

## DULLAHAN

Also known as a "headless horseman" the dullahan is a specific type of revenant that resembles a decapitated mounted soldier. With its own rotting head tucked under its arm, the dullahan rides into settlements to enact vengeance upon those it cursed at the time of its death.

**Undead Nature.** The dullahan does not require air, food, drink, or sleep.



## DULLAHAN

*Medium undead, chaotic evil*

**Armor Class** 17 (natural armor)

**Hit Points** 119 (14d8 + 56)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	14 (+2)	18 (+4)	11 (+0)	15 (+2)	18 (+4)

**Saving Throws** Str +7, Con +7, Cha +7

**Damage Resistances** necrotic, psychic; bludgeoning, piercing, and slashing from nonmagical weapons

**Damage Immunities** poison

**Condition Immunities** charmed, exhaustion, frightened, paralyzed, poisoned, stunned

**Senses** blindsight 60 ft., darkvision 120 ft., passive Perception 12

**Languages** the languages it knew in life

**Challenge** 11 (7,200 XP)

**Mounted Combatant.** The dullahan has advantage on melee attack rolls against any unmounted creature that is smaller than its mount.

**Regeneration.** The dullahan regains 10 hit points at the start of its turn if it isn't in sunlight. If the dullahan takes radiant damage, this trait doesn't function at the start of the dullahan's next turn. The dullahan's body is destroyed only if it starts its turn with 0 hit points and doesn't regenerate.

**Turn Resistance.** The dullahan has advantage on saving throws against any effects that turns undead.

### Actions

**Battle Axe.** *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 8 (1d8 + 4) slashing damage plus 7 (2d6) necrotic damage or 9 (1d10 + 4) slashing damage plus 7 (2d6) when wielded with two hands.

When the dullahan attacks a creature that has at least one head with this weapon and rolls a 20 on the attack roll, the dullahan cuts off one of the creature's heads. The creature dies if it can't survive without the lost head. A creature is immune to this effect if it is immune to slashing damage, doesn't have or need a head, has 10 or more hit dice, or the GM decides that the creature is too big for its head to be cut off with this weapon. Such a creature instead takes an extra 27 (6d8) slashing damage from the hit.

**Spine Whip.** *Melee Weapon Attack:* +7 to hit, reach 10 ft., one creature. *Hit:* 7 (2d6 + 4) slashing damage plus 7 (2d6) necrotic damage and the target is grappled (escape DC 14). While grappled, the target is restrained, the dullahan can't use its spine whip against another target, and the target takes 7 (2d6) necrotic damage at the start of each of the target's turns.

### Legendary Actions

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

**Attack.** The dullahan makes one attack with its battle axe. If it rolls a 20 on its attack roll while using this legendary action, it does not cut off the target's head.

**Move.** The dullahan moves up to its full movement speed.

**Frightening Gaze (Costs 2 Actions).** The dullahan fixes the gaze of its severed head on one creature it can see within 30 feet of it. The target must succeed on a DC 15 Wisdom saving throw against this magic or become frightened for 1 minute. The frightened target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a target's saving throw is successful or the effect ends for it, the target is immune to the dullahan's gaze for the next 24 rounds.