

SLAVER LORD

Small or Medium • Humanoid • Evil

Armor Class 15

Initiative +7 (17)

Hit Points 157 (21d8 + 63)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	16 (+3)	17 (+3)	13 (+1)	15 (+2)	17 (+3)

Saving Throws Str +8, Dex +7

Skills Athletics +8, Intimidation +11, Perception +6

Gear chain, studded leather

Senses passive Perception 16

Languages Common plus one other language

CR 9 (XP 5,000 or 7,200 in lair; PB +4)



Legendary Resistance (1/Day, or 2/Day in Lair). If the slaver lord fails a saving throw, it can choose to succeed instead.

Steel Grip. Other creatures have disadvantage to escape the slaver lord's grapple.

Taskmaster. While in a 30-foot emanation originating from the slaver lord, allied Humanoids have can't be charmed or frightened by creatures other than the slaver lord.

ACTIONS

Multiattack. The slaver lord makes two attacks, using Chain-Wrapped Punch or Chain Swing in any combination. It can replace one of these attacks with a Chain Pull.

Chain-Wrapped Punch. *Melee Weapon Attack:* +8, reach 5 ft. *Hit:* 13 (2d8 + 4) bludgeoning damage.

Chain Swing. *Melee Weapon Attack:* +8, reach 15 ft. *Hit:* 9 (2d4 + 4) bludgeoning damage, and the target is grappled (escape DC 16). While grappled, the target is restrained. The slaver lord can only grapple one creature this way.

Chain Pull. *Strength Saving Throw:* DC 16, one creature grappled by the slaver lord. *Failure:* 7 (1d6 + 4) bludgeoning damage, and the target is pulled up to 10 feet toward the slaver lord. *Success:* Half damage.

BONUS ACTIONS

Frighten the Meek. *Wisdom Saving Throw:* DC 15, one creature the slave lord can see within 30 feet. *Failure:* The target becomes frightened until the start of the slaver lord's next turn. *Success:* The target is immune to this ability for 24 hours.

REACTIONS

Meat Shield. *Trigger:* The slaver lord is targeted by an attack and has a creature grappled by it within 5 feet of it. *Response:* The grappled creature becomes the target of the attack instead.

LEGENDARY ACTIONS

Legendary Action Uses: 3 (4 in Lair). Immediately after another creature's turn, the slaver lord can expend a use to take one of the following actions. The slaver lord regains all expended uses at the start of each of its turns.

Chain Swirl. *Dexterity Saving Throw:* DC 16, each creature in a 15-foot emanation originating from the slaver lord. *Failure:* 9 (2d4 + 4) bludgeoning damage. *Success:* Half damage. *Failure or Success:* The slaver lord can't take this action again until the start of its next turn.

Pummel. The slaver lord makes one Chain-Wrapped Punch.

Spur To Action. The slaver lord commands an allied creature within 60 feet that can see or hear it. The target uses its reaction to move up to its speed or make one attack against a target of the slaver lord's choice.

SLAVER LORD — WEAKER

Armor Class 14

Initiative +5 (15)

Hit Points 117 (18d8 + 36)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	14 (+2)	15 (+2)	11 (+0)	13 (+1)	15 (+2)

Saving Throws Str +6, Dex +5

Skills Athletics +6, Intimidation +8, Perception +4

Gear chain, studded leather

Senses passive Perception 14

Languages Common plus one other language

CR 6 (XP 2,300 or 2,900 in lair; PB +3)



Legendary Resistance (1/Day, or 2/Day in Lair). If the slaver lord fails a saving throw, it can choose to succeed instead.

Steel Grip. Other creatures have disadvantage to escape the slaver lord's grapple.

Taskmaster. While in a 20-foot emanation originating from the slaver lord, allied Humanoids can't be charmed or frightened by creatures other than the slaver lord.

ACTIONS

Multiattack. The slaver lord makes two attacks, using Chain-Wrapped Punch or Chain Swing in any combination. It can replace one of these attacks with a Chain Pull.

Chain-Wrapped Punch. *Melee Weapon Attack:* +6, reach 5 ft. *Hit:* 7 (1d8 + 3) bludgeoning damage.

Chain Swing. *Melee Weapon Attack:* +6, reach 15 ft. *Hit:* 5 (1d4 + 3) bludgeoning damage, and the target is grappled (escape DC 14). While grappled, the target is restrained. The slaver lord can only grapple one creature this way.

