



## MAGICAL CHARIOTS

The following vehicles are magical examples of chariots you can use in your games and as inspiration for creating your own chariots. They utilize the same chariot rules described in the Chariots document.

### BURNING CHARIOT

*Large Chariot, 60 lbs.*

**Armor Class** 18

**Hit Points** 171 (18d10 + 72)

**Damage Immunities** Fire, Poison, Psychic

**Max Speed** 50ft.

**Steed Capacity** 2 Large creatures

**Carriage Capacity** 4 Medium creatures

**Constitution Modifier** +4

**Challenge** 4 (1,100 XP)

**Burning Tracks.** Any ground the burning chariot moves through is set ablaze with fire for the next minute. A creature takes the 10 (3d6) fire damage when it enters the area for the first time on a turn or ends its turn there.

#### Steed Actions

**Heat Surge.** If the chariot has moved at least 20 feet in a straight line this turn, its steeds may have flames shoot forward, filling a 10-foot square in front of each steed. Each creature caught in the flames must make a DC 14 Dexterity saving throw, taking 21 (6d6) fire damage on a failed save, or half as much damage on a successful one. Any ground in the area of the flames is then subjected to the effects of the chariot's Burning Tracks feature.

### BURNING CHARIOT

These fiery vehicles are crafted for battle by powerful artisans or gifted to promising mortals by gods of war. They blaze across battlefields, reducing their foes to cinders.

### CHARIOT OF THE SEAS

These chariots are crafted by sea-dwelling civilizations and function exclusively in the water. When they achieve high speeds, they can kick up waves of water to cast aside nearby foes.

### CHARIOT OF THE SEAS

*Large Chariot, 60 lbs.*

**Armor Class** 18

**Hit Points** 114 (12d10 + 48)

**Damage Immunities** Fire, Poison, Psychic

**Max Speed** Swim 60ft.

**Steed Capacity** 2 Large creatures

**Carriage Capacity** 2 Medium creatures

**Constitution Modifier** +4

**Challenge** 1 (200 XP)

#### Steed Actions

**Tidal Surge.** The steeds may move the chariot up to its swim speed through a body of water in a straight line. Any creature within 10 ft. of the chariot on either side of it during this movement must succeed on a DC 14 Strength saving throw or be knocked prone and pushed 10 away from the chariot.



## CHARIOT OF THE WILDS

These devices are utilized by powerful wood elf lords and other forest creatures. They can ride through the thickest forests with ease and even teleport through the trees.

## WINGED CHARIOT

These flying vehicles are generally reserved for the use of divine beings who only rarely gift them to mortals. Such beings resent mortals who create or utilize them without divine consent and are often quick to strike down such upstarts.

### ART CREDIT

- Venus with Cupid and Neptune in his chariot - School of the Netherlands
- Chariot of Apollo - Sir James Thornhill

## WINGED CHARIOT

*Large Chariot, 60 lbs.*

**Armor Class** 17

**Hit Points** 90 (12d10 + 24)

**Damage Immunities** Poison, Psychic

**Max Speed** 60ft., flying 60ft.

**Steed Capacity** 2 Large creatures

**Carriage Capacity** 2 Medium creatures

**Constitution Modifier** +2

**Challenge** 1 (200 XP)

### Steed Actions

**Dive Attack.** Each steed may make a melee weapon attack against each creature directly underneath it within 5 feet of it. If the chariot flies at least 20 feet in a straight line before the attacks are made, each attack deals an additional 10 (3d6) damage, and each creature hit must succeed on a DC 12 Strength saving throw or be knocked prone.

## CHARIOT OF THE WILDS

(See page 52.)

**Tree Strider.** The chariot, its steeds, and all its passengers are under the effects of the *tree stride* spell.

## CHANGE LOG

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