7th Level

DMDave

Tales of Omeria

Deadrunners

Fifth Edition Adventure

The Wither belongs to the mad.

Featuring art by Maps by Owen and Fat Goblin Games.

Table of Contents

Adventure Primer	3
Background: Against the Elements	3
The Transport	4
Travel Through The Wither	4
Encounters in The Wither	7
Deadrunners	7
Wasteland Bandits	9
Points of Interest	10
Vehicles in Combat	10
Wrap-up: The Florist	11

DMDave

Credits

This FREE adventure was a collaborative effort brought to you by these awesome folks:

Producers: The DMDave Team

Story and Mechanics: DMDave
Proofing: Benjamin "Sarge" Gilyot

Cover Illustrator: Shutterstock
Cartography: Maps by Owen (Omeria)
Interior Illustrations: Shutterstock

Additional Support: All my awesome patrons!

Special Thanks: I want to thank all my awesome patrons, especially the newest patron who requested this one. Also, a big thanks to our friends at *Wizards of the Coast* for making the coolest game in the world and allowing creators like ourselves to borrow your open license.

Adventure Primer

Estimated Duration: 3-4 hours
Suggested Music: "Turbo Killer" by Carpenter Brut

Against the Elements

The Wither is the two-million square mile wasteland bordering Aspaeth and Dorithell. Most Central and Southern Omerian traders avoid The Wither. Instead, they travel by sea, evocraft, or along the narrow coasts. However, there are a brave (or mad?) few who dare to travel through the merciless expanse. These traders are known as Deadrunners.

From gnolls to desert bandits to mad druids and month-long sandstorms, Deadrunners face all manner of horrors in The Wither. As such, there are only two types of Deadrunners: the quick and the dead.

Where to Add This Adventure

This adventure is designed for **three to seven 5th- to 8th-level characters** and is optimized for **five characters with an average party level (APL) of 7**. The adventure sees the adventurers make a Deadrun through The Wither. They start their journey in the ruined nation of Aspaeth and end the journey at the border of The Contested Lands. Although this adventure is designed for the Omeria campaign setting, it can just as easily be placed in any campaign setting that has a large, dangerous desert or wasteland.

Adventure Hooks

The characters are Deadrunners. A Deadrunner isn't a class, subclass, or race. It's a job. For some, it's temporary. One job and done. There are many, however, who love the thrill of a good Deadrun. The characters could be one of those grizzled Deadrunner veterans, or they could be involved in a one-off run. If the latter, here are a few adventure hooks to consider:

"I've got a job for you..."

While traveling through a major city in Omeria, the characters meet with a man who needs their help. The man claims he's got three tons of cargo he needs transported. It's clear from the beginning that the contents of the cargo are illegal, as he needs the characters to move the cargo through The Wither to avoid navy and coastal checkpoints. If the characters accept the gig, they will be paid 50 gp per character up front and another 450 gp each on delivery.

"Observe and report."

The characters work for a good-leaning faction that suspects that illegal activity is being carried out by the Black Rose Clan of Greatwell. Their superiors want the characters to accept a job transporting goods through The Wither for Black Rose Clan (as detailed above). The characters are to learn the identities of the sellers and buyers in the transaction. Success could result in a promotion or access to something important that the characters seek.

Black Rose Clan Initiation

The characters wish to join Black Rose Clan. To prove their loyalty, they must join a transport making a Deadrun through The Wither. If successful, they will be allowed to join Black Rose Clan.

The Transport

When the characters take the job, they must travel to the Aspaethan city of Mibonra. There, they meet Nkosenye (LE male Aspaethan human **bandit**) and Mduduzi (NE male Aspaethan human **bandit**). As drivers of the transport, both have proficiency in vehicles (land). Both grizzled Deadrunners, neither man speaks much.

The transport itself is a rough-looking **Dinzer ox-class transport** (see its stat block in the vehicle supplement) nicknamed *The Prince*. *The Prince* is fully loaded with three tons of cargo: dried white bloom (see the White Bloom sidebar for details). In addition to the cargo, the transport is carrying enough food and water to last each character plus the two drivers for one week.

The characters are there to make sure that the transport reaches the city of Qatakamah in The Contested Lands. When they arrive, they are supposed to meet with someone named The Florist who will give them further instructions.

Travel Through The Wither

The Wither is easily one of the most dangerous environments on Casar. Not only is it filled with deadly creatures and bloodthirsty bandits, but also the elemental forces bound to the desert actively despise dulon-created lifeforms—especially humanoids. The following rules help adjudicate travel through The Wither, specifically for this adventure. This material builds on the travel rules in the Fifth Edition core rulebooks.

White Bloom

The white bloom is a flower that grows along the south-facing foothills of the Basilisk's Spine Mountains, just north of the Wound. When dried, crushed, and smoked, the pedals act as a potent depressant. A creature that smokes whitebloom must make a DC 12 Constitution saving throw. On a failed saving throw, the creature is poisoned for 1 hour. At the end of the hour, the creature must make another Constitution saving throw with a DC equal to 10 + 1 for the number of times it has smoked the substance within the last 24 hours. On a failed saving throw, the creature contracts the disease, white bloom addiction.

