

THE EXECUTIONER

10,000 XP TOTAL

Large aberration, chaotic evil

Armor Class 19 (natural armor)

Hit Point 237 (25d10+100)

Speed 50 ft., fly 40 ft., climb 40 ft.

Str	Dex	Con	Int	Wis	Cha
23 (+6)	17 (+3)	18 (+4)	13 (+1)	13 (+1)	5 (-3)

Skills Athletics +11, Perception +11, Stealth +13

Senses darkvision 120 ft., passive Perception 21

Languages Deep Speech

Challenge 13 (10,000 xp)

Aura of Dread. A creature that ends its turn within 30 feet of the executioner must make a DC 18 Wisdom saving throw. On a failure, that creature is frightened until the end of its next turn. On a success, the creature is immune to the effects of the aura for 1 minute. A creature that fails this saving throw by 5 or more also suffers from a short term madness (See Madness in the SRD).

Hideous Visage. The executioner is so hideous that it causes discomfort. Ranged attacks against the executioner that rely on sight are made with disadvantage.

Legendary Resistance (3/Day). If the executioner fails a saving throw, it can choose to succeed instead.

ACTIONS

Multiattack. The executioner makes two attacks; one with its claws, and one with its bite.

Claws. *Melee Weapon Attack:* +11 to hit, reach 10 ft., one target. *Hit:* 15 (2d8+6) slashing damage.

Bite. *Melee Weapon Attack:* +11 to hit, reach 5 ft., one target. *Hit:* 20 (4d6+6) piercing damage, and 10 (3d6) poison damage.

LEGENDARY ACTIONS

The executioner 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. The executioner regains spent legendary actions at the start of its turn.

Claws. The executioner makes an attack with its claws.

Move. The executioner flies, walks, or climbs up to its movement speed, appearing to bend space around it as it does. This movement does not provoke attacks of opportunity.

Execution (Costs 3 actions). The executioner points at a creature that has 30 hit points or fewer. That creature must make a DC 18 Constitution saving throw. On a success, the creature takes 7 (2d6) necrotic damage. On a failure, it is reduced to 0 hit points. Regardless of the result, the executioner gains 20 temporary hit points.



TACTICS

Before Combat The executioner selects its victims carefully.

Once it has chosen a victim, it will wait with the patience of a dying star for a moment of weakness, and strike. This may be on a wooded path, in a dark mansion at night, or in a back alley on a rainy day.

During Combat The executioner strikes with dreadful efficiency. It will choose one creature to attack relentlessly, and ignore all other dangers while it bites and claws until the creature is dead. The executioner may choose another target, or flee, satisfied. It will usually take the body of its first victim if it does flee.

Morale The executioner does not understand fear or self preservation. It merely wishes to bring terror and death to a creature of its choosing. If it feels it has failed, it may flee and try again. If it has killed its target, it will take the corpse and return to its lair.

The executioner is said to be a singular being that exists to bring terror to the world, one victim at a time. It has reappeared in history books as a scary story to tell children, and a cautionary tale for adults. It has been known to fell king and peasant alike, and rumors swirl that its wrath can be directed with a ritual. If this is true, a cult could gain considerable power in controlling the creature. An apocryphal tale of the executioner destroying a cult single handedly might contradict this notion. On the other hand, all knowledge of the executioner is spotty at best. What is most certain is that most of those believed to have seen the executioner are dead or mad.

It is thought that there is only one executioner, and that it moves across the continent through underground tunnels to strike terror far and wide. This may simply be a comfort to those who believe in its existence, for any more than one executioner is too frightful to fathom.

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