

Blackguard

Medium, Humanoid (Any Race), Any Evil Alignment

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ARMOR CLASS**18****HIT POINTS****153 (18d8 + 72)****CHALLENGE****8 | 3,900 XP****PROFICIENCY****+3**

Speed	Walk 30 ft.
Initiative	+2
Saving Throws	Cha +7, Con +7, Str +7
Skills	Religion +4, Athletics +7, Intimidation +7
Damage Resistances	Necrotic, Poison
Damage Immunities	Frightened
Condition Immunities	Frightened
Senses	Passive Perception 12
Passive Perception	12
Languages	Common plus one language

STR**18**
+4**DEX****14**
+2**CON****18**
+4**INT****12**
+1**WIS****14**
+2**CHA****18**
+4

Traits

Dark Command. Allied evil creatures within 30 feet have Advantage on saving throws against being Frightened.

Cruel Smite. Once per turn, when the blackguard hits with a melee weapon attack, it deals an extra 13 (3d8) Necrotic damage.

Actions

Multiattack. The blackguard makes two Black Blade attacks.

Black Blade. Melee Attack Roll: +7, reach 5 ft. Hit: 11 (2d6 + 4) Slashing damage plus 13 (3d8) Necrotic damage.

Dreadful Challenge (Recharge 5-6). Wisdom Saving Throw: creatures of the blackguard choice within 20 feet. Failure: 36 (8d8) Psychic damage and the target is Frightened until the end of its next turn. Success: Half damage.

Reactions

Parry. The blackguard adds 3 to its AC against one melee attack that would hit it.

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