

When you adopt this tradition at 2nd level, you gain proficiency with light armor and two one-handed melee weapons of your choice. If you're proficient with a simple or martial melee weapon, you can use it as a spellcasting focus for your wizard spells.

You also gain proficiency in the Performance skill if you don't already have it.

BLADESONG

Starting at 2nd level, you can invoke a secret elven technique called the Bladesong as a bonus action. While your Bladesong is active, you gain the following benefits if you aren't wearing medium or heavy armor or using a shield:

- You gain a bonus to your AC equal to your Intelligence modifier (minimum of +1).
- Your movement speed increases by 10 feet.
- You have advantage on Dexterity (Acrobatics) checks.
- You gain a bonus to any Constitution saving throw you make to maintain your concentration on a spell. The bonus equals your Intelligence modifier (minimum of +1).

Your Bladesong lasts for 1 minute. Your Bladesong ends early if you are knocked unconscious, if you don medium or heavy armor or a shield, or if you use two hands to make an attack with a single weapon. You can also dismiss your Bladesong at any time you choose as a bonus action.

You can use this feature twice. You regain these uses each time you complete a short or long rest.

The number of uses increases by 1 at 14th level.

EXTRA ATTACK

Starting at 6th level, you can attack twice, instead of once, whenever you take the Attack action on your turn.

SONG OF CELERITY

Starting at 10th level, whenever combat stirs, you can act unnaturally fast. Whenever you roll for initiative and aren't surprised, you can choose to immediately invoke your Bladesong.

In addition, whenever you make a melee attack against a creature while your Bladesong is active, that creature can't make opportunity attacks against you for the rest of your turn.

SONG OF DEFENSE

Beginning at 10th level, you can direct your magic to absorb damage. While your Bladesong is active, whenever you take damage, you can use your reaction to expend one spell slot and reduce the damage you take by an amount equal to five times the spell slot's level.

SONG OF VICTORY

Starting at 14th level, while your Bladesong is active, you add your Intelligence modifier (minimum of +1) to the damage of your melee weapon attacks.



CHAPTER 3 – RACIAL FEATS

Going through adventures and leveling up in a class is the main way a character evolves during a campaign. Some DMs allow the use of feats to further customize a character (See Chapter 6, "Customization Options," of the *Player's Handbook*). The DM decides whether they're used and may also decide that some feats are available in a campaign and others aren't.

This section introduces a collection of new feats associated with a race from the Forgotten Realms, as summarized in the Racial Feats table. The table also provides the related racial feat options for new races that are unchanged in *Xanathar's Guide to Everything*. I also recommend [Expanded Racial Feats](#) by Adam Bradford for more racial feats.

RACIAL FEATS

Race	Feat
Bullywug	Rancid Croak
Dragonborn	Draconic Wings
Dragonborn	Empowered Breath Weapon
Dwarf (Mountain)	Delzoun True Born
Dwarf (Orecutter)	Dumathoin's Blessing
Genasi	Extra Manifestation
Gnoll	Flind Blood
Gnome (Forest)	Gnomish Distraction
Goliath	Adaptive Nature
Goliath	Clan Resilience
Half-Dwarf	Dwarven Fortitude
Half-Dwarf	Prodigy
Human	Human Determination
Human	Human Perseverance
Human (Deep Imaskari)	Spell Clutch
Kobold	Draconic Aspect
Kobold	Draconic Wings
Kobold	Empowered Breath Weapon
Kuo-Toa	Caustic Adaptation
Orc	Anger Unleashed
Shade	Shadovar Travel
Xvart	Raxivort's Blessing

ADAPTIVE NATURE

Prerequisite: Goliath

Your ability to adapt can momentarily aid you to keep up with your allies. You gain the following benefits:

- Increase your Strength or Constitution score by 1, to a maximum of 20.

- Whenever you see an allied creature succeed on a skill check or saving throw, you can use your reaction to gain advantage to the next roll you make for that skill or saving throw until the end of your next turn.

ANGER UNLEASHED

Prerequisite: Orc

The anger of an orc is unmatched, especially the more they fight. You gain the following benefits:

- Increase your Strength or Constitution score by 1, to a maximum of 20.
- Whenever you have less than half your hit points remaining, you gain a +2 bonus to damage rolls and your Aggressive trait allows you to movement equal to your walking speed rather than half.

CAUSTIC ADAPTATION

Prerequisite: Kuo-Toa

You adapt to use caustic means of attacking prey. You gain the following benefits:

- Increase your Constitution score by 1, to a maximum of 20.
- You gain resistance to acid damage.
- Your fanged maw is a natural weapon, which you are proficient with and can use to make unarmed strikes. If you hit with it, you deal piercing damage equal to 1 + your Strength modifier and 1d4 acid damage, instead of the bludgeoning damage normal for an unarmed strike.

CLAN RESILIENCE

Prerequisite: Goliath

Your clan is one of the most important things in your life, and their survival is what grants a true victory.

