

ANCIENT MONARCHS

In lands where history stretches back for eons, many kingdoms have risen and fallen through the span of recorded time. Though their mark on the world has faded, it remains tangible- even extant- and these ancient realms are far from forgotten. Presided over by ancient lords whose amassed power rivaling the gods themselves, it is through their undying will that their legends refuse to fade when even the stone of their once-majestic palaces have crumbled. Knowing not defeat or exile, even death to be their end, these ancient rulers still rise to face foes that invade their sanctum- be they military powers or simply unwary adventurers searching for relics in dusty old tombs...

Reverence. The power of these ageless monarchs comes from their Reverence, a power that- much like a deity's power- derives from their worship and the loyalty of their subjects. Not simply a well of power, Reverence shapes and changes these forgotten kings and queens into a form that matches the massed perception of them, ancan make both them and their warriors larger than life in a literal sense. Given many of these old monarchs hail from lines revered for centuries, they have deep wells of power to draw from, and some may even gain Reverence through the legends of their fallen kingdoms, powering them on through the ages since their fall.

ANCIENT KNIGHTS

Outstanding members of their kingdom, raised to serve their ruler as elite soldiers, Ancient Knights are the pinnacle of the old realms' martial achievements. Undyingly loyal to their king, these are not merely elite soldiers, but extremely well-trained and well-motivated bearers of their king's will, who bear a sliver of that king's incredible power. Loyal to the end, they will fight on for not simply military aims, but for the land they practically embody.

Vassals of the King. Because of their almost-symbiotic bond with their lord, Ancient Knights benefit from the same perks provided by their monarch's Reverence. Acting not simply as their soldiers, but as an extension of their will, they possess strength and resilience far beyond the scope of mortal men, able to shrug off otherwise-mortal wounds and live many times longer than a typical being. Losing what identity they possessed before their ascension, and knowing only their charge, it is not simply that a knight comes to represent their charge- it becomes all they are.

Masters of Arms. Masters of a diverse range of weaponry and tactics, Ancient Knights can rely on decades of intensive training and hard-earned experience to adapt quickly to any combat encounter. They weave through the dance of battle with surprising grace, avoiding the blows of their opponent and punishing openings with devastating, Reverence-empowered strikes.



Artwork by DM Tuz

Knight Transformation. Over time, these knights undergo a slow but continual metamorphosis in the service of their lord. Shaped by Reverence to be what their legend and the imaginations of the public believe them to be, they become less of a person and more of an ideal, their regalia being as much a part of them as the tales of their exploits. Over time, this will blur the line between person and armor, knight and legend, and eventually, what remains is not quite human, a jarring figure in both mannerism and movement.

ANCIENT MONARCHS CREATURE TYPE

In the following pages the Ancient Monarchs are repeatedly being referred to as "Celestials" in their statblocks. Reason for that is the niche that they fill in the **Unbound** setting they were conceived in.

Feel free to change the creature type as you see fit, depending how you want to use them in your game. Were the Ancient Monarchs the defeated rulers of the World and are back for revenge? Make them undead and give them the obligatory poison immunity. Are they just very strong rulers of a distant land? Make them humanoid or giants that are immune to effects that specifically target humanoids.

But, since this is a series of Monsters unique to the **Unbound** setting, they will be referred to how they were originally created.

ANCIENT KNIGHT

Medium celestial, lawful (any)

Armor Class 20 (full plate & shield)

Hit Points 93 (11d8 + 44)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	13 (+1)	18 (+4)	10 (0)	12 (+1)	15 (+2)

Proficiency +3

Saving Throws Con +7, Wis +4

Skills Athletics +7, Perception +4

Senses passive Perception 14

Languages Common and any one language

Challenge 6 (2,300 XP)

Empowered Strike. The Ancient Knight's weapons are magical and the first time in a turn the Ancient Knight hits with an attack, it deals an additional 18 (4d8) damage.

