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Slave Knight Gael

BBEG



Dark Souls Edition

Slave Knight Gael

Medium humanoid (undead), chaotic neutral

Armor Class 19 (tattered slave knight armor)
Hit Points 418 (44d8 + 220)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	20 (+5)	20 (+5)	10 (+0)	18 (+4)	14 (+2)

Saving Throws Str +12, Dex +12, Con +12, Wis +11
Skills Athletics +12, Perception +11
Damage Resistances slashing from nonmagical attacks
Condition Immunities charmed, exhaustion, frightened
Senses darkvision 120 ft., passive Perception 21
Languages understands Common but speaks only in broken fragments
Challenge 23 (50,000 XP)

Hound of the Ringed City. Until Gael becomes Hollowed, he fights on all fours and can use Hound's Gallop. His tattered red cloak whips behind every swing, giving his Greatsword attacks a reach of 10 feet.

Hollowed. The first time Gael drops to 209 hit points or fewer, he stands upright and his hood falls away. He gains resistance to necrotic damage, loses Hound's Gallop, gains Crossbow Burst, and immediately creates two Dark Soul motes.

Dark Soul Motes. Some of Gael's abilities create motes. A mote is a crimson orb of the Dark Soul that hovers at a point Gael can see and is visible to everyone. At the start of

Gael's next turn, each mote calls down red lightning and vanishes. Each creature within 10 feet of a mote must make a DC 20 Dexterity saving throw, taking 22 (4d10) lightning damage on a failed save, or half as much damage on a successful one. A creature in range of several motes makes only one saving throw and takes the damage once. Gael can have no more than six motes at a time.

Frostbitten Hollow. When Gael takes cold damage, his speed drops by 10 feet until the end of his next turn. This doesn't stack.

Legendary Resistance (3/Day). If Gael fails a saving throw, he can choose to succeed instead.

Actions

Multiattack. Gael makes four Greatsword attacks. While Hollowed, he can replace one of them with Dark Soul Volley.

Greatsword. *Melee Weapon Attack:* +12 to hit, reach 10 ft., one target. *Hit:* 21 (3d10 + 5) slashing damage.

Repeating Crossbow. *Ranged Weapon Attack:* +12 to hit, range 60/240 ft., one target. *Hit:* 12 (2d6 + 5) piercing damage.

Dark Soul Volley (Hollowed Only). Gael flings shards of the Dark Soul and creates two motes at points he can see within 60 feet of him.

Ravenous Frenzy (Recharge 5–6). Gael lets out a ragged scream and moves up to his speed without provoking opportunity attacks. During this movement he makes one

Greatsword attack against each creature that comes within his reach, up to four creatures and no more than once per creature. He then leaps up to 30 feet and slams down. Each creature within 10 feet of where he lands must make a DC 20 Dexterity saving throw, taking 33 (6d10) slashing damage on a failed save, or half as much damage on a successful one. Gael is then Overextended until the start of his next turn. While Overextended, his AC drops by 2.

Bonus Actions

Hound's Gallop. Gael moves up to his speed. This movement doesn't provoke opportunity attacks.

Crossbow Burst (Hollowed Only). Gael makes two Repeating Crossbow attacks.

Legendary Actions

Gael 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. Gael regains spent legendary actions at the start of his turn.

Cloak Lash. Gael makes one Greatsword attack.

Bolt Hail. Gael makes two Repeating Crossbow attacks.

Ravenous Leap (Costs 2 Actions). Gael leaps up to 30 feet toward a creature he can see. This movement doesn't provoke opportunity attacks. The creature must succeed on a DC 20 Dexterity saving throw or take 27 (5d10) slashing damage and be grappled (escape DC 20). Until the

grapple ends, the creature is restrained, and Gael can't use Ravenous Leap on another creature.

Blood of the Dark Soul

When Gael is reduced to 0 hit points, he doesn't die. He drinks the last of the Dark Soul. He ends every condition and effect on himself, regains 300 hit points, and regains all uses of Legendary Resistance. His maximum hit points become 300 for the rest of the encounter. He gains resistance to lightning damage, and Ravenous Frenzy now recharges on a 4–6. At the start of each of his turns, after his motes erupt, Gael creates two new motes within 60 feet of him. He can now use the options in the Mythic Actions section.

This is a mythic encounter: defeating Gael in this form awards an additional 50,000 XP.

Mythic Actions

While Blood of the Dark Soul is active, Gael can use the options below as legendary actions.

Storm of the Dark Soul. Gael creates two motes at points he can see within 60 feet of him.

Endless Volley (Costs 2 Actions). Gael looses a torrent of soul projectiles in a 60-foot cone. Each creature in that area must make a DC 20 Dexterity saving throw, taking 27 (6d8) necrotic damage on a failed save, or half as much damage on a successful one. He then creates one mote within the cone.

Special Weakness: Break the Hollow's Poise

Discovery Mechanism. A creature that sees Gael land the slam from Ravenous Frenzy can use its reaction to make a DC 17 Wisdom (Perception) check. On a success, it notices that his head hangs low and his footing gives way after the slam.

Triggering Mechanism. While Gael is Overextended, a creature that knows this weakness hits him with a melee weapon attack that deals bludgeoning or cold damage.

Consequence. Gael is knocked prone and stops being Overextended. He can't take legendary actions until the start of his next turn. The next melee attack that hits him before then is a critical hit.

Recovery. Gael stands up at the start of his turn without spending movement. The weakness can be triggered only once each time he becomes Overextended.