

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.

TILERS

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Disclaimer: The content provided in this booklet are non-profit revisions to [Sword Coast Adventurer's Guide](#), which was a collaboration book between Wizards of the Coast and Green Ronin Publishing, for Dungeons & Dragons 5th Edition. Members of both companies involved in creating that book at the creators of the content this booklet is based on. Please support the game and its developers by purchasing a copy of the book previously mentioned and throughout this booklet.

Any additions involving races or spells from the [Elemental Evil Player's Companion](#), [Volo's Guide to Monsters](#), and [Xanathar's Guide to Everything](#) books do not included the races or spells that are unchanged. Please view your copies of those books for said races or spells.

ATTENTION: Any content from the *Sword Coast Adventurer's Guide* (SCAG) that isn't mentioned in this booklet remains unaltered. Please view your copy of the official SCAG book for unaltered content.

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ON THE COVER

Tyler Jacobson illustrates a moment as combat between a band of adventurers and a fierce delegation of mountain orcs is about to unfold. The adventurers are as featured (left to right) : Skip Brickard, a halfling fighter with an orc-sized wallop waiting to happen; Illydia Maethellyn, an aged moon elf cleric of Sehanine Moonbow taking aim; Hitch, a brazen human rogue with shady ties to the Zhentarim faction; 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 booklet, you'll find new versions of character options from the rollercoaster of balance that *Sword Coast's Adventurer's Guide (SCAG)* 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 booklet 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 booklet 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. Please view your copy of that document for Aarakocra, Genasi, Goliath, and the new spells it added to the game.

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



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 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 *meld earth* cantrip. When you reach 3rd level, you can cast the *meld into stone* spell, but only as a ritual and only on yourself.

Stone Walk. You are able to pass through stone and earth. You gain a burrow speed of 10 feet, but you cannot breathe while burrowing in this manner and must hold your breath.

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. Here are those rare subraces options with playable traits.

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 you just as charismatic. Your Charisma score increases by 1.

Winged. You have a flying speed of 30 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. 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 Vulnerability. You are vulnerable to damage dealt by silvered weapons.

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.
- The duration last until your next long rest or you can end it early as an action.

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. Sea elves that are known as "Marel Elves" are those who turn to evil and worship the deep and dark gods of vast depths.

Ability Score Increase. Your Constitution score increases by 1.

Sea Elf Training. You have proficiency with the spear, trident, light crossbow, and net.

Child of the Sea. You have a swimming speed of 30 feet, and you can breathe air and water.

Friend of the Sea. Using gestures and sounds, you can communicate simple ideas with any beast that has an innate swimming speed.

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

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, as a bonus action, you can cause one melee weapon you wield to become magical if it wasn't already, and you may use your Charisma for the attack rolls using that weapon instead of Strength or Dexterity. This effect lasts for 1 minute, until you are no longer wielding the weapon, or you are no longer in dim light or darkness.

Extraplanar. Star Elves are not native to this world. Spells such as *banishment* will return you to your native realm of Sildëyuir.

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.

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

Wild Elf Weapon 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.

HALF-DWARVES

The stout folk whom are deliberate and withhold traditions like oaths of paladins. The original book left out a few of the subraces of dwarves throughout Faerûn. Here are those subrace options for dwarves.

HALF-DWARF NAMES

Half-Dwarves use either human or dwarven naming conventions. Similar to half-elves, 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 if you inherit 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 unnecessary chaos nor desire for losing loyalties. They love organized things, usually obey others' demands, and often prove reliable but not entirely 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-DWARF VARIANTS

Some half-dwarves in Faerûn will have a racial trait tied to their dwarf parentage more so than a the combination of the two. With DM approval, your half-dwarf character can forgo Tool Versatility and instead gain the dwarf's Stonecunning trait 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.

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*, although some variations are possible if you inherit more from your elven heritage; see the "Half-Elf Variants" sidebar.

MONSTROUS RACES

If your DM approves of playable monstrous races, these are some additions options to reflect the monsters of Faerûn.

MOUNTAIN ORCS

The mountain orcs of the North and the Spine of the World comprise the oldest and most numerous of the various orc races active on Faerûn. Most people assume that all orc races are like the savage warmongers found in these regions; not identifying orcs or half-orcs as separate races.