Riposte. When the Ancient Knight's Parry causes a melee attack to miss and the attacking creature is within the knight's reach, the attacking creature must succeed a DC 15 Strength saving throw. On a failed save the attacking creature is pushed back 5 ft. away from the Ancient Knight or knocked prone (Ancient Knight's choice).

Steadfast. The Ancient Knight has advantage on saving throws against being charmed or frightened.

ACTIONS

Multiattack. The Ancient Knight makes two weapon attacks.

Battle Axe (one-handed). *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 8 (1d8 + 4) slashing damage.

REACTIONS

Parry. The Ancient Knight adds 3 to its AC against one melee Attack that would hit it. To do so, the Ancient Knight must see the attacker and be wielding a melee weapon.

Deflect. If the Ancient Knight is subjected to an effect that allows it to make a Dexterity saving throw to take only half damage, it takes no damage if it succeeds on the saving throw. To do so, the Ancient Knight must see the effect and be wielding a shield.

ANCIENT KNIGHT

Medium celestial, lawful (any)

Armor Class 18 (full plate)

Hit Points 93 (11d8 + 44)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	13 (+1)	18 (+4)	10 (0)	12 (+1)	15 (+2)

Proficiency +3

Saving Throws Con +7, Wis +4

Skills Athletics +7, Perception +4

Senses passive Perception 14

Languages Common and any one language

Challenge 6 (2,300 XP)

Empowered Strike. The Ancient Knight's weapons are magical and the first time in a turn the Ancient Knight hits with an attack, it deals an additional 18 (4d8) damage.

Steadfast. The Ancient Knight has advantage on saving throws against being charmed or frightened.

ACTIONS

Multiattack. The Ancient Knight makes two weapon attacks.

Greatsword. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) slashing damage.

Greatsword. The Ancient Knight makes a greatsword attack against up to 3 creatures within its range. It applies Empowered Strike on each hit instead of the first.

REACTIONS

Parry. The Ancient Knight adds 3 to its AC against one melee Attack that would hit it. To do so, the Ancient Knight must see the attacker and be wielding a melee weapon.

ANCIENT KNIGHT

Medium celestial, lawful (any)

Armor Class 18 (full plate)

Hit Points 93 (11d8 + 44)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	13 (+1)	18 (+4)	10 (0)	12 (+1)	15 (+2)

Proficiency +3

Saving Throws Con +7, Wis +4

Skills Athletics +7, Perception +4

Senses passive Perception 14

Languages Common and any one language

Challenge 6 (2,300 XP)

Empowered Strike. The Ancient Knight's weapons are magical and the first time in a turn the Ancient Knight hits with an attack, it deals an additional 18 (4d8) damage.

Steadfast. The Ancient Knight has advantage on saving throws against being charmed or frightened.

ACTIONS

Multiattack. The Ancient Knight makes 2 weapon attacks. If both attacks miss, it makes a pommel attack (it needs to wield a halberd or glaive to do this).

Halberd. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 9 (1d10 + 4) slashing damage.

Pommel. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 6 (1d4 + 4) slashing damage.

REACTIONS

Parry. The Ancient Knight adds 3 to its AC against one melee Attack that would hit it. To do so, the Ancient Knight must see the attacker and be wielding a melee weapon.

Warding Strike. The Ancient Knight makes a halberd attack against a creature that enters its reach. To do so, the Ancient Knight must see the creature.

ANCIENT KNIGHT

Medium celestial, lawful (any)

Armor Class 18 (full plate)

Hit Points 93 (11d8 + 44)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	13 (+1)	18 (+4)	10 (0)	12 (+1)	15 (+2)

Proficiency +3

Saving Throws Con +7, Wis +4

Skills Athletics +7, Perception +4

Senses passive Perception 14

Languages Common and any one language

Challenge 6 (2,300 XP)

Cavalry. The mounted Ancient Knight and its mount (usually a large quadruped creature) act both on the Ancient Knight's initiative. While the Ancient Knight is mounted, the Ancient Knight can't be knocked prone, dismounted, or moved against its will and its steed can't be charmed or frightened.

