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Forge domain cleric guide

The gods of the forge were patrons of craftsman working with metal, from a humble blacksmith who kept a village in horseshoes and plow blades to mighty elf craftsman with the diamond-head arrow of the mithral that took down the demon lords. The gods of forge teach that, with patience and hard work, even the most incurable metal can be converted from a lump of ore into a beautiful forging object. The cymps of these gods search for lost objects for the forces of darkness, release mines overrun by orcs, and discover rare and miraculous materials necessary to create powerful magical items. Followers of these gods are very proud of their work, and they are willing to build and use heavy armor and powerful weapons to protect them. The gods of this domain include Gond, Reorx, Onatar, Moradin, Hephaestus, and Gorbhniu. Source: Xanathar's Guide to Everything Bonus Proficiencies When you choose this domain at level 1, you get proficiency with smith's heavy armor and tools. Forge's blessing At level 1, you get the ability to instill magic into weapons or armor. At the end of a long rest, you can touch a nonmagical object that is a set of armor or a simple weapon or martial arts. Until the end of your next long rest or until you die, the object becomes a magical object, granting a +1 bonus to AC if it is armor or a +1 bonus to attack and damage the reels if it is a weapon. Once you use this feature, you can't use it again until you finish a long rest. Channel Divinity: Artisan's Blessing Starting level 2, you can use your Channel Divinity to create simple items. You conduct an hour-long ritual that crafts a nonmagical item that must consist of several metals: a simple weapon or martial arts, an armor set, ten pieces of ammunition, a set of tools, or a metal object. The creation is completed at the end of the hour, coalescing in an empty space of your choice on a surface within 5 feet of you. What you create can be something worth no more than 100 g. As part of this ritual, you must lay out metals, which can include coins, with values equal to creativity. The metal irretrievably coalesces and turns into the creation at the end of the ritual, miraculously form even non-metallic parts of creativity. The ritual can create a copy of a nonmagical item containing metal, such as a key, if you have the original in the ritual. Soul of the Forge Starting from level 6, your proficiency in forge gives you special abilities: You get the ability to resist fire damage. While wearing heavy armor, you gain a +1 bonus to AC. Divine Strike In level 8, you get The ability to transmit attack your weapons with the fiery power of tampering. Once on each of your turns when you hit an organism with a weapon attack, you can cause attacks to deal with an additional 1d8 fire damage to the target. When you reach level 14, the additional damage increases to 2d8. Saint Saint Tampering and fire At level 17, your lucky relationship with fire and metal becomes stronger: You get immunity to fire damage. While wearing heavy armor, you are resistant to bludgeoning, piercing, and cutting damage from nonmagical attacks. The Cyp professor Forge, a cyp professor class became popular quickly with the release for the Xanathar's Guide to Everything. It's basic cystile abilities and skills that make for a powerful class that can compete with any frontline fighter as well as any magic caster. The options for this class are really something else, however, as they sport both powerful magic casting as well as a strong defense to be careful not to stretch themselves to thin. So if you're looking for a cymps sub-class that sports both pleasure and strength, then definitely keep reading. Cyming Forge in 5e is an extremely powerful sublayer that has high defensive functions, powerful firepower and excellent utility. Make them one of the best cyps subraces to play in the game. Their blessing of Forge possibilities allows great gadgets so you can buff yourself or your allies. Meanwhile, your 6th and 17th levels put you like god on defense. And your sacred attack strengthens you as a power for a melee attack. Make this blue sky class in review and come completely online at the top level of level 6. How do I assess the ability of Sergeant Forge? So before we start looking, we should go through what I judge and how I get my decision. There are three things that I am considering in depth. I look at how powerful the sublayer is in combat, how many gadgets it has, and, if so, its role-playing capabilities. In this way, people's gameplay can be played to suit their needs. Now, when deciding if something is good for a tutorial, I look at what the sublayer is trying to implement. Then look at how