

# STONE JUGGERNAUT

## STONE JUGGERNAUT LORE

**History DC 15:** Stone Juggernauts are a form of magical siege weapon, built for plowing through heavily defended emplacements, flattening everything in the path of their monstrously heavy rollers and providing protection for the troops often hidden inside them as they advance.

**History DC 20:** Armies often acquire the services of ogres to counter enemy juggernauts, as working together they can often overturn the stone constructs, which rarely are built with a way to right themselves.

## STONE JUGGERNAUT TACTICS

The juggernaut uses its first 30 feet of movement to get itself lined up to use its Piston Fists and Flattening Charge without any regard for attacks of opportunity, generally not considering any factors for target selection other than trying to hit as many creatures as possible, if it has any movement remaining after its charge, it uses it to start to turn around.

It ordinarily uses its Vent Hydraulics only when all of its Piston Fists are expended, but uses it whenever available if more than one creature climbs into it.



## STONE JUGGERNAUT

*Huge construct, chaotic evil*

**Armor Class** 17 (Natural Armor)

**Hit Points** 200 (Damage Threshold 10)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
26 (+8)	8 (-1)	22 (+6)	3 (-4)	11 (+0)	1 (-5)

**Saving Throws** STR +12, CON +10

**Skills** Athletics +16

**Damage Resistances** Attacks made without advantage

**Damage Immunities** Poison, Psychic; Piercing, and Slashing From Nonmagical Attacks That Aren't Adamantine

**Condition Immunities** Charmed, Exhaustion, Frightened, Paralyzed, Petrified, Poisoned

**Senses** Passive Perception 10

**Challenge** 12 (8,400 XP)

**Deathroller.** The juggernaut is equipped with a series of stone rollers, granting it the following traits:

- **Facing.** The juggernaut has a facing, and can only move in a straight line in the direction it is facing.
- **Turning.** The juggernaut may spend 10 feet of movement to make a turn of up to 90 degrees, and cannot turn otherwise.
- **Prone Vulnerability.** While prone, the juggernaut is incapacitated.

**Rear Hatch.** The juggernaut is hollow, and can be entered through a locked hatch in its rear, which can be opened with a successful DC 18 Dexterity (Thieves' Tools) or DC 24 Strength (Athletics) check. A creature in the juggernaut moves with it, and its attacks bypass the juggernaut's Damage Resistances and Damage Threshold.

## Actions

**Multiattack.** The juggernaut makes two Piston Fist attacks, each of which must be against a different target, and uses its Flattening Charge.

**Piston Fist.** Melee Weapon Attack: +12 to hit, reach 10 ft., one target. Hit: 24 (3d10 + 8) bludgeoning damage and the target must succeed on a DC 20 Strength saving throw or be pushed 10 feet away and knocked prone.

The juggernaut has six fists, and can use each of them once before it must use its Vent Hydraulics to retract them.

**Flattening Charge.** The juggernaut moves up to its speed in a straight line and can move through the space of any creature smaller than Huge.

The first time it enters a creature's space during this move, the creature takes 18 (4d8) bludgeoning damage and is knocked prone.

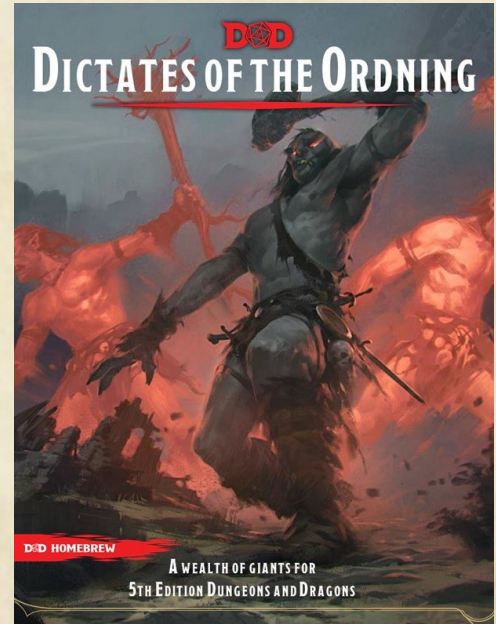
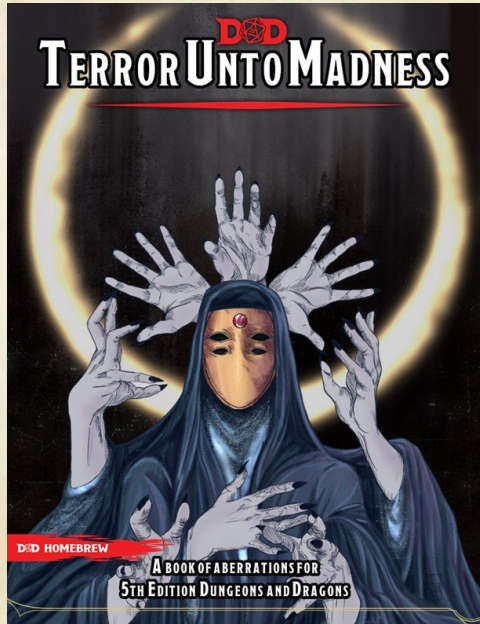
A creature that is already prone takes an additional 9 (2d8) bludgeoning damage.

