Forge the Steel and prove yourself worthy

A Warlock subclass by My Wife is the MC inspired by the Blades of Fire video game.

Watch our video on this homebrew here!

Homebrew Subclass

The following subclass is designed for the 2024 version of Dungeons and Dragons 5th Edition, with optional rules available to adapt it to the 2014 version.

Warlock

At level 3, a Warlock gains the subclass feature. The Forge Patron represents the spirit in the forge whose entire purpose is to mold steel.

Homebrew Material
This subclass is homebrew content, created with care and refined through multiple design passes. While it hasn't been through full-scale playtesting, it's built with balance, clarity, and fun in mind. You may still encounter the occasional edge case or moment of friction during play, so feel free to adjust anything to fit your table's needs. If you find issues or have feedback, please share it **[here]**. As with all unofficial content, this material isn't legal for D&D Adventurers League or other official events. Getting your GM's approval or working with your GM to use this document in your home games is highly recommended.

The Forge

Forge Steel with Your Patron's Flames

Your pact is drawn from a powerful entity whose intense creative passion for forging steel has been seared into a smith's hammer. This entity wishes to forge a steel masterpiece, but only if you prove worthy of it. The nature of this entity varies, such as a forgotten god of the forge or a lingering spirit of a saint of steel.

The Forge Spells

The magic of your patron ensures you always have certain spells ready; when you reach a Warlock level specified in the Forge Spells table, you thereafter always have the listed spells prepared.

Forge Spells

Warlock Level	Spells
3	*Enhance Ability, Grease, Heat Metal, Mending, Searing Smite, True Strike*
5	*Haste, Leomund's Tiny Hut*
7	*Fabricate, Staggering Smite*[1]
9	*Creation, Conjure Elemental*

[1] Wizards of the Coast LLC, Player's Handbook, 2024.

Level 3: Forge's Hammer

You possess a smith's hammer that houses the spirit of your patron, called the Forge's Hammer. It weighs 5 pounds, but is weightless for you. The hammer crumbles to dust when you break your pact or die, but is otherwise indestructible. It appears in a flash of fire and sparks when you choose this subclass or when you come back to life, and it teleports to your feet when you finish a Short or Long Rest while the hammer is more than 100 feet away from you.

Spellcasting Focus. You can use the Forge's Hammer as a Spellcasting Focus.

Smith's Spirit. 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. In addition, you add your Charisma modifier whenever you make an ability check using Smith's Tools, provided you are holding the Forge's Hammer. Finally, you gain proficiency with Martial weapons.

Tempering Dice. The Forge's Hammer holds the fiery power of your patron. It is represented by your Tempering Dice, which is a d4, and it fuels several effects. You have a number of Tempering Dice equal to your Charisma modifier (minimum of one die). You regain all expended dice when you finish a Long Rest, or by expending one Pact Magic spell slot as a Bonus Action. The die size of your Tempering Dice increases when you reach higher Warlock levels: at level 7 (d6), level 11 (d8), and level 17 (d10).

Temper Steel. As a Bonus Action, you can expend one Tempering Die and strike one Melee weapon that's being held by you or one willing creature you can see within 5 feet of you with your Forge's Hammer. When you do so, the weapon lights ablaze until the end of your next turn. During this time, whenever the wielder hits with an attack using that weapon, they deal additional Fire damage equal to one roll of your Tempering Dice.

Level 3: The Steel Forge

When you finish a Long Rest while holding the Forge's Hammer, you can teleport yourself, any finished or unfinished item or equipment, as well as any raw material of your choice you can see within 10 feet of you, to a pocket dimension no larger than a 20-foot-by-20-foot area called the Steel Forge. It contains one set of Smith's Tools, all the facilities necessary to craft any object you can craft using Smith's Tools, and raw materials worth 10 GP times twice your Warlock level. These items, facilities, or raw materials cannot be taken out of the Steel Forge. You can craft items in the Steel Forge for a number of working days equal to your Warlock level. For each working day that passes in this pocket dimension, only a minute passes in your original location. In addition, you do not suffer any level of Exhaustion, nor do you require food, water, or sleep while in this pocket dimension.

