



Blood of The HILLS



THE GREAT FORGE

PROJECT LEAD
CAMERON DAY

ARTIST
RACHEL LOVE

WRITER
STEPHEN CINQUEGRANO II

LAYOUT
LYDIA VAN HOY



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THE GREAT FORGE

WARLOCK PATRON

Your patron is a god of creation, a deity that has forged many aspects of the world in a crucible of flames. They've gifted you a portion of their connection to creation, allowing you to forge magical items imbued with your patrons powers.

EXPANDED SPELL LIST

The forge lets you choose from an expanded list of spells when you learn a warlock spell. The following spells are added to the warlock spell list for you.

SPELL LEVEL	SPELLS
1st	<i>detect magic, guiding bolt</i>
2nd	<i>heat metal, spiritual weapon</i>
3rd	<i>sending, Leomund's Tiny Hut</i>
4th	<i>fire shield, secret chest</i>
5th	<i>animate objects, legend lore</i>

MASTER OF THE FORGE

At level 1, when you take this Pact, Your Patron grants you mastery over the forge. You gain expertise with Smith's Tools, and it takes you half the usual time to repair and create non magical items. Also, the heat from continued work in the forge has given you resistance to Fire.

FRUIT OF THE FORGE

At level 6, you've learned to make magical items containing the power of your patron. Pick one of your eldritch invocations. For 1d4 hours, you smith an item with the power of that eldritch invocation. This item can be worn by or wielded by another, to grant them the benefits of that eldritch invocation.

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They must attune to this item. You can create a number of these items equal to your Charisma Modifier. Any past the limit render older creations inert, starting with the oldest and working up with each subsequent creation. If you wish to change the invocation stored inside of the item, it takes 30 minutes to reforge and change. The appearance of the item depends on the invocation granted by it. For example, A pair of Goggles would likely contain the Devil's Sight Cantrip, while the Shroud of Shadow invocation might be represented by a cloak.

ELDRITCH ENHANCEMENT

Your patron enhances each of the items you create. At level 10, you can now have two eldritch invocations in each item.

MADE IN YOUR IMAGE

At 14th level, You become your patrons ultimate creation, unparalleled by others. You gain an extra Eldritch Invocation. Additionally, as a 10 minute ritual, you can grant a number of friendly creatures of your choice equal to your charisma modifier the power of one of your eldritch invocations for 1

hour. This stacks with any items that already grant them an eldritch invocation, yet multiple instances of the same invocation will not grant any additional benefit.

PACT OF THE SMITH

One of your arms becomes magically infused with the power of the smithy. It counts as both Smith's Tools and an Arcane Focus, but only if you have an empty hand. This infusion has also caused your skin to harden slightly, granting you an additional +2 to your Armor Class at all times.

ELDRITCH INVOCATIONS

ELDRITCH GUNNER

Prerequisite; 9th level, Pact of the Smith.

Your patron grants you the ability to create a special weapon, the Eldritch Blaster. This item functions the same as the Eldritch Blast Cantrip, and is wielded by one of your allies. It gains any bonuses from any Eldritch Blast related cantrips that you have, does not have to be attuned to, and does not count against the number of items created with your Fruit of the Forge feature. The Item contains 10 charges, and recharges 1d10 at dawn.

FIST OF THE FORGE

Prerequisite; 5th level, Pact of the Smith.

You become more adept at using your magically infused hand as a weapon. Your fist now deals 1d8 plus your charisma modifier in fire damage. On a critical hit, the target is set on fire for 1 minute and takes 1d6 fire damage at the start of each of their turns.

ARTEK'S SHIELD

You can cast Shield at will, without expending a spell slot.

DUPLICATE THE DAMNED

Prerequisite; 15th Level.

You can cast Clone without expending a spell slot, but must still meet all material requirements.

