



Art by camilkuo

ENFORCERS

Enforcers are an elite unit of guards created by powerful mages, dispatched in certain critical situations.

DEVILS REPURPOSED

Enforcers are automatons grafted with many devilish part, which makes their crafting a complex task, as devils are hard to come by and even harder to kill. Their eyes are implanted and their skin apposed under the armor to give powerful abilities to the construct.

BRILLIANT HUNTERS

Enforcers can teleport around the town where they are assigned as needed, allowing them to get the jump on their prey, that they have previously located via magic. Once there if the situation calls for reinforcements they will use their ability to cast skywrite or thunderwave to ring the alert and bring more guards to the location. While doing this they slow down their prey with their sharp blades, which have caused many criminals to bleed out on the streets.

ENFORCER

Medium construct (devil), lawful neutral

Armor Class 17 (natural armor)

Hit Points 93 (11d8 + 44)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	20 (+5)	18 (+4)	17 (+3)	12 (+1)	12 (+1)

Saving Throws Dex +8, Wis +4

Skills Acrobatics +8, Investigation +6, Perception +4

Damage Resistances fire, poison; bludgeoning, piercing, and slashing from nonmagical weapons that aren't silvered

Condition Immunities poisoned

Senses blindsight 60 ft., darkvision 120 ft., passive Perception 14

Languages Common, understands Infernal

Challenge 8 (3,900 XP)

Devil's Sight. Magical darkness doesn't impede the enforcer's darkvision.

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

Piercing Strikes. Each time the enforcer deals damage to a creature with its blade, the blade impales the creature and breaks off. The enforcer immediately regrows a new blade. Each blade reduces the target's speed by 5 feet to a minimum of 0. A creature can attempt to remove the blades that impale it as an action by making a DC 13 Strength check. On a success the blades are removed and the creature takes 5 (2d4) piercing damage for each blade.

Innate Spellcasting. The enforcer's innate spellcasting ability is Intelligence (spell save DC 14, +6 to hit with spell attacks). It can innately cast the following spells, requiring no material components:

At will: *misty step*, *thunderwave*, *skywrite*
3/day each: *dimension door*, *locate creature*

Actions

Multiattack. The enforcer makes three attacks: two with its blade and one with its throat punch.

Blade. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 12 (2d6 + 5) piercing damage plus 7 (2d6) acid damage.

Throat Punch. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 11 (1d12 + 5) bludgeoning damage and if the target has a throat it must succeed on a DC 16 Constitution saving throw or have disadvantage on its next attack roll and be muted (the target cannot speak and can't cast spells with a verbal component) until the start of the enforcer's next turn.

STEEL ENFORCERS

Steel enforcers are rare, even amongst enforcers. They are formed from the remains of vicious fiends, the rakshasas. Their essence is distilled into the plating that covers their body, and protects them from magic. These steel enforcers are often nicknamed mage hunters.

STEEL ENFORCER

Medium construct (devil), lawful neutral

Armor Class 20 (natural armor)

Hit Points 136 (16d8 + 64)

Speed 40 ft., fly 40 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	23 (+6)	18 (+4)	19 (+4)	14 (+2)	15 (+2)

Saving Throws Dex +11, Wis +7, Cha +7

Skills Acrobatics +11, Investigation +9, Perception +7

Damage Resistances poison

Damage Immunities fire; bludgeoning, piercing, and slashing from nonmagical attacks

Condition Immunities poisoned

Senses blindsight 60 ft., darkvision 120 ft., passive Perception 17

Languages Common, understands Infernal

Challenge 13 (10,000 XP)

Devil's Sight. Magical darkness doesn't impede the steel enforcer's darkvision.

Magic Weapons. The steel enforcer's weapon attacks are magical.

Steel Frame. The steel enforcer can't be affected or detected by spells of 5th level or lower unless it wishes to be and is immune to any spell or effect that would alter its form. It has advantage on saving throws against all other spells and magical effects.

Piercing Strikes. Each time the steel enforcer deals damage to a creature with its blade, the blade impales the creature and breaks off. The steel enforcer immediately regrows a new blade. Each blade reduces the target's speed by 5 feet to a minimum of 0. A creature can attempt to remove the blades that impale it as an action by making a DC 16 Strength check. On a success the blades are removed and the creature takes 5 (2d4) piercing damage for each blade.

Innate Spellcasting. The steel enforcer's innate spellcasting ability is Intelligence (spell save DC 17, +9 to hit with spell attacks). It can innately cast the following spells, requiring no material components:

At will: *misty step, thunderwave, skywrite*
5/day each: *dimension door, invisibility, locate creature*

Actions

Multiattack. The steel enforcer makes four attacks: three with its blade and one with its throat kick.

Blade. *Melee Weapon Attack:* +11 to hit, reach 5 ft., one target. *Hit:* 13 (2d6 + 6) piercing damage plus 7 (2d6) acid damage.

Throat Kick. *Melee Weapon Attack:* +11 to hit, reach 5 ft., one target. *Hit:* 12 (1d12 + 6) bludgeoning damage and if the target has a throat it must succeed on a DC 19 Constitution saving throw or have disadvantage on all attack rolls and be muted (the target cannot speak and can't cast spells with a verbal component) until the start of the steel enforcer's next turn.