

5E



THE COMPENDIUM OF SOULFORGED ARTIFACTS

Play as a powerful sentient magical item in this
supplement for your favorite roleplaying game!



William Hudson King

SOULFORGED ARTIFACTS

Sentient magical items are nothing unfamiliar – a talking sword or an enchanted hat spring easily to mind when the idea is mentioned. This Compendium of three subclasses – cleric, sorcerer, and warlock – is designed to provide you with the information required to play as one of these items.

The primary reason that these three classes were chosen for this role is because they are the only ones that get to choose their archetype at 1st level, and are thus able to begin the game in their chosen role.

Thankfully, these classes are wreathed in magical power and potential, all gaining their abilities from a source that ties them into the world around them.

DIVINE OBJECTS

Clerics, through their deities, gain incredible power over the lives of others in ways both benevolent and harmful. Any god could feasibly imbue the soul of one of their followers or faithful into a soulforged artifact, allowing them to either return from beyond the grave, or to complete a task as penance before venturing into the afterlife.

Some deities will not wait for the death of their servant, and will instead make this request as a sign of faith and trust in their master's power and guidance. Cruel deities may even curse mortals into one of these forms, causing them to rely upon others to help achieve their goals of redemption or revenge.

SOULS IN STEEL

Sorcerers are an interesting breed, in this case, because they are made rather than born. By the experiments of a magical practitioner with more power than wisdom, a blacksmith's act of creation stealing the very soul from its makers body, or the last gasp of a former hero, seeking any avenue of escape from their demise, anyone can become a sorcerer bound to a weapon forged from arcane steel.

The nature of their bond with the enchanted metal grants them their power, and their influence is felt most keenly by those who wield them, for something about the process often leaves those consumed by the blade with a single-mindedness that is difficult to comprehend by others.

SMOKE AND METAL

Warlocks, however, suffer the most tragic of fates, locked away seemingly forever by the bargain they have struck. While fiends, celestials, fey, and creatures from beyond the planes may make bargains for power, few of them will be so inventive as to force their supplicant into the form of a firearm, powered by the very soul of the person wielding it.

In this document, the maker of these firearms is known as the Banished Gunsmith, though any entity of sufficient power and cunning could serve as the pact-holder. Cursed to only know the touch of life when they control the fallen, these warlocks occasionally appear even in planes where firearms were never invented, appearing as magical rods or wands to those ignorant of their true nature.

WEAPONS AND WARRIORS

In all cases, the choice to play one of these subclasses should be discussed with other players. Talk with your GM about how you plan to integrate the character into the game world and into the story. Communicate with your fellow players about who your bearer will be, or determine if you will be carried by another ally from outside the group. As a rule of thumb, the ally should not significantly improve the combat prowess of the party.

BEARERS OF THE BLADE

If you are so inclined, you may request a creature of CR 1/2 or lower, at least until at least 5th level. Be aware that this request is not always feasible and should not be expected to be granted without a cost of some kind, preferably in financial or social capital. After that, a creature of CR 1 or CR 2 may be appropriate until around 11th level, where a creature of CR 3 may be acceptable, depending on the difficulty of combat encounters the party is facing, as well as any rewards gained through your experiences. A strong and capable bearer is especially prized by a sentient weapon, and may make a good quest reward. Note that even a devoted bearer is still a person, and may be vulnerable to cowardice, brashness, or treachery, or may simply be unable to continue with the party for whatever reason, depending upon the circumstances.

True heroes are rare, and even the bold can rarely keep up the adventuring lifestyle for long before succumbing to injuries, doubt, or grief. Not all tales end unhappily, however. Sometimes, the goals one sets out to achieve are completed, and retirement is preferable to an early grave. In any event, be aware of the allies you surround yourself with and know that they may not always be there to help.

The false life of a sentient item is long and perilous, and your death and destruction may seem inevitable at times. Still, the bonds of companionship that can be forged are unbreakable by even the toughest challenges, so support your bearer to the bitter end.

UNDERSTANDING THE ARTIFACTS

The subclasses here are unique, and may be somewhat confusing, especially about how an item can take actions on its own or regarding concentration and spellcasting. When in doubt, imagine the following hypothetical scenario. If it is possible in this scenario and is not prevented by any written rule listed in the subclass features, it is possible to perform.

