



The undead Sheriffs of Asmoarch are the spectral embodiments of the former guardians of this cursed land, bound to their eternal duty by the very forces of hell that brought about their demise. Once paragons of justice, these ghostly lawmen now roam the barren wastelands, their souls twisted and corrupted by the dark energies that suffuse the air.

Clad in tattered remnants of their former uniforms, their spectral forms flicker and waver, but the glint of steel in their hands remains all too real. They wield their revolvers with unnerving precision, seeking to enforce a twisted form of justice upon any unfortunate soul that crosses their path. Though their minds are warped by the darkness, these undead lawmen still retain a semblance of their former selves, upholding the law with a relentless determination that borders on obsession.

## FORSAKEN SHERIFF

Medium fiend (devil), lawful evil

**Armor Class** 19 (natural armor)

**Hit Points** 90 (12d8 + 36)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	20 (+5)	16 (+3)	8 (-1)	18 (+4)	12 (+1)

**Saving Throws** Dex +8, Int +2

**Skills** Animal Handling +7, Insight +7, Perception +7

**Damage Immunities** fire, poison

**Condition Immunities** poisoned

**Senses** darkvision 120 ft., passive Perception 17

**Languages** Common, Infernal, telepathy 120 ft.

**Challenge** 7 (2,900 XP)

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

**Trickshots.** The sheriff ignores half-cover, three-quarters cover and treats full-cover as if it were half-quarters cover, using trickshots to hit at any angle.

## ACTIONS

**Multiattack.** The sheriff uses his Sheriff's Bounty, then makes two attacks.

**Spellcasting.** The devil casts one of the following spells, using Wisdom as the spellcasting ability (spell save DC 15):

At will: *bargain of guidance*, *dwarven stand-off\**, *quickdraw\**

2/day each: *hellish rebuke*, *whirling strike\**

1/day: *bargain of detention\**, *drag to hell\**, *fireball*

\*Part of the Hell's Cowboy Tome

**Fiendish Revolver.** Ranged Weapon Attack: +8 to hit, range 30/120 ft., one target. Hit: 16 (2d10 + 5) piercing damage. Attacks made with this weapon do not suffer disadvantage when within 5 feet of a hostile creature.

**Fiendish Rifle.** Ranged Weapon Attack: +8 to hit, range 120/300 ft., one target. Hit: 9 (1d8 + 5) piercing damage.

**Sheriff's Bounty (Recharges on a Short or Long Rest).** The sheriff chooses one creature and places a bounty on their head. Until the creature dies or the sheriff takes a short or long rest, attacks the sheriff makes against the creature deal an additional 1d6 damage of the weapon's damage type. In addition, the sheriff has advantage on saving throws against that creature's spells and abilities. When the creature dies, the sheriff recharges his Sheriff's Bounty.

## BONUS ACTIONS

**Alter Bounty (3/Day).** The sheriff can change the target of his Sheriff's Bounty from one living creature to another.

## LEGENDARY ACTIONS

The forsaken sheriff can take 2 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 forsaken sheriff regains spent legendary actions at the start of its turn.

**Detect.** The sheriff makes a Wisdom (Perception) check.

**Reposition (Costs 2 Actions).** The sheriff can move up to his full movement if mounted or move up to his full movement and drop prone if on foot.

**Shoot (Costs 3 Actions).** The sheriff makes one revolver or rifle attack.





Unfortunately, their curse has blurred the lines between right and wrong, and the undead Sheriffs began to interpret the law in vile ways. No longer were they the protectors of the innocent, but rather, they became merciless enforcers of a cruel and unforgiving code, dictated by the very darkness that consumed them.



## UNDEAD SHERIFF

Medium undead, unaligned

**Armor Class** 17 (natural armor)

**Hit Points** 52 (7d8 + 21)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	16 (+3)	17 (+3)	2 (-4)	10 (+0)	4 (-3)

**Saving Throws** Con +5

**Skills** Animal Handling +2, Insight +2, Perception +2

**Damage Immunities** necrotic, poison

**Condition Immunities** poisoned, unconscious

**Senses** darkvision 60 ft., passive Perception 12

**Languages** Common, Infernal, telepathy 120 ft.

**Challenge** 4 (1,100 XP)

**Trickshots.** The sheriff ignores half-cover, three-quarters cover and treats full-cover as if it were half-quarters cover, using trickshots to hit at any angle.

**Undead Fortitude.** If damage reduces the sheriff to 0 hit points, it must make a Constitution saving throw with a DC of 5 + the damage taken, unless the damage is radiant or from a critical hit. On a success, the sheriff drops to 1 hit point instead.

### ACTIONS

**Claw.** *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 8 (1d8 + 4) slashing damage.

**Multiattack.** The sheriff uses his Sheriff's Bounty, then makes two attacks with its revolver or one with its claw and one with its bite.

**Necrotic Revolver.** *Ranged Weapon Attack:* +5 to hit, range 30/120 ft., one target. *Hit:* 8 (1d10 + 3) piercing damage. Attacks made with this weapon do not suffer disadvantage when within 5 feet of a hostile creature.

**Sheriff's Bounty (Recharges on a Short or Long Rest).** The sheriff chooses one creature and places a bounty on their head. Until the creature dies or the sheriff takes a short or long rest, attacks the sheriff makes against the creature deal an additional 2 (1d4) damage of the weapon's damage type. In addition, the sheriff has advantage on saving throws against that creature's spells and abilities. When the creature dies, the sheriff recharges his Sheriff's Bounty.

**Zombie's Bite.** *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 7 (1d6 + 4) piercing damage and 3 (1d6) necrotic damage. If the target is a living humanoid, it must succeed on a DC 14 Constitution saving throw or be infected with the zombie virus. Once infected, the creature slowly turns into a zombie over the next 24 hours. If the creature drinks a potion of healing or an antidote or has a *lesser restoration*, *greater restoration* or *remove curse* spell cast on it, the virus is removed.

### BONUS ACTIONS

**Alter Bounty (3/Day).** The sheriff can change the target of his Sheriff's Bounty from one living creature to another.