A creature infected by white bloom addiction must smoke white bloom once every 24 hours. If the creature fails to smoke white bloom in a 24 hour period, it contracts a random form of longterm madness (see the *DMG*) which manifests itself immediately and lasts for the duration (1d10 x 10 hours). If the madness is allowed to run its full course, the creature suffers another bout of longterm madness (roll again on the table) that lasts for the normal duration. The madness symptoms continue until the disease ends or the creature smokes white bloom.

The Driver

As *The Prince* begins its journey through The Wither, during each eight hour period, one of the characters or NPCs must take on the role of driver. Driving is an exhausting affair. A driver can only travel for 8 hours before they need a long rest. For each additional hour of driving beyond 8 hours, the driver must make a Constitution saving throw at the end of the hour. The DC is 10 + 1 for each hour past 8 hours. On a failed saving throw, the driver suffers one level of exhaustion.

Travel Pace

The Prince normally travels at a non-stop pace of 480 miles per day, but The Wither is decidedly much more difficult to traverse; it only moves at a rate of 240 miles per day. Unlike with normal land travel, *The Prince* can't choose to move at a faster pace, though, they can choose to go slower.

If *The Prince's* wheels take damage, it might be slowed. For every decrease of 10 feet in speed, reduce *The Prince's* travel pace by 1 mile per hour and 24 miles per day.

Mduduzi and Nkosenye take turns at the wheel. To ensure non-stop travel, one of the characters may also have to help with driving duties.

Travel Distances

On the map of The Wither on page 2, each hex measures 60 miles across. *The Prince* moving at a normal pace can travel 4 hexes per day or 1 hex every six hours. If *The Prince* moves at a slow pace, they can only travel 3 hexes per day, or 180 miles. While moving at a slow pace, *The Prince* can move stealthily through *The Wither* and spot dangers ahead of time. Of course, this slower pace puts them at danger of running out of supplies.

If *The Prince* has only two drivers taking the wheel (and stopping for rests), roll a d4 at the start of each day. On a result of 1 or 2, *The Prince* moves only 2 hexes that day. And on a result of 3 or 4, *The Prince* moves 3 hexes. At a slow pace, *The Prince* moves 2 hexes if it only has two drivers.

With only one driver at the wheel, roll a d4 at the start of each day. On a result of 1-3, *The Prince* moves only 1 hex. On a result of 4, *The Prince* moves 2 hexes. At a slow pace, *The Prince* moves 1 hex if it only has one driver.

Navigation

While there are some common roads or paths through The Wither, black market traders prefer to stay off those routes to avoid attention. Instead, they travel over the dunes, canyons, and the hellscape of The Wither to reach their destinations.

Have the players designate one party member as the navigator. However, the navigator can also be one of the two NPCs, Nkosenye or Mduduzi. The party can switch its navigator day to day.

At the start of each new travel day, make a DC 10 Wisdom (Survival) check on behalf of the navigator. Nkosenye and Mdudzui make their checks with a +4 bonus. If *The Prince* is moving at a slow pace, the navigator gains a +5 bonus to the check.

If the check succeeds, *The Prince* travels in the desired direction without becoming lost. If the check fails, *The Prince* inadvertently travels in the wrong direction and becomes lost. While lost, the party's navigator can repeat the check after the party spends 1d6 hours trying to get back on course.

Hazards

Most Central Omerians would argue that The Wither itself is a hazard that should be avoided at all costs. It is home to all sorts of terrible storms, impassable terrain, and other nightmares that only the most insane Deadrunner would dare pit their vehicle (and life) against. This section presents a variety of common hazards that the characters and NPCs will face in The Wither.

Group Checks

To determine how *The Prince* fares against these hazards, each threat requires the characters and/or NPCs to make a special group check (see Chapter 7 of the *PHB* for details on group checks). Group checks may consist of all of the characters and NPCs involved to make the same ability check, or it may have different checks for each character and NPC. Regardless, their success and failures contribute to the one group check.

Anyone can attempt a check so long as proficiency isn't required for the check. Additionally, only the driver can make checks associated with the driver's role. Only one person can attempt a check; they can't receive help.

Once all the checks related to the group check have been rolled, *The Prince's* success or failure is determined. Hazards offer four levels of success or failure determined by the result of the transport's group check. A total success or a total failure occurs when every roll in the group check is a success or a failure, respectively.

Determining Hazards

To determine hazards at random, roll a d20 each day of the journey. On a 20, *The Prince* faces a hazard that day. Use the following two tables to determine the nature of the hazard and the DC of the threat it presents. Specifics corresponding to each of these DC levels are detailed along with each of the following hazards.

Hazard Type

d20	Hazard Type
1-3	Breakdown
4-12	Hazardous Terrain
13-20	Sandstorm

Hazard DC

d20	Hazard Type
1-7	10
8-15	15
16-19	20
20	25

Breakdown

The combined effects of rough terrain, punishing heat, and constant movement puts a ton of wear and tear on vehicles crossing through The Wither. Sometimes, the wear and tear is enough to completely disable a vehicle—a dangerous proposition in The Wither, to be sure!

