

ORDER OF THE RED KNIGHTS

The Order of the Red Knights is an order dedicated to high lords or kings. They all come from selected officer ranks. The knights are loyal to their lord to the last, the Order considers themselves good and just, but in truth they are evil, ruthless and fanatics. Pledged to their lord for a lifetime.

RELIGIOUS BELIEFS

The Red Knights hold as their god their lord and no one else. In their order are forbidden to worship any deity but their lord.

FOUNDER OF THE ORDER

The first Red Knight named Ser Dustin Blacknyx was in service of Lord Khneth Redhand of Baldur's Gate. He was a retired Captain in the standing army of Baldur's Gate. Ser Dustin Blacknyx was retired early from service as he was snubbed by most superior officers as he was of lowly birth.

COAT OF ARMS



SER DUSTIN BLACKNYX



SER DUSTIN BLACKNYX

Medium humanoid (human), lawful evil

Armor Class 21 (full plate armor +1, shield)

Hit Points 137 (13d10 + 52)

Speed 30ft, 60ft on his warhorse.

Saving Throws Str +7, Wis +4, Cha +5

Skills Animal Handling +4, Athletics +7, Intimidation +5, Persuasion +5

Senses passive Perception 11

Languages Common, Elven

Challenge 8 (3,900 XP)

STR	DEX	CON	INT	WIS	CHA
18 (+4)	11 (+0)	17 (+3)	17 (+3)	13 (+1)	15 (+2)

Charge. If Ser Dustin Blacknyx moves on his warhorse at least 20 ft. straight toward a target and then it trampling attack on the same turn, the target takes an extra 2d4 bludgeoning damage. If the target is a creature, it must succeed on a DC 14 Strength saving throw or be knocked prone.

Leadership. (Recharges after a Short or Long Rest). For 1 minute, Ser Dustin Blacknyx can utter a special command or warning whenever a nonhostile creature that it can see within 30 feet of it makes an attack roll or a saving throw. The creature can add a d6 to its roll provided it can hear and understand the Ser Dustin Blacknyx. A creature can benefit from only one Leadership die at a time. This effect ends if Ser Dustin Blacknyx is incapacitated.

Mounted Combatant. While Ser Dustin Blacknyx is mounted he gains the following benefits:

Ser Dustin Blacknyx has advantage on melee attack rolls against any unmounted creature that is smaller than his mount.

If the mount is subjected to an effect that allows it to make a Dexterity saving throw to take only half damage, it instead takes no damage if it succeeds on the saving throw, and only half damage if it fails.

Brave. The knight has advantage on saving throws against being frightened.

Actions

Multiattack. Ser Dustin Blacknyx makes two melee attacks.

Lance. *Melee Weapon Attack:* Lance. +8 to hit, reach 10 ft., one target. Hit: 11 (1d12 + 5) piercing damage.

Longsword +1. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. Hit: 9 (1d8 + 6) bludgeoning damage.

WARHORSE

Large beast, unaligned

Armor Class 18 (horse plate armor)
Hit Points 19 (3d10 + 3)
Speed 60ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	12 (+1)	13 (+1)	2 (-4)	12 (+1)	7 (-2)

Senses passive Perception 11
Languages -
Challenge 1/2 (100 XP)

Trampling Charge. If the horse moves at least 20 ft. straight toward a creature and then hits it with a hooves attack on the same turn, that target must succeed on a DC 14 Strength saving throw or be knocked prone. If the target is prone, the horse can make another attack with its hooves against it as a bonus action.

Actions

Hooves. *Melee Weapon Attack:* +6 to hit, reach 5 ft. one target. Hit: 11 (2d6 + 4) bludgeoning damage.

RED KNIGHT



RED KNIGHT

Medium humanoid (human), lawful evil

Armor Class 20 (plate armor, shield)
Hit Points 61 (8d10 + 16)
Speed 30ft, 60ft on his warhorse.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	11 (+0)	14 (+2)	12 (+1)	11 (+0)	15 (+2)

Saving Throws Con +4, Wis +2
Skills Athletics +5, Persuasion +4
Senses passive Perception 10
Languages Common
Challenge 4 (1,100 XP)

Charge. If red knight moves on his warhorse at least 20 ft. straight toward a target and then it trampling attack on the same turn, the target takes an extra 2d4 bludgeoning damage. If the target is a creature, it must succeed on a DC 14 Strength saving throw or be knocked prone.

Dreadful Horn. The red knight uses his bonus action to blow the dreadful horn. Each creature in a 120-foot cone must succeed on a DC 12 Wisdom saving throw or drop whatever it is holding and become frightened for the 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the sound of dreadful horn for the next 24 hours.

Mounted Combatant. While red knight is mounted he gains the following benefits:

Red knight have advantage on melee attack rolls against any unmounted creature that is smaller than his mount.

If the mount is subjected to an effect that allows it to make a Dexterity saving throw to take only half damage, it instead takes no damage if it succeeds on the saving throw, and only half damage if it fail

Brave. The red knight has advantage on saving throws against being frightened.

Actions

Multiattack. The knight makes two melee attacks.

Longsword. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. Hit: 7 (1d8 + 3) slashing damage.

Javelin. *Ranged Weapon Attack:* +5 to hit, reach 30/120 ft., one target. 6 (1d6 + 3) piercing damage.