When an ally you can see within 30 feet of you takes damage, you can use your reaction to let the ally roll a d12. The ally adds their Constitution modifier to the number rolled, and reduce the damage by that total.

When you use this ability, you can't use your Stone's Endurance racial trait until you finish a short or long rest.

DELZOUN TRUE BORN

Prerequisite: Dwarf (mountain)

You are a true born of the lost kingdom of Delzoun, also known as Northkingdom, from the Age of the Proud People. You gain the following benefits:

- Increase your Strength or Constitution score by 1, to a maximum of 20.
- You gain advantage on Strength (Athletics) checks to shove creatures.
- You gain advantage on saving throws against being knocked prone, pulled, or shoved.

DRACONIC ASPECT

Prerequisite: Kobold

Either suddenly or overtime, you sprout forth a pair of draconic wings. You gain the following benefits:

- You choose one type of dragon from the dragonborn's Draconic Ancestry Table (See page 34 of the *Player's Handbook*).
- You have damage resistance determined by your chosen type of dragon.
- You gain a lesser breath weapon with a shorter range (10-foot cone or 5-by-15 foot line depending on which type of dragon). Once per short or long rest, as an action, you can have each creature in the affected area must make a saving throw related to the chosen type (DC is 8 + your Constitution modifier + your proficiency bonus). A creature takes 2d4 + your Constitution modifier damage of the chosen type on a failed save, or no damage on a successful one.

DRACONIC WINGS

Prerequisite: Dragonborn or Kobold

Either suddenly or overtime, you sprout forth a pair of draconic wings. You gain the following benefits:

- Increase your Dexterity, Constitution, or Charisma score by 1, to a maximum of 20.
- With your wings, you have a flying speed of 20 feet if you aren't exceeding your carrying capacity and aren't wearing heavy armor.

DUMATHOIN'S BLESSING

Prerequisite: Dwarf (orecutter)

You have been blessed by Dumathoin, granting you greater stone spellcasting. You learn the *magic stone* cantrip. You can also cast *Maximilian's earthen grasp*, *meld into stone*, and *stone shape* spells once per long rest each using this ability. Wisdom is your spellcasting ability for these spells.

EMPOWERED BREATH WEAPON

Prerequisite: Dragonborn or Kobold with Draconic Aspect

The damage dice category for your Breath Weapon increases by 1 (d8s for dragonborn or d6s for kobolds), and you choose one of the following traits:

- **Enlarged Breath.** Your Breath Weapon is enlarged. You gain the related increased range to your Breath Weapon below. If you have the Hurl Breath, then you also gain the listed increased range if you use it in that way.

Race	Cone	Line	Hurl
Dragonborn	25-foot	5-by-75 foot	10-foot Radius
Kobold	15-foot	5-by-30 foot	5-foot Radius

- **Hurl Breath.** When you use your Breath Weapon, you can instead choose a point within 30 feet of you. Each creature in a 5-foot-radius sphere centered on that point (Only the 5-foot space on that point for kobolds) must make a saving throw against your Breath Weapon. A target takes your Breath Weapon damage on a failed save, or half as much damage on a successful one.



- **Lingering Breath.** Any creature that failed the saving throw against your Breath Weapon takes an additional 1d8 damage of your Breath Weapon's type at the start of their next turn.
- **Reactive Breath.** As part of your reaction to making an opportunity attack, you can instead use your Breath Weapon in place of the attack.

You can select this feat multiple times. Each time you do so, you only gain one of the traits listed above and must choose a different trait to gain.

EXTRA MANIFESTATION

Prerequisite: Genasi

You suddenly produce another elemental manifestation. Choose another subrace of Genasi. You gain your chosen subrace's Ability Score Increase and another trait of your choice. You also gain the subrace title related to your elemental combination from the list below:

New Form	Elemental Manifestations
Dust	Air and Earth
Ice or Storm	Air and Water
Magma	Earth and Fire
Ooze	Earth and Water
Smoke	Air and Fire
Steam	Fire and Water

You can select this feat multiple times. Each time you do so, you must choose a different subrace of Genasi. Work with your DM for fun titles to relate to your elemental combinations.

FLIND BLOOD

Prerequisite: Gnoll

Through the fell magic or killing a flind, you are empowered by the blessing of Yennoghu, the Demon Prince of Gnolls. You gain the following benefits:

- Increase your Strength or Constitution score by 1, to a maximum of 20.
- You may use your Bite as a bonus action.
- While you are not incapacitated and an allied creature within 30 feet of you reduces a creature to 0 hit points, you may use your reaction to have that creature to gain the benefits of your Rampage trait. You may use this ability a number of times per long rest equal to your Strength modifier (minimum of 1).