Empowered Strike. The Ancient Knight's weapons are magical and the first time in a turn the Ancient Knight hits with an attack, it deals an additional 18 (4d8) damage.

Steadfast. The Ancient Knight has advantage on saving throws against being charmed or frightened.

ACTIONS

Multiattack. The Ancient Knight makes 2 weapon attacks.

Lance. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 10 (1d12 + 4) slashing damage.

Cavalry Charge (Recharge 5-6). The Ancient Knight's mount moves its full speed in a straight line without provoking opportunity attacks. The Ancient Knight makes a lance attack against any creature of its choice that it passes. Each creature hit must succeed a DC 15 Strength saving throw or is knocked prone. The Ancient Knight can't use this action if its mount has already moved this turn. After this action, the knight's remaining movement becomes 0.

REACTIONS

Parry. The Ancient Knight adds 3 to its AC against one melee Attack that would hit it. To do so, the Ancient Knight must see the attacker and be wielding a melee weapon.

ANCIENT STEEDS

No specific creature is listed as an Ancient Knight's preferred steed. Any large quadruped creature will do well enough for that purpose, but here are some ideas for unique encounters:

- **Pegasus or Griffon** - The Winged Knights of Mattell preferred aerial combat, to descend upon their foes from unexpected angles on the battle field.
- **Allosaurus** - The Ancient Kingdom of Schuttgarde domesticated unique bipedal drakes as their steeds which attack with much greater ferocity as any warhorse could.
- **Catoblepas** - The Elite Cavalry of Ancient Kastivan rode on sluggish but terrifying beasts which could kill the living with a mere gaze.
- **Nightmare** - The Hell Knights of Bael Turath rode on mighty steeds provided by their diabolic benefactors.
- **Winterwolf** - The Winter Realm of Vorial bred unique wolves as their steeds, which were imbued with breath of Giggle Gale herself.

FORLORN KNIGHT

Medium monstrosity, chaotic evil

Armor Class 16 (full plate)

Hit Points 82 (11d8 + 33)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	14 (+2)	17 (+3)	4 (-3)	11 (0)	6 (-2)

Proficiency +2

Saving Throws Str +6, Con +5

Senses darkvision 60 ft., passive Perception 10

Languages Understands common and any one language, but can't speak

Challenge 4 (1,100 XP)

Brute. A melee weapon deals one extra die of its damage when the Forlorn Knight hits with it (included in the attack).

Feral Rush. If the Forlorn Knight moves at least 20 ft. toward a creature and then hits it with a weapon attack, the Forlorn Knight can make one additional weapon attack against it as a bonus action.

ACTIONS

Multiattack. The Forlorn Knight makes 2 weapon attacks.

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

REACTIONS

Rage (1/Short Rest). When the Forlorn Knight is reduced to below half (41) of its maximum hit points, it moves up to half of its speed without provoking opportunity attacks and makes two weapon attacks.

Monstrous Knight. Though the Forlorn Knight retains much of its former power, it has become twisted and strange. Its armor, once only symbolically part of its visage, becomes an inescapable carapace around it, visor and helm becoming a screeching, predatory maw. Though it may still hold its weapons of old- perhaps even unable to release them- they are little more than blunt instruments of slaughter in its crooked hands, a mockery of chivalrous combat in the hands of little more than a monster. Indeed, in what can only be seen as twisted irony, these knights have become the very monsters they once destroyed.



Artwork by DM Tuz

FORLORN KNIGHTS

Forlorn Knights are the pitiable remnants of those who now wander the realm they once swore to protect, or were sent on a mission by their beloved rulers only to never return. Shadows of who they once were, these once-noble knights have become little more than savage beasts, years of martial training and swordsmanship replaced by mindless savagery and murderous rage.

