

INFERNAL WAR MACHINE: DEVIL'S RIDE

A two-wheeled war machine that handles like a motorcycle, with spiked wheels and a cowl shaped vaguely like a grinning devil's visage, with horns for handle bars. What the vehicle lacks in weapons, it makes up for with speed and maneuverability.

CREATURE CAPACITY

Creature capacity describes how many creatures can ride the infernal war machine comfortably. More creatures can fit by squeezing or by clinging to the outside.

ABILITY SCORES

Strength determines size and weight, Dexterity represents handling and maneuverability, Constitution reflects durability and quality of construction. For each encounter, a vehicle may use the Dash action a number of times equal to its Constitution modifier. Each additional Dash runs the risk of damaging the vehicle.

HIT POINTS

An infernal war machine's hit points can be restored by making repairs. When an infernal war machine drops to 0 hit points, it is damaged beyond repair.

DAMAGE THRESHOLD

Infernal war machines have bulk or armor that allows them to shrug off minor hits. A vehicle with a damage threshold has immunity to all damage unless it takes damage equal or greater than its threshold. Any less is considered superficial and doesn't reduce hit points.

MISHAP THRESHOLD

In an infernal war machine takes damage from a single source equal or greater than its mishap threshold, it must roll on the Mishap table.

HELM

The helm is a chair with wheel, levers, pedals, and other controls. A driver proficient with land vehicles can and its proficiency bonus to ability checks and saving throws.

Drive. The driver can use an action to propel the vehicle up to its speed or bring it to a dead stop. While moving the driver can steer it along any course.

Bonus Action. The driver can do one of the following:

- Start the infernal war machine's engine or shut it off.
- Take the Dash or Disengage action.
- Insert a *soul coin* or pour a flask of demon ichor into the engine's furnace.

FUEL

The magical furnace at the heart of a war machine is fueled by *soul coins* or demon ichor. *Soul coins* power the vehicle for 24-72 hours, 1 flask of demon ichor for 8.

When using *soul coins*, adding a flask of demon ichor provides a speed boost of 30 feet for 1 minute. Using demon ichor alone reduces maximum speed by 20 ft.

REPAIRS

A creature can attempt to make repairs to the vehicle with the right tools, even while on the move.

DEVIL'S RIDE

Large vehicle (500 lb.)

Creature Capacity 1 Medium creature

Cargo Capacity 100 lb.

Armor Class 23 (19 while stationary).

Hit Points 30 (damage threshold 5, mishap threshold 10)

Speed 120 ft.

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, paralysed, petrified, poisoned, stunned, unconscious

Jump. If the Devil's Ride moves at least 30 feet in a straight line, it can clear a distance of 60 feet when jumping over a chasm, ravine, or other gap.

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

Stunt. On its turn, the driver can expend 10 feet of movement to perform one free vehicle stunt, such as a wheelie or a burnout. Before the stunt can be performed the Devil's Ride must move at least 10 feet in a straight line. If the driver succeeds on a CD 10 Dexterity check using the bike's Dexterity, the stunt is successful. If the check fails by 5 or more, the Devil's Ride wipes out leaving it and the driver prone.

ACTION STATIONS

Helm (Requires 1 Crew and grants ½ cover). Drive and steer.

Harpoon Flinger (Requires 1 Crew and grants ½ cover).

Ammunition: 10 Harpoons. *Ranged Weapon Attack:* +5 to hit, range 120 ft., one target. *Hit:* 2d8 piercing damage.

REACTIONS

Juke. The driver can use its reaction to grant the Devil's Ride advantage on a Dexterity saving throw.