Chain Pull. *Strength Saving Throw:* DC 14, one creature grappled by the slaver lord. *Failure:* 5 (1d4 + 3) bludgeoning damage, and the target is pulled up to 10 feet toward the slaver lord. *Success:* Half damage.

BONUS ACTIONS

Frighten the Meek. *Wisdom Saving Throw:* DC 13, one creature the slave lord can see within 30 feet. *Failure:* The target becomes frightened until the start of the slaver lord's next turn. *Success:* The target is immune to this ability for 24 hours.

REACTIONS

Meat Shield. *Trigger:* The slaver lord is targeted by an attack and has a creature grappled by it within 5 feet of it. *Response:* The grappled creature becomes the target of the attack instead.

LEGENDARY ACTIONS

Legendary Action Uses: 3 (4 in Lair). Immediately after another creature's turn, the slaver lord can expend a use to take one of the following actions. The slaver lord regains all expended uses at the start of each of its turns.

Chain Swirl. *Dexterity Saving Throw:* DC 14, each creature in a 15-foot emanation originating from the slaver lord. *Failure:* 5 (1d4 + 3) bludgeoning damage. *Success:* Half damage. *Failure or Success:* The slaver lord can't take this action again until the start of its next turn.

Pummel. The slaver lord makes one Chain-Wrapped Punch.

Spur To Action. The slaver lord commands an allied creature within 60 feet that can see or hear it. The target uses its reaction to move up to its speed or make one attack against a target of the slaver lord's choice.

SLAVER LORD — STRONGER

Armor Class 17

Hit Points 204 (24d8 + 96)

Speed 30 ft.

Initiative +8 (18)

STR	DEX	CON	INT	WIS	CHA
20 (+5)	18 (+4)	19 (+4)	15 (+2)	17 (+3)	19 (+4)

Saving Throws Str +9, Dex +8

Skills Athletics +9, Intimidation +12, Perception +7

Gear chain, studded leather

Senses passive Perception 17

Languages Common plus one other language

CR 12 (XP 8,400 or 10,000 in lair; PB +4)



Legendary Resistance (2/Day, or 3/Day in Lair). If the slaver lord fails a saving throw, it can choose to succeed instead.

Steel Grip. Other creatures have disadvantage to escape the slaver lord's grapple.

Taskmaster. While in a 30-foot emanation originating from the slaver lord, allied Humanoids can't be charmed or frightened by creatures other than the slaver lord.

ACTIONS

Multiattack. The slaver lord makes two attacks, using Chain-Wrapped Punch or Chain Swing in any combination. It can replace one of these attacks with a Chain Pull.

Chain-Wrapped Punch. *Melee Weapon Attack:* +8, reach 5 ft. *Hit:* 16 (2d10 + 5) bludgeoning damage.

Chain Swing. *Melee Weapon Attack:* +8, reach 15 ft. *Hit:* 12 (2d6 + 5) bludgeoning damage, and the target is grappled (escape DC 17). While grappled, the target is restrained. The slaver lord can only grapple one creature this way.

Chain Pull. *Strength Saving Throw:* DC 17, one creature grappled by the slaver lord. *Failure:* 9 (1d8 + 5) bludgeoning damage, and the target is pulled up to 10 feet toward the slaver lord. *Success:* Half damage.

BONUS ACTIONS

Frighten the Meek. *Wisdom Saving Throw:* DC 16, one creature the slaver lord can see within 30 feet. *Failure:* The target becomes frightened until the start of the slaver lord's next turn. *Success:* The target is immune to this ability for 24 hours.

REACTIONS

Meat Shield. *Trigger:* The slaver lord is targeted by an attack and has a creature grappled by it within 5 feet of it. *Response:* The grappled creature becomes the target of the attack instead.

LEGENDARY ACTIONS

Legendary Action Uses: 3 (4 in Lair). Immediately after another creature's turn, the slaver lord can expend a use to take one of the following actions. The slaver lord regains all expended uses at the start of each of its turns.

Chain Swirl. *Dexterity Saving Throw:* DC 17, each creature in a 15-foot emanation originating from the slaver lord. *Failure:* 14 (4d6) bludgeoning damage. *Success:* Half damage. *Failure or Success:* The slaver lord can't take this action again until the start of its next turn.

Pummel. The slaver lord makes one Chain-Wrapped Punch.

Spur To Action. The slaver lord commands an allied creature within 60 feet that can see or hear it. The target uses its reaction to move up to its speed or make one attack against a target of the slaver lord's choice.