

## EXECUTIONER

Small or Medium • Humanoid • Any Alignment

**Armor Class** 12

**Initiative** +1 (11)

**Hit Points** 67 (9d8 + 27)

**Speed** 30 ft.



**STR**

17 (+3)

**DEX**

12 (+1)

**CON**

16 (+3)

**INT**

10 (+0)

**WIS**

10 (+0)

**CHA**

11 (+0)

**Skills** Athletics +5, Intimidation +4

**Gear** leather, greataxe

**Senses** passive Perception 10

**Languages** Common

**CR** 3 (XP 700; PB +2)

**Hooded.** The executioner has advantage on saving throws against being blinded.

**Pinned.** One Medium or smaller creature of the executioner's choice within 5 feet of it can't stand up from being prone while being within 5 feet of the executioner.

### ACTIONS

**Multiattack.** The executioner makes two Greataxe attacks. It can replace one of these attacks with a use of Kneel.

**Greataxe.** *Melee Weapon Attack:* +5, reach 5 ft. *Hit:* 9 (1d12 + 3) slashing damage. A prone target takes an additional 6 (1d12) slashing damage and dies when reduced to 0 hit points through this attack.

**Kneel.** *Strength Saving Throw:* DC 13, one creature within 5 feet of the executioner that it can see. *Failure:* The target is knocked prone.

### BONUS ACTIONS

**Menacing Presence.** *Wisdom Saving Throw:* DC 10, one creature within 30 feet of the executioner. *Failure:* The target becomes frightened until the end of its next turn. *Success:* The target becomes immune to this ability for 1 hour.

## EXECUTIONER — WEAKER

**Armor Class** 11

**Initiative** +0 (10)

**Hit Points** 26 (4d8 + 8)

**Speed** 30 ft.



**STR**

15 (+2)

**DEX**

10 (+0)

**CON**

14 (+2)

**INT**

10 (+0)

**WIS**

10 (+0)

**CHA**

10 (+0)

**Skills** Athletics +4, Intimidation +4

**Gear** battleaxe, leather

**Senses** passive Perception 10

**Languages** Common

**CR** 1/2 (XP 100; PB +2)

**Hooded.** The executioner has advantage on saving throws against being blinded.

**Pinned.** One Medium or smaller creature of the executioner's choice within 5 feet of it can't stand up from being prone while being within 5 feet of the executioner.

### ACTIONS

**Battleaxe.** *Melee Weapon Attack:* +4, reach 5 ft. *Hit:* 6 (1d8 + 2) slashing damage. A prone target takes an additional 4 (1d8) slashing damage and dies when reduced to 0 hit points through this attack.

**Kneel.** *Strength Saving Throw:* DC 12, one creature within 5 feet of the executioner that it can see. *Failure:* The target is knocked prone.

### BONUS ACTIONS

**Menacing Presence.** *Wisdom Saving Throw:* DC 10, one creature within 30 feet of the executioner. *Failure:* The target becomes frightened until the end of its next turn. *Success:* The target becomes immune to this ability for 1 hour.

# EXECUTIONER — STRONGER

**Armor Class** 14

**Initiative** +2 (12)

**Hit Points** 102 (12d8 + 48)

**Speed** 30 ft.



**STR**

19 (+4)

**DEX**

14 (+2)

**CON**

18 (+4)

**INT**

10 (+0)

**WIS**

10 (+0)

**CHA**

12 (+1)

**Skills** Athletics +7, Intimidation +7

**Gear** greataxe, studded leather

**Senses** passive Perception 10

**Languages** Common

**CR** 6 (XP 2,300; PB +3)

**Hooded.** The executioner has advantage on saving throws against being blinded.

**Pinned.** One Medium or smaller creature of the executioner's choice within 5 feet of it can't stand up from being prone while being within 5 feet of the executioner.

## ACTIONS

**Multiattack.** The executioner makes two Greataxe attacks. It can replace one of these attacks with a use of Kneel.

**Greataxe.** *Melee Weapon Attack:* +7, reach 5 ft. *Hit:* 17 (2d12 + 4) slashing damage. A prone target takes an additional 13 (2d12) slashing damage and dies when reduced to 0 hit points through this attack.

**Kneel.** *Strength Saving Throw:* DC 15, one creature within 5 feet of the executioner that it can see. *Failure:* The target is knocked prone.

## BONUS ACTIONS

**Menacing Presence.** *Wisdom Saving Throw:* DC 12, one creature within 30 feet of the executioner. *Failure:* The target becomes frightened until the end of its next turn. *Success:* The target becomes immune to this ability for 1 hour.