You are a halfling. By some twist of fate, you have a barbarian friend named Gork, who has decided that the best answer to his lack of weapon is to smash people with your body. Thankfully, you picked up a little magical trinket that not only protects you from the harsh blows inflicted on your enemies, but also spares you from the disorientation caused by being flung around like a doll. Your hands are left free to stab with your rapier, cast spells, or fire your crossbow even as Gork lays about with you, smacking things left and right. Sometimes, your enemies stab at you and hurt you, but most of the time they're too busy hitting Gork to bother targeting you directly. Still, Gork has this bad habit of squeezing your leg really hard whenever he's hit, which is painful but makes him feel better.

DIVINE DOMAIN: RELIC DOMAIN

Your deity is one of artifice and craft, one that controls the fates of the living and dead, or is a trickster and a divine comedian. As such, your body has been taken from you and has been replaced with an artifact of divine power, to be carried by another in service to the aims of your god. You may be tasked with the redemption of this individual, or be sworn to their cause. You may even be tasked with the guidance of a group of champions, or the safeguarding of a holy assassin. In any case, your new body acts as a conduit for the sacred power of your deity, and thus grants you incredible magics and allows you to manifest as a spiritual guardian that stands beside your bearer.

Cleric Level Spells

1st	<i>alarm, sanctuary</i>
3rd	<i>enhance ability, spiritual weapon</i>
5th	<i>counterspell, tongues</i>
7th	<i>banishment, death ward</i>
9th	<i>geas, seeming</i>

SACRED RELIC

At 1st level, your spirit has been changed into a relic of holy power, which serves as your body. It can appear as any wearable object, such as a gauntlet, helmet, amulet, cloak, crown, ring, circlet, or halo.

You retain any bonuses or features of your race, and are still considered to be of that race and type. You gain immunity to poison and disease, you do not require food, air, or water, and you no longer age. You have the same AC as your bearer, and you can use the higher of your Dexterity modifiers to calculate their AC. Whenever your bearer takes damage but you do not, both you and your bearer take half the amount of damage instead. You can regain hit points as though you were a living creature. Your walking movement speed is 0, and can't be increased.

Additionally, your spells' somatic components are replaced with "visual" components, where you visibly flare with magical power. You count as a holy symbol. You can communicate telepathically with your bearer, and with any creature that speaks a language within 60 feet of you. This telepathy is two-way, but otherwise you cannot speak.

Whenever your bearer makes a skill or ability check, you can choose to make the check in their stead using your statistics. You can choose to manifest a spiritual embodiment of yourself into an empty space within 5 feet of your bearer without using an action, allowing you to interact with the world through it as though you were not a relic, and for the world to interact with you. You cannot both summon and dismiss your embodiment during the same turn.

This embodiment cannot move farther than 5 feet from your bearer, and it automatically moves to remain adjacent to your bearer. You perform actions through it while it is

summoned, and it uses your statistics. Weapons and armor the embodiment equips are tied to your essence, and appear and disappear with it. If you die, these items fall to the ground in the nearest open space.

Whenever you leave this form via spells or features like Wild Shape or *polymorph*, you no longer gain these benefits or penalties.

CHANNEL DIVINITY: STAND GUARD

At 2nd level, you can use your Channel Divinity feature as a reaction when you or your bearer are attacked to have your embodiment weave a defensive shield, standing beside your bearer. You and your wielder gain a +10 bonus to your AC against the attack. You can use this feature after the result of the attack is revealed, potentially causing it to miss.

WINGS OF DELIVERANCE

At 6th level, you carry your bearer upon wings of holy light or blackest shadow. You gain a flying speed of 30 feet. Whenever you cast a spell of 1st level or higher, you can use a bonus action to grant this flying speed to your bearer until the end of their next turn. Additionally, you can manifest your embodiment anywhere within 10 feet of your bearer, and it can be moved up to 20 feet during your turn. It must always remain within 10 feet of your bearer.