You leave this pocket dimension after you have exhausted the amount of time you can craft, or when you spend 1 minute not actively crafting, shunting you back to the space you left. You cannot take a Short or Long Rest while in the Steel Forge. When you exit this pocket dimension, you can choose to bring any unfinished items with you or store them in the Steel Forge, but any other item you brought in, such as your own raw materials, is shunted with you. Once you leave this pocket dimension, you can't enter it again until you finish a Long Rest. The Steel Forge replenishes its stock of raw materials, as well as the amount of time you can craft in it, the next time you enter it.

Rules on Crafting Nonmagical Items

The rules on crafting items can be found in the System Reference Document 5.2 (pg. 103) or the Player's Handbook (pg. 233) by Wizards of the Coast[1] under "Crafting Nonmagical Items." This includes how many hours of work count as a "working day."

1 Wizards of the Coast LLC, Player's Handbook, 2024

Craft Alterations. The magic of your patron allows you to buck conventional smithing methods and change the properties of any Melee weapon you craft. The following rules apply:

Choose Your Craft Alteration Options. When you start crafting a Melee weapon, you can choose to add up to 2 Craft Alteration options to the resulting weapon. The number of options you can add increases as you reach higher Warlock levels: at level 9 (3 options) and level 17 (4 options). A Craft Alteration option can either change an item's properties or add a new one, such as granting a weapon the Finesse property or changing the range of a weapon's Reach property. You can find each Craft Alteration option under the "Craft Alteration Options" section later in this subclass's description.

Craft Alteration Cost. Each Craft Alteration option increases the weapon's total purchase cost by a certain amount of GP, thereby increasing the required raw materials and time to complete.

Weapon Property Requirements. Certain Craft Alteration options can only be used on Melee weapons that possess or lack certain weapon properties. Meanwhile, certain options can add or remove a property from a Melee weapon. When you apply a Craft Alteration option that adds or removes a property to a Melee weapon, it counts towards the property prerequisites of other Craft Alteration options.

Weapon Die Size Changes. A Craft Alteration option can also affect the die size of a Melee weapon's damage. For example, the Lengthened Shaft option increases the range of its Reach property, but reduces its die size by 1. A Glaive that has this Craft Alteration option has its resulting damage reduced to 1d8 Slashing instead of its normal 1d10 Slashing. A weapon's damage die cannot be reduced any lower than 1d4, and neither can it be increased any higher than 1d12.

Craft Alteration Limits. A weapon cannot have more than one of the same Craft Alteration option. Similarly, you can only add Craft Alteration options during the crafting process, and you cannot add any option to a completed weapon.

Completing a Weapon with Craft Alteration Options. Once the weapon is complete, you determine its appearance, and you can choose to give it a unique name. As part of its completion, note down its total purchase cost, including the cost of all Craft Alteration options, in GP. The resulting weapon is nonmagical.

Using a Weapon with Craft Alteration Options. The Craft Alteration options applied to a weapon are permanent. Any creature wielding such an item uses the effects of the added Craft Alteration options.

Forge Alteration. While crafting a weapon in the Steel Forge, you can choose a Forge Alteration option instead of a Craft Alteration option. This counts against an item's total number of Craft Alteration options, and a weapon can only have one Forge Alteration option added to it. A weapon with a Forge Alteration option turns it into a magical weapon. In addition, a Forge Alteration option doesn't affect the resulting item's purchase cost.

A creature wielding a weapon with a Forge Alteration option can only use the option's effects once you use Temper Steel on the weapon. The option's effects last until Temper Steel ends. If a Forge Alteration option's effect forces a target to make a saving throw, the DC is equal to your spell save DC. You can choose from one of the following Forge Alteration options:

Avenging Brand. When the wielder deals the additional Fire damage granted by Temper Steel to a creature, it must make a Charisma saving throw or become cursed on a failed save. While cursed in this way, the target takes Fire damage equal to one roll of your Tempering Dice whenever it succeeds on a saving throw against a spell while within 60 feet of the wielder. On a successful save, the target's next saving throw against a spell before the start of the wielder's turn has Disadvantage. The curse ends when Temper Steel ends.