Masterless. Masterless knights by nature, it is their deep connection to their patron lord- and the loss of that bond- that has left these creatures in such a sorry state. Emptied out both mentally and physically by the loss of an identity they formed their whole lives around, they know only endless wandering or ceaseless mourning for what once was. Eventually, even the most noble knight becomes bestial and cruel, a wandering monster like any other.

Image of Ruin. Just as Reverence strengthens and shapes a creature to whom it is given, so too can it corrupt a creature that has faced true defeat and suffering. With the fall or decline of a kingdom, its once-proud subjects may abandon their worship and turn to other realms, hardening their hearts against the ones that failed them. This total disgrace shapes the twisted form of the Forlorn Knight, accelerating their fall into madness.



Artwork by DM Tuz

COURT MAGES

In the service of the ancient kings were also a cadre of court mages. Though the call to arms in the defense of the kingdom and her ruler may not have been enticing to most, the bevy of resources and funding proved a suitable source of alternate loyalty. As only the most powerful and promising magic user in the realm could hope to be the royal mage, securing the top position within this court proved to be a source of fierce competition. This meant that the Court Mage proper was either the greatest spellcaster the realm had to offer... or was the most cunning of the lot.

Wisdom of the Ages. Associated as they were with the ruler of the land- and their Reverence- the Court Mage had a convenient way to extend their lifespan well past its typical length. With an excess of time, this allowed them to delve more deeply into arcane studies than their kin, adding greatly to both their personal cache of knowledge, and that of the realm.

Keeper of Arcane Secrets. Responsible for the records and secrets of the realm's centuries- if not millenia- of arcana, the repertoire of a Court Mage is truly unfathomable in its variety, even by the standards of particularly studious spellcasters elsewhere. Able to call upon works spanning many lifetimes, they are forces of arcane power unmatched.

ANCIENT KNOWLEDGE

An encounter with a Court Mage could prove quite enticing for adventurers in the pursuit of arcane knowledge. The archives of the ancient realms are filled with cohesive arcane theories and spells.

Defeating a Court Mage who survived the ruin of their kingdom in their hidden study, should reward the party with a plethora of spell scrolls and more importantly: The Court Mage's spell book.

Finding a Court Mage's spell book should be treated as a big accomplishment for any wizard and should be reflected in the spells collected in this tome. As a high level reward consider **all spells** of a particular school of magic are contained in the pages of the spell book. Alternatively use the opportunity to allow the player to add a number of spells of their choice to their character's spell book as a reward instead.

COURT MAGE

Medium Celestial, lawful (any)

Armor Class 15 (mage armor)

Hit Points 127 (17d8 + 51)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (0)	14 (+2)	16 (+3)	21 (+5)	18 (+4)	14 (+2)

Proficiency +4

Saving Throws Con +7, Int +9, Wis +8, Cha +6

Skills Arcana +13, History +8, Perception +8

Senses passive Perception 18

Languages Common and any 3 other languages

Challenge 12 (8,400 XP)

Arcane Shield. The Court Mage gains 18 (4d8) temporary hit points at the beginning of its turn.

Arcane Power (Recharge 4-6). When the Court Mage damages a creature with a spell it can deal an additional 22 (4d10) force damage to the creature.

Legendary Resistance (2/Day). If the Court Mage fails a saving throw, it can choose to succeed instead.

Spellcasting. The Court Mage is a 17th-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 17, +9 to hit with spell attacks). The Court Mage has the following spells prepared:

Cantrips (at will): *Acid Splash, Fire Bolt, Mage Hand, Minor Illusion, Prestidigitation, Ray of Frost*
1st level (4 slots): *Comprehend Languages, Feather Fall, Mage Armor, Magic Missile, Shield*
2nd level (3 slots): *Misty Step, Scorching Ray, See Invisibility, Web*
3rd level (3 slots): *Fireball, Hypnotic Pattern, Major Image, Protection from Energy*
4th level (3 slots): *Arcane Eye, Greater Invisibility, Phantasmal Killer*
5th level (2 slots): *Hold Monster, Scrying, Wall of Force*
6th level (1 slots): *Disintegrate, Wall of Ice*
7th level (1 slots): *Force Cage, Teleport*
8th level (1 slots): -
9th level (1 slots): -

YOUR CUSTOM COURT MAGE

The statblock of the Court Mage on this page can be used as its own monster, but the intention of this creature is to serve as a template for your own Court Mage that you can feature in your campaign.

