

THE FORGE LORD

DWARVEN SMITH STANDS BEFORE HER ANVIL, working away at her life's work. With each swing of her hammer, each clack of her tongs, and each glide of her file it takes shape. She raises it into the air to inspect it, a warhammer designed for her hands that could kill the gods themselves.

BLADES AND ARMOUR OF LEGEND

Fighters who take the path of the Forgelord know that the only thing keeping a warrior from falling to the nightmares that stalk the world is their equipment. Spells, Rage, Divine intervention, nothing is more reliable than a trusty blade, stalwart shield, or impenetrable suit of armour. Forgelords take the practice of smithing to the battlefield, with equipment forged for their hands alone, seeking inspiration for the greatest works of war.

SMITH

Forgelord 3rd level feature

At third level, you gain proficiency with Smith's tools. If you already have proficiency with smith's tools, you gain proficiency with another type of Artisan's Tools of your choice.

INSPIRED CRAFT

Forgelord 3rd level feature

At third level, you are struck by inspiration and create your Inspired Work over the course of your next long rest. This inspired work can be a weapon or armour. This weapon grows with the Forgelord over time, and grants unique benefits depending on the type chosen.

- **Weapon** - Choose one weapon with which you have proficiency. At third level, this weapon counts as magical, is a +1 weapon, cannot be destroyed (outside of very specific circumstances detailed later in this subclass), and may only be used by the Forgelord.
- **Armour** - Choose one armour with which you have proficiency. At third level, this armour counts as magical, cannot be destroyed (outside of very specific circumstances detailed later in this subclass), and may only be used by the Forgelord.

ASPECTED TEMPER

Forgelord 3rd level feature

At third level, you gain the ability to imbue your Inspired Work with magical aspects you find in the world. Your Inspired Work gains one Aspect Slot. When you find a piece of magical equipment the same type as your Inspired Work (weapon/armour), you can, over the course of a Long Rest, break down the magical

equipment and apply its effect to your Inspired Work, replacing its +1 effect with the learned effect. (Example, break down a +2 longsword to make your Inspired Weapon +2)

TRICK WEAPON/ARMOUR

Forgelord 7th level feature

At 7th level, your Inspired Works can become a lot more complex. Choose a second Inspired Work of the same type. Using a Bonus Action, you can transform your Inspired work into that second work and vice-versa. (Example: Longsword into spear, Breastplate into Studded Leather)

In addition, if your Inspired Work is a weapon, you may use that same bonus action to attack with your transformed weapon. If your inspired work is a piece of armour, you may switch as a Reaction and add +2 to your AC until the start of your next turn.

MERCURIAL ASPECT

Forgelord 7th level feature

Choose a second aspect for your Inspired Work, you can switch it as an action, but may only have one aspect active at a time

KINTSUGI

Forge lord 10th level feature

At 10th level, you become deeply connected to your Inspired Work and its flaws and can drive it to its limits. Upon activation, your Inspired Work is destroyed, and can only be repaired at the end of a long rest.

- **Weapon** - Make an attack with your Inspired Work. If it hits, double your weapon's damage dice, and add 4d8 Thunder Damage as your weapon shatters.
- **Armour** - Burst out of your armour as a bonus action, dealing 3d6 damage of a type relating to your armour type (Light - Piercing, Medium - Slashing, Heavy - Bludgeoning) and for the next minute your speed is doubled, you gain a +2 bonus to AC, you have advantage on Dexterity saving throws, and you gain an additional action on each of your turns. That action can be used only to take the Attack, Dash, Disengage, Hide, or Use an Object action.

ASCENDED TEMPER

Forge lord 15th level feature

Choose a third aspect for your Inspired Work, you can switch it as an action, and can have two active at a time.

MASTER SMITH

Forge lord 18th level feature

Forge one additional Inspired Work, benefiting from all previous features relating to your prior inspired work.