Flames of the Forge. When the wielder rolls your Tempering Dice to deal the additional Fire damage granted by Temper Steel, they regain Hit Points equal to half the number rolled (minimum of 1).

Rend Armor. When the wielder deals the additional Fire damage granted by Temper Steel to a creature, the target must make a Constitution saving throw. On a failed save, the wielder rolls your Tempering Dice. Until Temper Steel ends, the target's AC is reduced by half the number rolled (minimum of 1), and it can't be affected by this effect again. On a success or fail, the next attack against the target has Advantage.

Recycle Crafts. While in the Steel Forge, you can sacrifice any weapon or armor you crafted and add half its purchase cost to the Steel Forge's current pool of raw materials. In addition, you can craft in this pocket dimension for an additional number of working days equal to its purchase cost in GP divided by 10. You forfeit any unspent raw materials or time gained from the sacrificed item once you leave the Steel Forge.

Forge Armament. When you wield a Melee weapon that you crafted in the Steel Forge, it becomes your Forge Armament. You determine any aesthetic changes to the weapon when you hold it, such as arcane markings seared along the blade or producing a high-pitched note whenever the steel vibrates. When you attack using your Forge Weapon, you can use your Charisma modifier for the attack and damage rolls instead of using Strength or Dexterity. In addition, if the weapon has the Heavy property, you use your Charisma score instead of your Strength score when determining any effects from the Heavy property. The weapon reverts to its original form when you let go of it.

Level 3: Covetous Crafts

Optional Rule

When you attempt to trade any item you crafted within the Steel Forge, an echo of your patron's spirit causes it to appear worthless to the creature you are trading it with, unless the creature succeeds on a Wisdom saving throw against your spell save DC. Even on a successful save, the creature is aware that the item you're trading is partially owned by an otherworldly patron. At your DM's discretion, your patron may deal a number of d6s of Necrotic damage to you for every 10 GP of the item's value, up to a maximum of 20d6.

Level 6: Forge Empowerment

While in the Steel Forge, you can expend one Pact Magic spell slot to empower it. When you do so, the raw materials within the Steel Forge increase by an amount worth 100 GP times your Pact Magic spell slot level. In addition, the number of working days you can craft within the Steel Forge increases by an amount equal to twice your Pact Magic spell slot level. Finally, you empower the Steel Forge in several ways according to the level of your Pact Magic spell slot, as shown on the Forge Empowerment table.

Forge Empowerment

Slot Level	Empowerment
3	Empowered Tempering, Empowered Forge Alteration Options
4	Empowered Forge Armament
5	Empowered Hammer

Each empowerment grants certain benefits, each of which lasts until you finish a Long Rest. You gain the empowerment at the current level of your Pact Magic spell slot, as well as all lower levels.

Empowered Tempering. When you use Temper Steel on a Melee weapon, any additional Fire damage it grants ignores a creature's Resistance to Fire damage.

Empowered Forge Alteration Options. You can choose from the following additional Forge Alteration options when you begin crafting a Melee weapon:

Molten Metal. Once during the wielder's turn, when they deal the additional Fire damage granted by Temper Steel to a creature, they release a spray of molten steel in a 15-foot Cone originating from the target. Each creature in the Cone must make a Dexterity saving throw, taking Fire damage equal to two rolls of your Tempering Dice on a failed save, or half as much on a successful one.

Softening Steel. When the wielder deals the additional Fire damage granted by Temper Steel to a creature, the target must make a Constitution saving throw. On a failed save, any creature within 60 feet of the wielder that deals Bludgeoning, Piercing, or Slashing damage to the target adds a bonus to the damage roll equal to one roll of your Tempering Dice. The effect ends when Temper Steel ends.

Empowered Forge Armament. You gain a +1 bonus to attack and damage rolls when using a Forge Armament. This bonus increases when you reach higher Warlock levels: at level 11 (+2) and level 17 (+3).

Empowered Hammer. You can use Temper Steel on two different Melee weapons as part of the same Bonus Action, expending only one Tempering Dice for both.

Level 10: Forge Hand

Your patron sees the value in other individuals who can assist you.

