



MARCHING CITADEL

These mysterious constructs roam the land serving as a walking conveyance for those with the ability to create them. The spired towers on their backs have served as a source of wonder for those that aren't privy to the happenings behind the walls. Many a bard has spun a tale in speculation, but precious few have been within the castle on the back of these walking behemoths.

While some view them as a menace, many make note that the citadels only respond to attacks made against them and never seem to be the aggressor. Should you be foolish enough to attack one, woe be to you and your villages as the giant, arcane crystal floating above the castle is a powerful and terrifying weapon.

Many a foolish king has watched their lands crumble under the weapons of a Marching Citadel that they wished to plunder.

MARCHING CITADEL

Gargantuan construct, unaligned

Armor Class 17 (natural armor)

Hit Points 473 (26d20+200)

Speed 60 ft.

STR	DEX	CON	INT	WIS	CHA
30 (+10)	11 (+0)	30 (+10)	3 (-4)	11 (+0)	8 (-1)

Saving Throws INT +4, WIS +8, CHA +7

Damage Immunities necrotic, poison, bludgeoning, piercing, and slashing from non-magical attacks that aren't adamantine

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

Senses darkvision 120 ft., tremorsense 120 ft., Passive Perception 10

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

Challenge 23 (50,000 XP)

Crushing Weight. Any creature that is under the Citadel when it lies prone is knocked prone, grappled (DC 18), and begins suffocating if they need air to breathe. They take 22 (4d10) bludgeoning damage per round that they are under the Citadel.

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

Lay In Wait. When the Citadel lies prone, it is indistinguishable from a normal castle sitting atop rocky terrain.

Siege Monster. The Citadel deals double damage to objects and structures

Actions

Multiattack. The Citadel makes three Stomp attacks or makes two Kick Debris attacks.

TACTICS

Citadels are massive and foreboding in size. They can crumble kingdoms and lay down immense damage. They are made for defense and only attack when attacked.

- Citadels will drop themselves prone to crush a target underneath them if they see the opportunity.
- They tend to hide in plain sight by making themselves look like a standard castle on the land.
- Quaking Earth can be used just before the Citadel's turn to knock people prone making for more devastating stomp attacks.
- While they are powerful up close, distance is where these thrive kicking debris and firing Arcane Blasts when they recharge.
- Destroy structure that players are hiding in.

Stomp. Melee Weapon Attack: +17 to hit, reach 15 ft., one target. Hit: 26 (3d10+10) bludgeoning damage, or 42 (5d12+10) bludgeoning damage if the target is prone.

Kick Debris. Ranged Weapon Attack: +17 to hit, range 150/300 ft., one target. Hit: 19 (2d8+10) bludgeoning damage. The target must succeed on a DC 23 Dexterity saving throw or be knocked prone.

Arcane Blast (Recharge 5-6). The Citadel fires arcane missiles from the crystal floating above it. It chooses 3 areas it can see within 120 ft. and fires an arcane missile at each location. Any creature within 30 ft. of where a missile hits must make a DC 24 Dexterity saving throw, taking 55 (10d10) magical force damage on a failed save, or half as much on a successful one.

Legendary Actions

The Citadel can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. Marching Citadel regains spent legendary actions at the start of its turn.

Kick Debris. The Citadel makes a Kick Debris attack.

Arcane Blast (Costs 2 Actions). The Citadel uses the Arcane Blast action.

Quaking Earth (Costs 3 Actions). The Citadel stomps its feet in a rhythmic manner causing the earth around it to rumble and shake. Any creature that is on the ground within 90 ft. of the Citadel must make a DC 20 Dexterity or Strength saving throw or be knocked prone. Creatures knocked prone by Quaking Earth are partially consumed by the land and are considered restrained. Creatures restrained by this action can use an action on their turn to dig themselves out, becoming unrestrained if they do so. Creatures who successfully save against Quaking Earth or dig themselves out of being restrained by it have advantage on future saves against this action. Any structure within 90 ft. of the citadel takes 55 (10d10) bludgeoning damage.