DIVINE STRIKE

At 8th level, you gain the ability to infuse the weapons of your embodiment with the power of your deity. Once on each of your turns when you hit a creature with a weapon attack, you can cause the attack to deal an extra 1d8 radiant damage to the target. When you reach 14th level, the extra damage increases to 2d8.

PATRON SAINT

At 17th level, your god reveals your true purpose, and grants you the power to perform your assigned task. Whenever a creature that you can see inflicts a critical hit, you can use your reaction to negate the critical hit, reducing it to a normal attack. If you hit the creature that rolled the critical hit before the end of your next turn, your first attack is a critical hit. Once you use this feature, you can't do so again until you finish a short or long rest.



SORCEROUS ORIGIN: BLADEBOUND SOUL

You were a mortal, once. Through the cruelty of a powerful lich, the capriciousness of an eldritch being, or the voluntary sacrifice of your body for a greater cause, you've become a sentient weapon infused with arcane power. Your body has been destroyed, but you shall live on, channeling magical power through your wielder to destroy your enemies. Should you fall into the wrong hands, your mental onslaught shall allow you to overcome your foes and turn them upon one another in a whirlwind of blood and death.

ORIGIN SPELLS

When you choose this sorcerous origin, you gain access to the following spells, which do not count against your spells known but can only be cast using a sorcerer spell slot.

BLADEBOUND SOUL ORIGIN SPELLS

Spell Level Spells

1st *command*

2nd *detect thoughts*

3rd *fox's fangs**

4th *windblade**

5th *fell onslaught**

6th *blood cartography**

LIVING WEAPON

At 1st level, your soul has been trapped within a simple or martial weapon of your choosing. You retain any bonuses or features of your race, and are still considered to be of that race and type. You gain immunity to poison and disease, you do not require food, air, or water, and you no longer age. You have the same AC as your wielder, and you can use the higher of your Dexterity modifiers to calculate their AC. Whenever your wielder takes damage but you do not, both you and your wielder take half the amount of damage instead. You can regain hit points as though you were a living creature. Your walking movement speed is 0, and can't be increased.

You count as a magical weapon for the purposes of overcoming damage resistances and immunities, and grant proficiency in simple and martial weapons to your wielder. You are not considered a magical weapon for the purposes of spells like *elemental weapon*. Additionally, your spells' somatic components are replaced with "visual" components, where you visibly flare with magical power. You count as an arcane focus. Your bearer must have at least one hand touching you to enable you to cast a spell with a range other than "Self" or "Touch". The one exception to this rule is *mage hand*, which you learn when you choose this origin.

If your wielder acts against your wishes, you can choose to attempt to force them to obey you. Your wielder must make a Wisdom saving throw against your sorcerer spell save DC. If they

fail, they perform the action as you desire during their next turn. If they succeed, they are immune to this effect for one minute or until they take damage.

You can communicate telepathically with your bearer, and with any creature that speaks a language within 60 feet of you. This telepathy is two-way, but otherwise you cannot speak.

Whenever your bearer makes a skill or ability check, you can choose to make the check in their stead.

If you exit this form, as though by the spell *polymorph* or the *Wild Shape* feature, you lose these restrictions and benefits until you return to normal.

WATCHFUL GUARDIAN

Starting at 6th level, you can choose to grant your bearer advantage on Perception checks. When you roll initiative, you can choose to swap your result with your wielder.

Additionally, you can choose to change into a different simple or martial weapon over the course of a short or long rest. Your external appearance retains the same marks and motifs no matter which weapon you choose to become.

CONTROL WITHOUT CONSEQUENCE

At 14th level, you learn to tap more fully into the mind of your wielder. Whenever they make a Wisdom or Charisma saving throw, you can use your reaction to grant them advantage on the roll. Alternatively, you can choose to grant them disadvantage on the roll.

TRUE FREEDOM

At 18th level, the arcane power within you manifests with such strength that you can burst forth from your weapon and take on the form of a mortal once again. As an action, you can shift between the form of the weapon you were bound to and your idealized self. This idealized form has the same statistics as your normal weapon form, but it is not subject to the penalties and benefits of being a weapon. This idealized self appears as a member of your original race, and it is static once chosen for the first time. While in your weapon form you gain a flying speed of 60 feet, and this flying speed extends to your wielder.



