

INFERNAL WAR MACHINE: DEMON GRINDER

The Demon Grinder is a bulky, armored beast that rumbles loudly as it crushes obstacles and enemies in its path. Iron jaws are mounted on the front of the vehicle, which handles like a garbage truck.

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 Mishaps table.

HELM

The helm is a chair with wheel, levers, pedals, and other controls. A driver proficient with land vehicles can add 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.

DEMON GRINDER

Gargantuan vehicle (12,000 lb.)

Creature Capacity 8 Medium creatures

Cargo Capacity 1 ton.

Armor Class 19 (17 while stationary).

Hit Points 200 (damage threshold 10, mishap threshold 20)

Speed 100 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	10 (+0)	18 (+4)	0	0	0

Damage Immunities fire, poison, psychic

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

Crushing wheels. The Demon Grinder can move through the space of any Large or smaller creature. When it does, the creature must succeed on a DC 11 Dexterity saving throw or take 4d10 bludgeoning damage and be knocked prone. If the creature was already prone, it takes an extra 4d10 bludgeoning damage. This trait can't be used against a particular creature more than once each turn.

Prone Deficiency. If the Demon Grinder 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.

ACTION STATIONS

Helm (Requires 1 Crew and grants ¾ 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.

Bile Sprayer (Requires 1 Crew and grants ½ cover).

Ammunition: 3 Charges. Recharge 5–6. Acidic bile sprays from a nozzle in a 30-foot cone. Each creature in the cone must make a DC 12 Dexterity save, taking 9d8 acid damage on a fail. A creature reduced to 0 HP is dissolved.

Wrecking Ball (Requires 1 Crew and grants ½ cover).

Melee Weapon Attack: +9 to hit, reach 15 ft., one target. *Hit:* 8d8+4 bludgeoning damage, doubled if target is an object or structure.

Chomper (Requires 1 Crew and grants ½ cover).

Melee Weapon Attack: +9 to hit, reach 5 ft., one target. *Hit:* 6d6+4 piercing damage. A creature reduced to 0 HP is ground to bits and spat out through pipes on both sides of the vehicle.