Mountain orcs have the racial traits of orcs in *Volo's Guide to Monsters*. Their bestial heads seemingly sit directly on their massive shoulders, and their crimson eyes are piercing with hidden anger, and their faces are dominated by porcine snouts and grand tusks.

DEKANTER GOBLINS (VARIANT OPTION)

Dekanter goblins were artificially mutated by the Beast Lord, an Alhoon allied with the Zhentarim of the North. One of their most notable mutations is their rhinoceros-like horns alongside ashen hair and red-yellow skin tones. Their namesake comes from the fact these goblins dwell mostly in the mines of Dekanter, part of the Greypeak Mountains near Anauroch.

Some goblins can become Dekanter goblins with genetic manipulation. Losing the goblin's Fury of the Small and related traits to those listed below, you gain the following traits:

HALF-ELF VARIANTS

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

Avariel Descent. You choose gain the ability to use your reaction when you fall to reduce any falling damage you take equal to your level, or you can gain the avariel's Extra Language (Auran).

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

Eladrin Descent. You gain the Eladrin's Fey Step (1st-level benefits only).

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. You gain the Shadar-Kai's Blessing of the Raven Queen (1st-level benefits only).

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

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 Weapon Training or Cantrip.

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

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.

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 (Replaces Nimble Escape). You can take the Dash action as a bonus action on each of your turns.



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*.

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 exotic 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 a skill check using Smith's Tools. Any armor that becomes spiked armor causes it to weigh 5 pounds more. 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 BENEFITS

If your DM allows the Overrun option from page 272 of the *Dungeon Master's Guide*, the following 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.** 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

These options are available to you when you choose a totem animal at 6th level.

Tiger. You gain proficiency in two skills from the following list: Athletics, Acrobatics, Stealth, and Survival. From the two chosen skills, choose one to permanently gain double your proficiency bonus to any ability check made using it. The tiger spirit hones your survival instincts.

TOTEMIC ATTUNEMENT

These options are available to you when you choose a totem animal at 14th level.

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.

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 you to be the supportive knight or banneret that is both charismatic and inspiring that the original intended to be.

RESTRICTION: KNIGHTHOOD

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 saving throws against being charmed or frightened, 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 and a skill check using Weaver's Tools 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:

- **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 PATRON

Death is prevalent in the Forgotten Realms. There are two ways to accept this fact. Either one embraces the natural order of things or tries to prevent 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 death 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	<i>false life, sanctuary</i>
2nd	<i>gentle repose, spiritual weapon</i>
3rd	<i>feign death, speak with dead</i>
4th	<i>ice storm, locate creature</i>
5th	<i>commune, cone of cold</i>

SENTINEL RAVEN

Starting at 1st level, you gain the service of a spirit sent by the Raven Queen to watch over you. The spirit assumes the form and game statistics of a raven, and counts as your familiar for

the purpose and effects of the find familiar spell, but you cannot dismiss it forever. Its maximum hit points is equal to your warlock level x 3.

While the raven is perched on your shoulder, you gain a bonus to your passive Perception score and to Wisdom (Perception) checks equal to your Charisma modifier (minimum of +1).

For the raven, while it is perched on your shoulder, creatures have disadvantage on any attacks or harmful effects that only target it, and it gains resistance to necrotic damage and bludgeoning, piercing, and slashing damage from nonmagical weapons. Only you or those creatures you allow can cast spells that only target it without disadvantage.

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, you gain a second raven spirit to command. 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 *toll the dead* 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, when you cast a warlock spell of 1st-level or higher that deals cold or necrotic damage to undead, you deal additional damage equal to your Charisma modifier (minimum of +1) of that spell's damage type only to the undead creatures.

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 a raven, 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 the raven. If the 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, or Search. You also gain all benefits of your raven being perched on your shoulder.

As an action, or 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.

Additionally, while merged with your raven, you gain immunity to 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 target is undead. 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 Forgotten Realms, some Undying patrons include Larloch, the Shadow King; Gilgeam, the God-King of Unther; and Atropus, the World Born Dead. You could delve further in your studies a choose such undead as an Alhoon, an Atropal, or a Dracolich to be your Undying patron.



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 the 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 1d8 + 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 (minimum of 1 hit point) 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 short or long rest.

UNDYING NATURE

Starting at 6th level, you have 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 are immune to poison and diseases.
- You gain a bonus to death saving throws equal to your proficiency bonus.
- 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 also allow the use of feats to 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 special feats each associated with a race from the Forgotten Realms, as summarized in the Racial Feats table. I also recommend [Expanded Racial Feats](#) by Adam Bradford for more racial feats.

