

HANDOUT 1. WAR MACHINE RULES SUMMARY

INFERNAL WAR MACHINES

RULES FOR PLAY

BASE WAR MACHINE

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Huge land vehicle

Creature Capacity 8 Medium creatures

Cargo Capacity 10 tons

Armor Class 16

Hit Points 150 (damage threshold 10)

Mishap Threshold 35

Speed 100

STR DEX CON INT WIS CHA
23 (+6) 16 (+3) 14 (+2) 1 (-5) 1 (-5) 1 (-5)

Damage Resistances cold, psychic; bludgeoning, piercing, slashing from nonmagical attacks that aren't silvered

Damage Immunities fire, poison

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

CREATURE CAPACITY

The maximum amount of creatures that can fit onto the war machines

DAMAGE THRESHOLD

If a single attack deals less damage than the damage threshold, it is deflected

MISHAP THRESHOLD

If a single attack deals equal or greater damage than the mishap threshold, the war machine suffers a mishap

RIDING A WAR MACHINE

A war machine counts as difficult terrain (i.e. movement costs doubled).

Each war machine has **stations** that you can occupy. Entering a station costs all your movement, but leaving it costs none. Only one creature can fit into a station.

- The character in the **helm** station can use their movement to execute a **basic maneuver** and their action to perform an **attack maneuver** (see Helm Maneuvers).
- A character in a **weapon** station can use their action to make a **weapon attack** with that weapon.

All other creatures embarked on a war machine are considered to be riding on top of it, unless they choose to shelter inside as part of their movement. Characters inside the vehicle can't be targeted by attacks.



HELM MANEUVERS

A character in the Helm station can perform the following:

Basic Maneuver. A character in the helm station can use their **movement** to move the vehicle its speed. During this movement, they can take two turns of up to 90 degrees.

Attack Maneuver. A character in the helm station can use their **action** to perform one of the following:

- **Ram** Move up to the vehicle's speed in a straight line, entering Large or smaller creatures' spaces. Each target must make a DC 18 Dexterity save. On a success, it is pushed 5 feet to the nearest unoccupied space. On a failure, it falls prone and takes 28 (8d6) damage. At the end of the move, the vehicle can ram an adjacent creature or object. **Attack:** the driver makes a Dexterity attack (land vehicles). **Hit:** the target takes 22 (4d10) bludgeoning damage and the attacker takes half damage.
- **Sideswipe** **Target:** one vehicle at close range ahead. **Attack:** Strength check using the vehicle's Strength modifier contested by the target vehicle's Dexterity or Strength check. **Success:** target vehicle pushed into adjacent zone and passengers must succeed on DC 10 Strength check or fall prone.

SOUL COINS

As a bonus action, you can feed 1 soul coin to the machine to achieve one of the following effects:

- Increase the war machine's speed by 20 feet until the end of the character's next turn.
- The next time a weapon on the war machine deals damage before the end of the character's next turn, it deals an additional 10 force damage.
- The infernal war machine regains 20 hit points.

STATION COVER

A creature manning a station has cover:

- The helm station has three-quarter cover (+5 AC and Dexterity saving throws).
- Each weapon station has half-cover (+2 AC and Dexterity saving throws).

If a creature occupying a station is subjected to an effect that allows it to make a Dexterity saving throw to take only half damage, it instead takes no damage if it succeeds on the saving throw.

HANDOUT 2. BUILDING A WAR MACHINE

BUILDING YOUR WAR MACHINE!

You have four modification points to spend on improvements!

Tick the modifications you would like to buy.

VEHICLE NAME

VEHICLE STATISTICS

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23 (+6)	16 (+3)	14 (+2)	1 (-5)	1 (-5)	1 (-5)

Damage Resistances cold, psychic; bludgeoning, piercing, slashing from nonmagical attacks that aren't silvered

Damage Immunities fire, poison

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

STATION: HELM (1 CREW)

By using all of its movement speed, the creature occupying this station can move the vehicle up to its speed and make one 90 degree turn.

A creature has three-quarters cover (+5 bonus to AC and Dexterity saving throws) while it occupies this station. When it is subjected to an effect that allows it to make a Dexterity saving throw to take only half damage, it instead takes no damage if it succeeds on the saving throw.

STATION: WEAPON (1 CREW PER STATION / 2 STATIONS MAX)

A creature occupying this station can use the weapon fitted to it.

A creature has half cover (+2 bonus to AC and Dexterity saving throws) while it occupies this station. When it is subjected to an effect that allows it to make a Dexterity saving throw to take only half damage, it instead takes no damage if it succeeds on the saving throw.

BASIC IMPROVEMENTS

- RAKING SCYTHES (1 PT)**
Deal 16 (3d10) slashing damage to any creature on ground that you drive past.
- DURABILITY (2PTS)**
Increases hit points by 50 and damage threshold by 5
- MANEUVERABILITY (2PTS)**
Speed increases by 20 feet.
- RAM (3PTS)**
Ram attack damage increases to 33 (6d10) bludgeoning damage and causes no damage to your own vehicle.

WEAPON STATIONS (MAX TWO)

- INFERNAL SCREAMER (1PT)**
Target: One creature, object, or vehicle within 120 feet. *Effect:* Target makes a DC 15 Dexterity saving throw. On a failed save, it takes 22 (4d10) thunder damage plus 11 (2d10) thunder damage if within 60 feet. Half damage on a successful save.
- LIGHTNING HARPOON (1PT)**
Ranged Weapon Attack: +5 to hit, range 120 ft., one target. *Hit:* 2d8 piercing damage plus 2d6 lightning damage. If the target is a vehicle, its speed is reduced by 5 feet until the damage is repaired with a successful DC 10 Intelligence check made as an action.
- LIGHTNING FLAIL (2PTS)**
Melee Weapon Attack: +7 to hit, reach 15 ft., one creature. *Hit:* 18 (3d8 + 5) bludgeoning damage plus 5d8 lightning damage. Up to three other creatures within 30 feet of the target make a DC 20 Dexterity saving throw, taking 5d8 lightning damage on a failed save. Half damage on a successful save.
- WRECKING BALL (2PTS)**
Melee Weapon Attack: +7 to hit, reach 15 ft., one target. *Hit:* 8d8 bludgeoning damage. If the target is a vehicle, it must succeed on a DC 15 Strength saving throw or immediately move its speed in a random direction.
- THUNDER CANNON (2PTS)**
Target: One point within 120 ft. *Effect:* Each creature within 30 feet of the point must make a DC 20 Dexterity saving throw, taking 5d10 bludgeoning damage plus 2d12 thunder damage on a failed save. Half damage on a successful save.
- GORGER SAW (2PTS)**
Melee Weapon Attack: +7 to hit, reach 10 ft., one target. *Hit:* 6d10 slashing damage. If the target is a vehicle, its AC is reduced by 2 until it is repaired. A successful DC 10 Strength check made as an action repairs the damage.
- BONEMELT SPRAYER (2PTS)**
Target: Creatures in a 60-foot cone. *Effect:* Each creature in the cone makes a DC 20 Dexterity saving throw, taking 2d10 fire damage plus 4d8 acid damage on a failed save, or half as much damage on a successful one. Creatures that fail the saving throw are drenched in burning acid and take 1d10 fire damage plus 2d8 acid damage at the end of their turns. An affected creature or another creature within 5 feet of it can take an action to scrape off the burning fuel.