

SANCTIONER

Huge • Celestial • Lawful Good

Armor Class 18

Initiative +8 (18)

Hit Points 252 (24d12 + 96)

Speed 20 ft., fly 60 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
18 (+4)	16 (+3)	18 (+4)	20 (+5)	22 (+6)	20 (+5)

Skills Investigation +10, Perception +16

Damage Resistances radiant

Condition Immunities blinded, charmed, frightened

Senses truesight 120 ft., passive Perception 26

Languages all; telepathy 120 ft.

CR 15 (XP 13,000; PB +5)

Divine Awareness. The sanctioner knows if it hears a lie.

Eternal Vigil. The sanctioner can't be surprised.

Sanctioned Space. The area in a 30-foot emanation originating from the sanctioner is difficult terrain for creatures of the sanctioner's choice.

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

Unusual Nature. The sanctioner doesn't require air, food, drink, or sleep.

ACTIONS

Multiattack. The sanctioner makes four Eye Beam attacks and uses its Sanction.

Eye Beam. *Ranged Spell Attack:* +12, reach 90 ft. *Hit:* 13 (3d8) radiant damage. Additionally, the next attack roll by a creature other than the sanctioner against the target is made with advantage. This effect lasts until the start of the target's next turn.

Sanction. *Charisma Saving Throw:* DC 20, one creature within 90 feet of the sanctioner that it can see. *Failure:* 26 (4d12) psychic damage, and the sanctioner can inflict one of the following effects until the end of the target's next turn. The target can choose not gain an additional effect, in which case it takes an extra 15 force damage that bypasses resistance or immunity.

- The target can take only one thing: action, bonus action, or movement.

SANCTIONER — WEAKER

Armor Class 17

Initiative +6 (16)

Hit Points 199 (21d12 + 63)

Speed 20 ft., fly 60 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
16 (+3)	14 (+2)	16 (+3)	18 (+4)	20 (+5)	18 (+4)

Skills Investigation +8, Perception +13

Damage Resistances radiant

Condition Immunities blinded, charmed, frightened

Senses truesight 120 ft., passive Perception 23

Languages all; telepathy 120 ft.

CR 12 (XP 8,400; PB +4)



- When the target casts a spell, it must expend a spell slot one level higher than the spell's level (without gaining any additional benefits from upcasting), or the spell fails.
- When the target makes an attack roll, it must expend one hit die, or the roll is considered a 1.
- When the target makes an attack roll, casts a spell, or uses an ability, it can only target itself or the closest other creature it can see.
- At the start of its turn, the target must use its reaction to move up to its speed in a direction of the sanctioner's choice.

BONUS ACTIONS

Additional Penalty. *Wisdom Saving Throw:* DC 20, one creature affected by the sanctioner's Sanction. *Failure:* The sanctioner inflicts an additional different effect of that ability.

REACTIONS

Denied (Recharge 5-6). *Trigger:* A creature within 60 feet of the sanctioner that it can see takes damage. *Response:* The target takes no damage from that damage instance.



Divine Awareness. The sanctioner knows if it hears a lie.

Eternal Vigil. The sanctioner can't be surprised.

Sanctioned Space. The area in a 30-foot emanation originating from the sanctioner is difficult terrain for creatures of the sanctioner's choice.

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

Unusual Nature. The sanctioner doesn't require air, food, drink, or sleep.

ACTIONS

Multiattack. The sanctioner makes four Eye Beam attacks and uses its Sanction.

Eye Beam. *Ranged Spell Attack:* +10, reach 90 ft. *Hit:* 9 (2d8) radiant damage. Additionally, the next attack roll by a creature other than the sanctioner against the target is made with advantage. This effect lasts until the start of the target's next turn.

Sanction. *Charisma Saving Throw:* DC 18, one creature within 90 feet of the sanctioner that it can see. *Failure:* 19 (3d12) psychic damage, and the sanctioner can inflict one of the following effects until the end of the target's next turn. The target can choose not gain an additional effect, in which case it takes an extra 15 force damage that bypasses resistance or immunity.

- The target can take only one thing: action, bonus action, or movement.

SANCTIONER — STRONGER

Armor Class 19

Hit Points 299 (26d12 + 130)

Speed 20 ft., fly 60 ft. (hover)

Initiative +10 (20)

STR	DEX	CON	INT	WIS	CHA
20 (+5)	18 (+4)	20 (+5)	22 (+6)	24 (+7)	22 (+6)

Skills Investigation +12, Perception +19

Damage Resistances radiant

Condition Immunities blinded, charmed, frightened

Senses truesight 120 ft., passive Perception 29

Languages all; telepathy 120 ft.

CR 18 (XP 20,000; PB +6)

- When the target casts a spell, it must expend a spell slot one level higher than the spell's level (without gaining any additional benefits from upcasting), or the spell fails.
- When the target makes an attack roll, it must expend one hit die, or the roll is considered a 1.
- When the target makes an attack roll, casts a spell, or uses an ability, it can only target itself or the closest other creature it can see.
- At the start of its turn, the target must use its reaction to move up to its speed in a direction of the sanctioner's choice.

BONUS ACTIONS

Additional Penalty. *Wisdom Saving Throw:* DC 18, one creature affected by the sanctioner's Sanction. *Failure:* The sanctioner inflicts an additional different effect of that ability.

REACTIONS

Denied (Recharge 6). *Trigger:* A creature within 30 feet of the sanctioner that it can see takes damage. *Response:* The target takes no damage from that damage instance.



Divine Awareness. The sanctioner knows if it hears a lie.

Eternal Vigil. The sanctioner can't be surprised.

Sanctioned Space. The area in a 30-foot emanation originating from the sanctioner is difficult terrain for creatures of the sanctioner's choice.

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

Unusual Nature. The sanctioner doesn't require air, food, drink, or sleep.

ACTIONS

Multiattack. The sanctioner makes four Eye Beam attacks and uses its Sanction.

Eye Beam. *Ranged Spell Attack:* +14, reach 90 ft. *Hit:* 16 (3d10) radiant damage. Additionally, the next attack roll by a creature other than the sanctioner against the target is made with advantage. This effect lasts until the start of the target's next turn.

Sanction. *Charisma Saving Throw:* DC 22, one creature within 90 feet of the sanctioner that it can see. *Failure:* 32 (5d12) psychic damage, and the sanctioner can inflict one of the following effects until the end of the target's next turn. The target can choose not gain an additional effect, in which case it takes an extra 15 force damage that bypasses resistance or immunity.

- The target can take only one thing: action, bonus action, or movement.

- When the target casts a spell, it must expend a spell slot one level higher than the spell's level (without gaining any additional benefits from upcasting), or the spell fails.
- When the target makes an attack roll, it must expend one hit die, or the roll is considered a 1.
- When the target makes an attack roll, casts a spell, or uses an ability, it can only target itself or the closest other creature it can see.
- At the start of its turn, the target must use its reaction to move up to its speed in a direction of the sanctioner's choice.

BONUS ACTIONS

Additional Penalty. *Wisdom Saving Throw:* DC 22, one creature affected by the sanctioner's Sanction. *Failure:* The sanctioner inflicts an additional different effect of that ability.

REACTIONS

Denied (Recharge 5-6). *Trigger:* A creature within 60 feet of the sanctioner that it can see takes damage. *Response:* The target takes no damage from that damage instance.