GNOMISH DISTRACTION

Prerequisite: Gnome (Forest)

Your natural trickster antics can be used for grand distractions. You gain the following benefits:

- Increase your Intelligence score by 1, to a maximum of 20.
- Once per short or long rest, as an action, choose one creature you can see within 30 feet of you. The target must make an Intelligence saving throw (DC 8 + your Intelligence modifier + your proficiency bonus). On a failed save, until the end of your next turn, the creature can't use reactions, and melee weapon attacks have advantage against it.

HUMAN DETERMINATION

Prerequisite: Human

Your sheer determination can draw the unreachable within your reach. You gain the following benefits:

- Increase an ability score of your choice by 1, to a maximum of 20.
- You gain a +1 bonus to all saving throws.

HUMAN PERSEVERANCE

Prerequisite: Human

You are filled with a will to persevere that pushes your endurance to survive. You gain the following benefits:

- Increase your Constitution score by 1, to a maximum of 20.
- Whenever you fail a death saving throw, you gain advantage on death saving throws for the next 3 rounds.

RAXIVORT'S BLESSING

Prerequisite: Xvart

You are blessed by Raxivort, Demigod and Lord of Xvartkind. You gain the following benefits:

- Increase your Dexterity or Charisma score by 1, to a maximum of 20.
- Whenever you reduce a creature to 0 hit points with a melee attack, you gain 1d4 temporary hit points.
- You gain the *detect magic* and *find familiar* spells as rituals to cast at will, without requiring material components. You can summon only bats or rats as familiars using this feat. Charisma is your spellcasting modifier for these spells.

RANCID CROAK

Prerequisite: Bullywug

You gain the ability to build up foul gases and release them in a belch-like croak. You gain the following benefits:

- Increase your Constitution score by 1, to a maximum of 20.
- You gain a breath weapon. Once per short or long rest, as an action, you can have each creature in a 15-foot cone from you must make a Constitution saving throw (DC is 8 + your Constitution modifier + your proficiency bonus). A creature takes 2d4 poison damage on a failed save, and half as much damage on a successful one.

SHADOVAR TRAVEL

Prerequisite: Shade

You gain the following benefits:

- You gain an additional 10 feet to your walking speed from One with the Shadow.
- When you are in dim light or darkness, as a bonus action you can teleport up to 60 feet to an unoccupied space you can see that is also in dim light or darkness. You can use this ability once, and you regain a use when you finish a short or long rest.

SPELL CLUTCH

Prerequisite: Human (deep Imaskari) and Pact Magic or Spellcasting feature

Your pursuit for knowledge of magic only increases with each new spell learned and adventure to obtain more. You gain the following benefits:

- Increase your Intelligence or Wisdom score by 1, to a maximum of 20.
- Once per short or long rest, as a bonus action, you can forgo one spell you have prepared to prepare another spell you know. The spell must be 1st-level, and it is prepared for the next 8 hours.

APPENDIX A: DESIGNER NOTES

Greetings, I have always been interested in the *Sword Coast Adventurer's Guide* since it was the first additional book for this edition of *Dungeons & Dragons* as was most of us, but it always felt underwhelming in its balance and emphasizing themes. I, along with countless other players and many DMs, have agreed that revisions should occur, and those revisions shouldn't replicate the issues with the original. Thus, I created this compendium as of January of 2019.

I consulted the previous editions of this game to find what was already captured in their ideas and what was forgotten, primarily 3e, 3.5e, and 4e. I avoided including unchanged options from the book, e.g. Way of the Long Death for monks.

BLADESINGER

As the features go, the potential of the class doesn't seem to scale as well as the other arcane traditions provided in both the *Player's Handbook* and *Xanathar's Guide to Everything*, and its benefits seemed to help Eldritch Knight more than the wizard. The Bladesong feature proves useful, but the rest of the features may need to be improved or additional features may need to be added to support playing this arcane tradition in longer campaigns.

Early on, Training in War and Song did not provide enough support to capture the bladesingers that are described to utilize multiple styles as described under the Bladesinger Styles section (page 142 of *Sword Coast Adventurer's Guide*), nor could they use their weapons as spellcasting foci. A health increase would prove troublesome with the utility and defense at the wizard's fingertips. Bladesong is the defining feature of this archetype, and it is great on its own. However, I saw a need to have it occur more often, or, at least, it should last longer than how it starts at 2nd level at later levels. I believe additional uses could solve both issues with an extra use in paragon levels.

The Extra Attack at 6th level helps with being a melee spellcaster. If I were to change it, then I think I would cause the Eldritch Knight to be competing with it more than it should and would overload the level. It is also equivalent to the Song of Fury from previous editions.