Crafting Assistants. When you teleport to the Steel Forge, you can teleport a number of willing creatures with you up to your Charisma modifier. If any harmful act is willingly done to another creature while in the Steel Forge, all creatures are immediately shunted out of the pocket dimension.

Additional Forge Alteration Options. When you begin crafting a Melee weapon, you can choose from the following additional Forge Alteration options:

The Will of Fire. As part of using Temper Steel on the weapon, and as a Bonus Action on your succeeding turns, a willing wielder of this weapon can take their Reaction to make one weapon attack against one creature of your choice within the wielder's reach. This special attack deals additional Fire damage equal to one roll of your Tempering Dice.

The Will of Steel. When the wielder or an ally they can see within 5 feet of them takes damage that isn't Psychic, they can take a Reaction and reduce that damage by an amount equal to one roll of your Tempering Dice plus your Charisma modifier.

Level 14: One with Fire and Steel

You and your patron are on the cusp of creating your masterpiece. You gain additional benefits when you use Forge Empowerment.

Steel Masterpiece. When you can begin crafting a Melee weapon and choose up to two Forge Alteration options instead of one. The resulting weapon is called a Steel Masterpiece. When you use Temper Steel on this weapon, its benefits last for 1 minute. You can wield this weapon and benefit from its properties without attuning to it. However, any other creature must attune to the weapon (as though it were a magic item) in order to benefit from its Forge Alteration options. You can only have one Steel Masterpiece at any given time. If you attempt to craft another one, the previous Steel Masterpiece is immediately recycled by the Steel Forge.

Masterwork Forge Alteration Options. When you begin crafting your Steel Masterpiece, you can choose from the following additional Forge Alteration options:

Heat from the Forge. The wielder radiates an aura of incandescent heat in a 10-foot Emanation that originates from them. Until Temper Steel ends, the wielder sheds Bright Light in a 20-foot radius and Dim Light for an additional 20 feet. In addition, any enemy that starts its turn within the aura, or enters that space for the first time in a turn, takes Fire damage equal to one roll of your Tempering Dice.

Quenching Metal. Once during the wielder's turn, when they deal the additional Fire damage granted by Temper Steel to a creature, the target takes additional Fire damage equal to one roll of your Tempering Dice and must make a Dexterity saving throw. On a failed save, the target has the Restrained condition until Temper Steel ends. The target can make a Strength saving throw at the end of each of its succeeding turns, ending the condition on itself on a success. Until the condition ends, it takes Fire damage at the start of each of its turns equal to one roll of your Tempering Dice. On a successful save, the target's Speed is halved and its next attack before the end of its next turn has Disadvantage.

Craft Alteration Options

The Craft Alteration options are presented here in alphabetical order.

Changing Die Sizes

Several Craft Alteration options change the damage die of a weapon. Die sizes are in the following order: d4, d6, d8, d10, and d12.

Die Changes. If a weapon's die size decreases or increases, it moves left or right, respectively, from the order of die sizes above by the indicated number. For example, the Lengthened Shaft option decreases the die size of a weapon by 1. If applied to a Glaive, this changes its damage from 1d10 Slashing to 1d8 Slashing.

Versatile Property. If a Craft Alteration option changes the die size of a Melee weapon with the Versatile property, the die sizes of both its normal damage dice and its damage dice when used with two hands are changed, unless an option specifically changes this die size (such as the Skewed Balance option). For example, a Longsword with the Heavy Materials option changes its damage dice to 1d10 (1d12).

Weapons with Multiple Damage Dice. If a weapon has more than one damage dice, such as a Greatsword, a Craft Alteration option only changes one of those damage dice. For example, the Heavy Materials option would change a Greatsword's damage dice to 1d8 + 1d6 Slashing.

Compounding Die Size Changes with Multiple Damage Dice. If more than one option that changes die sizes is applied to a weapon with multiple damage dice, such as a Greatsword, the change is applied to the die with an existing change. For example, a Greatsword with the Heavy Materials option and the Weighted Grip option would change its damage dice to 1d10 + 1d6 Slashing.

Blade Hollows (40 GP). Add the Finesse property to a Melee weapon that doesn't have it, and decrease its die size by 1.

Distance Thrower (60 GP). Increase the die size of a Melee weapon with the Thrown property by 1 when hitting a target within its long range, but its normal range is halved.

