

SCRIMSHAW SENTINEL

The grimmest use for the corpse of a slain dragon is to construct a powerful undead guardian out of its very bones. The preparation process is arduous, requiring cleaning the bones and then scribing one thousand and one draconic runes on the dragon skeleton. The raising ritual is rumored to be costlier than making the stoutest golem, in both coin and components. Aside from the fact that the well-guarded magical rites must be spoken in three languages simultaneously, one off utterance ruins the entire process wholly. These may be just a few reasons why every slaughtered dragon is not turned into one of these deadly guard creatures.

SCRIMSHAW SENTINEL TEMPLATE

This template is useable on any true dragon that does not already possess a template to transform it into a scrimshaw sentinel. Unless noted, the statistics and abilities of the base dragon are retained after the template has been added.

Price of Undeath. The scrimshaw sentinel loses Amphibious ability. It loses any natural armor bonus to AC. Its fly speed is reduced to 30ft. Its Intelligence is reduced to 3 (-4). Its Charisma is reduced to 5 (-3). It can understand, but not speak the languages it knew in life. It loses all regional effects it had in life.

Type. The scrimshaw sentinel's type changes from dragon to undead, and it does not require air, food, drink, or sleep as it did in life.

Damage Resistance. The scrimshaw sentinel has resistance to necrotic nonmagical damage from bludgeoning, piercing and slashing attacks, and necrotic damage.

Damage Immunities. The scrimshaw sentinel retains any immunities it has before becoming undead and gains immunity to poison.

Condition Immunities. The scrimshaw sentinel is immune to being charmed, frightened, or poisoned. It also suffers no ill effects from exhaustion.

Magic Resistance. The scrimshaw sentinel has advantage on saving throws against spells and magical effects.

New Reaction: Lesser Spell Reflection. When the scrimshaw sentinel is targeted by a harmful spell of 3rd level or lower, the spell targets the caster instead. If the caster is not a legal target for the spell, the spell is countered automatically.

Sentinel Senses. The scrimshaw sentinel gains blindsight 120ft and has advantage on all Perception skill tests.

Undead Fortitude. If the scrimshaw sentinel is reduced to 0 hit points by damage, it must make a Constitution saving throw with a DC of 5 + damage taken, unless the damage is radiant or from a critical hit. On a success, the scrimshaw sentinel drops to 1 hit point instead.

Here is an example of a young green dragon with the scrimshaw sentinel template added.

Scrimshaw Sentinel

Large undead (green dragon), lawful evil

Armor Class 11

Hit Points 136 (16d10 +48)

Speed 40 ft., fly 30 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	12 (+1)	17 (+3)	3 (-4)	13 (+1)	5 (-3)

Skills Deception +0, Perception +7, Stealth +4

Damage Resistances necrotic; bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities poison

Condition Immunities charmed, frightened, or poisoned, and suffers no ill effects from exhaustion

Senses blindsight 120ft., darkvision 60ft; **passive perception 17**

Languages understands Common, Draconic but cannot speak

Challenge 8 (3,900 XP)

Magic Resistance. The scrimshaw sentinel has advantage on saving throws against spells and magical effects.

Sentinel Senses. The scrimshaw sentinel gains blindsight 120ft and has advantage on all Perception skill tests.

Undead Fortitude. If the scrimshaw sentinel is reduced to 0 hit points by damage, it must make a Constitution saving throw with a DC of 5 + damage taken, unless the damage is radiant or from a critical hit. On a success, the scrimshaw sentinel drops to 1 hit point instead.

ACTIONS

Multiattack. The scrimshaw sentinel makes three melee attacks.

Bite. Melee Weapon Attack: +7 to hit, reach 10ft., one target. Hit 15 (2d10 +4) piercing damage plus 7 (2d6) poison damage.

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

Poison Breath (Recharge 5-6). The scrimshaw sentinel produces poisonous gas in a 30-foot cone. Each creature in the area must make a DC14 Constitution saving throw, taking 42 (12d6) poison damage on a failed save, or half as much damage on a successful save.

REACTION

Lesser Spell Reflection. When the scrimshaw sentinel is targeted by a harmful spell of 3rd level or lower, the spell targets the caster instead. If the caster is not a legal target for the spell, the spell is countered automatically.