At 10th level, Song of Defense proves great in reducing damage taken akin to Monk's Slow Fall feature. It should not be changed. Although, I did include another feature to be gained at this level to aid with the previously mentioned issues. Upon researching previous implementations of Bladesinger in previous editions of *Dungeons & Dragons*, I found another song they used, Song of Celerity. Song of Celerity solves the lack of mobility that bladesinger has, and [u/HerpDerp1909](#) provided a great initial solution of increased movement speed. I didn't include the initiative bonus equal to your Intelligence modifier to avoid taking from War Magic. However, I did include the minor suggestions from other reddit users to have it perform something similar to Swashbuckler's Fancy Footwork to allow for Bladesingers to get in, attack, and leave in an easier fashion. This feature also frees the bonus action on the first turn of combat unless surprised.

The final benefit comes from Song of Victory. With the

current feedback on this revision, I realized the true potential of this feature. Since Dexterity proves useful to this arcane tradition in addition to Intelligence, I understand how replacing more of the need for Dexterity would be undermining it due to how it's presented in both features and lore. Furthermore, with the current revisions, the later levels are supported more than before, so it doesn't need to change.

DARKNESS DOMAIN

Unlike the other revisions, Darkness Domain comes from [Mike Mearls' Twitter](#) to share some of the options he allows within his playgroup. Aside from the balance issues, this divine domain did appear in previous editions of this campaign setting, so I thought it would pair nicely with Arcana domain, which is unchanged. Keep in mind that I tried to maintain differences between both Light Domain for clerics and Shadow Magic for sorcerers to not step on their toes.

At 1st level, the Domain Spell options were also right, but I granted them ones from previous editions to honor their memory. Then, Child of Night didn't provide much for darkvision in any regard, so the increase and benefit for people with darkvision helps out both types of races. Lastly, I removed Shield of Ineffable Darkness since it is too similar to Light Domain. In return, I added Blind Image to maintain the theme of being unseen without going overboard. This also plays into the Channel Divinity that was removed as well to become a sort of spiritual successor of the two.

The main issue with the Channel Divinity is the lack of similarity to Light Domain's Radiance of the Dawn alongside its overpowered benefits. Thus, the Blackout feature was created to capture the darkness opposing the light alongside something entirely unique. It is more of a test, but nullifying creatures' darkvision provided gravity to the Channel Divinity alongside snuffing out and dispelling all forms of light with the area. A true darkness without going overboard with see-through magical darkness.

Well, the 6th-level feature needed to change to account for removing its related 1st-level feature. In its place, an improved version of Blind Image that can be used on allies is enticing the supporting role of a cleric. It allows for the cleric to still be stealthy and dark, but your allies can be too! Perhaps, they could be converted to your deity someday.

The 8th-level benefits are unchanged as Potent Cantrip, a.k.a. Potent Spellcasting, fits perfectly here and doesn't grant Divine Strike to avoiding issues with Trickery Domain.

Finally, the 17th-level feature is great; however, more could be done here. I decided to further the theme of using darkness to your advantage, so Soul of Darkness greatly increases your darkness-related benefits. Yes, the radiant damage not being included is a bummer, but it provides an out for the DM that is thematic. Furthermore, being able to see through magical darkness like dim light to restrict it to darkvision range, and you can teleport similar to Way of the Shadow monks in areas of dim light or darkness. Although, Way of the Shadow monks can perform it more frequently to avoid being a problem between the two. Overall, it is a fun-yet-balanced option for clerics that pairs well with Trickery Domain clerics and other shadow-themed options.

PATH OF THE BATTLERAGER

Battlerager, what an interesting concept, your armor is your weapon. However, Spiked Armor is restrictive, and the features don't take advantage of the description of the primal path. This also leads to competition with the Path of the Berserker, so I tried to solve both issues by making Battlerager unique in the face of the other primal paths with focusing on defensives and mobility.

Starting strong, Battlerager Armor is not necessarily a terrible feature, yet the Spiked Armor is its own armor rather than a modified version of an existing armor. What if you were to wear a dire porcupine's hide or want to apply spikes to an armor that provides a better AC than $14 + \text{your Dex (max. +2)}$? In addition, why do you only do a set 3 damage when you are in a grappling situation? These were the questions answered in my revision. Then, Dwarven Upkeep provides a way to emphasize the dwarven craftsmanship and upkeep of the armor you will be wearing. In the heat of combat, it quickly repairs one's armor in between rages.

At 6th level, Spiked Retribution fits perfectly here rather than a 14th-level feature. A simple benefit to something you would want to be able to do early on. However, I rebalanced it by making it a reaction-based attack to increase damage and involvement of the player. The Reckless Attack benefit is to capture what was lost with removing the Reckless Abandon feature. Battlerager Charge has similar issues as it proved better as an earlier feature rather than a lackluster later one. However, it received an additional benefit to pair well with the existing benefits of the feature without overpowering it.

At 10th level, I added the Piercing Spikes feature to enhance one's spiked armor without needing to delve into the crafting items area. For what I researched, most players enjoy a Battlerager that is mobile on the battlefield. This reflects the changes to Battlerager Charge I mentioned earlier, but it also comes into play with this feature. After using the Dash action, you can deal more damage to structures to burst into an area where your party needs you. You are now a living battering ram, which leads to some entertaining situations and creative combat strategies.

