Sword Coast Adventurer's Guide Revised

Explore the revisions to the Sword Coast campaign sourcebook for the world's greatest roleplaying game.
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 wallopineot waiting to happen; Illydia Maethelyn, an aged moon elf cleric of Sehanine Moonbow taking aim; Hifch, 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.

Version: 1.5

Last Update: March 11th, 2019
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 stands since its original 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 Sword Coast Adventurer’s Guide 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.

Go forth, a 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 many races. Some immigrant from other realms through ancient gates and portals that are either long forgotten or dispelled. Others are newcomers to the Forgotten Realms, still trying to find a place to truly call home.

This chapter provides several new revisions for the races available in the Player's Handbook. 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. Here are those subrace options for dwarves.

ARCTIC DWARF

Artic dwarves, also known as glacier dwarves on Frostfell, or Inuggkalikuru, 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.

- Ability Score Increase. Your Wisdom score increases by 1.
- Stone Molder. You learn the mold earth cantrip. When you reach 3rd level, you can cast the mold earth 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, sometimes known as albino dwarves, jungle dwarves, or dûr Aauthalûr (“the People”) by themselves, are the more primitive than their disrespected brethren. Most of them are found in the jungles of Chult, the Mhair, and the Black Jungles. 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.

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 statistics.
Avariel
The avariel, also known as winged elves, or Ari’Tel’Queissir, 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 aasiimar, but you just as charismatic. Your Charisma score increases by 1.

**Winged.** You have a flying speed of 30 feet while you aren’t wearing medium or heavy armor.

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

Lythari
Lythari, also known as lycanthropic elves, or Ly’Tel’Queissir, are elves that are true lycanthropes. They don’t suffer from a curse, nor they are capable of being in a hybrid form. Most are found in the wolf form within their secluded and secretive 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’Queissir, 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’Queissir, 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-Elves
Half-Elves in Faerûn have the racial traits of half-elves in the *Player’s Handbook*, although there are some variations that are possible; see the “Half-Elf Variants” sidebar.

**Half-Elf Variants**
Some half-elves in Faerûn will have a racial trait tied to their elf parentage moreso than the combination of the two with the Skill Versatility trait. If your DM allows it, your half-elf character can forgo Skill Versatility and instead take the elf’s Keen Senses trait or a trait related to your elf parentage:

- **Avariel Descent.** You can use your reaction when you fall to reduce any falling damage you take equal to your level.
- **Drow Descent.** You gain the drow’s Drow Magic (faerie fire only), Drow Weapon Training, or an additional 30 feet of darkvision.
- **High Elf Descent.** You can choose to gain 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).
- **Sea Elf Descent.** You gain the sea elf’s Sea Elf Training, 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.
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 Kuldjarugh ("axe idiot") that should have been. You are quick to act and to attack, and your spiked armor will be the bane of your enemies.

RESTRICTION: DWARVES ONLY

Only 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 ARMOR

At 3rd level, you gain the rare medium armor known as "Spiked Armor." You gain a special version of a chain shirt 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 creatures you successfully grapple and creatures that successfully grapple 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 Smiths 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 UPEEKEEP

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

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.

BATTLERAGER CHARGE

Beginning 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.

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 unarmed strikes and spiked armor gain the siege property (double damage done 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 left. These temporary hit points vanish when your rage ends or when you don your spiked armor.

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 will cause the 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**

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**

Provided here, there is one of the two additional spirit options, Tiger. 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 toward 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 for 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.

**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 regains hit points equal to your fighter level. Any remaining hit points that would be regained are turned into temporary hit points that last for 1 minute.

**Rallying Cry’s Temporary Hit Points**

For example, you are a 3rd-level fighter, and your allied bard needs to regain 2 hit points to be at maximum hit points. Your Rallying Cry will cause the bard to regain the 2 hit points and then gains 1 temporary hit point.

**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. At 7th and 18th level, the banner’s bonus increases by 1 and its range increases by 10 feet.
While you are holding the banner, you may use your action to make a speech to inspire your allies. Each ally within the banner’s range adds your Charisma modifier to their Intelligence, Wisdom, and Charisma saving throws. These effects last for 1 minute, you die, or until you are not holding your banner. You must finish a long rest before using this action again.

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.

**Royal Envoy**
At 7th level, you gain proficiency in the Persuasion skill and fluency in two languages of your choice. If you are already proficient in Persuasion, you gain proficiency one of the following skills of your choice: Animal Handling, Insight, Intimidation, or Performance.

