

Skeletal Juggernaut

Large, Undead, Lawful Evil

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ARMOR CLASS

14

HIT POINTS

82 (11d10 + 22)

CHALLENGE

5 | 1,800 XP

PROFICIENCY

+3

Speed Walk 40 ft.

Initiative +2

Saving Throws Con +7, Wis +4

Skills Perception +4

Damage Vulnerabilities Radiant

Damage Resistances Necrotic

Damage Immunities Poison

Condition Immunities Exhaustion, Poisoned

Senses Darkvision 120 ft.; Passive Perception 14

Passive Perception 14

Languages The languages it knew in life

STR17
+3**DEX**13
+1**CON**19
+4**INT**9
-1**WIS**13
+1**CHA**11
+0

Traits

Encounter Identity. Skeletal Juggernaut fights as a rolling mass of weaponized bones. It has Advantage on checks and saving throws that directly support this role in its favored terrain or encounter setup.

Pressure Pattern. Once on each of its turns when Skeletal Juggernaut damages a creature with Necrotic damage, that creature has Disadvantage on its next opportunity attack before the start of Skeletal Juggernaut's next turn.

Actions

Multiattack. Skeletal Juggernaut makes two Signature Strike attacks.

Signature Strike. Melee or Ranged Attack Roll: +6, reach 10 ft. or range 60/180 ft. Hit: 20 damage including Necrotic pressure.

Necrotic Surge (Recharge 5-6). Saving Throw: creatures of the GM's choice within 30 to 60 feet. Failure: 40 Necrotic damage and the target cannot take Reactions until the end of its next turn. Success: Half damage.

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