

Fiendish Codex:

Artificer

This is Supplemental Material

Artificer Specialist

At 3rd level, an artificer gains the Artificer Specialist feature. This is an option written by Odvaskar for that feature: The Infernal Machinist.

Infernal Machinist

Under the hideous clouds of Avernus lies a war torn hellscape ripe for scavenging. Many of these scavengers manage to build a hellish two wheeled infernal war machine from the scrapes, these scavengers are called Infernal Machinists. Whether you are a tiefling from Avernus or an unfortunate interloper, you have learned to blend the arts of an artificer with infernal magic.

Infernal machinists are sometimes hired by archdevils or other powerful individuals to create devastating machines for war.

Tool Proficiency

3rd-level Infernal Machinist feature

When you adopt this specialization at 3rd level, 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.

Infernal Machinist Spells

3rd-level Infernal Machinist feature

Starting at 3rd level, you always have certain spells prepared after you reach particular levels in this class, as shown in the Infernal Machinist Spells table. These spells count as artificer spells for you, but they don't count against the number of artificer spells you prepare.

Infernal Machinist Spells

Artificer Level	Spells
3rd	<i>Burning Hands, Hellish Rebuke</i>
5th	<i>Flame Blade, Heat Metal</i>
9th	<i>Fireball, Leomund's Tiny Hut</i>
13th	<i>Wall of Fire, Fire shield</i>
17th	<i>Creation, Conjure Volley</i>

Hell Bike

3rd-level Infernal Machinist feature

Your smithing has borne you a two-wheeled infernal war machine that handles like a motorcycle. See this vehicle's game statistics in the hell bike stat block, which uses your proficiency bonus (PB) in several places. You determine the vehicle's appearance.

In combat, the hell ride shares your initiative count and turn with you. The only action on its turn is the dodge action, unless you take a bonus action on your turn to command it to take the dash action. If you are incapacitated, the hell bike disappears. As a bonus action, you can temporarily dismiss your hell bike. It disappears into a pocket dimension where it awaits your summons. A bonus action while it is temporarily dismissed, you can cause it to reappear in any unoccupied within 30 feet of you.

If mending is cast on it, it regains 2d6 hit points. If it was destroyed within the last hour, you can use your smith's tools as an action to revive it, provided you are within 5 feet of it and you expend a spell slot of 1st level or higher. The hell ride is repaired after 1 minute with all its hit points restored.

At the end of a long rest, you can create a new hell bike if you have your smith's tools with you. If you have a hell bike from this feature, the first one immediately disintegrates. The hell bike also disintegrates in you die.

Infernal Bond

5th-level *Infernal Machinist* feature

Starting at 5th level, the bond between you and your bike strengthens. While you are mounted on your hell bike you gain the benefit of half cover. Additionally, the hell ride's speed increases to 60 feet.

Fiendish Machine

9th-level *Infernal Machinist* feature

Starting at 9th level, your time spent trying to create new modifications for your bike has finally paid off. It gains the following benefits:

- **Hellfire Engine.** The hell bike's engine because infused with hellfire, which grants resistance to fire damage to the rider. The rider's appearance is also changed by the hellfire.
- **Infernal Rubber.** The hell bike's wheels have been infused with infernal energy and are magical for overcoming resistance and immunity to nonmagical attacks and damage.
- **Spiked Wheels.** You have created a spiked tire, which gives your hell bike a climbing speed equal to its speed.

Infernal Engineer

15th-level *Infernal Machinist* feature

At 15th level, you have reached the pinnacle of infernal engineering. You have created the following modifications to you hell bike:

- **Flaming Wheels.** The wheels of your bike can channel the hellfire from the vehicle's engine deal an extra 2d6 fire damage.
- **Hellish Metal.** You have made a new frame for your bike that is made of infernal metal. The hell bike becomes resistant to nonmagical bludgeoning, piercing, and slashing damage.
- **Sky Rider.** The hell bike gains a flying speed equal to its speed as flames it produces can propel it through the air.

Hell Bike

Medium Vehicle (400 lb.)

Creature Capacity 1

Cargo Capacity 100 lb.

Armor Class 13 + PB (natural armor)

Hit Points 5 + five times your artificer level

Speed 50 feet.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	18 (+4)	12 (+1)	0	0	0

Damage Immunities fire, poison, psychic

Condition Immunities blinded, charmed, deafened, frightened, paralyzed, petrified, poisoned, stunned, unconscious.

Jump. If the hell bike moves at least 30 feet in a straight line, it can clear a distance of 60 feet when jumping over a chasm or other gap. Each foot it clears on the jump costs a foot of movement.

Prone Deficiency. If the hell bike falls prone, it can't right itself and is incapacitated until pulled upright.

Wheels. The hell bike can move through the space of any Medium or smaller creature. When it does, the creature must succeed on a Dexterity saving throw (your spell save DC) or take 1d6 + PB bludgeoning damage and be knocked prone, if the creature was already prone, it takes an extra 1d6 bludgeoning damage. This trait can't be used against a particular creature more than once each turn.

Reactions

Juke. If the hell bike is able to move, the driver can use its reaction to grant the Hell Ride advantage on a Dexterity saving throw.