successful it is in that task. For example, in a previous article on Bladesinger, I concluded it's trying to make you a competitive frontline. I then figured out how successful that possibility is in allowing you to frontline, as well as how long it comes online. If it's done at level 2 then it's early games. Level 6 is Early-Mid, Level 10 Late-Mid, and Level 14 is a late game. I rate the previous tiers better because most Dungeon and Dragons campaigns do not exceed level 8. Without one more due, start this review on Cy cymism forge. Color coding: Means GOLD- It's Jerry Gold! Gold! If a possibility is marked gold, then this means that this ability is not only what defines your sublayer, but also completes it better than most other sublayers. I rarely gold ranking, so definitely pay attention to them if you see me do it. Sky Blue - If the possibility is blue sky, it means that this ability is a defining characteristic in your sublayer but for one reason or another is not game breaking as gold. Blue- If it's just then it is a good possibility but there are many other possibilities that perform better. It's still better to be in a layering than in another. Black. Black is ok. These are more appropriate possibilities of having bonuses in some situations but not useful in others. Purple - Purple is for very appropriate ability. They have times when they are good, but these are rare and almost never come up. Not the best color to see for a possibility. Red- Red is dead. It's worse colors to see on a possibility. That said, no matter the color, a possibility can work these are more not skip a child layer if they have a red color. Enough imagination and attitude can do will make it okay but not optimal. Forge Domain Spells List of additional spells that you achieve is decent. The popular people on the list are thermal weapons and cartoon objects. So soon in level 3, you will get a great spell to do damage and force disadvantage on an enemy. Meanwhile, in level 9, you will have access to a famous spell to throw a fight into disorder with small objects attacking your enemies. Now, I would love to go into why these spells are so good, but today we are focusing on the possibilities of fake cyps. So if you want to know more about heat metal, then this is a Post on Reddit that does a great job of explaining why the man mana is good. As well as a post that goes into the details behind animate objects and their strengths here. Forge Cleric: Bonus Proficiencies When you choose this domain name at level 1, you will be proficient with smith's heavy armor and tools. The possibility of surviving the forged cymps came from their AC. So getting heavy armor is great for the synthetic power of keeping this class alive. After all, mastering heavy armor is the only way to take an AC 18 without using a shield or magic. So by getting this level, you can increase your likelihood of survival by a large part. In fact, a standard shield, letter, and cyming ability, you can have an AC 22. Which can be even higher with magic and magical items. Smith's tools, meanwhile, are a solid choice for the role, as those who qualify better to be good with Smith's tools than a fake cyming. They literally have forgeries in their names! Moreover, smith tools are actually one of the more commonly used tools. Only behind the supply of alchemy, herbal kits, poisonous kits. So achieving this level has some pretty solid uses behind it. Blessing Of The Forge In level 1, you get the ability to instill magic into weapons or armor. At the end of a long rest, you can touch an object It's a set of armor or a simple weapon or martial arts. Until the end of your next long rest or until you die, the object becomes a magical object, granting a +1 bonus to AC if it is armor or a +1 bonus to attack and damage the reels if it is a weapon. After using this feature, you cannot it again until you finish a long rest. The first bread and butter of the class makes you stand out from all the others. Plus 1 magical weapon or armor is sacred to explorers it improves your chances of being missed from an enemy attack, or to increase your chances of hitting and dealing more damage. Thus, being in level 1 and getting your first +1 magic weapon a lot powers your character or others. Because of the message, the statement does not specify it should be your weapon. This then adds a lot to your flexibility to the party. For example, let's say you find a +1 weapon. Well, just switch to making your armor like +1 instead and have both +1 armor and weapons. Then say you have both magic armor and weapons. Then just use your cypical spoof blessing of forgery to buff an ally who is still waiting on that magical weapon. Now, it should be noted that Jeremy Crawford announced on twitter that it