When a breakdown occurs, roll for a random part of *The Prince* on the Breakdown Component table. That component takes 16 (3d10) damage. If the component takes enough damage, it may stop functioning altogether and the characters and NPCs may have to stop to make repairs.

Each hour that the crew of *The Prince* spends repairing a damaged component requires those on the transport to make a group check. There are three checks required:

- Strength using proficiency with vehicles (land)
- Intelligence (Investigation)
- Wisdom (Perception).

The checks' DC is randomly determined or chosen from the Breakdown DCs table. The characters who assist in the repairs each make an ability check, as shown on the Breakdown Checks table.

Determine how many of the group's checks succeed, then consult the Breakdown Check Results table.

Breakdown DCs

DC	Description
10	Easy fix
15	Major damage
20	Structural damage
25	Totaled

Breakdown Component

d10	Component
1-5	Hull
6-7	Helm
8-10	Wheels

Breakdown Check Results

Result	Effect
Total Success	The characters and NPCs completely repair the damage.
Success	The component regains 2d6 hit points.
Failure	The characters and NPCs make no significant repairs.
Total Failure	The attempted repairs do more harm than good; the component takes an additional 1d6 damage.

Hazardous Terrain

Boiling tar pits, mountainous dunes, lakes of acid, jagged canyons; there is no end to the nightmares that The Wither creates to torment living creatures.

A group check determines how the characters and NPCs handle the terrain. The check's DC is randomly determined or chosen from the Hazardous Terrain DCs table. The driver makes an ability check along with three other characters that act as navigator and lookout, as shown on the Hazardous Terrain Check table. The check takes the place of any other activities that the one performing the check might undertake that day, representing their dedication to keeping *The Prince* and its passengers safe. If no one makes one of the checks required to avoid the hazard, a failure is contributed toward the group check.

Determine how many of the group's checks succeed, then consult the Hazardous Terrain Check Results table.

Hazardous Terrain DC

DC	Description
10	Rock terrain, tall dunes
15	Jagged canyons, tar pits
20	Acid lakes, deep canyons
25	Lava pools, sinking sand

Hazardous Terrain Checks

Character	Description
Driver	Wisdom (land vehicles))
Any	Strength (Athletics)
Any	Wisdom (Perception)
Any	Wisdom (Survival)

Hazardous Terrain Check Results

Result	Effect
Total Success	The characters and NPCs successfully navigate the terrain without any setback, and gain 1 extra hex of travel time for that day.
Success	The characters and NPCs successfully navigate the terrain without any setback.
Failure	The characters and NPCs successfully navigate the terrain, but lose 1 hex of travel time for that day. If they've already used all their travel time for that day, subtract the travel time from the next traveling day.
Total Failure	The characters and NPCs fail to navigate the terrain, and the vehicle gets damaged as a result; each of *The Prince's* components takes 4d10 bludgeoning damage. The characters may have to make Breakdown checks to repair *The Prince* before they can continue (see above). Then, the characters must make another series of Hazardous Terrain group checks to continue.

Sandstorm

With three of the four major elements working together, sandstorms in The Wither are unlike storms found anywhere else in Omeria. They possess gale-force winds, dagger-like sand blasts, lightning, and even fire that rains from the sky. Most living creatures who get caught in one unprotected rarely live to tell the tale.

Each day *The Prince* spends involved in a sandstorm requires those in the transport to make a group check. The check's DC is randomly determined or chosen from the Sandstorm DCs table. The driver and three more characters each make an ability check, as shown on the Sandstorm Checks table. This check takes the place of any other activities that the character might undertake that day, representing their contribution to keeping *The Prince* from being obliterated. If no one makes one of the required checks, a failure is contributed toward the group check.

Determine how many of the group's checks succeeded, then consult the Sandstorm Check Results table.

Sandstorm DCs

DC	Description
10	Heavy gale, blinding sands
15	Sharp glass shards, lightning
20	Tornadic winds, chain lightning storms
25	Firestorms

Sandstorm Checks

Character	Description
Driver	Wisdom (land vehicles)
Any	Strength (Athletics)
Any	Wisdom (Perception)
Any	Wisdom (Survival)

Hazardous Terrain Check Results

Result	Effect
Total Success	The characters and NPCs survive unscathed. *The Prince* gains 1 hex of extra travel time that day.
Success	*The Prince* survives unscathed.
Failure	*The Prince's* components each take 4d10 bludgeoning damage, and *The Prince* must try to navigate the sandstorm again the next day of travel.
Total Failure	*The Prince's* components each take 10d10 bludgeoning damage, and *The Prince* must try to navigate the sandstorm again the next day of travel.

Encounters in The Wither

As if The Wither's hazards aren't enough for the crew of *The Prince* to contend with, there are plenty of dangerous humanoids and other monstrosities that would love nothing more than to stop *The Prince* in its tracks and kill the characters and NPCs. This section supplies you with a variety of random tables detailing the types of encounters the characters may experience in wasteland.

