

## BANISHERS

Banishers are an evolved form of jailors. They were created from the bodies of giants, enhanced with teleportation technology. They use their large bodies to generate small pocket dimensions in which they trap the poor souls that come across their path.

Their magic functions differently than that of a jailor, as it seems to entrap the mind of the target, more so than its body, although both of them vanish.

## KEEPER OF SOULS

Banishers' powers come from the soul of the dead many times, their own mortal souls that have been viciously entrapped in a single body. Indeed it takes many giants to create a single banisher, and of their soul remain trapped in the process, until the banisher dies.



## BANISHER

*Large construct, lawful neutral*

**Armor Class** 14 (natural armor)  
**Hit Points** 142 (15d10 + 60)  
**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	9 (-1)	18 (+4)	13 (+1)	11 (+0)	17 (+3)

**Saving Throws** Con +7, Wis +3

**Skills** Athletics +9

**Damage Immunities** psychic

**Senses** blindsight 300 ft. (blind beyond this radius),  
passive Perception 10

**Languages** —

**Challenge** 8 (3,900 XP)

**Anchored.** The banisher cannot be banished or teleported against its will.

**Keen Hearing.** The banisher has advantage on Wisdom (Perception) checks that rely on hearing.

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

**Wails from Beyonds (Once per Long Rest).** As a bonus action, the banisher opens the lock on its head, unleashing the terrifying screams of the souls it holds within. For 1 hour all creatures within 5 feet of the banisher automatically fail any Charisma saving throw. This ability doesn't affect constructs.

## Actions

**Multiattack.** The banisher makes two melee attacks. It can replace one of these attacks to use its banish.

**Fist. Melee Weapon Attack:** +9 to hit, reach 5 ft., one target. *Hit:* 17 (2d10 + 6) bludgeoning damage.

**Grappling Hook. Melee Weapon Attack:** +9 to hit, reach 30 ft., one target. *Hit:* 15 (2d8 + 6) piercing damage. On a hit, the banisher can force the target, if it is of size Large or smaller, to make a DC 17 Strength saving throw, or be grappled and pulled in a straight line into an empty space within 5 feet of the banisher. Until the grapple ends, the banisher can't use its grappling hook on another target.

**Banish.** A dull green light emanates from the lock on the banisher's body. One creature or size Large or smaller of the banisher's choice that it can see within 60 feet of it must succeed on a DC 14 Charisma saving throw or be banished into an inter-dimensional space inside the banisher's body for 1 hour and takes 7 (3d4) psychic damage from the wailing souls at the start of each of the banisher's turns. The target remains there for the duration or until it escapes. The target can use its action to attempt to escape. When it does so, it makes a DC 17 Intelligence (Arcana) check. If it succeeds, it unlocks the combination lock and escapes in a space within 10 feet of the banisher. The banisher can hold up to two creatures at a time. If the banisher dies, all creatures inside it are immediately expelled in a space within 10 feet of the banisher. Creatures that fall unconscious whilst banished automatically become stable.



Tony 'Mr Krane' Carter

## THE WARDEN

*Wardens are very rare creatures indeed. Even though their appearance seem humanoid, that isn't what they are. They are living machines, created to watch over lawbreakers.*

### UNCERTAIN CREATION

Nobody is really sure where warden came from. But the dwarves of Runehalt seem to have some sort of a relationship with them, or at least an authority over them, as they serve as careful watchers in high security prisons. The most popular theory is that they were created from the body of angels, and altered with mechanical parts. Yet they seem to possess their own free will

## TERRIFYING GUARDIAN

A warden can prevent any escape from its prison, as it can reshape the prison as it sees fit, trapping wannabe runaways into endless corridors. It has no mercy for those that try to break the law, its law.

