

# ARTIFICER

At 3rd level, an artificer gains the Artificer Specialist feature. Here is an option for that feature that is specific to the Vyndur dwarves: the Forgelord.

## FORGELORD

Forgelords are the makers of Vyndurvoht society. Like many dwarven smiths, they make exceptional weapons and armor, but they are also master brewers, chefs, tanners, and tinkers. As such, they are ideal fits for support roles in any party of adventurers, providing excellent weapons, tailored armor, and invigorating brews.

Forgelords prove their worth by using their God-given forging abilities to strengthen and vitalize their allies. Their already mighty infusions are augmented beyond those of other artificers, and their stiff dark beers provide bursts of frigid northern fortitude. The unerringly democratic Forgelords are required to become masters of many crafts, and are therefore well-rounded and difficult to pigeonhole.

### TOOLS OF THE TRADE

3rd-level Forgelord feature

You gain proficiency with heavy armor. You also gain proficiency with brewer's supplies and smith's tools. If you already have both of these tool proficiencies, you gain proficiency with one other type of artisan's tools of your choice.

### FORGELORD SPELLS

3rd-level Forgelord feature

You always have certain spells prepared after you reach particular levels in this class, as shown in the Forgelord Spells table. These spells count as artificer spells for you, but they don't count against the number of artificer spells you prepare.

#### FORGELORD SPELLS

Artificer Level	Spells
3rd	<i>goodberry, fog cloud</i>
5th	<i>shatter, spiritual weapon</i>
9th	<i>fireball, tiny hut</i>
13th	<i>divination, conjure minor elementals</i>
17th	<i>cloudkill, hallow</i>

## METAINFUSIONS

3rd-level Forgelord feature

Whenever you infuse a weapon or a piece of armor as part of your Infuse Item trait, you can imbue it with one additional property from the following list:

### WEAPONS

- **WYNKEN'S FLAME:** Any piercing, slashing, or bludgeoning damage inflicted by the weapon becomes fire or radiant damage (your choice when you infuse this item).
- **FAR STRIKE:** The weapon increases in length, granting it the reach property (melee weapons only). A weapon that already has the reach property cannot benefit from this feature.
- **VYNDUR METAL:** You reforge the weapon in cloudshard, thus granting it the light property. If the weapon normally has the heavy property, it instead loses that property but does not become light.
- **MERCILESS HEFT:** You greatly enhance the lethality of the weapon. Attacks made with the weapon now score critical hits on rolls of 19 or 20. If the wielder already scores critical hits on 19 or 20, they can now score a critical hit on a roll of 18 (and so on).

### ARMOR

- **YAK LINING:** You line the armor with thick yak fur, granting the wearer resistance to cold damage and any of the negative effects inherent to adventuring in cold climates.
- **CHECK VITALS:** The armor is outfitted with an automatic health monitoring system. The first time its wearer falls to 0 hit points, a tiny dosage of healing serum is injected into the wearer, thereby returning the wearer to 1 hit point of health.
- **MAGNETIC FIELD:** You've outfitted the armor with magnetically charged metals. The wearer rolls with advantage whenever forced to make a saving throw to avoid taking lightning damage. Additionally, attacks that target the wearer and deal lightning damage are rolled with disadvantage.
- **STUNNING CRAFTSMANSHIP:** You've really outdone yourself. This armor is beautifully crafted, and those who see it are immediately impressed with the craftsmanship. Its wearer can add your Intelligence modifier (minimum 1) to any Persuasion or Intimidation check.

## VYNDURBJÓR SOCIAL

5th-level Forgelord feature

Whenever you take the time to infuse one or more items, you also can prepare one jug of exceptional vyndurbjór, a potent dwarven stout. To do so, you must have your brewer's supplies on your person.

You and your party can share the vyndurbjór during a single short rest. Up to 8 creatures who drink from the jug gain the following benefits:

- They gain temporary hit points equal to your artificer level.
- They gain advantage on the next Constitution or Charisma saving throw they make within the next 8 hours.
- If possible, they can recover one 1st or 2nd level spell slot.

The magic of your vyndurbjór expires the next time you take a long rest.

## DEMOCRATIC WORK ASSIGNMENTS

9th-level Forgelord feature

Whenever you roll initiative, write down the results of your party's Dexterity checks. Before the battle begins, you may form a consensus as a group and reassign your Dexterity checks amongst each other. For example, if you rolled a 20 and your ally rolled a 10, you can choose to act on initiative 10 and allow your ally to act on initiative 20.

You can't use this feature if you are surprised.

## SNUFF GAS

9th-level Forgelord feature

Whenever you use your smith's tools to craft or infuse an item, you can use an empty bottle to capture a single use of snuff gas. The snuff gas lasts for 24 hours before losing potency. As an action, you can throw the bottle up to 60 feet away. When it lands, it shatters and spreads the snuff gas to fill a sphere with a radius of 10 feet. Any creature within that sphere immediately starts to suffocate. The snuff gas will also extinguish any nonmagical fire. The gas lasts for 10 minutes or until a wind of moderate or greater speed disperses it.

## VIRTUOSO OF THE FORGE

15-level Forgelord feature

Whenever you infuse a weapon, it gains an additional +1 bonus to attack and damage rolls on top of any other bonuses.

Additionally, anyone wearing a piece of armor that you've infused can reroll one saving throw that they've failed. When they do so, they must use the new roll, and they can't use this feature again until you have both finished a long rest.