Random Encounters

For each day of travel, in addition to checking for hazards, roll a d20 three times: once for the morning, the afternoon, and the night. An encounter occurs on a result of 17 or higher. If you roll both a hazard and a random encounter, *The Prince* experiences both. They might occur simultaneously, or in an order of your choice.

The random encounters aren't tailored to characters of a particular level. If the characters encounter hostile creatures beyond their ability to defeat, give them opportunities to run, hide, negotiate, or otherwise avoid certain death. The tables also allow for encounters with other transports and the discovery of mysterious points of interest. Additional tables for further detailing such encounters are included later in this section.

Random Encounters in The Wither

d100	Encounter
01–03	1 **bulette**
04-07	1d4 + 1 **dust mephits**
08-11	1d6 **swarms of insects**
12-17	1 **giant constrictor snake**
18-25	1d4 **giant hyenas**
26-30	2d4 **gnolls**
31-35	1d8 + 1 **giant vultures**
36-38	1d4 **ogres**
39-40	1d6 + 3 **death dogs**
41	1 **medusa**
42-45	1d6 **wights**
46-47	1d4 **mummies**
49	1d8 **berserkers**
50-52	1 **air elemental**
53-57	1d6 **wererats**
58-59	1d4 **giant scorpions**
60-61	1 **earth elemental**
62-63	1 **fire elemental**
64	1 **desert drake***
65-75	Deadrunners (generated at random)
76-90	Wasteland bandit war band (generated at random)
91-00	Point of interest (generated at random)

Deadrunners

The characters aren't the only ones who dare to travel through The Wither. Deadrunners come from all stripes and have no "code." Just as one group could be friendly to the characters, another could represent a major threat. The following rules can be used to generate the other Deadrunners that the characters meet in The Wither.

Deadrunner Purpose

Every Deadrunner group has a reason for crossing The Wither, which can be rolled or chosen on the Deadrunner Purpose table. Each purpose is described after the table.

Deadrunner Purpose

d20	Purpose
1-6	Cargo
7-10	Passenger
11-13	Military Envoy
14-17	Mercenary Envoy
18-20	Piracy

Cargo

Like the characters, Deadrunners transporting cargo travel through The Wither to save time and money, avoid attention, or simply for the thrill. The vehicle's alignment, allegiance, and disposition guides what the Deadrunners might carry as cargo.

A cargo transport usually consists of three drivers (**bandits** or **veterans**) and have 2d4 **guards** with them.

Passenger

Some travelers may take to The Wither out of necessity. This can save time on a journey, or it might be to avoid the authorities that cling to the Omerian coastlines.

A passenger transport consists of three drivers (**bandits** or **veterans**) with **commoners** or **nobles** as the passengers. Important people might carry 2d4 **guards** with a **veteran** guard captain.

Military Envoy

It's rare that Omeria's nations aren't locked in some form of content. As such, The Wither has offered the armies of Southern and Central Omeria an indirect route with which they can use to surprise their enemies. Furthermore, military Deadrunners might be hunting escaped criminals or pirates or tracking illegal cargo across the wasteland.

A military envoy consists of 1d4 vehicles, usually **Dinzer ox-class troop transports**. Each vehicle has 2d10 **guards** led by a **veteran** guard captain and three drivers (**guards** or **veterans**). The envoy may even have 1d6 **scouts** on lumibikes (see the Appendix) performing reconnaissance for the envoy. For envoys with more than two vehicles present, there might even be a **knight** commander among the soldiers.

Mercenary Envoy

The Wither hides many points of interest in its sands. Deadrunner mercenaries enter The Wither looking for adventure and pay. They explore uncharted territories, fight

creatures, and even go on quests.

Mercenary Deadrunners have vehicles and crews similar to military envoys.

Piracy

Pirates rob other Deadrunner transports and attack villages and other semi-permanent structures in The Wither. While the pirates of The Wither engage in criminal operations, they aren't necessarily evil. Some simply choose a life in The Wither because it exists outside the restraints of Omeria's governments. Some harm only those who they feel "violate their code."

Deadrunner pirates are usually led by a **bandit captain** (who may act as a driver) and 2d4 **bandits**.

Attitude and Allegiance

Each Deadrunner group has an attitude that guides how they interact with the characters. Friendly Deadrunner groups might want to trade, share news, or help the characters. Neutral Deadrunner groups might attack if they feel threatened or just avoid contact altogether, and a hostile Deadrunner group might try to kill the characters and loot their cargo. First, roll or choose an attitude on the Deadrunner Attitude table, then roll on the appropriate table to determine the Allegiance of the crew.

Deadrunner Attitude

d6	Attitude
1	Friendly
2-4	Neutral
5-6	Hostile

Friendly Deadrunners

d6	Allegiance
1-3	Aspaethan
4	Dinzer
5	Nadorithi
6	Naqqadi

Neutral Deadrunners

d8	Allegiance
1-2	Aspaethan
3	Black Rose Clan
4	Dinzer
5	Dorithellian
6	Ingumesh
7	Nadorithi
8	Naqqadi

Hostile Deadrunners

d6	Allegiance
1-2	Dorithellian
3-4	Ingumesh
5	Nadorithi
6	Sandwalker

Deadrunner Disposition

Each Deadrunner crew has a disposition that determines the current status of the Deadrunners when the characters encounter them. Choose or roll for the Deadrunner's disposition on the Deadrunner's Disposition table. If you roll no special disposition, the Deadrunners are under no unusual stress and react based on its attitude.