### LAIR ACTIONS

- **Chains:** Chains emerge from the ground around the Warden. Each creature of its choice that it can see within 60 feet of it must succeed on a DC 14 Strength saving throw or be knocked prone and be restrained by the chains. Each chain has an AC of 12 and 20 Hit Points, and is immune to poison and psychic damage. As an action a creature can attempt to break the chains by making a DC 14 Strength (Athletics) check, destroying the chains on a success. A creature restrained by these chains cannot use of somatic component of spells.
- **Banishment:** The warden casts the *banishment* spell without expending a spell slot. If the spell lasts for its entire duration, the banished creature reappears in one the jail cell of the prison, restrained with *sturdy manacles*, instead of reappearing in its original location.
- **Power of Creation:** The warden shifts the walls of its lair. Each corridor of the prison can move up to 45° in any direction. In addition, if the warden chooses to, the room in which it is located sprouts new walls as per the *wall of stone* spell. Any portion of these walls can be dissipated by the Warden as a bonus action.

# WARDEN

Medium construct, Any lawful

**Armor Class** 17 (natural armor)

**Hit Points** 195 (26d8 + 78)

**Speed** 30 ft., fly 50 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
14 (+2)	18 (+4)	16 (+3)	18 (+4)	15 (+2)	21 (+5)

**Saving Throws** Con +8, Wis +7

**Skills** Arcana +9, History +9, Investigation +14, Perception +12

**Damage Resistances** bludgeoning, piercing, and slashing from nonmagical attacks

**Damage Immunities** psychic

**Condition Immunities** blinded

**Senses** blindsight 60 ft., truesight 120 ft., passive Perception 22

**Languages** —

**Challenge** 13 (10,000 XP)

**Anchored.** The warden cannot be banished or teleported against its will.

**Antimagic Immunity.** The warden is immune to the effect of spells and effects that cancel magic, such as antimagic field, counterspell or dispel magic.

**Crushing Presence.** The warden emanates a powerful aura, the area in a 20 feet radius centered on the warden is considered difficult terrain. In addition creatures within 5 feet of the warden automatically fail Charisma saving throws. Constructs are not affected by this effect.

**Devastating Magic.** The warden can its Charisma modifier to the damage its spells deal on a hit.

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

**Spellcasting.** The warden is a 11-level spellcaster. Its spellcasting ability is Charisma (spell save DC 18, +10 to hit with spell attacks). The warden has the following warlock spells prepared:

Cantrips (at will): *chill touch*, *eldritch blast*, *mage hand*  
5th level (3 slots): *banishment*, *dimension door*, *wall of fire*  
6th level (1 slots): *circle of death*

## Actions

**Multiattack.** The warden makes three melee attacks then use its bind. It can choose to replace two melee attack by casting a cantrip.

**Slam. Melee Weapon Attack:** +7 to hit, reach 5 ft., one target. *Hit:* 7 (1d10 + 2) bludgeoning damage and 9 (2d8) psychic damage.

**Bind.** The warden points its gauntlet towards a creature within 60 feet of it, the target must succeed on a DC 18 Charisma saving throw or be restrained and silenced by magical binds for 1 hour. These chains extend into the Ethereal Plane, and prevent the target from using any form of teleportation. A restrained creature can repeat the save at the end of each of its turns, ending the effect on a success. If after 1 minute the creature hasn't escaped, the target remains restrained for the duration, with no additional saves. The warden can have a maximum of two creatures restrained at a time with this ability.

**Debilitating Blast (Recharge 5-6).** The warden opens the lock on its chest, unleashing a whirlwind of souls in a 40 feet cone. Each creature in that area must make a DC 18 Wisdom saving throw, taking 35 (10d6) psychic damage on a failed save, or half as much damage on a successful one. A creature that fails the save automatically fails its next Charisma saving throw.

## Legendary Actions

The warden can take 2 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. The warden regains spent legendary actions at the start of its turn.

**Attack.** The warden makes one melee attack.

**Vanish.** Briefly surrounded by silvery mist, the warden teleports up to 30 feet to an unoccupied space that it can see.

**Cast (Costs 2 Actions).** The warden casts a spell.