Extended Grip (40 GP). Add the Versatile property to a Melee weapon that doesn't have it, as well as one that doesn't have the Heavy or Two-Handed property. This also adds the Heavy property to the weapon. The weapon's new Versatile property is one die size higher than its normal die size.

Heavy Materials (40 GP). Increase the die size of a Melee weapon with the Heavy property by 1, and increase the weapon's Strength Requirement from its Heavy property by 2.

Lengthened Grip (40 GP). Add the Reach property to a Melee weapon that doesn't have it, and decrease its die size by 1.

Lengthened Shaft (40 GP). Decrease the die size of a Melee weapon with the Reach property by 1, and increase the additional range it grants from its Reach property by 5 feet.

Lighter Construction (20 GP). A weapon with the Heavy property decreases the die size of its damage dice by 1, but decreases its Strength requirement by 2.

Magnetic Metals (100 GP). When you make a ranged attack using a Melee weapon with the Thrown property, the weapon immediately returns to your hand, provided the target is within the weapon's normal range.

Minimalist Materials (40 GP). Remove the Heavy property from a Melee weapon that has it, and decrease its die size by 2.

Powerstanced Construction (80 GP). Add the Light property to a Melee weapon that doesn't have it, as well as one that doesn't have the Heavy and Two-Handed properties. Decrease the weapon's die size by 2.

Precise Hammering (160 GP). Increase the die size of a Melee weapon by 2, provided it has at least one Craft Alteration option that decreases its die size.

Skewed Balance (60 GP). Decrease the die size of a Melee weapon with the Versatile property by 1 and increase its die size when used with two hands by 1.

Weighted Grip (60 GP). Increase the die size of a Melee weapon with the Two-Handed property by 1, and it gains the Heavy property if it doesn't already have it. In addition, the weapon's Strength requirement from its Heavy property increases by 3.

Weighted Guard (60 GP). Decrease the die size of a Melee weapon with the Finesse property by 1. When using your Dexterity modifier to attack with this weapon, you add half your Strength modifier to its damage rolls (minimum of +0).

Weighted Tip (60 GP). Increase the die size of a Melee weapon with the Thrown property by 1, but the weapon's long range is removed.

Design Your Weapons Ahead of Time
Given the number of Craft Alteration options, and how they can potentially interact with each other, with their linking prerequisites or stacking die size changes, it would be a major help to the table's game flow if you planned and designed your altered weapons between sessions. Accounting for the total cost and Craft Alteration options during a session might significantly slow down the game for yourself and other players at the table.

Adapting to 5e 2014

If your table is using the 2014 version of D&D 5th Edition[1], you gain your subclass at level 1 instead of 3 in the form of an Otherworldly Patron[1]. The following features are moved from level 3 to level 1: The Forge Spells, Forge's Hammer, and The Steel Forge.
The following features are intended for compatibility.
1 Wizards of the Coast LLC, Player's Handbook, 2014.

The Forge Spells

1st-level Forge feature, which replaces the Level 3: Forge Spells feature

The magic of your patron ensures you always have certain spells ready; when you reach a Warlock level specified in the Forge Spells table, you learn the listed spells. Each one counts as a Warlock spell for you and doesn't count against the number of spells you know.

Forge Spells

Warlock Level	Spells
1	*Grease, Mending, Searing Smite[1], True Strike*
3	*Enhance Ability, Heat Metal*
5	*Haste, Tiny Hut*
7	*Fabricate, Staggering Smite[1]*
9	*Creation, Conjure Elemental*

[1] Wizards of the Coast LLC, Player's Handbook, 2014.

The Steel Forge

This feature remains the same compared to the 2024 version, with the exception of the rules reference regarding crafting, containing the following differences:

Rules on Crafting
The rules on crafting items can be found in the Player's Handbook (pg. 187) by Wizards of the Coast[1] under "Crafting."
1 Wizards of the Coast LLC, Player's Handbook, 2014

Weapon Alteration Crafting System

It's possible to take the subclass features of the Forge Warlock and instead use them as a new mechanic to be used on top of the existing crafting rules.