I encourage heavily to customize the Court Mage's prepared spells for the encounter you have planned. They are supposed to represent powerful wizards from ancient history that mastered all kinds of magic. So it would be also reasonable to consider giving your custom Court Mage unique spells of your own creation.

The Court Mages "Wealth of Knowledge" ability is purposely worded in a way, that it implies that the Court Mage can get access to any 7th or lower level spell there is. At your discession, you can remove that level limitation. But be weary to what kind of spell you choose. It is meant to be a "Get out of Jail" card for the Court Mage, who can recall just the right spell to get out of a problematic situation. I advise against the use of this Spell though to simply prepare Power Word Kill and instantly kill your group. It is not meant to be a "Instant Win" button.

Unbound Monsters: Ancient Monarchs

ACTIONS

Multiattack. The Court Mage casts 2 cantrips or makes 2 attacks; it makes 2 aura Burn or 2 arcane Blast attacks.

Aura Burn. *Melee Spell Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 18 (4d8) force damage.

Aura Blast. *Ranged Spell Attack:* +9 to hit, range 120 ft., one target. *Hit:* 22 (4d10) force damage.

Staff. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 2 (1d4) bludgeoning damage.

Wealth Of Knowledge (1/Day). The Court Mage draws upon its wealth of arcane knowledge. It prepares a spell of 7th level or lower.

LEGENDARY ACTIONS

The Court Mage can take 2 legendary actions, choosing from the options below. Only one legendary action can be used at a time and only at the end of another creature's turn. The Court Mage regains spent legendary actions at the start of its turn.

Misty Step. The Court Mage casts Misty Step (if available).

Arcane Attack (1/round). The Court Mage makes an Aura Burn or Arcane Blast attack.

Wealth Of Knowledge (2 Actions). The Court Mage uses its Wealth of Knowledge action.



Artwork by DM Tuz

ROYAL CHAMPIONS

There are few who rise to the title of Royal Champion. Renowned heroes of the realm, each with numerous legends and campaigns under their belt, their fame- or infamy- is exceeded only by that of the lord to which they've sworn fealty. Second to none in loyalty and expertise, they are the very best a kingdom can offer.

Legendary Knights. A Champion starts life as a knight like any other, but has proven themselves time and time again. With each victory, their legendary status grows, their Reverence growing to levels unheard of for all but the monarchs themselves. With statues and monuments commemorating them and their deeds scattered all throughout their fallen realm, each Champion is a unique figure in their own right, with unique heraldries, fighting styles, armor and weaponry.

Hands of the Monarch. There is not a soul in the realm more trusted by a king than their Champion. Their loyalty proven time and again in countless battles, they've forged bonds with their lords that have resulted in great power being shared between the two. Generals, enforcers, gourds of the royal family; wherever a monarch goes, their Champion is never far behind.

ROYAL CHAMPION

Large Celestial, lawful (any)

Armor Class 19 (champion regalia)

Hit Points 210 (20d10 + 100)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	12 (+1)	20 (+5)	14 (+2)	15 (+2)	17 (+3)

Proficiency +5

Saving Throws Str +10, Con +10, Wis +7, Cha +8

Skills Athletics +10, Intimidation +8, Perception +7

Senses darkvision 60, passive Perception 17

Languages Common and any 2 other languages

Challenge 16 (15,000 XP)

Empowered Strike. The Royal Champion's weapons are magical, and the first time in a turn the Royal Champion hits with an attack, it deals an additional 18 (4d8) damage.

