

DEATH KNIGHT PELINAL

Medium undead, Chaotic Evil

Armor Class 18 (plate)

Hit Points 200 (20d12+70)

Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
28 (+9)	16 (+3)	20 (+5)	10 (+0)	16 (+3)	4 (-3)

Saving Throws Str +15, Con +11, Wis +9

Skills Arcana +6, Athletics +15, Insight +9, Intimidation +9, Perception +9, Religion +6

Damage Vulnerabilities fire, radiant

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

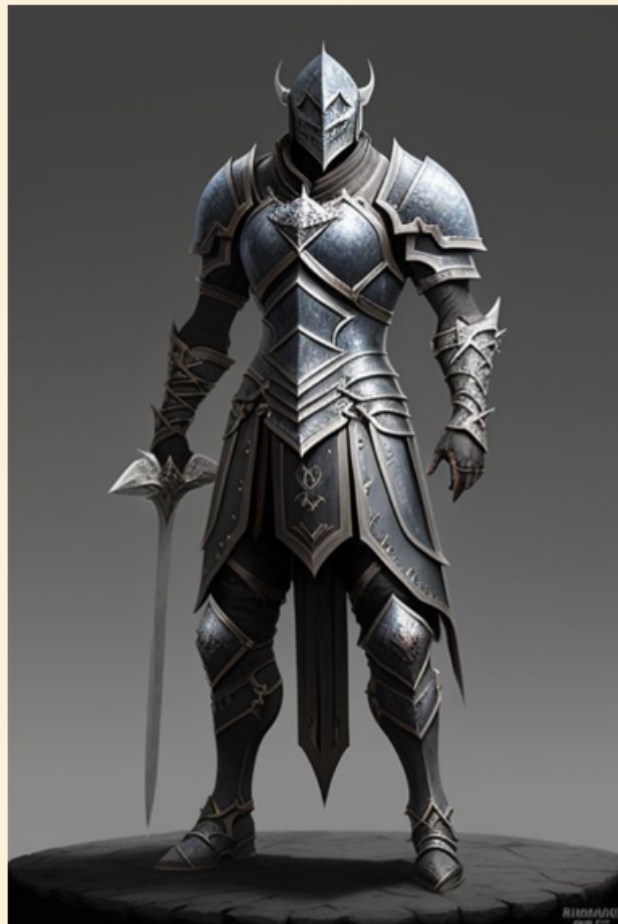
Damage Immunities cold, necrotic

Condition Immunities charmed, exhaustion, frightened, paralyzed, poisoned, unconscious

Senses truesight 60 ft., passive Perception 19

Languages Abyssal, Common, Sylvan

Challenge 20 (25,000 XP)



Special Equipment. Pelinal wields a +2 great sword stolen from Vladimir Horngaard. The once beautiful silver sword is now tarnished and the intricate designs it once had are lost.

Incited Rage. Pelinal is immune to effects that turn undead. Rather than being turned, Pelinal becomes enraged for the effect's duration instead. Pelinal gains the following effects:

Advantage on all Str checks, +3 bonus to melee attack damage rolls, disadvantage on Wis saving throws, and Immunity against effects that forcibly move his position

Menigal's Champion. When Pelinal reduces a creature to 0 hit points, roll 1d20 and gain the effect for the roll:

1: As the creature's soul is claimed by Menigal, it lashes out and deals 24 (4d12) necrotic damage (ignoring immunity and resistance) to all creatures in 10ft, including Pelinal

2-9: Pelinal has advantage on attack rolls on his next turn

10-16: Pelinal may cast the spell "Contagion" on any creature he sees as a bonus action this turn

17-19: Pelinal regenerates 25 Hit Points at the start of his next 3 turns

20: Pelinal gains immunity to all damage except Radiant damage until his next turn

Spellcasting. Pelinal is an 11th-level spell caster. His spell casting ability is Wisdom (Spell save DC 18, +7 to hit with spell attacks). His corruption has damaged his spell casting ability and now he can cast only the following spells.

Thaumaturgy (at will)

Silence (once per day)

Contagion (once per day)

Create Undead (once per day)

Harm (once per day)

Curse of Undeath. Pelinal cannot regain health through spells, potions, or items that only heal. Instead of restoring Hit Points to Pelinal, these effects deal damage. As long as Pelinal has slain a creature in combat, he can regain all lost hit points over the duration of a short rest.

ACTIONS

Greatsword. Melee Weapon Attack: +12 to hit, reach 5ft, one target

Hit: 22 (4d6 +10) magical slashing damage

Fist. Melee Weapon Attack: +10 to hit, reach 5ft, one target.

Hit 12 (2d6 +6) bludgeoning damage.

Instead of dealing damage, Pelinal can grapple the target (escape DC 16) provided the target is Larger or smaller

Multiattack. Pelinal Makes two attacks with his fist or greatsword

Crush. Melee Weapon Attack: grappled creature

A creature grappled by Pelinal has the life literally squeezed out of them. The creature takes 19 (3d6+10) bludgeoning damage. After taking damage, the creature may attempt to escape the grapple (at DC 14).

LEGENDARY ACTIONS

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

Power Word: Command. Pelinal speaks a single, one-word command. Any creature within range to hear this word, whether they can hear it or not, immediately follows the command.

My Sword. If unarmed, Pelinal my command his great sword to return to his hands. If any creature is holding it, they must succeed a Str contest with Pelinal or release the sword.

Creatures in the path of the sword take 1d6 magical slashing damage as the sword returns.

No Escape. If a creature Pelinal has damaged moves 30ft or more away from Pelinal during combat, Pelinal may appear in front of that creature at the end of their movement in a cloud of smoke.

Greatsword. Pelinal makes one greatsword attack

Wide Slash. Pelinal makes an attack with his greatsword targeting all creatures within 5ft of him