



LORD DORDINEL

Recently, the evil wizard Raoul the Hollow and a group of devils by chance found the skeleton of a knight. Lord Dordinel was a knight in the Kingdom of Escaliard. Ten years ago, he was slain by a griffon while travelling the Vermilion Highlands. The wizard called back Dordinel's soul and animated his skeleton, cursing it to wander the highlands in search of an adventuring party that so far has eluded the devils, i.e. the player characters.

Since then, the undead Dordinel roams the highlands day and night in search of his targets. However, the flickering essence of the once chivalric knight still tries to fight the curse. With an effort, the original Dordinel can communicate short sentences, even going against his instruction to find and slay the player characters.

BREAKING THE CURSE

The curse is kept powered by a metal headband set with precious stones that Dordinel wears. The curse is broken if the headband is removed. However, it is firmly stuck to the skeleton's skull.

A character next to Dordinel can remove the headband by using an action and succeeding on a DC 17 Strength or Dexterity check (player's choice). A failed attempt to remove it deals 7 (2d6) necrotic damage to the character trying, as the magic of the cursed headband intensifies.

The curse can also be broken by casting *remove curse*, *greater restoration*, or *wish*.

ENCOUNTERING LORD DORDINEL

Lord Dordinel's walking skeleton can come across the party almost anywhere and either day or night. From a distance, the figure resembles an armoured knight with sword and shield, but as it comes closer its skeletal appearance becomes obvious.

Lord Dordinel after his undead transformation





As Dordinel steps up to the characters, they hear a hollow voice emanate from his skull:

"I've found you, my quarry. This is my curse, help me! Release me from this torment, by..." Some magical force rocks the skeletal creature and, like a marionette, it jerkily moves forward with raised blade to attack.

During combat, Dordinel can communicate a sentence or two every round, trying to make the characters understand that they must remove his headband to break his curse so that he will not have to attack them.

IF THE CURSE IS BROKEN

If Dordinel is reduced to 0 hit points, his skeleton is destroyed, but at least the curse is broken and his spirit is freed and departs.

If the curse is broken while he still has hit points left, he stops attacking the characters and instead tells them about the origin and nature of his curse. However, after a few rounds, his skeleton starts falling apart, as the animating magic leaves him, and his spirit is freed and departs. Before leaving, he may have just enough time to answer one of the characters' questions or tell them some other useful piece of information.

Once the curse is broken, the headband becomes a nonmagical treasure item worth 2000 gp.

LORD DORDINEL

Medium undead, neutral

Armour Class 18 (partial plate, shield)

Hit Points 90 (12d8+36)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	7 (-2)	16 (+3)	13 (+1)	13 (+1)	14 (+2)

Damage Immunities necrotic, poison

Condition Immunities exhaustion, poisoned

Senses darkvision 60 ft., passive Perception 11

Languages Common

Challenge 3 (700 XP)

Proficiency Bonus +2

Necrotic Aura. At the start of each of Dordinel's turns, each creature within 10 feet of him must succeed on a DC 13 Constitution saving throw or take 5 (1d6+2) necrotic damage.

ACTIONS

Longsword. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d8+3) slashing damage, or 8 (1d10+3) slashing damage if used with two hands, plus 9 (2d8) necrotic damage.