**Vent Hydraulics (Recharge 5-6).** The juggernaut retracts each of its fists, and vents boiling steam into its interior. Each creature inside of it must succeed on a DC 18 Constitution saving throw or take 28 (8d6) fire damage, or half as much on a success.

## ART CREDITS

- Juggernaut by David Day
- Bisk, Goblin King by [Rae Elderidge](#)

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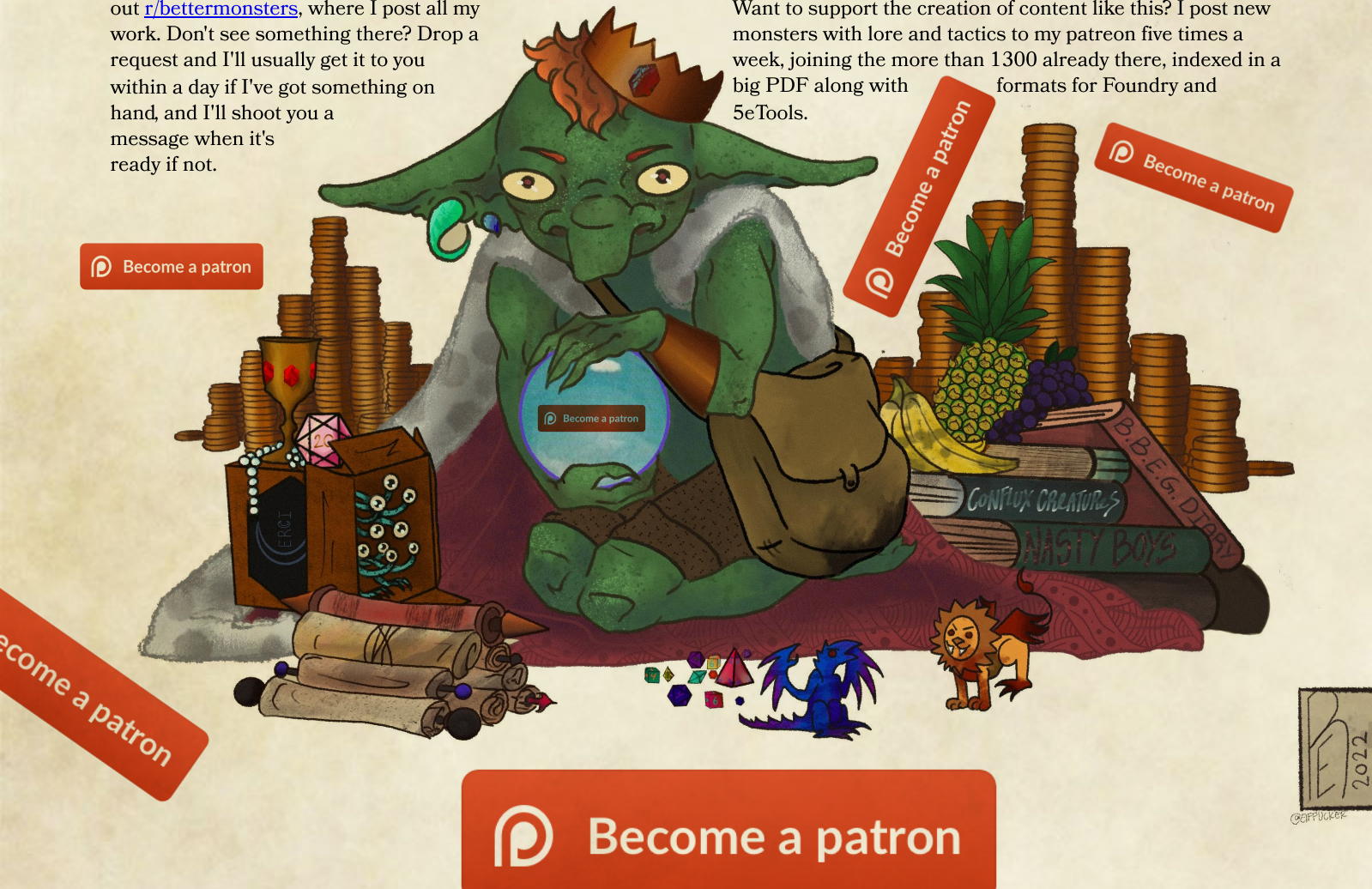



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