

Demon Grinder

Gargantuan vehicle (12,000 lb.)

Creature Capacity 8 Medium creatures

Cargo Capacity 1 ton

Armor Class 19

Hit Points 200 (damage threshold 10, mishap threshold 20)

Speed 100 ft.

Str 18 (+4) **Dex** 10 (+0) **Con** 18 (+4) **Int** 0 **Wis** 0 **Cha** 0

Damage Immunities fire, poison, psychic

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

Crushing Wheels. The Demon Grinder can move through the space of any Large or smaller creature. When it does, the creature must succeed on a DC 11 Dexterity saving throw or take 22 (4d10) points of bludgeoning damage and be knocked prone. If the creature was already prone, it takes an extra 22 (4d10) bludgeoning damage. This trait can't be used against a particular creature more than once each turn.

Magic Weapons. The Demon Grinder's weapon attacks are magical.

Prone Deficiency. If the Demon Grinder rolls over and falls prone, it can't right itself and is incapacitated until flipped upright.

Action Stations

Helm (Requires 1 Crew and Grants Three-Quarters Cover). Drive and steer the Demon Grinder.

Chomper (Requires 1 Crew and Grants Half Cover). *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 25 (6d6+4) piercing damage. A target reduced to 0 hit points by this damage is ground to bits and spit out through the pipes on both sides of the Demon Grinder. Any nonmagical items the target was holding are destroyed as well.

Wrecking Ball (Requires 1 Crew and Grants Half Cover). *Melee Weapon Attack:* +9 to hit, reach 15 ft., one target. *Hit:* 40 (8d8+4) bludgeoning damage. Double the damage if the target is an object or a structure.

2 Harpoon Flingers (Each Station Requires 1 Crew and Grants Half Cover). *Ammunition:* 10 harpoons per station. *Ranged Weapon Attack:* +5 to hit, range 120 ft., one target. *Hit:* 9 (2d8) piercing damage.