

## VEHICLE CHASES

If the players get into a vehicle chase through Avernus, use following Chase Complications table to add drama to the encounter (see Chases in chapter 8 of the *Dungeon Master's Guide*).

### Avernus Chase Complications

| D29   | Complication  |
|-------|---|
| 1     | You head straight into a herd of grossly fat nupperibo devils. A vehicle makes a DC 15 Strength or Dexterity check (your choice) to get through the herd. On a failed check, the herd counts as 60 feet of difficult terrain. If a vehicle ends its turn in the herd, each embarked creature must make a DC 11 Constitution saving throw with disadvantage or take 1d4 piercing damage. |
| 2     | Uneven ground threatens to slow your progress. A vehicle makes a DC 10 Dexterity check to navigate the area. On a failed check, the ground counts as 40 feet of difficult terrain.  |
| 3     | A massive dust storm descends on you. Visibility is reduced to 20 feet. Vehicle have disadvantage on their next Chase Complications ability check. Embarked creatures that are exposed must make a DC 10 Constitution check. On a failed check, embarked creatures spend their next turn coughing, and can make no attacks.   |
| 4     | Your path takes you right into a swarm of hell hornets. The swarm makes an opportunity attack against a vehicle and any embarked creatures that are exposed. (+5 to hit; 4d4 piercing damage on a hit).   |
| 5     | A field of bubbling tar pits looms before you. A vehicle makes a DC 10 Dexterity check. On a fail, it becomes restrained. At the start of each turn, the driver can make a successful DC 15 Strength check using the vehicle's Strength to free the vehicle.  |
| 6     | You barrel toward a patch of Hell Sand. The vehicle's driver makes a Wisdom (Perception) check to spot and avoid it. On a fail, the vehicle spins out of control and finishes its move going in a random direction.   |
| 7     | Piles of devil bones from some ancient battle litter the landscape in great mounds. The rumbling of your Infernal war machine threatens to cause an avalanche. Vehicles make a Dexterity check (Huge vehicles and bigger have disadvantage). On a fail, you trigger an avalanche, and take 5d4 bludgeoning damage. The terrain counts as difficult for the next 40 feet.                |
| 8     | You come upon a sudden 15-foot drop off. A vehicle must make a DC 10 Dexterity check. A vehicle takes 8d4 bludgeoning damage on a failed save, or half as much damage on a successful one.  |
| 9     | Columns of flame erupt all around you. A vehicle makes a DC 10 Dexterity check or take 8d6 fire damage. Embarked creatures that are exposed take half damage.   |
| 10    | An infernal creature chases after you. The DM chooses the creature.   |
| 11    | Spiked chains burst from the cracked ground to lash the hull of your Infernal war machine, making a melee attack against each embarked creature at +4 to hit, dealing 11 (2d6+4) bludgeoning damage.  |
| 12    | You come upon a field of immense, teetering stones that seem to defy gravity. It seems to you that only a small bit of effort could bring them tumbling down. Each pillar has AC 17, and damage threshold of 35. If the damage threshold is exceeded, the pillar collapses in a random direction.   |
| 13    | You speed toward the enormous, skeletal remains of some anonymous long-dead monster. The bones looming above you are ancient and brittle. A vehicle must make a DC 10 Strength check or crash. Vehicles of Gargantuan size automatically succeed.   |
| 14    | You pass by what looks like an infernal war machine graveyard. A dozen or so derelict vehicle dot the landscape, some half buried in the gathered dust. If a vehicle dashes, it must make a DC 10 Dexterity check or crash into one of the derelict Infernal war machines.  |
| 15    | Your Infernal war machine races through a cloud of bleak gnats. The infernal insects burst against the hull, shedding magical darkness around them for 2 rounds.  |
| 16-20 | Relatively open expanse (no complication).  |

## MISHAPS

Infernal war machines are dangerous but temperamental machines. The hazards of Avernus's vast wastes and the onslaught of enemies are more than enough to push vehicles to breaking points.

Roll on the Mishaps table when one of the following occurs to a war machine:

- The war machine suffers a critical hit.
- The war machine takes an amount of damage from a single attack or effect equal to or greater than its mishap threshold value.
- A risky or difficult maneuver is attempted with the war machine (at the DM's discretion).

### Mishaps

| d20   | Effect  | Repair DC |
|-------|---|-----------|
| 1     | Engine explosion! The vehicle's engine bursts into flame, dealing 6d6 fire damage to the vehicle and creatures embarked on the vehicle or within 10 feet of it. The vehicle immediately moves double its speed in a straight line. Until a repair is made, the vehicle takes 2d6 fire damage at the start of each of its turns. | 20 (Str)  |
| 2     | Steering mechanism locked! The vehicle cannot make turns, and automatically fails Dexterity checks and saving throws until a repair is made.  | 15 (Str)  |
| 3     | Soul energy is bleeding out! The vehicle's speed is reduced by half until a repair is made.   | 15 (Dex)  |
| 4-6   | Weapon destroyed! DM determines which weapon is no longer operational.  | —         |
| 9     | Caustic smoke! Thick smoke spews out from the Infernal war machine to engulf the creature occupying the helm. The creature takes 5 (2d4) acid damage. If its eyes are exposed, it is blinded until the end of its next turn.  | —         |
| 10    | Engine shriek! The Infernal war machine lets out a high-pitch scream that echoes in the minds in all who hear it. All creatures within 60 feet of the vehicle must succeed on a DC 15 Intelligence save or take 14 (3d6) psychic damage.  | —         |
| 11-12 | Damaged wheel! The vehicle's speed is reduced by 15 feet. The vehicle has disadvantage on Dexterity checks and saving throws until a repair is made.  | 15 (Dex)  |
| 13-16 | Skid! The vehicle has disadvantage on all Dexterity checks and saving throws for 1 round.   | —         |

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| 16-19 | Armor failure! The vehicle's AC is reduced by 2 until the armor is repaired.   | 10 (Str) |
| 20    | Flip! The vehicle jerks to one side, and rolls. All embarked creatures must succeed on a DC 20 Dexterity (Acrobatics) check or fall from the vehicle. Roll any die. On an even result, the war machine lands back on its wheels. On an odd result, the war machine lands on its back and requires a successful Strength (Athletics) check made as an action to be righted. The DC for the check equals 15 for a Large war machine, 20 for a Huge war machine, and 25 for a Gargantuan war machine. |          |