Overwhelming Presence. A creature that starts its turn within 20 ft. of the Royal Champion or enters that range for the first time in a turn, must succeed a DC 16 Charisma saving throw or is frightened until the beginning of its next turn. Once a creature succeeds on the saving throw, it becomes immune to this effect for 24 hours. [Charisma Based]

Legendary Resistance (2/Day). If the Royal Champion fails a saving throw, it can choose to succeed instead.

Reverence Boost (1/Short Rest). The Royal Champion can use a bonus action to summon inner reserves of Reverence, which temporarily increases the Champion's power. The Royal Champion gains 20 temporary hit points and applies Empowered Strike on all attacks until the end of its turn. Additionally, if the Royal is under an effect that requires it to repeat a saving throw at the end of its turn to end it, it ends the effect as if it had saved successfully. The Royal Champion can use this feature even when incapacitated.

Unbound Monsters: Ancient Monarchs

ACTIONS

Multiattack. The Royal Champion makes 2 weapon attacks.

Champion Glaive. *Melee Weapon Attack:* +10 to hit, reach 10 ft., one target. *Hit:* 16 (2d10 +5) slashing damage.

Devastating Arc. The Royal Champion swings its weapon in a wide arc. Each creature in a 15 ft. cone originating from the champion must make a DC 18 Dexterity saving throw. On a failed save a creature takes 22 (4d10) slashing damage and if the creature is large size or smaller, is pushed 10 ft. away from the Royal Champion. [Strength Based]

REACTIONS

Parry. The Royal Champion adds 5 to its AC against one melee Attack that would hit it. To do so, the Royal Champion must see the attacker and be wielding a melee weapon. If this causes the attack the miss, the Royal Champion has advantage on the next melee weapon attack against the triggering creature until the end of the Champion's next turn.

LEGENDARY ACTIONS

The Royal Champion can take 3 legendary actions, choosing from the options below. Only one legendary action can be used at a time and only at the end of another creature's turn. The Royal Champion regains spent legendary actions at the start of its turn.

Move. The Royal Champion moves up to its movement speed.

Swing. The Royal Champion attacks with its Champion Glaive without applying Empowered Strike.

Steady (1/round). The Royal Champion readies itself for the next attack. It gains the use of another reaction that it can only use to parry. The Royal Champion can only use this action if it has used a reaction since the beginning of its last turn.

Advance (2 Actions). The Royal Champion moves up to half of its speed towards a creature without provoking opportunity attacks and makes a melee weapon attack.

Devastating Arc (3 Actions). The Royal Champion uses Devastating Arc.



Artwork by DM Tuz

ANCIENT MONARCHS

Powerful individuals that rose to power as rightful rulers of their own kingdoms, Monarchs are individuals both revered and feared. Though some were beloved for their wisdom or guidance, others were feared as cruel and merciless despots; in any case, all wielded the power of an entire kingdom's Reverence. Ascending well beyond the limitations of mortals, these beings bordered on demigods, and while they were not immortal, their power passed down their bloodline, empowering generation after generation.

Power and Authority. Only a fool would assume a Monarch's power is purely ceremonial. Leading their troops into battle as beacons of authority, they possess power on a scale that they may wipe out entire armies singlehanded, reshaping the world around them by their very wills. The sight of such a ruler taking to the field is a source of despair or hope, depending purely upon which side of their sword one finds themselves.

Defeated, but not Dust. Even with their kingdoms fallen, a Monarch is not truly gone from the world. Though not truly immortal from the effects of Reverence, their lifespans are extended well beyond the extent of their kingdom's survival. Over time, the decay of this Reverence may eventually degrade a once-proud monarch into a shadow of their former self, but they are far from docile; those who aren't too far gone simply bide their time, waiting for a chance to rebuild a kingdom lost to time. When they strike, it is with great fury, often at the descendants of their former foes for whom the tales of the ancient ruler is simply a legend.