RACIAL FEATS

Race	Feat
Goliath	Adaptive Nature
Dragonborn	Dragon Wings
Dwarf (Orcutcher)	Dumathoin's Blessing
Genasi	Extra Manifestation
Gnome (Forest)	Gnomish Distraction
Human	Human Determination
Human	Human Perseverance

ADAPTIVE NATURE

Prerequisite: Goliath

Your ability to adapt can momentarily aid you. You gain the following benefits:

- Increase your Strength or Constitution score of your choice 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.

DRAGON WINGS

Prerequisite: Dragonborn

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

- Increase your Dexterity, Constitution, or Charisma score of your choice 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 both *Maximilian's earthen grasp* and the *stone shape* spells once per long rest. Wisdom is your spellcasting ability for these spells.

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	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.

GNOMISH DISTRACTION

Prerequisite: Gnome (Forest)

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

- Increase your Intelligence score of your choice by 1, to a maximum of 20.
- Once per short or long rest, as an action, choose one creature you can see within 60 feet of you. The target must make an Intelligence saving throw (DC 8 + your Intelligence modifier + your proficiency bonus), or it thinks it's perceiving a threatening creature just out of its sight; until the end of your next turn, it can't use reactions, and melee attack rolls against it have advantage.

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 of your choice 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.

APPENDIX A: DESIGNER NOTES

Greetings, I have always been interested in the options provided by the *Sword Coast Adventurer's Guide* since it was the first additional book for this edition of *Dungeons & Dragons*, but it always felt underwhelming in its balance and emphasizing a theme. I, along with countless other players and many DMs, have agreed that a revision should occur, and that revision should not replicate the issues with the original. Thus, I created this overall revision as of January of 2019.

I started my revisions with the two added options that needed it most, Path of the Battlerager and Purple Dragon Knight. I consulted the previous editions of this game to find what was already captured in their ideas and what was forgotten. I avoided to include unchanged options from the book to allow you to see what else is presented with its pages that don't need revisions made to them, e.g. Way of the Long Death for monks.

BLADESINGER

As the features go, the potential of the class does not seem to scale as well as the other arcane traditions provided in both the *Player's Handbook* and *Xanathar's Guide to Everything*. The benefits of playing a bladesinger seemed to help Eldritch Knight more than the wizard as it was intended to. 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.

For 2nd level, you are granted two features. 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*). A health increase would prove troublesome with the utility and defensive 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. Although, two uses proves to be enough uses at lower levels through playtesting.

The Extra Attack at 6th level helps the bladesinger being a front line 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. An additional feature at 6th level may overload the early benefits of the arcane tradition, so I decided, alongside the feedback I obtained, to include additional features at later levels, i.e. 10th level.

At 10th level, the Song of Defense proves great for bladesingers 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 the Bladesinger in other editions of *Dungeons & Dragons*, I found another song that bladesinger used to utilize. Song of Celerity would aid in the lack of mobility benefits that bladesinger had. I thought about using this song to aid in my revision to this arcane tradition. User HerpDerp1909 ([u/HerpDerp1909](https://www.reddit.com/user/HerpDerp1909)) provided a great

solution to include this would-be feature without overstepping the benefits of your Bladesong. However, I did not wish to take away from War Magic wizards, so I did not include the initiative bonus equal to your Intelligence modifier. I did include the other 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 first bonus action on the first turn of combat to not need to activate Bladesong unless surprised.

The final benefit of being a bladesinger comes from Song of Victory. With my current feedback on this revision, I realized the true potential of this feature. Since Dexterity proves important 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. I decided, like the Extra Attack, to leave it unchanged. Furthermore, with the current revisions, the later levels are supported more than before, so it does not need to change.

PATH OF THE BATTLERAGER

Battlerager, what an interesting concept, your armor is your weapon. However, the Spiked Armor was restrictive, and the features don't take advantage of the description of the primal path. This 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 while being interesting in its features.

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 utilize my dwarven features to apply spikes to an armor that provides a better AC than 14 + 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. In addition, Dwarven Upkeep provides a way to emphasize the dwarven craftsmanship and upkeep of the armor you will be wearing. In the heat of combat, quick, repair that gap in my armor in between rages.

