

The War Wagon of Gruumsh

Huge Land Vehicle

Creature Capacity 8 medium creatures

Cargo Capacity 1 tonne

Armor Class 17

Hit Points 120 (damage threshold 10; If a single source of damage fails to exceed this threshold, it is ignored).

Mishap Threshold 35 (If a single source of damage exceeds this threshold, the war wagon suffers a mishap).

Speed 100 ft. (as long as there is at least 1 unit of blood in the fuel tank. Each hour of transit consumes 1 unit of blood).

STR	DEX	CON	INT	WIS	CHA
23 (+6)	16 (+3)	15 (+2)	0 (-5)	0 (-5)	0 (-5)

Damage Resistances cold, psychic, bludgeoning, piercing, and slashing from non-magical attacks that aren't silvered.

Damage Immunities fire, poison

Condition Immunities blinded, charmed, deafened, frightened, incapacitated, paralyzed, petrified, poisoned, stunned, unconscious.

Stations

The War Wagon has 2 stations: Helm, and a Weapons platform. Each station can hold one medium or smaller creature. Any creature in a station on the War Wagon has half cover.

Helm. A character at the helm station can perform the following:

Basic Maneuver: A character at the helm station can use all of their movement to move the vehicle at its speed. During this movement, they can take two turns up to 90 degrees.

Attack Maneuvers. A character at the helm station can perform the following:

Catch Fiend: Move up to the vehicles speed in a straight line. If the vehicle enters the space of a large or smaller creature, that creature must make a DC 18 Dexterity saving throw. On a success they are pushed directly away from the War Wagon by 5 feet. On a failure it falls prone and takes 21 (6d6) bludgeoning damage. If the creature is a fiend, it must succeed on a Constitution saving throw with a DC equal to the damage. On a failure, the catcher consumes the creature in a messy fashion. This adds a number of units of fuel to the fuel tanks equal to the CR of the creature.

Weapons Platforms. A character at the weapon station can perform the following:

Crossbow: *Melee Weapon Attack:* +6 to hit, range 90 ft., one target. *Hit:* 19 (3d12) piercing damage. As long as the war wagon has blood in the fuel tank, this attack is magical.

Fuel Tank

The fuel tank is a special container that resides within the vehicle. Characters who bring a fiend to 0 hit points can fill the tank with a number of units equal to the CR of the creature. Only fiend blood can power the War Wagon.

If the fuel tank reaches 16 or more units, the vehicle stops completely and the tank vents all fuel through the vehicle. Blood sprays out of the vehicle and coagulates into a *Blood Fiend*.

Fiend Blood

Unlike the Infernal War Machines some devils ride, the War Wagon instead can utilize the fuel in its tank to increase the actions those mounted in the War Wagon can take:

- The War Wagon makes a 90 degree turn. This uses one unit of fuel.
- The War Wagon advances forward. This consumes up to 3 fuel units. The war wagon moves forward 10 feet for each unit consumed.
- The crossbow deals an additional 10 points of force damage. This uses one unit of fuel.
- The War Wagon regains 20 hit points. This uses two units of fuel.
- The crossbow attacks with advantage.

In the adventure, the crossbow can be improved because of Death. This causes it to deal 4d12 damage instead of 3d12. The structural integrity of the war wagon can be improved thanks to Thaddius. If the adventurers apply the magical bone, the AC for the War Wagon increases by 1.