

FORGE ADEPT (HB)

The daashor artificers of the Dhakaani Empire were the finest weaponsmiths in Khorvaire's history. As a Forge Adept, you carry on these ancient traditions, creating mystical weapons and armor, strengthening allies on the battlefield, and bringing down enemies with weapons imbued with your own soul energy.

TOOL PROFICIENCY

When you adopt this specialization at 3rd level, you gain proficiency with *smith's tools*. If you already have this proficiency, you gain proficiency with one other type of artisan's tools of your choice.

FORGE ADEPT SPELLS

Starting at 3rd level, you always have certain spells prepared after you reach particular levels in this class, as shown in the Forge Adept Spells table. These spells count as artificer spells for you, but they don't count against the number of artificer spells you prepare.

Level	Spells
3rd	<i>Armor of Agathys, Shield</i>
5th	<i>Shatter, Pass Without Trace</i>
9th	<i>Thunder Step, Counterspell</i>
13th	<i>Death Ward, Fire Shield</i>
17th	<i>Temporal Shunt, Steel Wind Strike</i>

BATTLE READY

3rd level Forge Adept feature

Beginning at 3rd level you gain proficiency with martial weapons. Additionally, when you attack with a magic weapon, you can use your Intelligence modifier, instead of Strength or Dexterity, for the attack and damage rolls.

GHAL'L SHAARAT

3rd level Forge Adept feature

At 3rd level, you learn to imbue a melee weapon with a fraction of your spirit. The Dhakaani daashors called this weapon the **Ghaal'shaarat**, Goblin for "mighty blade."

Imbuing your *Ghaal'shaarat* works like infusing an item, but *does not count toward your maximum number of infused items*.

When you finish a long rest, you can touch a magic or nonmagical simple or martial melee weapon, which becomes your *Ghaal'shaarat*.

- Once imbued, your *Ghaal'shaarat* is a magic weapon that grants a +1 bonus to attack and damage rolls, unless the base weapon you imbued already grants a higher bonus.

This bonus increases when you reach certain levels in this class, increasing to +2 at 8th level and +3 at 13th level.

- You can also choose to give your weapon one of the *Light, Versatile, or Reach* property. Adding the light property to a weapon that already has the heavy property cancels out both effects on the weapon (act if the weapon doesn't have both properties). A property can't be chosen if the weapon already has the same property.
- The infused weapon gains the thrown property with a normal range of 20 feet, and a long range of 60 feet. If the weapon already has this property, then the range increases by 20/60. It also gains the returning property. This increases to 30/90 at level 9 and 40/120 at level 15.
- If the *Ghaal'shaarat* is on the same plane of existence as you then you can take an action or bonus action to make it appear anywhere within 5 feet of you.
- Your *Ghaal'shaarat*'s benefits remain until the weapon is destroyed or until you use this ability to imbue a new item with this power. Other creatures can't benefit from your *Ghaal'shaarat*'s powers, and to them, it functions as the *unimbued weapon did*.

EXTRA ATTACK

5th level Forge Adept feature

Starting at 5th level, you can attack twice, instead of once, whenever you take the Attack action on your turn. Moreover, you can cast one of your cantrips in place of one of those attacks.



SOUL BOND

5th level Forge Adept feature

Starting at 5th level, you gain an even deeper bond with your creation, drawing on your own power to fuel it. Before taking the first attack action on your turn, you can choose to take $1d6 + 5$ Necrotic damage (can't be reduced in any way) as well as a penalty to your attack rolls this round equal to your proficiency bonus to add force damage to your attacks with your *Ghaal'shaarat* equal to **twice your proficiency bonus**.

This feature does not work if you have the *Great Weapon Master* feat.

WARP DRIVE

9th level Forge Adept feature

Once per turn when you hit a ranged melee attack with your *Ghaal'shaarat* and there is an unoccupied space within 5 feet of your opponent you can choose to teleport to your weapon at a cost of 15 feet of your movement, regardless of the distance and ram your target. If you do, your weapon is instantly returned to your hand and your opponent takes $1d6$ extra force damage. This damage increases at level 15 to $2d6$.

If your target is no more than one size bigger than you, they have to make a Strength (athletics) or Dexterity (acrobatics) saving throw (their choice) and beat your initial attack roll (you win if they're equal) or be either:

- knocked prone
- or
- pushed 10 feet back

You can use this feature proficiency bonus times per short rest.

OPTIONAL FEATURE: SENTIENCE

9th level Forge Adept feature

While continuously improving and training with your weapon you feel something awakening inside it. First just single words whispered in your mind or slight movements of the weapon develop into sentences and guided weapon swings.

Your *Ghaal'shaarat* counts as a sentient weapon for the sake of other effects. Your weapon knows your languages and can communicate telepathically with a creature up to 100 feet away if the creature has line of sight with it.

If the weapon is within 10 feet of you it possesses a fly speed of 10 feet but is able to move with you when you move at no movement cost.

EXTRA ATTACK +

12th level Forge Adept feature

At level 12 you gain the ability to attack **up to 3 times** per turn. Moreover, you can cast one of your cantrips in place of one of those attacks.

TRUE GHALL'SHAARAT

15th level Forge Adept feature

You've honed your weapon to absolute perfection and it is basically an extension of your body.

At 15th level you can imbue your weapon with **two** of the following properties after a long rest: The Ghall'Shaarat...

- deals an extra $1d8$ Radiant, Necrotic or Force damage per attack
- makes you immune to the *frightened* and *stunned* conditions and gives you advantage on Saving throws against the *restrained* condition
- increases your passive perception by +5, enables you to use your intelligence modifier for initiative rolls instead of dexterity and gives you advantage on initiative rolls.
- gives you the ability to use a bonus action to expend one hit dice and heal yourself by that dice + your Constitution and Intelligence Modifier.
- gives you a +2 to your AC while it's on you