At 6th level, Spiked Retribution fits perfectly 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 the removal of 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 since I removed Reckless Abandon, and it pairs 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 your party needs to be as long as you can break through the materials of said structures. You are now a living battering ram, and I believe that can lead 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 idea on Barbarian's Relentless Rage feature alongside temporary hit points. If this is a concern in your D&D games, then I suggest changing the temporary hit points it also provides to the player to regaining hit points instead.

PATH OF THE TOTEM WARRIOR (TIGER)

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

Without changing the benefits too much, I have decided to increase the intended benefits at 3rd and 6th level. I empowered their unarmed strikes while raging to be that of 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. 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. Since it is a 14th-level feature, the concern about multiclassing in Monk is lessened by having a max damage die of a d6 over a full Monk with d10 damage dies for monk weapons and unarmed strikes.

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 that Cavalier would be the better option for a supportive fighter that overshadows this one alongside the Battle Master from the *Player's Handbook*. It's unfortunate then, this martial archetype in the original conveyed a supportive fighter option that uses Charisma without delving fully into it. This revision goes headfirst into that archetype. A Charisma-based fighter that rallies his/her 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 Inspiring Leader feat idea alongside using 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 need to make up for the Bonus Proficiency feature I added. How can one be diplomatic without being able to communicate properly? The proficiency in Charisma saving throws is solid to maintain control in social encounters and mind-affecting spells, yet a language barrier will exist at some points. The two language fluencies serve to solve that issue without overpowering the feature with more skill proficiencies or advantage/bonus on Charisma (Persuasion) checks.

The main issue with reaching 10th level in this martial archetype is that Inspiring Surge, now called "Inspiring Act," is a slightly better Commander's Strike maneuver that occurs severely less often (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 to be the best option. The temporary hit point is similar to the Rally maneuver, and the truly inspiring critical hit benefit reflects the excitement in the players when a natural 20 is rolled. Lead the Charge furthers the lacking later features of this archetype (no 18th-level feature). It serves to be a sort of ribbon feature to reward the player for playing this far while reinforcing the rallying effects of your Banner.

Bulwark was an odd feature when it is initially described. The concept was clear, yet how often would you use this feature? Intelligence is the least common ability saving throw to occur in the game, Charisma saving throw fails are very rare for this archetype, and Wisdom would be the only ability saving throw that proves worthwhile. Thus, I opened it up to all abilities. When you hear someone tell you something like "You have survived worst, come on!" or "Tough it, sport! A few more blows at this monster will fall", they 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. This is fine as it subtly caps the concept of this archetype. You empower your party throughout rallies, so furthering that empowerment to Banner and Inspiring Act does not prove lackluster. 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 saving throw. Another benefit could be the Banner's unfurled bonus could apply to all Intelligence, Wisdom, and Charisma saving throws rather than those of being charmed or frightened to emphasize how much rallying force you have holding your Banner.

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. For a lacking of better terms, it did

not seem to perform well. This underperformance was to such a degree that Wizards of the Coast considered Hexblade patron to be the successor of the two like Cavalier being mixed with Knight during its Unearthed Arcana playtesting phase. However, the problem with that argument is that Hexblade's abilities are unique to Hexblade and don't incorporate Raven Queen abilities in any way. The flavor of the Raven Queen offering these patron weapons isn't unique to her. 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 for having their weapons being of the archfey, great old ones, fiends, and more. These facts alongside the core concept presented in this Otherworldly Patron option has lead to this revision.

To start things off, the core concept of this patron 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 in all living beings. 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 like grave domain clerics. This differs greatly from other Otherworldly Patron options, especially Undying, so this is where her unique option makes its presence justified in this campaign setting. It is perfectly fine to ignore this option in other campaign settings. 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 with 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. 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, and immunity to poison and diseases do serve to better this final 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 Update: May 6th, 2019

VERSION 1.6

- Added "Racial Feats" chapter.
 - 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.

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 (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

- 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

- Updated Designer Notes section to reflect changes.

BATTLERAGER

- 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

- Compiled all SCAG revisions to one document/booklet with original SCAG cover art by Tyler Jacobson.

TOTEM WARRIOR

- Changed Tiger totem spirit benefits.

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

BATTLERAGER

- 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

BATTLERAGER

- 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

- 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 booklet 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*, and *Dungeon Master's Guide*, this booklet 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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