Altering a Weapon

When a character with Smith's Tools proficiency starts crafting a Melee weapon, they can choose to add a number of Craft Alteration options up to their Proficiency Bonus. A Craft Alteration option can either change an item's properties or add a new one, such as granting a weapon the Finesse property or changing the range of a weapon's Reach property. You can find each Craft Alteration option under the "Craft Alteration Options" section below.

Craft Alteration Cost

Each Craft Alteration option increases the weapon's total purchase cost by a certain amount of GP, thereby increasing the required raw materials and time to complete.

Weapon Property Requirements

Certain Craft Alteration options can only be used on Melee weapons that possess or lack certain weapon properties. Meanwhile, certain options can add or remove a property from a Melee weapon. When you apply a Craft Alteration option that adds or removes a property to a Melee weapon, it counts towards the property prerequisites of other Craft Alteration options.

Weapon Die Size Changes

Several Craft Alteration options change the damage die of a weapon. Die sizes are in the following order: d4, d6, d8, d10, and d12.

Die Changes. If a weapon's die size decreases or increases, it moves left or right, respectively, from the order of die sizes above by the indicated number. For example, the Lengthened Shaft option decreases the die size of a weapon by 1. If applied to a Glaive, this changes its damage from 1d10 Slashing to 1d8 Slashing.

Versatile Property. If a Craft Alteration option changes the die size of a Melee weapon with the Versatile property, the die sizes of both its normal damage dice and its damage dice when used with two hands are changed, unless an option specifically changes this die size (such as the Skewed Balance option). For example, a Longsword with the Heavy Materials option changes its damage dice to 1d10 (1d12).

Weapons with Multiple Damage Dice. If a weapon has more than one damage dice, such as a Greatsword, a Craft Alteration option only changes one of those damage dice. For example, the Heavy Materials option would change a Greatsword's damage dice to 1d8 + 1d6 Slashing.

Compounding Die Size Changes with Multiple Damage Dice. If more than one option that changes die sizes is applied to a weapon with multiple damage dice, such as a Greatsword, the change is applied to the die with an existing change. For example, a Greatsword with the Heavy Materials option and the Weighted Grip option would change its damage dice to 1d10 + 1d6 Slashing.

Craft Alteration Limits

A weapon cannot have more than one of the same Craft Alteration option. Similarly, Craft Alteration options can only be added during the crafting process, and options can't be added to a completed weapon.

Completing a Weapon with Craft Alteration Options

Once the weapon is complete, determine its appearance, and give it a unique name. As part of its completion, note down its total purchase cost, including the cost of all Craft Alteration options, in GP. The resulting weapon is nonmagical.

Using a Weapon with Craft Alteration Options

The Craft Alteration options applied to a weapon are permanent. Any creature wielding such an item uses the effects of the added Craft Alteration options.

Craft Alteration Options

The following Craft Alteration options are presented in alphabetical order.

Blade Hollows

Purchase Cost Increases by 40 GP

Add the Finesse property to a Melee weapon that doesn't have it, and decrease its die size by 1.

Distance Thrower

Purchase Cost Increases by 60 GP

Increase the die size of a Melee weapon with the Thrown property by 1 when hitting a target within its long range, but its normal range is halved.

Extended Grip

Purchase Cost Increases by 40 GP

Add the Versatile property to a Melee weapon that doesn't have it, as well as one that doesn't have the Heavy or Two-Handed property. This also adds the Heavy property to the weapon. The weapon's new Versatile property is one die size higher than its normal die size.

Heavy Materials

Purchase Cost Increases by 40 GP

Increase the die size of a Melee weapon with the Heavy property by 1, and increase the weapon's Strength Requirement from its Heavy property by 2.

Lengthened Grip

Purchase Cost Increases by 40 GP

Add the Reach property to a Melee weapon that doesn't have it, and decrease its die size by 1.

Lengthened Shaft

Purchase Cost Increases by 40 GP

Decrease the die size of a Melee weapon with the Reach property by 1, and increase the additional range it grants from its Reach property by 5 feet.

Lighter Construction

Purchase Cost Increases by 20 GP

A weapon with the Heavy property decreases the die size of its damage dice by 1, but decreases its Strength requirement by 2.

