



Unearthed Arcana

Gary Gygax

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Includes spells, character classes, magic weapons, and other items used in playing Dungeons and Dragons.

Unearthed Arcana Details

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From Reader Review *Unearthed Arcana* for online ebook

HBalikov says

Here I am out of the closet. I not only play D&D (that's Dungeons and Dragons) but I have been playing AD&D for over 30 years. In that time, I have played a number of characters of many races (Elf, half-elf, Hobbit, Dwarf and human) and many classes (mage, fighter, thief, cleric, druid) and enjoyed them all.

What I haven't done is progressed the way TSR would like me (or the fellow members of our gang) intended. We still play Version 1. Versions 2, 3 and 4 (at least) have come and gone. Version 1 still makes us happy. It's not overly complex and allows plenty of leeway for role-playing. One reason for that is the book currently on the table, *Unearthed Arcana*. It is both an explanation of some ambiguities and a compendium of additional material. I am told most of it previously appeared in *Dungeons* magazine.

It is a welcome supplement and, therefore, I give it a high rating. Now, I feel better for having said that, Marcus.

Jakk Makk says

Great cover art by Easley. 1985: so excited to see this on the shelves. And again on the 2009 re-acquisition. Why would a grown man pay \$7 for a used book full of obscure tables? Cheap thrills and nostalgia!

At the time, it was a much-needed injection of excitement into the D&D-verse. The price stung on a kid's budget, but the value was eventually squeezed out. I knew all the spells in this edition. This might have been the peak for me, play wise. After this, I moved on to other game systems.

Comeliness only muddled the Charisma waters and was quickly ignored. Six elf types, three halfling types, three dwarf types--you can see how the later handbooks grew out of this, but it was a welcome clarification for our group.

The best part was the new character classes, most of which stuck in some fashion: Cavalier, Barbarian, Thief-Acrobat (first sanctioned Ninja prototype? Unless you count assassin.)

Polearms finally explained to everyone's satisfaction. Glave-guisarme anyone? Too bad you can only carry one!

Matthew Iden says

Unearthed Arcana is a supplemental rule book to the 1st edition rules of the Dungeons & Dragons role playing game (RPG). Since it was penned by Gary Gygax, the book had the full authority of D&D's creator behind it. The rule changes and enhancements dip in and out of nearly every aspect of the game, from new armor types to spells and magic items heretofore unseen.

I've always had mixed feelings about *Unearthed Arcana*.

On one hand, it seemed to open the floodgates of the endless tinkering, options, and exceptions that--to me--started to erode the foundation of the game from a rules perspective and gave a rationalization to the kind of repeated commercialization that earned TSR, the publisher of D&D, the moniker **T\$R**. Q3 profits looking weak? Sling out a Fighter's Compendium with a bunch of specialized rule sets and sub-classes. Who cares if a generic fighter, role-played to the hilt (ahem), could do the trick just as well.

On the other hand, 1st Ed. D&D always needed a facelift. There were inevitable loopholes and gaping inequities (demi-human level advancement comes to mind) that were in sore need of fixing. Not to mention, well...tinkering can be fun. When every dorky boy between 12 and 20 had memorized the complete list of magic items and the areas of effect for each spell in the Players Handbook, it was kind of nice to toss a curveball once in a while and watch the expressions on everyone's faces.

I suppose, despite my grumbling, *Unearthed Arcana* added more to the canon of D&D than it took away. And I'm glad Gary Gygax was the one to start the tinkering, if for no other reason than I think he did it best...and showed everyone else how to do it right.

Timothy Boyd says

Sometimes the run-of-the-mill knowledge that everyone has access to is not enough. So here we get some nice obscure spells and such to torture, oops I mean, entertain your players with. Nice well written game reference. Recommended

Ron says

One of the last of the 1st edition books.

Chad says

This is by far my favorite 1st edition book as it introduced my all time favourite character class the Cavalier. I continued to use this in 2nd edition as I did not care for the Cavalier kit in the Complete Fighters Handbook.

Michael Prier says

Wonderful artifacts and magical items that would fill thousands of dungeons.

X-x!v''q says

This is almost vital for anyone wanting to play any edition.
But I highly doubt you will find it!!! >XP

Rob says

Many 'purists' at the time whined endlessly about this volume, but I thought it brought an added depth to the game. On the minus side, it paved the way for the ungodly array of supplements that have bedeviled the 2nd edition of the game, so I suppose it was something of a Pandora's box, after all.

Iain Watson says

Unearthed Arcana (Official Advanced Dungeons and Dragons) by Gary Gygax (1985)

David Winston says

Used this book so much it fell apart on me.
