



THE UNTIRING KNIGHT

Motivated entirely by a lust for violence, some once-valiant knights can approach a state of undeath, endlessly animated by bloodlust. These untiring knights lose all understanding of their own identity and any nuance of a conflict. Instead, they focus single-mindedly on a sole violent task: the perpetuation of a war, the defeat of an assassin, or the sacking of an enemy fort. In the employ of conniving monarchs, an untiring knight can be an invaluable vassal, though they are nigh impossible to command with any reliability. Once they have chosen their eternal calling, they cannot be swayed. They will seek violence at all costs, for if their murderous fervor ever wanes, their undying spirit will immediately wither.

Sir Ranulf. In a bygone age, Sir Ranulf protected the border of the Alderham Fen against the posturing duchy to the south. Though the conflict ended peacefully, Sir Ranulf took up the mantle of protecting the border indefinitely. Over the course of the next century, his soul became warped. Now he defends against invasion that will never come, praying each day that an army of bold soldiers will attempt to besiege his crumbling keep, the monument to his meaningless struggle.



RANULF'S RAGE

Whenever the knight gains one level of Ranulf's Rage, it regains all its hit points. Further, all conditions and afflictions it suffers are removed. When the knight gains the second level of Ranulf's Rage, it also retains the benefits of the first.

Level Effect

- 1 The knight has the following trait.
Fueled by Fury. The knight's weapon attacks are magical. When the knight hits with any weapon, the weapon deals an extra 2 (1d4) necrotic damage and the knight regains an equal amount of hit points.
- 2 The knight has resistance to bludgeoning, piercing, and slashing from nonmagical attacks. Further, it has the following trait.
Execute. As a bonus action, the knight charges up to its speed toward a hostile creature that it can see. The knight can move through the space of any Large or smaller creature while doing so. Each creature in its path must succeed on a DC 17 Dexterity saving throw or be knocked prone.

The knight can't gain more than 2 levels of Ranulf's Rage and loses one level every 24 hours.

UNTIRING KNIGHT

Medium undead, chaotic evil

Armor Class 16 (chain mail)

Hit Points 73 (7d8 + 42)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	15 (+2)	22 (+6)	13 (+1)	15 (+2)	17 (+3)

Saving Throws Str +9, Dex +7, Con +11, Wis +7, Cha +8

Skills Athletics +9, History +6, Intimidation +8

Damage Resistances psychic

Damage Immunities necrotic, poison

Condition Immunities charmed, exhaustion, frightened, poisoned

Senses darkvision 120 ft., passive Perception 12

Languages any languages it knew in life

Challenge 13 (10,000 XP)

Turning Immunity. The knight is immune to effects that turn undead.

Undying Hatred. If the knight drops to 0 hit points, it gains one level of Ranulf's Rage.

ACTIONS

Multiattack. The knight makes three melee attacks.

Halberd's Cleaver. *Melee Weapon Attack:* +9 to hit, reach 10 ft., one target. *Hit:* 20 (3d10 + 4) slashing damage.

Halberd's Pike. *Melee Weapon Attack:* +9 to hit, reach 10 ft., one target. *Hit:* 13 (2d8 + 4) piercing damage and the target must succeed on a DC 17 Strength saving throw or be pushed 5 feet back.

Halberd's End. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 4 (1d4 + 2) bludgeoning damage. If the target is a creature, it must succeed on a DC 17 Constitution saving throw or be stunned until the end of the knight's next turn.

Long Bow. *Ranged Weapon Attack:* +7 to hit, range 150/600 ft., one target. *Hit:* 18 (3d10 + 2) piercing damage.

REACTIONS

Parry. The knight adds 4 to its AC against one melee attack that would hit it. To do so, the knight must see the attacker and be wielding a melee weapon.