

HELLSMITH



5E

A brutal devil built
to forge weapons for the horde.

AB
ABYSSALBREWS

HELLSMITH

You'll often hear the 'tink' of steel on an anvil long before you see a Hellsmith approaching. Their grueling work is carried out with a brutal efficiency that is only matched by their tenacity in combat. With shifting weapons shaped to their will, Hellsmiths are not to be taken lightly. Any that encounter them and live to tell say that the heat was like standing on the surface of the daystar itself. When weapons are needed for the hordes of devils, it's certain that a Hellsmith is nearby.

It's said that Hellsmiths are crafted, not bred. Brought about by an infusion of devil and fire elemental grafted in the brimstone of the deeps. Their hands twist and grow in the form of a hammer and a hard, metallic protrusion grows from their knee forming a perfect working surface to ply their deadly trade. A gaping hole in their chest belches forth sparks and unimaginable heat. Metal is their medium and they are masters of it.

Formidable commanders in their own right, many Hellsmiths see themselves rise in the ranks of their units to oversee the lesser devils around them. They are shrewd tacticians and possess a spark of creativity not seen in other fiends.

Mobile. While more traditional smiths exist in the hells, with armies on the move, a need arose for a more

mobile and frontline focused supplier of tools and armor. From this twisted desire for an overbearing force, the Hellsmiths were formed. They were made to be the perfect mobile forge, able to support an entire unit from the backline or step to a frontline role and engage in combat themselves. They burn with a rage and a desire to be in the fray and bring their fiendish weapons to bear upon their enemies.

Forgemasters. Far from just crafters of crude weaponry, Hellsmiths often equip their entire units as they travel. It's not unusual to see them surrounded by heavily armored fiends towing along unimaginably evil devices. Vehicles that look more like metallic fortresses, complex martial weaponry, and advanced tools are just some of the indicators of the presence of a Hellsmith.

It's rare that you'll find one of these horrendous creatures at rest. They prefer to toil and perfect their craft as often as they can. While others around them mill about and wait for orders, the Hellsmith continues to forge, driven by an unending desire to improve and perfect their craft.

Fiendish Allies. While they are fearsome foes to face on their own, the true danger lies in their bond with their allies. The fiends that travel with a Hellsmith learn to rely on their work to keep them safe and embolden their arsenal. You'll rarely see one alone.

HELLSMITH

Large fiend (devil), lawful evil

Armor Class 18 (natural armor)

Hit Points 127 (15d10+45)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	18 (+4)	19 (+4)	17 (+3)	16 (+3)	16 (+3)

Saving Throws STR +9, DEX +8, CON +8, INT +7

Skills Athletics +9, Intimidation +7, Perception +7

Damage Resistances non-magical bludgeoning, piercing, and slashing

Damage Immunities fire

Senses darkvision 120 ft., Passive Perception 17

Languages Abyssal, common

Challenge 9 (5,000 XP)

Proficiency Bonus +4

Amorphous Alloy. At the start of the Hellsmith's turn, it can strike the weapon in its hand with its hammer and change the form of it to a Searing Sword, Blazing Axe, or Scorching Glaive. For the rest of its turn, it can only make attacks of that type.

Illumination. The Hellsmith sheds bright light in a 20-foot radius and dim light in a 40-foot radius.

Water Susceptibility. For every 5 ft. The Hellsmith moves in water, or for every gallon of water splashed on it, it takes 1 cold damage.

Actions

Multiattack. Hellsmith makes three Searing Sword attacks, two Blazing Axe attacks, or two Scorching Glaive attacks.

Searing Sword. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 12 (2d6+5) slashing damage plus 3 (1d6) fire damage.

Blazing Axe. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 11 (1d12+5) slashing damage plus 4 (1d8) fire damage. When the Hellsmith hits with a Blazing Axe attack, all creatures within 5 ft. of the target must succeed on a DC 16 Dexterity saving throw or take 4 (1d8) fire damage.

Scorching Glaive. *Melee Weapon Attack:* +9 to hit, reach 15 ft., one target. *Hit:* 10 (1d10+5) slashing damage plus 5 (1d10) fire damage.