Deadrunner Disposition

d6	Disposition
1	Emergency
2	Help with a purpose
3	Trading
4-6	No special disposition

Emergency

The Deadrunners are experiencing some sort of crisis. The Deadrunners beg or demand the characters' help in getting out of the situation. Choose or roll for an emergency on the Deadrunner Emergency table to determine their crisis.

Deadrunner Emergency

d4	Emergency
1	The drivers are lost/dead.
2	The Deadrunners' vehicle is broken down.
3	The Deadrunners' vehicle is stuck in difficult terrain.
4	The Deadrunners are under attack.

When the Deadrunners approach the characters, they are looking for direct aid in a task. For example, a mercenary crew might be seeking a special location in The Wither, and a military envoy may want to locate pirates. Some Deadrunners might offer compensation for assistance, others might threaten or beg the characters to help.

Trading

Deadrunners who wish to trade offer their goods and services in exchange for assistance, items, or gold. Use the Deadrunners' Purpose table to guide what they have to trade. For example, mercenaries might know the location of a point of interest. Evil-aligned Deadrunners might attack if the characters turn down trade opportunities.

Wasteland Bandits

Considered by some to be a hazard unto itself, wasteland bandits are nomadic pirates that cling to the edges of The Wither, terrorizing Deadrunners and any other living thing that has the misfortune of encountering them.

When the characters encounter a War Party, you can use the tables below to randomly generate one quickly for use in the encounter. Roll on each one in turn to determine the war band's name, components, and unique traits.

The War Band Name table is set up to create two-word names. The War Band Composition table determines how many vehicles and bandits the band contains. Then, the War Band Leadership table indicates the war band's commander.

Finally, the Notable Traits and Tactics tables add distinctive flavor to the war band.

Wasteland Bandit War Band Name

d10	Name Part 1	Name Part 2
1	Apocalypse	Brigands
2	Doom	Cannibals
3	Hateful	Raiders
4	Mad	Ravagers
5	Red	Screamers
6	Sand	Skeletons
7	Ugly	Terrors
8	Vicious	Tormentors
9	Vile	Vultures
10	Wicked	Warriors

War Band Composition

Vehicle	Number Appearing	Crew per vehicle
Firebike	2d4	1 **scout**
Doom buggy	1d4 + 1	1 **berserker** and 1 **bandit**
Transport	1	4d6 **tribal warriors**

War Band Leadership

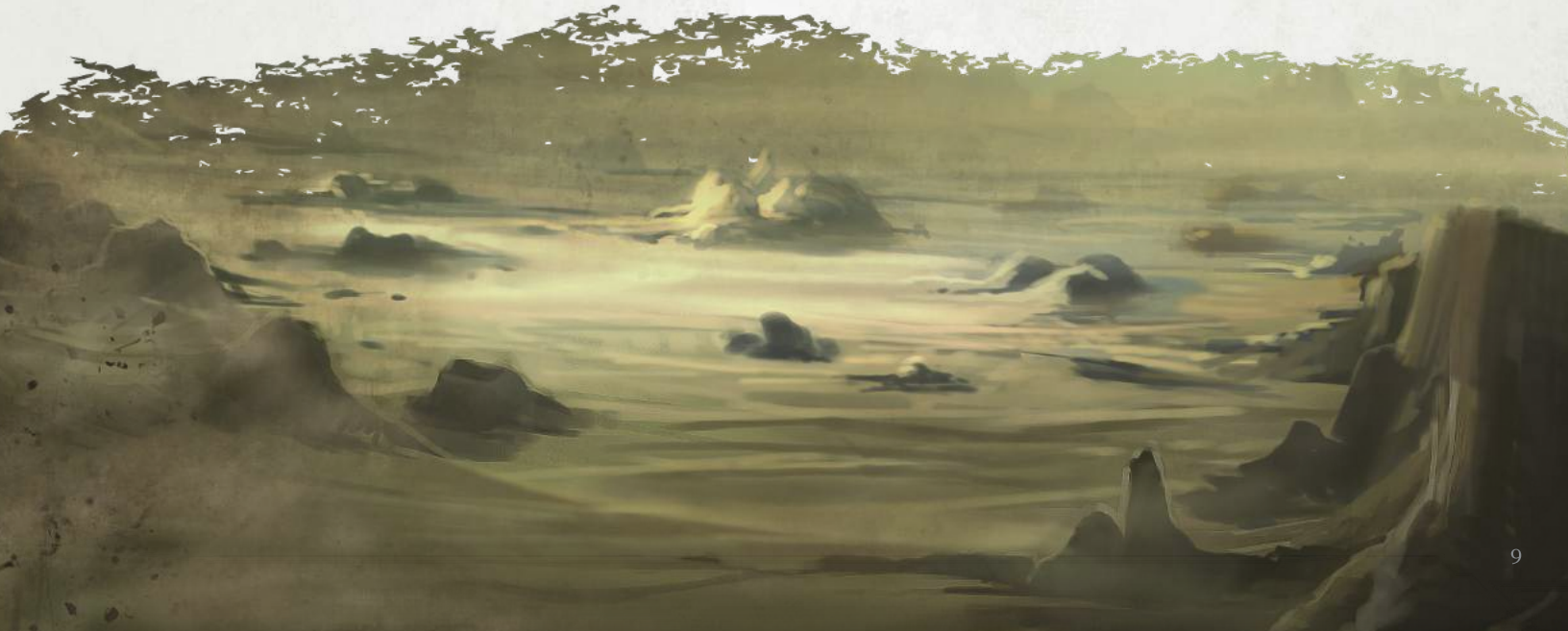
d6	Leadership
1-3	**Bandit captain**
4-5	**Berserker**
6	**Gladiator**

