

# Death Knight

Medium, Undead, Chaotic Evil

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**ARMOR CLASS****20****HIT POINTS****190 (20d8 + 100)****CHALLENGE****17 | 18,000 XP****PROFICIENCY****+6**

<b>Speed</b>	Walk 30 ft.
<b>Initiative</b>	+1
<b>Saving Throws</b>	Cha +10, Con +11, Str +11, Wis +9
<b>Skills</b>	Athletics +11, Perception +9, Intimidation +10
<b>Damage Resistances</b>	Necrotic; Bludgeoning, Piercing, Slashing from nonmagical attacks
<b>Damage Immunities</b>	Poison
<b>Condition Immunities</b>	Exhaustion, Frightened, Poisoned
<b>Senses</b>	Darkvision 120 ft.; Passive Perception 19
<b>Passive Perception</b>	19
<b>Languages</b>	The languages it knew in life

**STR****20**  
+5**DEX****12**  
+1**CON****20**  
+5**INT****12**  
+1**WIS****16**  
+3**CHA****18**  
+4

## Traits

**Black Oath.** The death knight has Advantage on saving throws against being Charmed, Frightened, or turned.

**Aura of Ruin.** Enemies that start their turn within 10 feet of the death knight take 7 (2d6) Necrotic damage if the death knight is not Incapacitated.

## Actions

**Multiattack.** The death knight makes three Graveblade attacks.

**Graveblade.** Melee Attack Roll: +11, reach 5 ft. Hit: 16 (2d10 + 5) Slashing damage plus 18 (4d8) Necrotic damage.

**Hellfire Edict (Recharge 5-6).** Dexterity Saving Throw: creatures in a 20-foot radius within 120 feet. Failure: 70 (20d6) Fire and Necrotic damage, split evenly. Success: Half damage.

## Reactions

**Oathbound Parry.** The death knight adds 5 to its AC against one melee attack that would hit it.

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