Forge (Recharge 5-6). At the start of its turn, the Hellsmith can choose to kneel and forego its movement and actions for this turn as it forges crude weapons for its allies. The Hellsmith becomes restrained, but emanates an aura of extreme heat in a 30 ft. radius around it. Any enemy creature that starts their turn in this area or enters it for the first time feels any metal they are wearing or carrying begin to heat up causing them to take 18 (4d8) fire damage. Creatures that aren't wearing or carrying any metal are immune to this fire damage. If an enemy creature ends their turn in this area, they gain one level of exhaustion as the temperature is unbearable.

At the start of the Hellsmith's next turn after taking the Forge action it becomes unrestrained and can distribute up to 5 searing weapons to allies within 30 ft. of it by throwing it to them. Creatures carrying searing weapons can add 3 (1d6) fire damage to any melee weapon attacks made during their turn. Searing weapons remain hot for 1 minute after being distributed.

Flying allies rain down fiery attacks with red hot arrows or spears, harassing those who tread into their unit's path while heavily armored berserkers hold off enemy advances. Facing off against a unit that has one of these beings at its core is no small task and requires a certain coordination to pierce their lines.

Versatile. The pride and joy of a Hellsmith are the weapons they craft for themselves. They have perfected a type of alloy that can change its shape with the strike of its hammer, but retain its form when brought down on an enemy. This alloy holds heat amazingly well and allows their weapons to stay moldable, yet still hardened enough to attack.

Each form of a Hellsmith's weapon has its own strengths whether it be speed, arching blows, or a range advantage. They switch between these forms often depending on the foes they are facing at the time and the arrangement of the battlefield.

TACTICS

You will never see a Hellsmith alone. They are possessed of a demeanor that commands respect within the units they serve with many of the fiends around them looking to them for guidance and support. It's important to pair them with others that will complement their strengths and make up for their weaknesses.

- Make note of what each of their amorphous alloy weapon attacks can do before dropping one in combat.
- Searing Sword is your best single target damage, keep pressure on the party tank with it.
- If the party bunches up, switch to the Blazing Axe and force them to step away from one another.
- Scorching Glaive is perfect for keeping the Hellsmith safely in the backlines with its 15 ft. reach. Make sure to put heavily armored allies in front of it.
- Forge can be used for area denial. Have the Hellsmith move to an area and begin forging. Those who stay will face a tough time with fire damage and exhaustion.

SUGGESTED PAIRINGS

While some creatures are considered solitary, the Hellsmith should absolutely be a part of a unit of lower devils and other fiends. In particular it pairs well with a heavily armored frontline and ranged allies to support it from behind. Giving a longbow archery line a Hellsmith and letting them rain fire from a distance is a deadly option for open field fighting.

- Imps can be particularly annoying to deal with when paired with a Hellsmith as they can go invisible and reappear to sting an enemy with an extra fiery bite from a Hellsmith weapon.
- Barbed Devils and Bearded Devils can make particularly good frontliners to keep enemies away from the Hellsmith and let it work from the backlines for a time. Look for creatures with a good AC or things that discourage players from getting close to them and let the Hellsmith hide behind them with its glaive.



AMORPHOUS ALLOY

Martial weapon, very rare (requires attunement)

Rumors speak of the hideous Hellsmiths that wield weapons of molten metal, shaping this specialized alloy to their own whim and crafting weapons for the fiends at its side. When you attune to this weapon, you can safely touch and carry the blade though anyone within 5 ft. of it feels unbearable heat emanating from it. You have a +1 bonus to attack and damage rolls made with this magic weapon.

When you find this weapon, it is in the form of either a greatsword, a greataxe, or a glaive. Once per round when you hit with an attack with this weapon, you gain one charge of Hellsmith's Heat up to a maximum of 5. If you do not hit with an attack with this weapon during your turn, you lose a charge of Hellsmith's Heat to a minimum of 0.

Hellsmith's Heat. For each charge of Hellsmith's Heat you have, add +1 fire damage to any successful attacks with this weapon. When you are at 5 charges of Hellsmith's Heat, you can use an action to emit a wave of scorching air around you and change the form of this weapon. Creatures within 20 ft. of you must make a DC 16 Constitution saving throw taking 3d8 fire damage on a failed save or half as much on a successful one. You can then choose to change the weapon's shape to either a greatsword, a greataxe, or a glaive. You then lose all charges of Hellsmith's Heat.

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