Magnetic Metals

Purchase Cost Increases by 100 GP

When you make a ranged attack using a Melee weapon with the Thrown property, the weapon immediately returns to your hand, provided the target is within the weapon's normal range.

Minimalist Materials

Purchase Cost Increases by 40 GP

Remove the Heavy property from a Melee weapon that has it, and decrease its die size by 2.

Powerstanced Construction

Purchase Cost Increases by 80 GP

Add the Light property to a Melee weapon that doesn't have it, as well as one that doesn't have the Heavy and Two-Handed properties. Decrease the weapon's die size by 2.

Precise Hammering

Purchase Cost Increases by 160 GP

Increase the die size of a Melee weapon by 2, provided it has at least one Craft Alteration option that decreases its die size.

Skewed Balance

Purchase Cost Increases by 60 GP

Decrease the die size of a Melee weapon with the Versatile property by 1 and increase its die size when used with two hands by 1.

Weighted Grip

Purchase Cost Increases by 60 GP

Increase the die size of a Melee weapon with the Two-Handed property by 1, and it gains the Heavy property if it doesn't already have it. In addition, the weapon's Strength requirement from its Heavy property increases by 3.

Weighted Guard

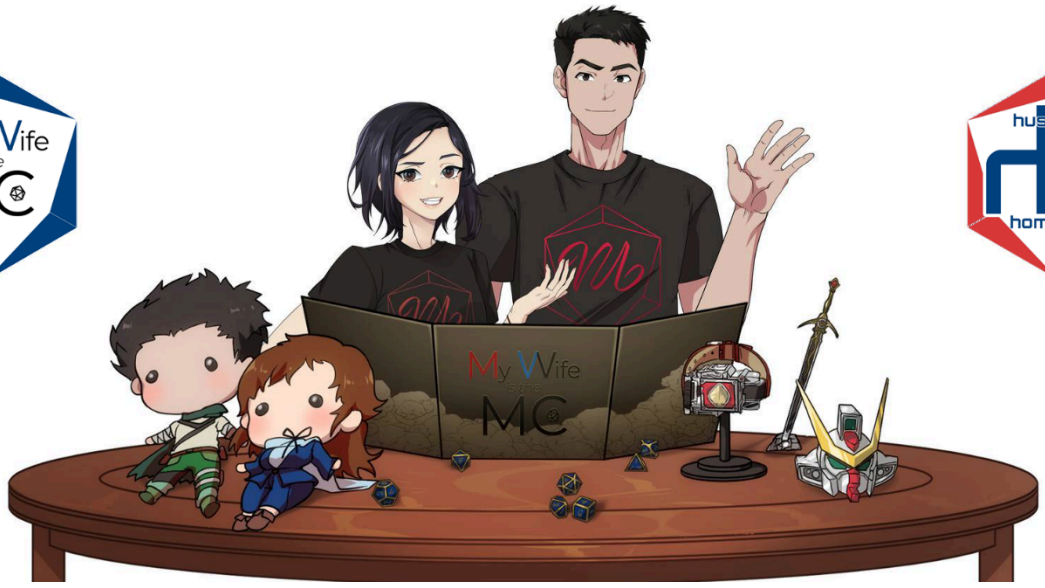
Purchase Cost Increases by 60 GP

Decrease the die size of a Melee weapon with the Finesse property by 1. When using your Dexterity modifier to attack with this weapon, you add half your Strength modifier to its damage rolls (minimum of +0).

Weighted Tip

Purchase Cost Increases by 60 GP

Increase the die size of a Melee weapon with the Thrown property by 1, but the weapon's long range is removed.



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About My Wife is the MC

My Wife is the MC is a YouTube channel run by DM V, who creates homebrew content that translates characters from popular media into narratively themed 5e mechanics. This includes creating classes, subclasses, and magic items, or even putting homebrewed characters from various anime, movies, or video game titles into the 5e versions of their settings. By homebrewing content with the source material as a priority, we aim to capture how a pop culture character feels for any player who wants to take their favorite characters to a gaming table, all while keeping within the system's boundaries.
DM V also runs single-player campaigns with his wife, who plays the channel's titular MC.