DUALINK

Jailer

Monster



Dark Souls Edition

Jailer

Medium humanoid, lawful evil

The Jailers of Irithyll Dungeon are gaunt, robed figures tasked with guarding the prisoners held deep beneath the city. Carrying burning branding irons and lanterns, they patrol the dungeon's narrow corridors, tormenting those unfortunate enough to fall into their custody.

Their greatest weapon is not the branding iron itself, but their unnatural gaze, which drains the vitality of anyone who looks upon them. Even the strongest warriors may find their strength fading as a Jailer approaches, leaving them helpless against its cruel instruments.

Armor Class 13 (natural armor)
Hit Points 105 (14d8 + 42)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	14 (+2)	16 (+3)	10 (+0)	15 (+2)	14 (+2)

Saving Throws Wis +4, Cha +4
Skills Perception +4, Intimidation +4
Damage Resistances necrotic
Condition Immunities frightened
Senses darkvision 60 ft., passive Perception 14
Languages Common
Challenge 3 (700 XP)

Draining Gaze. At the start of each of the Jailer's turns, it targets one creature of its choice within 30 feet of it that can see the Jailer and that

the Jailer can see. The target must succeed on a DC 13 Constitution saving throw or have its hit point maximum reduced by 10 (3d6).

A creature can avert its eyes at the start of its turn, avoiding the gaze until the start of its next turn. While doing so, it cannot see the Jailer unless it has another means of perceiving it. If the creature looks at the Jailer during that time, it immediately becomes susceptible to the gaze.

Multiple reductions are cumulative, but a creature can suffer this reduction only once per round. A creature's hit point maximum cannot be reduced below 1 by this feature. The reduction ends when the Jailer dies, when the affected creature finishes a long rest, or after 24 hours, whichever occurs first. When the reduction ends, the creature's hit point maximum returns to normal, but its current hit points do not increase.

Actions

Branding Iron. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 6 (1d8 + 2) piercing damage plus 7 (2d6) fire damage. The target must succeed on a DC 13 Constitution saving throw or have its speed reduced to 0 until the end of its next turn.

Seize the Prisoner (Recharge 5–6). The Jailer targets one creature within 5 feet of it whose speed is 0. The target must succeed on a DC 13 Strength saving throw or become

restrained for 1 minute.
A restrained creature can repeat the saving throw at the end of each of its turns, ending the effect on a success. The effect also ends if the Jailer is incapacitated or moves more than 5 feet away from the target.

Bonus Actions

Punishing Brand. The Jailer makes one Branding Iron attack against a creature within its reach that is restrained by Seize the Prisoner.

Reactions

No Escape. When a creature within 5 feet of the Jailer attempts to move out of its reach, the Jailer can use its reaction to thrust its iron at the creature. The target must succeed on a DC 13 Dexterity saving throw or have its speed reduced to 0 until the end of the current turn.
This reaction occurs before the creature leaves the Jailer's reach.