Your proficiency bonus is doubled for any ability check you make that uses Persuasion. You gain this benefit regardless of the proficiency gained from this feature.

**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 that last for 1 minute. It can also make one weapon attack or cast a cantrip with a casting time of 1 action with its reaction.

Starting at 18th level, the range and number of allied creatures you can target are doubled.

**Lead the Charge**
Beginning at 10th level, if your banner is unfurled, you gain a bonus to initiative equal to your Charisma modifier.

**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.

**Otherworldly Patron**
Death is prevalent in the Forgotten Realms. Warlocks have the following Otherworldly option, in addition to those in the Player’s Handbook.

**Undying**
Death holds no sway over your patron, who has unlocked the secrets of everlasting life through undead. 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.

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### 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

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

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### 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 or poison 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 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.

**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. 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.

You gain an additional use of this feature 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. When you roll for initiative, you can choose to immediately invoke your Bladesong. In addition, your movement speed increases by 15 feet during your first turn in combat.

**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.
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 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 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 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</u>) provided the best 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 suggestions.

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 its 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 I may not need to change it anyways.

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 a competition with 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 was 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, Dwarfven 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.

Path of the Totem Warrior Options

Although the Elk totem spirit option proves useful, the Tiger totem spirit option is severely lacking in comparison with Elk and those 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. The increase to jumping while raging should have just been the effects of the jump spell. The additional skill proficiencies are welcomed, yet expertise in the chosen skills would truly hone one's survival instincts. The problem was that are simple...
Purple Dragon Knight

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 deviling 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 be prove enticing instead of relaying 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. Returning to Rallying Cry, to have it be Charisma based rebalances the feature to have the fighter focus on improving their Charisma in addition to their other abilities like how Eldritch Knight has to focus on Intelligence. 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.

Royal Envoy is a decent 7th-level feature, yet an envoy serves to be a diplomatic messenger. How can one be diplomatic with being able to communicate properly. The expertise in Persuasion is solid, yet a language barrier will exist at some point. The two language fluencies serve to solve that issue without overpowering the feature with more skill proficiencies or advantage on Charisma 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 the 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 further the lacking later features of this archetype (no 18th-level feature). It is serves to be a sort of ribbon to reward the player for playing this far.

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 empowers 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.

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 par 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 sanctum spell against only undead. In addition, I made it able to target undead since your ties to undead 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 were replaced with the spells gentle repose, life transference, and raise dead. The main spell that should have been there from the beginning was raise dead due to the importance of the 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 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 plays into Persistent Life, and the immunities are to a weak 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: March 11th, 2019

VERSION 1.5
- Added "Contents" title to Table of Contents.
- Added "Races of the Realm" chapter for revisions.
  - Added some subclasses for dwarves and elves from previous editions.
  - New racial feat for Udunnir conversion.
  - Changed and updated Half-Elf Variant options.
- Moved subclass revisions to the "Class Options" chapter.
- Fixed grammatical errors with new subclasses.

VERSION 1.4
- Updated Designer Notes section to reflect changes.

BATTLERAGER
- Battlerager Armor now includes conditions for magical armor.

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

TOTEM WARRIOR
- Fixed grammatical errors with Tiger totem spirit.
- Removed Elk Totem Spirit since it is unchanged.

UNDYING
- After some insight by /u/SamuelWillmore, I moved Indestructible Being to 10th level and Spreading the Undeath to 14th level.
- Added limited usage to Spreading the Undeath.

VERSION 1.3
- Compiled all previous SCAG revisions to one document/booklet.
  - Added original cover art by Tyler Jacobson
  - Added 'Table of Contents' page.
  - Added 'Preface' page.
  - Added 'Designer Notes' section.

TOTEM WARRIOR
- Changed Tiger totem spirit benefits.

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

VERSION 1.2

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

BLADESINGER
- Changed Bladesong benefits and increased the number of uses at later levels.
- Changed Song of Celerity based on /u/HerpDerp1909’s suggestion and set it at 10th level instead of 6th level.
- Removed Persistent Song.
- Added Hit point Increase to Training in War and Song.
- Returned the Song of Victory feature.

PURPLE DRAGON KNIGHT
- Rebalanced Banner.
- Added Lead the Charge feature at 10th level.

VERSION 1.1

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

BLADESINGER
- Improved existing features.
- Fixed wording with Bladesong.
- Removed Song of Victory.
- Added Persistent Song and Song of Celerity features.

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

VERSION 1
- As presented in Sword Coast Adventurer’s Guide.
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 Manuel, 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.