DUALINK

Devil Forgemaster

Subclass



Castlevania Edition

Devil Forgemaster

Artificer subclass

Devil Forgemasters practice a forbidden art that draws souls from Hell and binds them to the bodies of the dead, transforming lifeless remains into monstrous servants known as Night Creatures. Armed with specially crafted implements, these artificers create creatures of extraordinary strength, cunning, and supernatural ability.

Some Forgemasters treat their creations as disposable instruments of destruction. Others regard them as companions, capable of loyalty, intelligence, and even individuality. Whatever their philosophy, a skilled Forgemaster is rarely alone.

Devil Forgemaster Features

3rd: Devil Forgemaster Spells, Tools of the Forgemaster, Devil Forging, Ravager and Watcher Forms

5th: Infernal Empowerment, Infernal Conduit, Harrier Form

9th: Advanced Forging, Forgemaster's Protection, Hound and Hexer Forms

15th: Master of Night Creatures, Hellish Assault, Sacrificial Servant

Devil Forgemaster Spells

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

3rd: *false life, inflict wounds*

5th: *blindness/deafness, ray of enfeeblement*
9th: *animate dead, bestow curse*
13th: *death ward, blight*
17th: *danse macabre, hold monster*

3rd Level: Tools of the Forgemaster

You gain proficiency with smith's tools. If you already have this proficiency, you gain proficiency with another type of artisan's tools of your choice.

You create a special forging implement, typically a dagger or hammer, which serves as a spellcasting focus for your artificer spells. Choose one of the following forms when you create the implement:

- **Forging Dagger.** A simple melee weapon that deals 1d6 piercing damage and has the finesse and light properties.
- **Forging Hammer.** A simple melee weapon that deals 1d8 bludgeoning damage and has the versatile (1d10) property.

You are proficient with your forging implement and can use Intelligence instead of Strength or Dexterity for its attack and damage rolls. The implement counts as magical for the purpose of overcoming resistance and immunity to nonmagical attacks and damage.

If your forging implement is lost or destroyed, you can create a replacement during a long rest. You can have only one forging implement at a time.

3rd Level: Devil Forging

You learn to bind infernal spirits to physical vessels, creating loyal Night Creatures.

Infernal Charges. You have a number of Infernal Charges equal to your Intelligence modifier (minimum of 1). You regain all expended Infernal Charges when you finish a long rest. Features of this subclass that use Infernal Charges are fueled by this pool.

Forging. As an action, while holding your forging implement, you can touch the corpse of a Small or larger creature that isn't a construct or undead and died within the past 24 hours. The corpse transforms into a Night Creature of a form you know. Alternatively, you can spend 10 minutes performing a forging ritual using bones, ash, and other materials worth 25 gp, which the ritual consumes, to create a Night Creature without a corpse.
Either method requires you to expend one Infernal Charge or a spell slot of 1st level or higher.

You can have one Night Creature created by this feature at a time. If you create another while at your maximum, one of your existing Night Creatures of your choice immediately crumbles into ash.

A Night Creature remains until it is reduced to 0 hit points, you dismiss it as an action, or you replace it through this feature. It does not disappear when you finish a rest.

A Night Creature is friendly to you

and your companions and obeys your commands. It shares your initiative count but takes its turn immediately after yours. It can move and use its reaction on its own, but the only action it takes on its turn is the Dodge action, unless you use a bonus action on your turn to command it to take another action.

If you are incapacitated, your Night Creature can act independently, taking any action it chooses to protect you.

Night Creature

Medium fiend, unaligned

Armor Class 13 + your proficiency bonus

Hit Points 5 + five times your artificer level

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16	12	14	5	10	6
(+3)	(+1)	(+2)	(−3)	(+0)	(−2)

Saving Throws The Night Creature adds your proficiency bonus to all its saving throws.

Damage Resistances fire, poison

Condition Immunities frightened

Senses darkvision 60 ft., passive Perception 10

Languages understands the languages you speak

Challenge —

Infernal Bond. The Night Creature obeys your commands and follows the rules described in Devil Forging.

Claws. *Melee Weapon Attack:* your spell attack modifier to hit, reach 5 ft., one target. *Hit:* 1d8 + your proficiency bonus slashing damage.

Night Creature Forms

Whenever you create a Night Creature, you choose one form available to you. The creature gains the features associated with that form. You can choose the Ravager or Watcher at 3rd level. Additional forms become available as you gain levels in this class.

Ravager

Available at 3rd level — Frontline Combatant

The Night Creature becomes Large, and its Strength score increases to 18.

Brutal Claws. The Ravager's Claws deal 1d10 + your proficiency bonus slashing damage instead of their normal damage.

Crushing Blow. Once on each of its turns, when the Ravager hits a Large or smaller creature with its Claws, it can force the target to make a Strength saving throw against your artificer spell save DC. On a failed save, the target is pushed up to 10 feet away from the Ravager.

