This Is Playtest Material

The material here is presented for playtesting and to spark your imagination. These game mechanics are in draft form, usable in your campaign but not refined by design iterations or full game development and editing. They aren’t officially part of the game and aren’t permitted in D&D Adventurers League events. If we decide to make this material official, it will be refined based on your feedback, and then it will appear in a D&D book.

The templates online are sufficient for creating stuff that looks like the *Player Handbook*, monster stat blocks, and spell cards, but nothing for Unearthed Arcana. This word template hopes to remedy this.

# Sample Heading

This heading is the main heading to be used for different sections of your unearthed arcana.

## Use These Headings for Sub-headers

Don’t forget, if you want to illustrate individual features under this heading you can use:

Emphasis. Don’t forget to use your indenting on the top ruler to adjust it correctly.

Warning. After indenting you might have to unindent.

Recommendation. Format as emphasis after typing the paragraph.

### Small Informational Tables

|  |  |
| --- | --- |
| Font | Info |
| Calibri | The table defaults to Normal text formatting. Change to Calibri to match WO |
| Cambria | The normal text font is Cambria |

Large Tables

#### Large Tables

|  |  |
| --- | --- |
| Tip | Explanation |
| Table Spanning two Columns | Right click the table and click *Table Properties*. Under *Table* click *wrapping* *Around.* |
| Table Formats | Under the design tab use *Class Table* and *UA Small Table Format* |