Lastly, at 14th level, I changed Battlerager Vigor to be more in line with maintaining a presence on the battlefield. I decided to base this on Barbarian's Relentless Rage feature alongside some temporary hit points.

PATH OF THE TOTEM WARRIOR (TIGER)

Although the Elk totem spirit option proves does not need revisions, the Tiger totem spirit option is severely lacking in comparison alongside the other totem spirit options within the *Player's Handbook*.

Without changing the benefits too much, I have decided to increase the intended ones. I empowered their unarmed strikes while raging to be like a tiger's claws. The additional skill proficiencies are welcomed, yet expertise in at least one of the chosen skills would truly hone one's survival instincts. The problem lied with a similar benefit in a feat, the Skilled feat, proves to be the better option for since it offers three skill proficiencies rather than two and at 4th-level or earlier. Finally, I made their pounce-like ability matter at 14th-level. I accounted for size category for D&D games that create and/or use Large playable races alongside things would become Large, e.g. being under the effects of the *Enlarge/Reduce* spell. A tiger strikes quickly with its claws,

so the additional attacks are increase for unarmed strikes made with it.

The concern about multiclassing into Monk is lessened by having a max damage die of a d6 with 14 levels in Barbarian. Altogether, Tiger is now a viable totem spirit option. It captures this niche role, and it proves great when mixing alongside other totem spirit options.

PURPLE DRAGON KNIGHT (BANNERET)

With the release of *Xanathar's Guide to Everything*, it proved Cavalier would be the better option for a supportive fighter alongside the existing Battle Master in the *Player's Handbook*. It's unfortunate then, this martial archetype in the original book conveyed a supportive fighter option that uses Charisma without delving fully into it. This revision goes headfirst into that concept, a Charisma-based fighter that rallies their allies.

For 3rd level, most martial archetypes provide two, and usually key, features to represent themselves. Purple Dragon Knight/Banneret only had one, Rallying Cry. Additionally, a constant benefit would prove enticing instead of relying only on modifying class features that every fighter gets. Thus, I created the Banner feature to give the Banneret... a banner. It is similar to a paladin's aura, yet relies on the Banner being unfurled (unraveled and open). Returning to Rallying Cry, to have it be Charisma-based rebalances the feature to have the fighter focus on improving their Charisma score in addition to their other ability scores like how Eldritch Knight has to focus on their Intelligence score. The temporary hit point benefit solves the original issue with the feature on how it relied on your allies being damaged to heal them. The conversion to temporary hit points takes from the Rally maneuver and Inspiring Leader feat ideas alongside the new Banner feature to empower it. The last thing I added to 3rd level was a Bonus Proficiency feature to coincide with similar martial archetypes like Cavalier and Samurai. I based the skill options from Royal Envoy's skill options.

Royal Envoy is a decent 7th-level feature, yet an envoy serves to be a diplomatic messenger. I also needed to make up for the Bonus Proficiency feature added, so the proficiency in Charisma saving throws is solid to maintain control in social encounters and mind-affecting spells. The language barriers are lessen with two language fluencies without overpowering the feature with more skill proficiencies or advantage/bonus on Charisma (Persuasion) checks.

Inspiring Surge, now called "Inspiring Act," was the main issue with reaching 10th level. It was a slightly better Commander's Strike maneuver that was severely infrequent (Banneret's 1/rest vs. Battle Master's 3 or more/rest). Improving the benefit with more occurrences and a temporary hit point benefit proves best. The temporary hit point is similar to the Rally maneuver, and the truly inspiring critical hit benefit reflects the excitement in real life when a natural 20 is rolled. Lead the Charge furthers the lacking later features of this archetype (no 18th-level feature) that reinforces the rallying effects of your Banner.

Bulwark was an odd feature when it is initially described alongside be the final one. The concept was clear, yet how often would you use this feature? Intelligence is the least common ability saving throw to occur, Charisma saving throw fails are very rare for this archetype, and the Wisdom save reroll is the only one that proves worthwhile. Thus, I opened it up to all ability scores. When you hear someone tell

you something like "You have survived worst, come on!" or "Tough it, sport! A few more blows and this monster will fall", can rally you to capture some inner strength, further your adrenaline, or push through pain.

The 18th-level benefits of this archetype empower earlier features, and that's perfect for this archetype. You empower your party throughout rallies, so furthering that empowerment to your features rallies them as well. If you believe a change is needed to incorporate further 18th-level rewards, then I suggest increasing Bulwark at 18th to target two allies that failed the same save or increasing its range like Banner and Inspiring Act.

I also added optional rulings for D&D games that involve Honor and Sanity ability scores. An honorable Banneret is similar enough to a charismatic Banneret to be used interchangeably. For Sanity, the mental effects of rallying allies can have a profound effect of continuing onward through an inner determination from this guy/girl holding a flag with numerous supportive speeches.