Notable Traits

d10	Notable Traits
1	Brightly colored clothing/hair
2	Skull makeup
3	Hyena headdresses
4	Ritual scarring
5	Cloaks and cowls
6	Polished helmets
7	Grotesque appearance
8	All halflings
9	Religious zealots
10	Black facepaint

Notable Tactics

d8	Notable Tactics
1	Use of flaming arrows and burning pitch
2	Uses loud music or screaming to spread fear
3	Crashes vehicles with intent to kill
4	Victims tethered to their vehicles' hulls
5	Leader has a powerful item, such as a *flail of smiting*
6	Leader is a **mage**
7	Corals targets into traps or dangerous terrain
8	Travels with **desert drakes**



Points of Interest

Despite being a violent wasteland, The Wither is home to many interesting locales. When you roll a point of interest result on the Random Encounter stable, roll on the Point of Interest Type table to determine what the characters find. The types of points of interest are described after the table.

See Chapter 5 of the *DMG* for details on creating points of interest.

d100	Point of Interest
01-33	Monster Lair
34-41	Monument
42-60	Ruins
61-70	Settlement
71-92	Stronghold
93-00	Weird Locale

Monster Lair

Monster lairs are the most common point of interest in The Wither. When the result of a monster lair comes up on the Points of of Interest table, choose an appropriate monster that would live in the lair or use the Random Encounters table on page 7 to determine the nature of the monster.

Monument

Like the ruins of the settlements and strongholds that existed before The Transmuter Wars, giant statues, pyramids, obelisks, and other antique structures litter the great wasteland. Refer to Chapter 5 in the *DMG* for examples of monuments that could appear.

Ruins

Before the elements laid waste to the lands between Aspaeth and Dorithell, the region now known as The Wither was home to the great nation of Karnione. Now all that remains of Karnione are the crumbling towers, temples, and cities of its once glorious empire.

Settlements

Although rare, humanoids do make their homes in The Wither. The most common race of humanoids found in the great wasteland are the sandwalkers, a bizarre, insect-like race that despises most non-sandwalkers that set foot in The Wither. Along with the sandwalkers, dune kobolds, gnolls, trolls, and ogres are also common.

Strongholds

Deadrunner strongholds rise and fall in The Wither, typically along the edges near the borders of Aspaeth, Dorithell, and Odonburg. One of the most famous strongholds is the Djinguré Mud Fort in the south. The Djinguré mud fort is featured in the DMDave adventure, *Hunger*.

Weird Locales

Thanks to its long history of rogue magic, angry elemental powers, and the divine might of Karnione's Creed of Iron, strange and unusual locales are found all throughout the great wasteland. For ideas on weird locales, refer to Chapter 5 of the *DMG*.

Vehicles in Combat

Whether it's running from a band of cannibalistic wasteland bandits or fleeing from the flames of a desert drake, the characters will likely experience vehicular combat. Vehicles in combat combine elements of a Chase (see Chapter 8 of the *DMG*) and normal combat.

Vehicles and Initiative

A vehicle rolls initiative using its Dexterity. If its driver has proficiency in vehicles (land) it also adds its driver's proficiency bonus to its initiative check.

Driving During Combat

On the vehicle's turn, the driver must use its action to keep the vehicle moving. Failing that, the vehicle may veer off in another direction, stop, or even crash. On the vehicle's initiative count, if no creature has used its action to drive the vehicle, make a Dexterity saving throw for the vehicle. Refer to the Absent Driver table below to determine the outcome of the check.

Some vehicles, like large sailing ships, continue on a set course even without a driver.

Absent Driver

Check Result	Outcome
5 or lower	The vehicle spins out of control and crashes. See Crashing a Vehicle below.
6-9	The vehicle continues on the same path but loses its velocity. It moves half at its normal speed.
9-14	Roll a d4. On a result of 1 or 2, the vehicle veers to the right. On a result of 3 or 4, the vehicle veers to the left. The vehicle moves at half speed.
15+	The vehicle continues on the same course at its full speed.

Combat Inside Vehicles

Fighting inside vehicles uses the rules normal for combat. However, certain situations might call for advantages and disadvantages. Tight spaces might give a creature disadvantage on weapon attacks made using weapons with the heavy or two-handed weapon properties. If a creature in a vehicle targets a creature in another vehicle with a weapon attack, the attack is made at disadvantage.

