



QUARTERLY PATRON REWARD:
ETERNAL SENTRY



D&D 5E HOMEBREW

Challenge your players with a deadly boss fight
on the doorsteps of the Abyss

ETERNAL SENTRY

Eternal Sentries are intelligent undead humanoids that resemble corpses, usually armed with two giant shields, but they can as well be armed with lances, maces and other weapons. Sentries are typically very tall, reaching 8 feet in height. They are special guardians of unholy places related to Orcus and his cult. They vary in strength and might depending on their purpose and the power of their summoners. A sentry has a powerful bond with a place he guards.

TACTICS

During the first stage of combat the sentry mostly uses lair action to summon **manes**. He is reluctant to use legendary actions, but he utilizes normal actions and reaction at full efficiency. When he loses one shield he tries to compensate the lack of defence by absorbing spirits using **rejuvenating spirits** legendary action. The sentry also tries to disarm melee fighters using his free hand. If any enemies of decent threat are hard to reach he summons tentacles using lair action. Finally after losing second shield he releases his full menace with **death guardians** legendary action. He then uses **life steal** to remain alive as long as possible.

ETERNAL SENTRY'S LAIR

Eternal Sentry's lair is a passageway to the lands of Orcus and it is one with the sentry. Such guarded passages are designed to weed out the unwanted visitors, and most importantly, to pick those who are to be lured in the demonic realm for whatever reason. The lair's location might be in ancient ruins of all kinds, in solitary temples of Orcus, in underground catacombs or deepest caverns of the Underdark. The ground of eternal sentry's lair is often desecrated

The lair usually has several pools of boiling flesh - the remains of fallen adventurers and sacrifices made by the establishers of the place. A sentry has the power to summon **manes** from these pools.



LAIR ACTIONS

On initiative count 20 (losing initiative ties), the sentry takes a lair action to cause one of the following effects; the sentry can't use the same effect two rounds in a row:

- This lair action is an exception that requires sentry's activity and take his full turn instead of typical lair action initiative. At the start of his turn the Eternal Sentry covers himself with both shields and starts the summoning which lasts until the start of his next turn. During this turn the Sentry's AC is 30 and he gains advantage on Strength, Dexterity and Constitution saving throws. At the start of the next round one of the pools of flesh spits out 1d4+2 explosive manes. The manes act immediately and use a dash action to reach the closest creature which is not demon or undead. On contact a manes explodes dealing 2d10 acid damage and leaving a 5 ft. radius **creeping death** area that grants necrotic vulnerability to everyone inside. The effect lasts 1 minute.
- Demonic tentacles shoot out from one pool of flesh and try to grab a creature within 60 feet. The creature must succeed on a DC 15 Dexterity saving throw or be pulled in a pool of flesh or hit the floor taking damage from the fall. A creature in a pool of flesh is suffocating and can only make DC 15 Constitution saving throws on its turn to get out.



ETERNAL SENTRY

Medium undead, chaotic evil

Armor Class 22 (Plate, Shields)

Hit Points 97 (13d8 + 39)

Speed 20ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	14 (+2)	16 (+2)	10 (+0)	13 (+1)	8 (-1)

Savin Throws CON +7

Skills Perception +6, Athletics +7

Damage Resistances Necrotic; Bludgeoning, Piercing, and Slashing from Nonmagical Attacks that aren't Silvered

Damage Immunities Poison

Condition Immunities Exhaustion, Frightened, Poisoned

Senses Darkvision 60 ft., Passive Perception 15

Languages The languages it knew in life, Abyssal

Challenge 5 (1800 XP)

Sunlight Sensitivity. While in sunlight, the Eternal Sentry has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

The Sentry, the key and the gate. The Eternal Sentry is dissolved after death with all its equipment. With a crackling of abyssal fire a skulls embellished wormhole appears in the ground. A spiral staircase leads to the part of the Abyss the Sentry guarded.

Eternal. When the Sentry dies he is recreated after 24 hours by the demonic forces that had bound him. This effect can be negated by powerful dispel magic or spells such as Hallow. **Iron burden.** When the Eternal Sentry's hit points are lowered to 60 and 30, one of his shields is shattered to pieces. With each lost shield the Sentry's speed rises by 10 feet and his AC lowers by 2. Number of shield attacks is lowered with each lost shield accordingly.

Actions

Multiattack. A sentry makes two wall shield attacks.

Wall Shield. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. Hit: 13 (2d8 + 2) bludgeoning damage.

Shield Bash. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. The target must succeed on a DC 15 Constitution saving throw or fall prone and be stunned until the end of its next turn.

Life Steal. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one creature. Hit: 9 (2d6 + 2) necrotic damage. If the sentry didn't take radiant damage or damage from holy water, the target must succeed on a DC 15 Constitution saving throw or its hit point maximum is reduced by an amount equal to the damage taken and the sentry gain the same amount of temporary hit points. This reduction lasts until the target finishes a long rest. The target dies if this effect reduces its hit point maximum to 0.

A humanoid slain by this attack rises 24 hours later as a zombie under the sentry's control, unless the humanoid is restored to life or its body is destroyed. The sentry can have no more than twelve zombies under its control at one time.

Reactions

Riposte. Whenever a creature within 5 ft. misses with a melee attack, the Sentry can use its reaction to attack that creature with **Shield Bash**.

Legendary Actions

The Eternal Sentry can take 3 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 Eternal Sentry regains spent legendary actions at the start of its turn.

Death guardians. If there is a creeping death sphere (see Lair section) within 30 ft. from the Sentry, he can use a legendary action to absorb one or more of them. Mane's spirit is then forced to guard the Sentry in a way similar to Spirit Guardians spell. Quantity of mane guardians is cumulative and each spirit swirls around the Sentry in 5 ft. radius. Every creature's speed in this area is halved, and when the creature enters the area for the first time on its turn or starts its turn there, it must make a DC 15 Wisdom saving throw. On a failed save, the creature takes 1d8+2 necrotic damage for every spirit under Sentry's control. The effect lasts ten minutes and requires concentration to maintain.

Rejuvenating spirits. The Sentry can absorb the living mane's spirit to restore his hit points by 1d6+3. The manes instantly dies without exploding.

Charge. The Sentry moves up to twice his speed and makes a **Shield Bash** attack.

