

# THE DEADROSE KNIGHT

Originating from a strange domain composed of flesh and thorns, the deadroses are usually considered fierce enemies of the thumbstalls. Only on extremely rare occasions these two curious factions work together in order to fight greater threats. With its eerie sense for life force itself, the knight ranks among the deadliest agents of the Deadrose Empire – always ready to faithfully carry out the sinister missions issued by the Rose Queen.



## DEADROSE KNIGHT

*Tiny humanoid (deadrose), lawful evil*

**Armor Class** 15 (breastplate)

**Hit Points** 13 (3d4 + 6)

**Speed** 20 ft.

STR	DEX	CON	INT	WIS	CHA
2 (-4)	12 (+1)	15 (+2)	10 (+0)	13 (+1)	14 (+2)

**Saving Throws** Con +4, Cha +4

**Damage Vulnerabilities** fire

**Damage Resistances** piercing

**Condition Immunities** charmed

**Senses** darkvision 30 ft., tremorsense 120 ft., passive

Perception 11

**Languages** Common, Sylvan

**Challenge** 1/2 (100 XP)

**Heartseeker.** The deadrose knows the hit points of each creature other than an undead or a construct within 30 feet it. In addition, it can make an opportunity attack against a creature, if that creature has 5 hit points or fewer.

**Innate Spellcasting (2/Day).** The deadrose can innately cast entangle (spell save DC 12), requiring no material components. Its innate spellcasting ability is Charisma.

**Magic Resistance.** The deadrose has advantage on saving throws against spells and other magical effects.

**Nimble-Footed.** Difficult terrain composed of plants doesn't cost the deadrose extra movement. In addition, the deadrose can pass through plants without being slowed by them and without taking damage from them if they have thorns, spines, or a similar hazard.

## ACTIONS

**Pining Sword.** *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 3 (1d4 + 1) piercing damage. If the target has 5 hit points or fewer, the attack deals an extra 2 (1d4) necrotic damage to the target.