OTHERWORLDLY PATRON: THE BANISHED GUNSMITH

You've made a pact with a powerful being known as the Banished Gunsmith, who dwells in a place outside of time, creating the weapons of gods and fiends alike. You called to this being, and it answered, granting a boon to a fervent supplicant, or merely agreeing to fulfill your request in exchange for a price of its own. Your body was destroyed, and your soul has been forged into a firearm, preserving your life and keeping you safe. Wandering the world, your power grows with every shot fired and every enemy slain as you fulfill your part of the bargain or try to take back the wishes twisted against you by the devious yet compassionate Gunsmith, who cares deeply for all its creations.

Banished Gunsmith Expanded Spells

Spell Level	Spells
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1st	<i>command, compelled duel</i>
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2nd	<i>detect thoughts, knock</i>
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3rd	<i>conjure barrage, lightning arrow</i>
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4th	<i>locate creature, phantasmal killer</i>
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5th	<i>dominate person, geas</i>
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FLAWLESS FIREARM

At 1st level, your soul been imbued into a handgun, which serves as your body. You retain any bonuses or features of your race, and are still considered to be of that race and type. You gain immunity to poison and disease, you do not require food, air, or water, and you no longer age. You have the same AC as your bearer, and you can use the higher of your Dexterity modifiers to calculate their AC. Whenever your bearer takes damage but you do not, both you and your bearer take half the amount of damage instead. You can regain hit points as though you were a living creature. Your walking movement speed is 0, and can't be increased.

As a soulbound firearm, you have the following properties: You have a range of 60/120. Your attacks inflict 1d10 piercing damage, and you require no ammunition to fire. You count as a magical weapon for the purposes of overcoming damage resistances and immunities, and grant proficiency with firearms to your bearer. You are not considered a magical weapon for the purposes of spells like elemental weapon. Additionally, your spells' somatic components are replaced with "visual" components, where you visibly flare with magical power. You count as an arcane focus. Your bearer must have at least one hand touching you to enable you to cast a spell that deals damage with a range other than "Self" or "Touch". The exceptions to this rule are eldritch blast and firebolt, which you learn when you choose this patron.

You can communicate telepathically with your bearer, and with any creature that speaks a language within 60 feet of you. This telepathy is two-way, but otherwise you cannot speak.

If your bearer is unconscious, you can move their body and control their actions, even when they are reduced to 0 hit points. Each time they take damage or would otherwise be awakened, you can choose to force them to make a Wisdom saving throw against your warlock spell save DC. If they fail, they don't awaken.

Whenever your bearer makes a skill or ability check, you can choose to make the check in their stead using your statistics.

Your form is permanent, and you can't be affected by Wild Shape, *polymorph*, or any other spell that would change it.

DON'T EVEN BLINK

Starting at 6th level, you can shoot down other projectiles, even magical ones. Whenever a successful ranged attack roll is made against a creature within 30 feet of you, you can use your reaction to shoot the projectile and steal its momentum, reducing the damage it deals by 1d8 + your Charisma modifier. You can use this feature a number of times equal to your Charisma modifier, and these uses recover whenever you finish a long rest.

MERCILESS HARVEST

At 10th level, the true name of your soul is inscribed onto the body of your weapon, and you learn to steal this name from others. You gain resistance to radiant damage. Whenever you kill a creature with an attack using yourself, you and your wielder gain temporary hit points equal to the amount of damage left over after the target was reduced to 0 hit points.

EXECUTION AND REDEMPTION

At 14th level, the weapon that houses your soul is both a prison and the key to escape. Whenever you are within 5 feet of a prone humanoid creature, you can choose to fire a single magically-infused round at them as an action. The target must make a Charisma saving throw. If they fail, they take 10d10 force damage. If they die, you appear in their hand and cannot be removed without your consent. They are considered an unconscious creature that cannot awaken, and you can control their body using your actions. Treat your statistics as theirs, and your health as their own.

When dawn arrives, the body you've taken disintegrates into dust and reforms into your firearm. You can do this once, and can't do so again until you finish a long rest.

