

KING'S EXECUTIONER

Medium humanoid, lawful evil

Armor Class 18 (Blackened Plate)

Hit Points 136 (16d8 + 64)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	12 (+1)	18 (+4)	12 (+1)	16 (+3)	14 (+2)

Saving Throws Str +8, Con +7, Wis +6

Skills Perception Athletics +8, Intimidation +5, Perception +6

Damage Resistances Necrotic

Condition Immunities Frightened

Senses Passive Perception 16

Languages Common plus any two

Challenge CR 7 (2,900 XP)

TRAITS

Marked For Judgment

At the beginning of combat, the Executioner marks one creature he can see. The mark lasts until that creature dies or the Executioner is incapacitated. Against the marked creature: Advantage on attack rolls, Cannot be surprised, Always knows the direction of the target within 1 mile.

Aura of Condemnation

Creatures within 10 feet have disadvantage on saving throws against fear effects.

The King's Decree (1/day)

The Executioner points to a creature he can see within 60 feet. The target must succeed on a DC 15 Wisdom save. On a failure: Speed becomes 0 until the end of its next turn, Cannot teleport, Cannot become invisible. "The King has spoken."

ACTIONS

Multiattack The Executioner makes two Greataxe attacks.

Headsmen's Axe Melee Weapon Attack: +8 to hit, Reach 10 ft. Hit: 18 (2d12 + 5) slashing damage

Executioner's Swing (Recharge 5-6) The Executioner makes one massive sweeping attack. Every creature within 15 feet must make a DC 16 Dexterity save. Failure: 27 (4d10 + 5) slashing, Knocked prone. Success: Half damage

BONUS ACTIONS

Advance The Sentence Move up to half speed without provoking opportunity attacks toward the marked target.

REACTIONS

Final Reprieve When reduced to 0 HP: The Executioner remains standing with 1 HP. The marked creature must immediately make a DC 15 Wisdom save. Failure: Frightened for 1 minute. This ability can only occur once.

- Fights till death

TACTICS

A greedy lord serving a just king coveted a neighboring land rich with gold. Its owner—the son of an old wizard—refused to sell.

So the lord devised a scheme: false accusations, a forced verdict, and pressure placed on the king's executioner to carry out the sentence. The son was put to death.

To bury the truth, the lord then killed the executioner as well. By this time, the king himself lay entombed in a grand crypt—now joined by his loyal servant.

When the wizard learned of his son's fate, he struck back, slaying the lord under cover of night. But vengeance alone did not satisfy him. He entered the king's tomb and laid a curse upon the executioner.

Now the once-loyal servant wanders the crypt in agony, his body twisted and broken—bound forever to guard the king from any who dare disturb his rest.