Ancient Realms. The once-proud realms of these ancient monarchs are as varied as their former rulers. Ranging from crumbling cities to cursed and abandoned kingdoms, some are even entire pocket planes devoted wholly to the glory of a time since passed. Though they are full of the history of their once-great empires, as well as their relics and treasures, they are no place for the unwary to travel; though they may have crumbled, their guardians will still rise to defend them, even if they no longer remember why...

ANCIENT MONARCH

Large Celestial, lawful (any)

Armor Class 21 (monarch regalia)

Hit Points 325 (26d10 + 182)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
26 (+7)	16 (+3)	24 (+7)	18 (+4)	20 (+5)	21 (+5)

Proficiency +7

Saving Throws Str +14, Con +14, Wis +12, Cha +12

Skills Athletics +14, Deception +12, Insight +12, Intimidation +12, Perception +12, Persuasion +12

Damage Resistance poison, bludgeoning, piercing and slashing damage from nonmagical weapons

Condition Immunities charmed, exhaustion, frightened, poisoned

Senses blindsight 60 ft., passive Perception 22

Languages All

Challenge 22 (41,000 XP)

Bolstering. The Monarch gains 22 (4d10) temporary hit points at the beginning of their turn.

Legendary Resistance (3/Day). If the Monarch fails a saving throw, it can choose to succeed instead.

Reverence Armament. The Monarch's attacks are magic and deal an additional dice of damage and 9 (2d8) radiant damage on a hit (already included in the attack). Additionally the Monarch can use a bonus action to summon their weapon into their hand.

Innate Spellcasting. The Monarch's spellcasting ability is Charisma (spell save DC 20, +12 to hit). The Monarch can innately cast the following spells, requiring no material components:

At Will: *Command*, *Detect Evil and Good*, *Detect Magic*, *Greater Restoration*, *Lesser Restoration*, *Revivify*, *Sending*
3/day each: *Banishing Smite*, *Blade Barrier*, *Geas*
1/day each: *Divine Word*

Unbound Monsters: Ancient Monarchs

ACTIONS

Multiattack. The Monarch uses Commanding Presence and makes 3 attacks with their Morningstar, or the Monarch casts a spell and makes one attack with his Morningstar.

Morningstar. *Melee Weapon Attack:* +14 to hit, reach 5 ft., one target. *Hit:* 18 (2d10 +7) bludgeoning damage plus 9 (2d8) radiant damage.

Morningstar (Thrown). The Monarch throws their Morningstar at a point within 60 ft. of themselves which unleashes its might upon impact. Each creature within 10 ft. of the point of impact must succeed on a DC 22 Dexterity saving throw or take 18 (4d8) bludgeoning and 26 (6d8) radiant damage. [Strength Based]

Commanding Presence. Each creature of the Monarch's choice within 120 ft. of the Monarch must succeed on a DC 20 Wisdom saving throw or is under the effect of the Command spell. The monarch chooses the same command for all creatures. If the creature has a proficiency bonus of 2 or lower it falls unconscious for one minute, regardless of saving throw. Once a creature's saving throw is successful, it is immune to the Monarch's Commanding Presence for the next 24 hours. [Charisma Based]

LEGENDARY ACTIONS

The Monarch can take 3 legendary actions, choosing from the options below. Only one legendary action can be used at a time and only at the end of another creature's turn. The Monarch regains spent legendary actions at the start of its turn.

Move. The Monarch moves up to their speed.

Attack. The Monarch makes a weapon attack.

Command (1/round). The Monarch casts *Command*.

Cleave (2 Actions). The Monarch swings their weapon in a wide arc. Each creature in a 15-foot cone originating from the Monarch must make a DC 22 Strength saving throw. On a failed save a creature takes 13 (3d8) bludgeoning and 13 (3d8) radiant damage and is pushed 10 ft. away from the Monarch. On a successful save a creature takes half as much damage and is not pushed back. [Strength Based]