FIREARM PACT OBJECTS

Each of the pact objects provides slightly different benefits to a warlock of the Craftsman compared to those who serve other patrons.

Pact of the Blade: You are considered your own pact weapon, and can't be dismissed. You can use an action to transform into any simple or martial melee weapon, and can revert back to your firearm form at any time as a reaction. The weapon appears to have a firearm sprouting from the hilt which cannot be used while in this state.

Pact of the Chain: Your familiar cannot be considered your bearer, unless you take the Nameless Stranger invocation and select the Wandering Stranger as your familiar. Familiars of this patron appear polished and clean, gleaming with a metallic shine.

Pact of the Tome: Your barrel and cylinder are covered with arcane inscriptions, and small paper seals hang from your grip. You are always considered in possession of your Book of Shadows unless it has been destroyed due to your death.

ELDRITCH INVOCATIONS

ARCANE AMMUNITION

Prerequisite: Banished Craftsman patron

You can choose the damage type your bullets deal from the following list: acid, bludgeoning, cold, fire, lightning, poison.

DEAD MAN WALKING

Prerequisite: Banished Craftsman patron, Pact of the Tome feature

Whenever you are controlling a creature that is unconscious and at 0 hit points, it is automatically stabilized. While you are controlling such a creature, both you and your bearer have advantage on all saving throws except death saving throws.

BLOODY BAYONET

Prerequisite: Banished Craftsman patron, Pact of the Blade feature

Whenever you have changed your form into that of a melee weapon, you can still be used to make attacks as though you were a firearm. When you are used by your bearer to make a ranged attack against a creature and they hit, you have advantage on your first melee attack roll against the same target during your turn. Additionally, you can use your Charisma modifier for attack and damage rolls you make with yourself.

LAST LAUGH

Prerequisite: Banished Craftsman patron

Whenever you are reduced to 0 hit points, you can choose to unleash a barrage of gunfire. Make three attacks with yourself against targets of your choosing that you can see. If you hit with all three attacks, you are reduced to 1 hit point instead. After you do this, you can't do so again until you finish a long rest.

NAMELESS STRANGER

Prerequisite: Banished Craftsman patron, Pact of the Chain feature

While you have a wandering stranger as a familiar, it gains additional maximum hit points equal to three times your warlock level. The wandering stranger can be your bearer, and it can use your statistics for attack and damage rolls with you, if yours are superior.

Journal of Jedidiah Vane; Spring 12.7, 64th Year
I came across a gun, lying there in a stream near the pasture. I never seen a thing quite like it, but it started talking in my head, telling me to take it into town and kill a man for it. I figured that snake Johnny deserved what was coming, and so I shot him till he was dead. Scared the hell out of me when he stood back up and thanked me for my service before riding away. Figured it all a dream till I heard he was missing, but only the great god Dienero knows what happened to him after that...

WANDERING STRANGER

Medium Humanoid, any alignment

Armor Class: 15 (studded leather)

Hit Points: 7 (1d8 + 2)

Speed: 30 ft.

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

Condition Immunities: charmed, frightened

Senses: passive Perception 11

Languages: All known by its master, but can't speak.

Challenge: 1 (200 XP)

A Quiet One: The stranger can take the Disengage action as a bonus action.

Been Everywhere: The stranger is immune to extreme conditions caused by heat, cold, wind, or other environmental hazards that affect large areas.

Perfect Aim: Whenever the stranger is in combat and doesn't take an action during its turn, the first time a weapon it is holding is used in an attack, that attack deals additional force damage equal to the attacker's Charisma modifier. The stranger can take a bonus action and still provide this benefit.

Unbowed: Whenever the stranger must make a saving throw, it can choose to succeed. Once it does so, it can't do so again until it finishes a short or long rest. The stranger can take a bonus action and still provide this benefit.

ACTIONS:

Boot Knife. *Melee Weapon Attack.* +5 to hit, reach 5 feet., one target. Hit: 6 (1d4 +3) slashing damage.

Soulbound Firearm. *Ranged Weapon Attack.* +5 to hit, range 60/120 ft., one target. Hit: 8 (1d10 +3) piercing damage.

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