RAVEN QUEEN

The Raven Queen patron comes from the [Unearthed Arcana: Warlock & Wizard](#) article, and, for a lacking of better terms, it didn't seem to perform well with players. This underperformance was enough for Wizards of the Coast to consider Hexblade patron to be the successor of the two like Cavalier being mixed with Knight during their playtesting phases. However, the problem with that argument is Hexblade's abilities are unique to Hexblade and don't incorporate Raven Queen abilities in any way, even in previous editions. In *Forgotten Realms*, a Hexblade's patron weapon could have been formed from any of the other patron options. In 4th Edition, Hexblade players could gain mechanical benefits depending on which of the patrons it draws from. These facts alone prove the right for this Otherworldly Patron option to exist and has lead to this revision.

To start things off, the core concept should be explained. The Raven Queen was an elven ice sorceress made patron deity. She loathes undead as they represent the prevention in the natural order of life and death. When a warlock makes a pact with her, they take on her aspects of ice magic, divination through death, and maintaining the order of the natural balance akin to Grave Domain clerics. It is perfectly fine to ignore this option in other campaign settings, or its inclusion could reflect another patron deity with similar familiars. Without further delay, let us discuss the changes from the *Unearthed Arcana* version.

At 1st level, you gain the Sentinel Raven feature. Although it was a great feature for thematic purposes, I needed to restructure the raven familiar's benefits and bonus defenses from being perched on your shoulder to account for a RAW rule issue with Soul of the Raven at 6th level. The issue will be mentioned later when we get to 6th-level features. I also changed it to account for warlocks who would take the Pact of the Chain as their Pact Boon. Having multiple familiars is not an overly powered concept as the *flock of familiars* spell exists to create at least three more under a player's control for an hour. Additionally, this extra raven familiar's benefits are listed as such to prevent stacking with the other raven familiar. It is more to have one perched on your shoulder, while the other flies about.

Although, having one a better than average familiar is not much of a 1st-level feature, so I created Sorrowbound based on 4th Edition's Raven Knight Sorrowborn epic tier feature. This way the player can have defensive, offensive, and utility effects at first level. As you may notice throughout the other features, this patron is less on power and more on utility. Sorrowbound adds a thematic offensive cantrip, *toll the dead*, and it provides darkvision benefits for all races without going overboard like Shadow Magic Sorcerer's superior darkvision benefit. It is just enough to entice players for further levels.

At 6th level, we come to the major issue with the *Unearthed Arcana* version. Soul of the Raven would not have been an issue if Sentinel Raven did not make you incapacitated from being in raven form. As it was written, you would technically never be able to use the action to revert back to your original form since you were always incapacitated. This is why I fixed that glaring problem in my revision. Even if you disagree with my revision to Raven Queen, I highly suggest revising that yourself to prevent that situation. Again, this feature does not seem to provide enough for the level given, so I added another thematic feature, Queen's Death Warrant. Similar to a ribbon feature with only affecting undead, but it further the insurance of maintaining the natural order without adding too much alongside Soul of the Raven.

At 10th level, I modified the benefits Raven's Shield provided to add a supportive element to this patron. As I mentioned prior, this patron does not focus on offensive capabilities as much as divination or defenses. I allowed Raven Queen warlocks to support their allies in ways that allow them to get a taste of what it is like playing this type of warlock. I also furthered the divination aspect by maintaining a telepathic link with the willing creature that received your raven. Much like a bird, you watch over your allies to prevent their harm as you would yourself.

Lastly, at 14th level, I tweaked the benefits of a free use of the *finger of death* spell. That spell as it is written in the *Player's Handbook*, causes humanoids to become zombies, i.e. undead creatures, permanently under your control. Since the Raven Queen wants to rid the Realms of undead creatures, this would not make sense for what is received. I changed it to ensure death to fit her ideals. However, the damage can be lackluster if someone is resistant to necrotic damage, so I made it ignore said resistance to further its power over undead creatures with that resistance.

UNDYING

The Undying patron option for warlocks is strange. Sure, the benefits for playing one are not bad, yet those same benefits are frankly boring, lacking when less undead are around to encounter and they are not necessarily as strong the other patron options. In addition, since the release of *Xanathar's Guide to Everything*, I found several spells that would be perfect for a warlock with this patron to obtain. Thus, I attempted to implement changes to this Otherworldly Patron option to be more enticing while bringing it up to pair with the other patron options.

Firstly, Amongst the Dead needed an update to its wording. It did not change much, yet it is now easier to understand that it was a *sanctuary* spell against only undead. In addition, I made it able to target undead since your ties to undeath are stronger than a necromancer but not as powerful in most cases. However, the spells granted by this patron should

capture the patron type being any powerful undead. The spells *silence*, *feign death*, and *legend lore* was replaced with the spells *gentle repose*, *life transference*, and *raise dead*. The main spell that should have been there from the beginning was the *raise dead* spell due to the importance of a necromancer-themed warlock having the ability to, well, raise the dead.

