

## THE PARDONER

Large Undead

STR	DEX	CON	INT	WIS	CHA
20 (+5)	18 (+4)	15 (+2)	11 (+0)	11 (+0)	15 (+2)

**Armour Class:** 17 (natural armour) **Speed:** 50 ft.

**Position:** 90 (12d10 + 24)

**Initiative DC:** 14

### Saving Throws

Con +6, Wis +4

### Skills

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### Senses

Passive Perception 10

### Challenge:

9 (5,000 Souls)

Prowling the lands, offering bargains in exchange for forgiveness of terrible deeds, the Pardoner can be found wherever anguished souls gather. Initially, he appears to be a human riding a horse, both draped in crimson robes. When the Pardoner comes closer or is exposed to the light, the full horrific appearance of the creature is revealed: there is no horse and no rider, but one being, pallid and centaur-like with clawed human hands instead of hoofs. He cries black pus from his eyes.

## BARMAIDEN (PHILOMENA)

Medium Humanoid

STR	DEX	CON	INT	WIS	CHA
13 (+1)	22 (+6)	14 (+2)	19 (+4)	8 (-1)	14 (+2)

**Armour Class:** 16 **Speed:** 30 ft.

**Position:** 52 (8d8 + 16)

**Initiative DC:** 16

### Saving Throws

Dex +9, Con +5, Int +7, Wis +2

### Skills

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### Senses

Passive Perception 9

### Challenge:

7 (2,900 Souls)

The red-haired, emerald-shawled Barmaiden serves drinks and cleans for all in attendance, occasionally leaving to go and retrieve items from the basement. She claims to have been left in charge of the tavern after the Innkeeper departed for a pilgrimage some time ago. She hides her true hideous appearance: a reptilian face with organs akin to Eyes of Death in her sockets.

**Blessed** (1/Day) The Pardoner offers a chance at redemption. Those who decline are hit by the effects of the Wrath of the Gods spell.

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

### Actions

**Multiattack** The Pardoner makes three melee attacks.

**Sweeping Claws** *Melee Weapon Attack:* +5 to hit, reach 15 ft., one target. Hit: 16 (2d10 + 5) slashing damage, and the target must succeed on a DC 15 Strength saving throw, or be knocked prone.

**Plague Breath** (Recharge 5-6) *Ranged Weapon Attack.* The Pardoner exhales a demonic, poisonous gas in a 30-foot cone. Each creature in that area must make a DC 15 Constitution saving throw, taking 48 (8d8) poison damage and 48 (8d8) necrotic damage on a failed save, and half as much damage on a successful one.

### Reactions

**Improved Parry** When an attacker hits the Pardoner with a melee attack and the Pardoner can see the attacker, it can roll 1d6 and add the number rolled to its AC against the triggering attack, provided that it's wielding a melee weapon. If the attacker misses after this parry, the Pardoner may use a bonus action to make a melee weapon attack against the creature.

**Dark Fog** As an action, the Barmaiden causes a fog to emanate in a 20-foot radius from a point they can see within 120 feet. All creatures that enter or start their turn in the fog must immediately make a DC 14 Constitution saving throw. On a failure, the creature is poisoned for one minute and takes 7 (2d6) poison damage. On a success the creature doesn't take any damage and is only poisoned while it remains in the fog. A creature that fails its saving throw can repeat it at the end of their turn.

**Catalyst Sorcery** The Barmaiden gains advantage on all saving throws against spells, sorceries, miracles, and similar effects. Spell attack rolls targeting the Barmaiden are made with disadvantage.

### Actions

**Catalyst Dark Orb** *Ranged Spell Attack:* +6 to hit, range 80 ft., one creature. Hit: 26 (5d8+4) force damage. Spend 5 Position, a creature hit by this attack must succeed on a DC 14 Constitution saving throw or their maximum Position is reduced by the damage taken.

### Reactions

**Dodge** The Barmaiden imposes disadvantage on a single spell, ranged, or melee attack targeting them provided she can see the creature targeting her.