

FIGHTER

At 3rd level, a fighter gains the Martial Archetype feature. Here is an option for that feature that is specific to the Vyndur dwarves: the Honorvörn.

HONORVÖRN

Vyndurvoht's sworn knights have taken up Wynken's holy charge in the most literal sense. Books are holy. They must be protected. Period. Protecting a book, however, is not as straightforward as it may sound. The books are safer in Vyndurvoht, but many would seek to destroy the library, steal the tomes, or otherwise undermine the dwarven cause. Often, acting as a deterrent is all that's needed to encourage hostile actors to stand down. Other times, violence becomes necessary.

The Honorvörn are not holy knights in the strictest sense. They have taken on a great calling from the Forge God Wynken, but there is no evidence that the Honorvörn themselves are blessed with divine magic or godly combat prowess. Instead, Honorvörn strength comes from training, through tactics, and the aid of their bonded Sorters. These ferocious creatures are powerful allies that grow in tandem with their keeper.



CHAPERONE THE CURIOUS

3rd-level Honorvörn feature

You are trained first and foremost as a chaperone, a warrior that accompanies visitors down into the depths of Vyndurvoht. As a bonus action, you can mark any creature you can see within melee range as your ward. The creature remains your ward for 1 minute, or until you choose a new ward. At level 10, a ward lasts for 1 hour. Your ward may be a friendly creature that you wish to protect, or a hostile creature that you need to keep your eyes on.

Protected Ward. You designate a friendly creature as your ward. Whenever your ward is within 5 feet of you and is targeted by a weapon attack, you can use your reaction to take damage in their place. Your ward also has advantage on saving throws made to avoid or resist traps.

Suspicious Ward. You designate a hostile creature as your ward. So long as your ward is within 60 feet of you, they cannot hide from you by any means. If your ward becomes invisible, you can see them as though they were visible. You also have advantage on opportunity attacks made against your ward.

You can mark a ward a number of times equal to your proficiency bonus per long rest. You can only have one ward at a time. A creature with a passive Perception that exceeds your Charisma score knows that they have become your ward.

A WARRIOR'S BEST FRIEND

7th-level Honorvörn feature

You gain the help of a bonded Sorter. The Sorter can be a badger, ermine, ferret, or any other type of mustelid.

In combat, the Sorter acts during your turn. It can move and use its reaction on its own, but the only action it takes is the Dodge action, unless you take a bonus action on your turn to command it to take another action. You can also sacrifice one of your attacks when you take the Attack action to command the Sorter to take the Attack action. If you are incapacitated, the Sorter can take any action of its choice, not just Dodge.

If your Sorter dies, a new Sorter will appear from [REDACTED] the next time you finish a long rest. Though you may not feel as attached to your new companion, it will fight alongside you nonetheless.

STEWARD OF VYNDURVOHT

10th-level Honorvörn feature

An Honorvörn needs to do much more than simply thwack evildoers. You gain proficiency in Religion or Insight, and you can add double your proficiency bonus to any check required to pilot an airship, rappel, or interact with a ward. Additionally you gain the ability to communicate with any ward that has an Intelligence of 6 or higher regardless of whether or not you share a language.

A SORTER TO CALL YOUR OWN

15th-level Honorvörn feature

Your bonded Sorter gains additional traits to augment your fighting style. When you take this feature, choose two of the following:

- Your Sorter can wield martial melee weapons that lack the two-handed property.
- Your Sorter gains a swim speed of 60 ft.
- Your Sorter gains proficiency with heavy armor.
- Your Sorter grows to Medium size.
- Whenever your Sorter rolls for damage, it can add your Charisma Modifier to the damage.
- Your Sorter gains resistance to cold and fire damage.
- Your Sorter adopts the Protection fighting style.

A BLESSING FROM WYNKEN

18th-level Honorvörn feature

Perhaps a prolific Honorvörn such as yourself can gain the favor of Wynken after all. Whenever you would deal bludgeoning damage, you can instead choose to deal radiant or fire damage.

You also gain additional effects when interacting with your ward.

Protected Ward. Your ward gains a +1 bonus to AC so long as they are within melee range of you. Also, once per day, you can turn a critical hit against your ward into a normal hit.

Suspicious Ward. Your ward gains a -1 penalty to AC so long as they are within melee range of you. Finally, whenever you inflict a critical hit on a ward, that creature must succeed on a DC 18 Constitution saving throw or else be stunned until the start of your next turn.

BONDED SORTER

Small beast

Armor Class Your Sorter is proficient with light and medium armor and will happily wear any suit you provide... assuming you can find an armorer willing and able to tailor armor for a mustelid.

Hit Points 5 + three times your fighter level. (The Sorter has a number of Hit Dice [d6s] equal to your fighter level.)

Speed 30 ft., burrow 10 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	10 (+0)	15 (+2)	8 (-1)	12 (+1)	8 (-1)

Senses darkvision 30 ft., passive Perception 11

Languages understands the languages you speak

Keen Smell. The badger has advantage on Wisdom (Perception) checks that rely on smell.

Death Deterrence. When your Sorter is reduced to 0 hit points, it rolls death saving throws like a player character.

ACTIONS

Bite. *Melee Weapon Attack:* your PB to hit, reach 5 ft., one target. *Hit:* 1d6 + your Charisma modifier damage.

Melee Weapon. *Melee Weapon Attack:* Your Sorter can wield simple melee weapons that lack the two-handed property. It adds your PB to attack rolls and damage.