Secondly, almost half the patron options provide two 1st-level benefits. Amongst the Dead serves lackluster on its own without any undead, so I included a more universal benefit at that level by moving the Indestructible Life feature to 1st level and renamed it to sound less powerful. Although that feature may seem oddly powerful, the feature serves similar to a self-only casting *cure wounds* spell that can be used 1/rest. Clerics, especially Life Domain clerics, can already cause similar effects at the same level and to more people than themselves.

At 6th level, the patron grants the Defy Death feature. It is a fine feature, yet, there could be more available at this level. That is where the Undying Nature feature comes into play. Although, I have changed it completely. Undying Nature, unlike any feature, has done before for this patron other than spells, provides a direct combat benefit. It's now a grim reflection of the Radiant Soul feature that warlocks who have a Celestial Patron obtain.

The 10th-level benefit has been moved, so what should be here? Well, I decided to include the original Undying Nature ribbons, minus the sleep benefit, here alongside some additional ones. Not needing to sleep does little to help when your class is centered around abusing rests to your advantage. Although, a bonus to death saves, reattaching body parts during rests, resistance to poison and being poisoned, and immunity diseases do serve to further this

feature. The bonus to death saves isn't outright advantage, the reattaching body parts play into Persistent Life, and the immunities given are two less impactful options.

The powerful ending to this patron was Indestructible life, which is not all too powerful nor interesting. Now that it is nicely at 1st level, what should this level provide? I decided to give these warlocks a latent necromancy benefit when conjuring undead. Necromancers may have better control over them. By Spreading the Undeath, the warlock can amass an undead to further protect themselves as is the theme to this patron option. After some insight provided by [/u/SamuelWillmore](#), however, the amount of usage is restricted to the warlock's Charisma modifier/long rest.



APPENDIX B: CHANGE LOG

Last Updated: July 21, 2019

VERSION 1.7 (RACES ABOUND)

- Created a "Printer Friendly" version.
- Added Jerren halflings and Snow elves as a playable subraces.
- Added Deep Imaskari and Vasharan human variants.
- Added Shades as a playable uncommon race.
- Added Revisions to Genasi (Air and Earth) to put them on pair with Genasi (Fire and Water).
- Added Bullywugs, Gnolls, Koalinth, Kuo-Toa, and Xvarts as playable monstrous races.
- Added and rebalanced Kobolds and Orcs monstrous races.
- Added racial feat options for half-dwarves, shades, and monstrous races.
- Rebalanced Dwarf (Urdunnir) and Elf (Avariel).
- Expanded lore details of half-dwarves.
- Expanded preface for updates made.

DARKNESS DOMAIN

- Added Blind Image at 1st level.
- Added Channel Divinity: Blackout at 2nd level.
- Added Improved Blind Image at 6th level.
- Modified Domain spells to mirror spells granted by this divine domain from previous editions.
- Tweaked Child of Night to benefit players with darkvision and renamed to "Acolyte of Night" for thematic purposes.
- Tweaked Soul of Darkness to have 1/long rest cooldown.
- Renamed Potent Cantrip to "Potent Spellcasting."
- Removed Channel Divinity: Shadow Spawn, Hungry Darkness, and Shield of Ineffable Darkness.

RAVEN QUEEN

- Added frightened effect to Queen's Right Hand.
- Modified Queen's Death Warrant to be more ribbon-like as intended.
- Modified Raven's Blessed Ward to scale to 14th level.
- Tweaked Sentinel Raven to always have resistances and cold damage attacks.
- Condensed Soul of the Raven's wording.

VERSION 1.6 (ALL THE LITTLE THINGS)

- **Hotfix (05/07/2019):** Rebalanced Half-Dwarf Variant (Mountain Dwarf), Half-Elf Variant (Eladrin and Shadar-Kai), and Undying based on [u/Nephisimian](#) suggestions.
- **Hotfix (05/06/2019):** Fixed grammatical errors, updated Lythari and Star elves, and modified Banner based on [u/RSquared](#) suggestions.
 - Purple Dragon Knight's Banner unfurled bonus applies to all mental saves.
- Added "Racial Feats" chapter.
 - Revised Draconic Wings for Dragonborn.
 - Moved Dumathoin's Blessing feat to this section.
- Added Half-Dwarves as a playable uncommon race.
- Added Eladrin and Shadar-Kai descent options for Half-Elf. In addition, there is now an Extra Language option for Avariel Descent and Sea Elf Descent.
- Added Monstrous Races section to chapter 1.
- Added Features tables for each revised subclass.

- Added 'Raven Queen' patron to Designer Notes section.
- Updated 'Purple Dragon Knight' notes in Designer Notes.
- Preface now mentions *Elemental Evil's Player Companion* options.

