

MALEK'S HONOR GUARD (AXEMEN)

Medium undead, lawful evil

Armor Class 14 (magically reinforced armor scraps)

Hit Points 85 (9d8 + 45)

Speed 30 ft.,

STR	DEX	CON	INT	WIS	CHA
18 (+4)	12 (+1)	20 (+5)	12 (+1)	10 (+0)	8 (-1)

Damage Vulnerabilities bludgeoning

Damage Immunities poison

Condition Immunities exhaustion, poisoned

Senses darkvision 60 ft., passive Perception 10

Languages understands common but can't speak

Challenge 3 (700 XP)

Aggressive. As a bonus action, the honor guard can move up to its speed toward a hostile creature that it can see.

Regeneration. The honor guard regains 10 hit points at the start of its turn if it has at least 1 hit point.

Strength in Numbers. The honor guard gains a +1 to hit and damage for every 2 allies that are within 30 feet of it.

ACTIONS

Multiattack. The honor guard makes two greataxe attacks.

Greataxe. *Melee Weapon Attack:* +6 to hit, reach 5ft., one target. *Hit:* 10 (1d12 + 4) slashing damage.

REACTIONS

Take the Blow. The honor guard can choose to take the effects of an attack or spell that would hit an ally as long as it is within 10 feet of that ally

MALEK'S HONOR GUARD (BOWMEN)

Medium undead, lawful evil

Armor Class 16 (magically reinforced armor scraps)

Hit Points 58 (9d8 + 18)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	18 (+4)	15 (+2)	12 (+1)	10 (+0)	8 (-1)

Damage Vulnerabilities bludgeoning

Damage Immunities poison

Condition Immunities exhaustion, poisoned

Senses darkvision 60 ft., passive Perception 10

Languages understands common but can't speak

Challenge 3 (700 XP)

Regeneration. The honor guard regains 10 hit points at the start of its next turn if it has at least 1 hit point.

Strength in Numbers. The honor guard gains a +1 to hit and damage for every 2 allies that are within 30 feet of it.

ACTIONS

Multiattack. The honor guard makes two longbow attacks.

Longbow. *Ranged Weapon Attack:* +6 to hit, range 150/600 ft., one target. *Hit:* 8 (1d8 + 4) piercing damage.

Dagger. *Melee Weapon Attack:* +6 to hit, reach 5 ft./range 20/60 ft., one target. *Hit:* 6 (1d4 + 4) piercing damage.

REACTIONS

Quickshot. The honor guard can make a free longbow attack when an opponent ends its movement within 5 feet of an ally, provided they could attack that target normally.



Skeleton Guardian Archers and Skeleton Guardian Axemen from Reaper Miniatures. Original paintjob.