does not apply to shields. A little unfortunate but still will not spoil this. Which means this ability is rated blue because it has great gadgets and fights for fake cypies. Channel Gods: Artist's Blessings Start at Level 2, you can use your Channel God to create simple items. You conduct an hour-long ritual that crafts a nonmagical item that must consist of several metals: a simple weapon or martial arts, an armor set, ten pieces of ammunition, a set of tools, or a metal object. The creation is completed at the end of the hour, coalescing in an empty space of your choice on a surface within 5 feet of you. What you create can be something worth no more than 100 GPs. As part of this ritual, you must arrange metals, which can include coins, with values equal to creativity. The metal irretrievably coalesces and turns into the creation at the end of the ritual, miraculously form even non-metallic parts of creativity. The ritual can create a copy of a nonmagical item containing metal, such as a key if you have the original in the ritual. Artisan's Blessing: Why it is the blessing of purple artisan, a creative gadget filled with divine channels that has everyone thinking about ways to break it for the fake cypical. Unfortunately, almost every single idea has been debunked or a lot of your DM arguments are very hard to approve. For example, there are common applications of using rmeric blessings by making small blocks of valuable sheet armor and then putting them all together, so it's not a huge purchase. This has proven to be a stretch under Jeremy Crawford on Twitter. So unfortunately, it's out. Then there is the idea of using It's to create magical ingredients like a 50 piece gold diamond. Just put 51 pieces of gold down and use the cyp officer's blessing forgery to create a 50 gold diamond attached to a 1 piece gold ring. This is still in the debate and has not been nor rejected by the Wizard of the Coast. Unfortunately, the wording of metal objects implies to many DMs that the majority of items must be metallic and not the other way around. If your DM allows it though, this blessing is better for utilities. Artist Blessing: What can you do? What can you do? The first and most obvious is anything stated, simple weapons or martial arts, an armor set, ten pieces of ammunition, a tool set, or another metal object. But, note that everything done by the fake cymps, must be less than 100 pieces of gold according to Jeremy Crawford. That said, you can also craft other metal objects that can be a myth of things. Create copies of all the keys from the guard so you can access all sorts of different locations in town. Or destroy a metal cage and convert them into swords and armor so you can go out and kill your captives. Then my favorite, repair armor was damaged fighting oozes and the like. Other than those obvious, it is up to you and your DM about what can and cannot be done. Soul Of The Forge Starting from level 6, your proficiency in forge grants you special abilities: • You get the ability to resist fire damage. • While wearing heavy armor, you gain a +1 bonus to AC. From Purple to Sky Blue. I like this for a lot of reasons. One of the only ways to promote ac from a sub-layer. Has put this stronger than most others in terms of defensive class. Then you get resistance to one of the most common elemental damage in the game. Again, great In case you wonder why +1 is important, it is important to reduce the damage. Let's assume you're a group of 4 explorers at level 6. Up to this point, if you save your money up wisely, you may have armor plates. This gives you an AC of 18. Then add a basic shield (+2), the blessing of the forge (+1), and the soul of the forge (+1). This without magical items will grant you an AC 22. Now, a deadly encounter at this level will be a young adult red dragon with +10 to hit. Scary at first glance, but you become a great tank to be attacked because you have a 55% chance of being missed from claws and biting attacks. Meanwhile, your skillful fighters will most likely have a 16 or 17 AC. Meaning they have only a 25% chance of not being hit. If this is not enough, gaining resistance to fire damage means that even if you perform breath attacks from dragons, you will only lose half the damage if you fail your savings thanks to your resistance. Then, if you make it, you only lose a quarter of the damage. Make more Use magic to damage magic, demons, and dragons, not a big threat. Fake Cleric: Divine Strike In level 8, you get the ability to transmit your offensive weapon with the fiery power of the forge. Once on each of your turns when you hit a creature with a weapon attack, you can cause attacks to deal with 1d8 more firepower to damage the target. When you reach level 14, the additional