BLADESINGER

- Proficient weapons can be used as spellcasting foci for wizard spells.
- Tweaked Song of Celerity to include a persistent benefit.

PURPLE DRAGON KNIGHT

- Added Bonus Proficiency at 3rd level.
- Restructured Banner and its benefits throughout features.
- Changed Royal Envoy to give Charisma save proficiency and two language fluencies instead.
- Simplified Rallying Cry to give allies temporary hit points.
- Lead the Charge now grants bonus to all allies within Banner's range.
- Removed needless flavor restriction to mention Banneret being the generic name in its description.

RAVEN QUEEN

- Added Sorrowbound at 1st level.
- Added Queen's Death Warrant at 6th level.
- Sentinel Raven considers Pact of Chain benefits, and the raven's defenses have been rebalanced for Soul of the Raven.
- Soul of the Raven now prevents a permanent raven form (RAW mistake in UA article version).
- Raven's Shield grants supportive benefits for allies.
- Queen's Right Hand now prevents undead creatures being created from the spell (Raven Queen hates undead).
- Renamed Raven's Shield to "Raven's Blessed Ward" for thematic purposes.

VERSION 1.5 (RACE REVISIONS)

- Added "Contents" title to Table of Contents.
- Added "Races of the Realm" chapter for revisions.
 - Added some subraces for dwarves and elves from previous editions.
 - Changed and updated Half-Elf Variant options.
- Moved subclass revisions to "Class Options" chapter.

VERSION 1.4 (UPDATES)

- Updated Designer Notes section to reflect changes.

BATTLEAGER

- Battlerager Armor includes conditions for magical armor.

BLADESINGER

- Removed Hit Point Increase to Training in War and Song.
- Reduced Bladesong use increase to only 14th level.

TOTEM WARRIOR

- Fixed grammatical errors with Tiger totem spirit.

UNDYING

- Moved Indestructible Being to 10th level, Spreading the Undeath to 14th level, and added limited usage to Spreading the Undeath based on [u/SamuelWillmore's](#) suggestions.

VERSION 1.3 (COMPENDIUM)

- Compiled all SCAG revisions to one compendium with original SCAG cover art by Tyler Jacobson.

TOTEM WARRIOR (TIGER)

- 3rd-level benefits also grant a finesse 1d4 unarmed strikes while raging.
- 6th-level benefits now grant expertise in one skill.
- 14th-level benefits now considers being one size category larger than you or smaller instead of "Large or smaller" and grants additional attack if using unarmed strikes.

UNDYING

- Added Spreading the Undeath at 10th level.
- Added Indestructible Being at 14th level.
- Updated Amongst the Dead's wording.
- Modified Expand Spell options for *Xanathar's Guide to Everything* spell options.
- Changed Undying Nature and moved to 6th level.
- Moved Indestructible Life to 1st level and renamed it to "Persistent Life."

VERSION 1.2 (UPDATES)

BATTLEAGER

- Added Piercing Spikes at 10th level.
- Changed Battlerager Vigor and Spiked Retribution benefits.
- Returned Battlerager Charge, improved it, and moved it to 6th level.
- Removed Reckless Modification due to UA Reddit feedback from issues with balancing it.

BLADESINGER

- Increased the number of Bladesong uses at later levels.
- Changed Song of Celerity based on [u/HerpDerp1909's](#) suggestion and moved it to 10th level.
- Added Hit Point Increase to Training in War and Song.
- Returned Song of Victory.
- Removed Persistent Song.

PURPLE DRAGON KNIGHT

- Rebalanced Banner.
- Added Lead the Charge at 10th level.

VERSION 1.1 (ORIGINAL REVISIONS)

BATTLEAGER

- Changed and/or combined existing features.
- Added Dwarven Upkeep at 3rd level.
- Added Reckless Modification at 10th level.
- Moved Spiked Retribution to 6th level.

BLADESINGER

- Improved existing features.
- Fixed wording with Bladesong.

- Removed Song of Victory.
- Added Persistent Song at 14th level and Song of Celerity at 6th level.

PURPLE DRAGON KNIGHT

- Improved existing features.
- Renamed Inspiring Surge to "Inspiring Act."
- Added Banner at 3rd level.

VERSION 1.0 (ORIGINAL VERSION)

- As presented in *Sword Coast Adventurer's Guide (SCAG)*.

WELCOME TO THE REVISED SWORD COAST

The *Sword Coast Adventurer's Guide*, created by Green Ronin Publishing, is a valuable resource for Dungeon Masters but not so much for players. This compendium contains some needed revisions to some character options contained within the original book.

If you have any suggestions to improve the current revisions to this book, please go to this [Unearthed Arcana subreddit link](#).

For use with the fifth edition *Player's Handbook*, *Monster Manual*, *Dungeon Master's Guide*, and *Elemental Evil Player's Companion* this compendium provides revised character options from the *Sword Coast Adventurer's Guide* that better capture certain elements of the Sword Coast of Faerûn.

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