Infernal War Machine Cheat Sheet

Below is a condensed version of the infernal war machine rules from Appendix B of the campaign book, focusing on the rules that apply to combat and chases.

General Rules

Magical Elements. Infernal war machines cease to function within an antimagic field.

Opportunity Attacks. War machines provoke opportunity attacks as normal. The attacker can target the vehicle or a creature inside it within reach.

Driving a War Machine

A war machine with no driver fails Dexterity saving throws. A driver proficient with land vehicles adds its proficiency bonus to ability checks and savings throws made using the machine's ability scores.

Drive (action). Propel the vehicle up to its speed, stop it, or steer it. If driver doesn't, the vehicle moves in the same direction and at the same speed as it did during the driver's last turn.

Bonus Actions. As a bonus action, the driver can:

- Start the war machine's engine or shut it off.
- Cause the war machine to Dash or Disengage.
- Insert a *soul coin* or *demon ichor* into the engine.

Chases on Avernus

Vehicle chases use a variant of the rules in the DMG:

- Distance is relative and doesn't fluctuate on turns.
- Participants can take 3 + Con mod Dash actions. Each additional Dash action during the chase requires DC 10 Con check at end of turn or 1 level exhaustion.
- At end of turn, roll d20 for complication that affects next chase participant in initiative order.

d20	Complication
1-2	You drive past creature that chases you.
3	DC 15 Dex save to avoid 300 ft. high and 30 ft. wide fire tornado. On failure, each creature in the vehicle makes DC 18 Dex save, taking 99 (18d10) fire damage on a failure, half on success.
4	Cloud of dust envelops the vehicle. Creatures without total cover or protective eyewear are blinded until the start of its next turn.
5	DC 15 Dex check. On success, natural pillars provide three-quarters cover against attacks from other vehicles until start of driver's next turn.
6	DC 15 Str or Dex check (driver's choice), on fail herd of lemures or manes counts as 30 ft. difficult terrain.
7	Vehicle drives off 10 ft. ledge and crashes down. Unsecured creatures on outside must succeed on a DC 15 Dex save or tumble off, taking 1d6 bludgeoning damage and landing prone on the ground.
8	DC 10 Dex check, or uneven ground counts as 60 ft. of difficult terrain.
9	If vehicle uses Dash this turn, DC 10 Dex check or crash into a derelict infernal war machine.
10	Ground gives way, vehicle begins rolling. DC 10 Dex save, or the vehicle lands prone, upside down or on its side. Any unsecured creature on outside must succeed on a DC 20 Str save or tumble off, landing prone in an unoccupied space within 20 ft.
11+	No complication.

Mishaps

Occurs if the war machine is in motion and it:

- Takes damage from one source >= mishap threshold.
- Fails an ability check by more than 5.

A creature within reach and with right tools can use an action to end a mishap by succeeding on ability check against Repair DC (disadvantage if vehicle is moving).

d20	Mishap	Repair DC
1	*Engine Flare.* Any creature that starts its turn on or inside the vehicle takes 10 (3d6) fire damage until mishap ends.	15 (Dex)
2-4	*Locked Steering.* Can only move in a straight line, automatically fails Dex checks and saves until mishap ends.	15 (Str)
5-7	*Furnace Rupture.* Speed decreases by 30 feet until mishap ends.	15 (Str)
8-10	*Weapon Malfunction.* One of vehicle's weapons don't work until mishap ends.	20 (Str)
11-13	*Blinding Smoke.* The helm station is heavily obscured until mishap ends.	15 (Dex)
14-16	*Shedding Armor.* Damage threshold is reduced by 10 until mishap ends.	15 (Str)
17-19	*Damaged Axle.* Until mishap ends, disadvantage on Dex checks, and ability checks and attacks made by creatures on or inside vehicle have disadvantage.	20 (Dex)
20	*Flip.* Flips over prone in an unoccupied space. Unsecured creatures must succeed on DC 20 Strength save or land prone in unoccupied space within 20 feet. Creatures inside fall prone and must succeed on DC 15 Strength save or take 10 (3d6) bludgeoning damage.	None

Vehicular Exhaustion

Exhaustion can be reduced by repairing it (1 hour, DC 15 Intelligence check with tools to decrease level by 1).

Level	Effect
1	Disadvantage on ability checks
2	Speed halved
3	Disadvantage on attack rolls and saving throws
4	Hit point maximum halved
5	Speed reduced to 0
6	Hit points reduced to 0, and vehicle breaks down

Crashing

If vehicle crashes into something big, comes to sudden stop and takes 1d6 bludgeoning damage for each 10 ft. it moved since last turn (max 20d6). Creatures inside take same damage, DC 15 Str save halves.

Crashing into Creatures. When vehicle enters creature's space, creature takes 1d6 bludgeoning damage for each 10 ft. vehicle moved since last turn (max 20d6), can use reaction and successful DC 10 Dex save to take no damage. Vehicle crashes (see above) if not at least two sizes bigger than creature it drives into.