

INFERNAL WAR MACHINE: TORMENTOR

The Tormentor is made of infernal irons, and bristles with spikes, blades, and chains, with bladed iron wheels.

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. Clingers must make Dexterity checks to stay attached when in combat.

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 3 times plus 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.

TORMENTOR

Huge vehicle (3,000 lb.)

Creature Capacity 4 Medium creatures

Cargo Capacity 500 lb.

Armor Class 21 (19 while stationary). **Damaged:** 15 (13)

Hit Points 80 (damage threshold 10, mishap threshold 20)

Speed 100 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	14 (+2)	14 (+2)	0	0	0

Damage Immunities fire, poison, psychic

Condition Immunities blinded, charmed, deafened, frightened, paralysed, petrified, poisoned, stunned, unconscious

Crushing wheels. The Tormentor can move through the space of any Medium or smaller creature. When it does, the creatures must succeed on a DC 13 Dexterity saving throw or take 2d10 bludgeoning damage and be knocked prone. If the creature was already prone, it takes an extra 2d10 bludgeoning damage. This trait can't be used against a particular creature more than once each turn.

Prone Deficiency. If the Tormentor rolls over and falls prone, it can't right itself and is incapacitated until flipped upright.

Magic Weapons. The Tormentor's weapon attacks are magical.

Raking Scythes. When the Tormentor moves within 5 feet of a creature (that isn't prone) or another vehicle for the first time on a turn, it can rake the creature or vehicle with its protruding blades for 2d10 + 2 slashing damage. A creature moves out of the way and takes no damage if it succeeds on a DC 13 Dexterity saving throw. A vehicle moves out of the way and takes no damage if its driver succeeds on the saving throw.

ACTION STATIONS

Helm (Requires 1 Crew and grants ¾ cover). Drive and steer the Tormentor.

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

Ammunition: 10 Harpoons. **Ranged Weapon Attack:** +7 to hit, range 120 ft., one target. **Hit:** 2d8 + 2 piercing damage.

REACTIONS

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