Crashing a Vehicle

If a vehicle moves into the space occupied by a creature or an object, the vehicle might crash. A vehicle avoids crashing if the creature or object is at least two sizes smaller than it.

When the vehicle crashes, it must immediately make a DC 10 Constitution saving throw. On a failed save, it takes damage to its hull based on the size of the creature or object it crashed into, as shown on the Crash Damage table.

On a successful saving throw, the vehicle takes only half damage. The vehicle stops moving if the object or creature is one size smaller than it or larger. Otherwise, the vehicle continues moving and the creature or object it collided with moves to the nearest unoccupied space that isn't in the vehicle's path. At the GM's discretion, an object that is forced to move but is fixed in place is instead destroyed.

If a vehicle crashes and stops moving, each creature inside the vehicle must make a DC 10 Constitution saving throw. If the creature is inside a vehicle that is two size categories larger than the creature, the creature makes this check with advantage. On a failed saving throw, the creature takes the damage shown on the Crash Damage table, and on a successful saving throw, the creature takes half the damage.

A creature struck by a vehicle must make a Dexterity saving throw with a DC equal to 10 + the vehicle's Strength modifier, taking damage based on the vehicle's size (as shown on the Crash Damage table) on a failed save, or half as much damage on a successful one.

Crash Damage

Size	Bludgeoning Damage
Small	1d6
Medium	1d10
Large	4d10
Huge	8d10
Gargantuan	16d10

Vehicle Chases

Like the chases described in the *DMG*, the chase requires a vehicle quarry and at least one vehicle pursuer. At the start of the chase, all participants must roll initiative. As in combat, each vehicle in the chase can take one action and move on its turn, directed by the vehicle's driver. Likewise, the characters inside the vehicles also roll initiative and can take their actions.

Since the chase participants are in vehicles, they do not need to use the Dash action to increase the distance between themselves and the pursuers.

Refer to the *DMG*'s section on Chases in Chapter 8 for more details on chases.

Vehicular Chase and Combat Complications

Complications make things much more interesting during vehicular combat and chases. The Vehicle Combat Complications table provides several examples. Each vehicle in the chase rolls a d20 at the end of its turn. Consult the Vehicular Combat and Chase Complications table to determine whether a complication occurs. If it does, it affects the next vehicle in the initiative order, not the participant who rolled the die. The vehicle who rolled the die or the participant affected by the complication can spend inspiration to negate the complication.

Falling Out of Vehicles

If a creature is pushed out of a moving vehicle that moved 80 feet or more on its turn and lands on solid ground, the creature must make a Dexterity saving throw. On a failed saving throw, the creature takes 1d6 damage plus an additional 1d6 damage for every 20 feet past 80 feet the vehicle moved on its turn (to a maximum of 10d6).

Vehicle Chase and Combat Complications

d10	Complication
1	The vehicle goes through a rough patch of brush. The vehicle's driver must make a DC 10 Dexterity (land vehicles) check to get past the brush. On a failed check, the brush counts as 5 feet of difficult terrain.
2	Uneven ground threatens to slow the vehicle's progress. The driver makes a DC 10 Dexterity (land vehicles) check to navigate the area. On a failed check, the ground counts as 10 feet of difficult terrain.
3	A ravine or rock bed blocks the vehicle's path. The driver must make a DC 10 Dexterity (land vehicle) check to avoid the impediment. On a failed check, the impediment counts as 10 feet of difficult terrain and the vehicle's method of movement takes 2d10 bludgeoning damage.
4	The driver must make a DC 10 Intelligence saving throw. On a failed save, blowing sand, dirt, or ash blocks the driver's view. While blinded in this way, the vehicle's speed is halved.
5	A sudden drop catches the driver by surprise. The driver must make a DC 10 Dexterity (land vehicles) check to navigate the impediment. On a failed save, the vehicle falls 1d4 x 5 feet. Each component takes 1d6 bludgeoning damage per 10 feet fallen.
6–10	No complication.

Jumping Onto Moving Vehicles

On its turn, a creature can jump a number of feet up to their Strength score so long as they move at least 10 feet on foot immediately before the jump. With a standing long jump, they can leap only half that distance.

If the creature jumps from a moving vehicle onto another moving vehicle within range, they must make a DC 10 Strength (Athletics) or Dexterity (Acrobatics) check before they make the jump. If the check is successful, they land on the vehicle. On a failed check, they miss the vehicle completely and fall. See Falling Out of Vehicles above.

If the creature jumps from a stationary object onto another moving vehicle within range, the DC for the check is 15. However, if the check fails, they simply miss and don't fall.

Wrap-up: The Florist

When the characters finally reach Qatakamah, they are supposed to find the person known as The Florist. The Florist is to give the characters instructions on what to do with the white bloom shipment and give them payment. Characters with shady backgrounds might be asked to join Black Rose Clan. And if the characters were working for law enforcement agencies, they may have just come one step closer to discovering who is behind white bloom trade in Central Omeria. What happens next is up to you. Ω

Open Gaming License

The following text is the property of Wizards of the Coast, Inc. and is Copyright 2000 Wizards of the Coast, Inc ("Wizards"). All Rights Reserved.

