

# JAILORS

## MECHANICAL CREATURES

Once prisoners themselves, of the most dangerous caliber, the jailors were sentenced to death. Once the execution was delivered, their bodies were recovered and repurposed. Implanted with a new mechanical life, they now obey to the law, enforcing it.

## UNYIELDING GUARDIANS

The jailors guard the corridors of the most dangerous prisons, breaking any riot attempt, chaining any opponents. Some of them, with sturdier bodies, have been augmented even further. These wind up jailors function are capable of breaking the will of the strongest man, rendering them helpless prisoners of their ephemeral chains.

### JAILOR

Medium construct, lawful neutral

**Armor Class** 15 (natural armor)

**Hit Points** 71 (11d8 + 22)

**Speed** 35 ft.

STR	DEX	CON	INT	WIS	CHA
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18 (+4)	10 (+0)	15 (+2)	12 (+1)	10 (+0)	14 (+2)
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**Skills** Investigation +3, Perception +2

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

**Languages** —

**Challenge** 3 (700 XP)

**Anchored.** The jailor cannot be banished or teleported against its will.

**Keen Hearing.** The jailor has advantage on Wisdom (Perception) checks that rely on hearing.

### Actions

**Multiattack.** The jailor makes two key attacks, or one key attack and then uses imprison.

**Key.** *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 13 (2d8 + 4) bludgeoning damage.

**Imprison.** The jailor points its key towards a creature within 60 feet of it, the target must succeed on a DC 12 Charisma saving throw or be restrained by magical binds for 1 hour. These chains extend into the Ethereal Plane, and prevent the target from using any form of teleportation. A restrained creature can repeat the save at the end of each of its turns, ending the effect on a success. The jailor needs to concentrate on this effect as it would concentrate on a spell.



### BLIND JUSTICE

To enforce justice impartially, their eyes have been removed, they only perceive other creatures through sound, smell and magic. Be it child or adult, human or tiefling, if the law has been broken severely enough that they have been dispatched outside of their prison, the judgment will be swift.

*The creature itself may not be corrupt, but what if the person controlling it is?*





## WIND UP JAILOR

Medium construct, lawful neutral

**Armor Class** 15 (natural armor)

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

**Speed** 40 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	10 (+0)	16 (+3)	13 (+1)	11 (+0)	16 (+3)

**Skills** Investigation +4, Perception +3

**Senses** blindsight 120 ft., passive Perception 13

**Languages** —

**Challenge** 5 (1,800 XP)

**Anchored.** The wind up jailor cannot be banished or teleported against its will.

**Keen Hearing.** The wind up jailor has advantage on Wisdom (Perception) checks that rely on hearing.

**Magic Resistance.** The wind up jailor has advantage on saving throws against spells and other magical effects.

### Actions

**Multiattack.** The wind up jailor makes two key attacks, or one key attack and then uses imprison.

**Key. Melee Weapon Attack:** +8 to hit, reach 5 ft., one target. **Hit:** 16 (2d10 + 5) bludgeoning damage.

**Imprison.** The wind up jailor points its key towards a creature within 60 feet of it, the target must succeed on a DC 14 Charisma saving throw or be restrained by magical binds for 1 hour. These chains extend into the Ethereal Plane, and prevent the target from using any form of teleportation. A restrained creature can repeat the save at the end of each of its turns, ending the effect on a success. The jailor needs to concentrate on this effect as it would concentrate on a spell.

**Wind Up Curse (Recharge 5-6).** The wind up jailor unleashes a magical curse. All creatures in a 20 feet radius centered on it must succeed on a DC 14 Wisdom saving throw, or fall prone and automatically fail their next Charisma saving throw on a failure. Constructs are immune to this effect.