Watcher

Available at 3rd level — Scouting and Disruption

The Night Creature's Intelligence score becomes 10, and it gains proficiency in Perception and Investigation.

Shared Senses. As an action, you can see and hear through the Watcher's senses until the start of your next turn, provided it is within 1 mile of you. During this time, you are blind and deaf to your own surroundings.

Infernal Messenger. The Watcher can communicate telepathically with you while it is within 1 mile of you. It can convey information, images, sounds, and simple messages through this connection. The Watcher can also speak any language it understands, allowing it to communicate directly with other creatures.

Unsettling Shriek. As an action, the Watcher emits a supernatural shriek. Each hostile creature of your choice within 10 feet of it must succeed on a Wisdom saving throw against your artificer spell save DC or have disadvantage on the next attack roll it makes before the end of its next turn. Once the Watcher uses this ability, it can't use it again until you finish a short or long rest.

5th Level: Infernal Empowerment

Your forging implement and Night Creatures become conduits for infernal energy.

Once per round, when you hit a creature with your forging implement or one of your Night Creatures hits a creature with an attack, you can cause that attack to deal an extra 1d8 necrotic damage.

Additionally, your Night Creatures' attacks count as magical for the purpose of overcoming resistance and immunity to nonmagical attacks and damage.

Infernal Conduit. When you cast an artificer spell with a range other than self, you can expend one Infernal

Charge to cast it as though you were in the space of a Night Creature you can see within 60 feet of you. The spell's range and area of effect are measured from the Night Creature's position.

You use your own spell attack modifier and spell save DC, expend the spell slot and provide any components as normal, and maintain concentration on the spell if required.

Harrier

Available at 5th level — Aerial Combat and Mobility

The Night Creature gains a flying speed of 40 feet.

Swooping Strike. If the Harrier flies at least 20 feet straight toward a creature immediately before hitting it with its Claws, the attack deals an extra 1d6 slashing damage.

Aerial Evasion. When the Harrier hits a creature with its Claws, it can move up to 10 feet without provoking opportunity attacks from that creature.

9th Level: Advanced Forging

Your mastery allows you to maintain multiple Night Creatures simultaneously.

You can now have up to two Night Creatures created by Devil Forging at a time. When you use a bonus action to command a Night Creature, you can command both of your Night Creatures with the same bonus action. Each creature can receive a different command.

Additionally, you gain access to the

Hound and Hexer forms.

Forgemaster's Protection. Your Night Creatures instinctively defend their creator.

When you are hit by an attack while a Night Creature you control is within 5 feet of you and isn't incapacitated, that Night Creature can use its reaction to interpose itself. The Night Creature takes the damage and any other effects of the attack in your place. Its Armor Class is not considered.

Only one Night Creature can use this reaction each round.

Hound

Available at 9th level — Tracking and Pursuit

The Night Creature becomes a quadrupedal fiend. Its walking speed increases to 50 feet, and it gains proficiency in Perception and Survival.

Keen Senses. The Hound has advantage on Wisdom (Perception) checks that rely on hearing or smell.

Relentless Pursuit. When a creature within 30 feet of the Hound moves away from it, the Hound can use its reaction to move up to half its speed toward that creature. This movement doesn't provoke opportunity attacks.

Savage Takedown. Once on each of its turns, when the Hound hits a Large or smaller creature with its Claws, the target must succeed on a Strength saving throw against your artificer spell save DC or be knocked prone.

Hexer

Available at 9th level — Infernal Magic and Support

The Night Creature's Intelligence score becomes 12, and it gains resistance to necrotic damage.

Infernal Bolt. *Ranged Spell Attack:* your spell attack modifier to hit, range 60 ft., one target. *Hit:* 9 (2d8) necrotic damage.

Withering Curse. As an action, the Hexer targets one creature it can see within 60 feet. The target must succeed on a Wisdom saving throw against your artificer spell save DC or subtract 1d4 from the next saving throw it makes before the end of the Hexer's next turn. Once the Hexer uses Withering Curse, it can't use it again until you finish a short or long rest.

15th Level: Master of Night Creatures

Your mastery over infernal souls allows you to command a small army of demonic servants.

You can now have up to three Night Creatures created by Devil Forging at a time. When you use a bonus action to command your Night Creatures, you can command all three with the same bonus action. Each creature can receive a different command.

Additionally, your Night Creatures gain resistance to bludgeoning, piercing, and slashing damage from nonmagical attacks.

Hellish Assault. Once per round, when one of your Night Creatures

hits a creature with an attack, another Night Creature you control can use its reaction to make one attack against the same target, provided the target is within that attack's range.

Sacrificial Servant. When you are reduced to 0 hit points but not killed outright, you can use your reaction and expend one Infernal Charge to sacrifice one of your Night Creatures within 30 feet of you. The Night Creature is destroyed, and you drop to 1 hit point instead.