damage increases to 2d8. Honestly, I like sacred strikes. It makes an attack much stronger and actually defeats damage cantrips at level 20. The go-to cantrip at level 20 is the sacred fire that will deal 4d8 (18) damage. This will cause 3d8+5 (18.5) damage if you maximize the power at level 20. Then you can factor in other tools like a magical sword +1 or a flametongue longsword that can add an additional 2d6 (7) damage points. Make it better than cantrips. So why blue? Because at level 8, you have 12 spelling slots to use. And in my experience, with proper resource control, you can easily make that last all day. Even if you are taken down to level 1 of your magic, guide bolt trades 4d6 (14) damage that is the same as 2d8+5. But the guide bolt also gives the next attacking advantage, making it better. This said, it is still a useful possibility especially if you plan on the front line as it ensures you will always have a strong melee attack if you need it. It's a shame it's one of the most damaging losses in the game. But in all honesty, I would rather have your immunity to damage. These are the only races or classes besides forged cyps that are immune to element damage. Or to put it another way, even magical items very rarely give you immunity. Ring Command Element Fire is one of the items that allows immunity to fire the wearer, and guess what? It's a legendary magic thing. They've only been seen once or twice for the entire campaign. That's how rare this is. So when I say this deserves this gold definitely deserves gold. Now let's consider the possibility of resisting all the basic damage. Not only do you be immune to a loss, you Gain the ability to increase all basic attacks. Make you, in my opinion, better than a standard barbarian (excluding a few sublayer-like bear sublayer). Because the barbarian's tank ability is capable of receiving half the damage on all basic attacks. Now you can do this, deal good melee damage, and cast magic. Of course, it was at level 17, soon the barbarians were this and so is better at taking hits all around. Dice For Forge Clerics So I've been torn, I love having a dice set for every character I plan to commit to. It really helps create a personal feeling between my character and me, like an unexplainable form of bond whenever I have a set of dice dedicated to them. Maybe it's just me, but because of this bond, I figured I would help people also forge their bonds with their characters by making my offer for a dice set. That said, I was torn between choosing the Dragon Scale Dice set, and the Worn Copper Dice Set. As such, I figured I would include both and let you all decide. Now I love Dragon Scale Dice Set because bright red & orange symbolize the fire forging weapons. Meanwhile, the golden trim along with the metal dice really stands to show ingenuity between the cy cymyst and his works, representing an aristocrat in his profession. That said, The Worn Copper is gorgeous for its simplicity. To me, its polished bronze look reminds me of a weapon that has been well looked after for years. Which to forge my cymism, is what he wants all weapons to be, not something that is just well done but something that the owner appreciates and cherishes. So both work perfectly well for any fake cypies and both roll extremely smoothly that I'll let that rest decide on you (I ended up in deciding and buying both.... So good luck you faked the singler! Forge Cleric: Conclusion There is my assessment of Cleric Forge in 5e. They are a powerful sublayer with high defensive functions, powerful firepower, and excellent utility. They really started to shine in level 6, but even before being used incredible with blessings of Forge's ability to make the Forge Cleric sky green overall. If you love fake cypies, then I suggest taking a look at Xanathar's Guide to Everything. It has quickly become a very popular book with new unique child classes adding ways to transform your character into completely different from previous child classes in the Player Handbook. Or, if you are selling the cy cyper's forgery is your forever sublayer. Can I suggest looking at subrace triton? You get an additional elemental resistance, more magic, and a bonus for power and constitution. Well, that's everything so I hope you enjoyed my review of fake cyps and tell me what you think in the comments. Hope your day is splendid! P.S. If you enjoyed this post and want to analyze your own magic, monsters, and parties, download the D&P computer. My DI! It's a tool I use to calculate DPR really allows magic Monsters in my campaigns. If you're still unsure by my little blurb then check out the review I've done and see all the convenient possibilities it has! Hsa! Hsa!

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