

JUGGERNAUT GOLEM

Large construct, unaligned

Armor Class 17 (natural armor)

Hit Points 210 (20d10 + 100)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	9 (-1)	20 (+5)	3 (-4)	11 (+0)	1 (-5)

Damage Immunities poison, psychic; bludgeoning, piercing, and slashing from nonmagical attacks not made with adamantite weapons

Condition Immunities charmed, exhaustion, frightened, paralyzed, petrified, poisoned

Senses darkvision 120 ft., passive Perception 10

Languages understands the language of its creator, but can't speak

Challenge 10 (5,900 XP)

Immutable Form. The golem is immune to any spell or effect that would alter its form.

Juggernaut. The golem is immune to any spell or effect that would reduce its speed and it suffers no movement penalty for difficult terrain

Magic Resistance. The golem has advantage on saving throws against spells and other magical effects.

Magic Weapons. The golem's weapon attacks are magical.

Trampling Charge. If the golem moves at least 15 feet straight toward a creature and then hits it with a slam attack on the same turn, that target must succeed on a DC 18 Strength saving throw or be knocked prone. If the target is prone, the golem can make one slam attack against it as a bonus action.

ACTIONS

Multiattack. The golem makes two slam attacks.

Slam. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 19 (3d8 + 6) bludgeoning damage.

Hold Person (Recharge 5-6). The golem targets one creature it can see within 30 feet of it. The target must make a DC 17 Wisdom saving throw against this magic. On a failed save the target is paralyzed for 1 round.

REACTIONS

Close. The golem may move 15 feet towards a target that attacked it.



Stone Golem by Reaper Miniatures. Original paint job