1. Definitions: (a)"Contributors" means the copyright and/or trademark owners who have contributed Open Game Content; (b)"Derivative Material" means copyrighted material including derivative works and translations (including into other computer languages), potation, modification, correction, addition, extension, upgrade, improvement, compilation, abridgment or other forms in which an existing work may be recast, transformed or adapted; (c) "Distribute" means to reproduce, license, rent, lease, sell, broadcast, publicly display, transmit or otherwise distribute; (d)"Open Game Content" means the game mechanic and includes the methods, procedures, processes and routines to the extent such content does not embody the Product Identity and is an enhancement over the prior art and any additional content clearly identified as Open Game Content by the Contributor, and means any work covered by this License, including translations and derivative works under copyright law, but specifically excludes Product Identity. (e) "Product Identity" means product and product line names, logos and identifying marks including trade dress; artifacts; creatures characters; stories, storylines, plots, thematic elements, dialogue, incidents, language, artwork, symbols, designs, depictions, likenesses, formats, poses, concepts, themes and graphics, photographic and other visual or audio representations; names and descriptions of characters, spells, enchantments, personalities, teams, personas, likenesses and special abilities; places, locations, environments, creatures, equipment, magical or supernatural abilities or effects, logos, symbols, or graphic designs; and any other trademark or registered trademark clearly identified as Product identity by the owner of the Product Identity, and which specifically excludes the Open Game Content; (f) "Trademark" means the logos, names, mark, sign, motto, designs that are used by a Contributor to identify itself or its products or the associated products contributed to the Open Game License by the Contributor (g) "Use", "Used" or "Using" means to use, Distribute, copy, edit, format, modify, translate and otherwise create Derivative Material of Open Game Content. (h) "You" or "Your" means the licensee in terms of this agreement.

2. The License: This License applies to any Open Game Content that contains a notice indicating that the Open Game Content may only be Used under and in terms of this License. You must affix such a notice to any Open Game Content that you Use. No terms may be added to or subtracted from this License except as described by the License itself. No other terms or conditions may be applied to any Open Game Content distributed using this License.

3. Offer and Acceptance: By Using the Open Game Content You indicate Your acceptance of the terms of this License.

4. Grant and Consideration: In consideration for agreeing to use this License, the Contributors grant You a perpetual, worldwide, royalty-free, non-exclusive license with the exact terms of this License to Use, the Open Game Content.

5. Representation of Authority to Contribute: If You are contributing original material as Open Game Content, You represent that Your Contributions are Your original creation and/or You have sufficient rights to grant the rights conveyed by this License

6. Notice of License Copyright: You must update the COPYRIGHT NOTICE portion of this License to include the exact text of the COPYRIGHT NOTICE of any Open Game Content You are copying, modifying or distributing, and You must add the title, the copyright date, and the copyright holder's name to the COPYRIGHT NOTICE of any original Open Game Content you Distribute.

7. Use of Product Identity: You agree not to Use any Product Identity, including as an indication as to compatibility, except as expressly licensed in another, independent Agreement with the owner of each element of that Product Identity. You agree not to indicate compatibility or co-adaptability with any Trademark or Registered Trademark in conjunction with a work containing Open Game Content except as expressly licensed in another, independent Agreement with the owner of such Trademark or Registered Trademark. The use of any Product Identity in Open Game Content does not constitute a challenge to the ownership of that Product Identity. The owner of any Product Identity used in Open Game Content shall retain all rights, title, and interest in and to that Product Identity.

8. Identification: If you distribute Open Game Content You must clearly indicate which portions of the work that you are distributing are Open Game Content.

9. Updating the License: Wizards or its designated Agents may publish updated versions of this License. You may use any authorized version of this License to copy, modify and distribute any Open Game Content originally distributed under any version of this License.

10. Copy of this License: You MUST include a copy of this License with every copy of the Open Game Content You Distribute.

11. Use of Contributor Credits: You may not market or advertise the Open Game Content using the name of any Contributor unless You have written permission from the Contributor to do so.

12. Inability to Comply: If it is impossible for You to comply with any of the terms of this License with respect to some or all of the Open Game Content due to statute, judicial order, or governmental regulation then You may not Use any Open Game Material so affected.

13. Termination: This License will terminate automatically if You fail to comply with all terms herein and fail to cure such breach within 30 days of becoming aware of the breach. All sublicenses shall survive the termination of this License.

14. Reformation: If any provision of this License is held to be unenforceable, such provision shall be reformed only to the extent necessary to make it enforceable.

15. COPYRIGHT NOTICE Open Game License v 1.0a Copyright 2000, Wizards of the Coast, Inc. System Reference Document 5.0 Copyright 2016, Wizards of the Coast, Inc.; Authors Mike Mearls, Jeremy Crawford, Chris Perkins, Rodney Thompson, Peter Lee, James Wyatt, Robert J. Schwalb, Bruce R. Cordell, Chris Sims, and Steve Townshend, based on original material by E. Gary Gygax and Dave Arneson.

END OF LICENSE