



DULLAHAN

Mutilated by or in death, the dullahan rise from the grave headless with the torturous obsession of making themselves whole again. The dark powers that bring a dullahan back from the dead also prevent a dullahan from ever finding its own head though it spends its unlife searching for it in vain and taking the heads of others in a fruitless effort to return to the peace of death.. Summoning up hellish mounts, dullahan riders chase down the members of vulnerable and isolated communities one by one building up a collection of severed heads, each one serving as an imperfect reflection of the head that might bring them peace.

Hall of Heads. The dullahan typically keep one or more isolate or secure locations where they keep heads they have severed and stolen from others. A dullahan rider can perform a dark hour long ritual on a full moon to animate one of the severed heads. He cannot perform this ritual if he already has an animate head. Until it is destroyed the animate head flies after the dullahan rider muttering curses, screaming in terror, and doing the bidding of the dullahan.

Peace or Pain. There are only two ways to permanently kill a dullahan: destroy its animate head and its body at the same time or return the head the dullahan had in life to the rider. By destroying the dullahan rider's animated head and body at once, the dullahan is condemned to a purgatory of suffering and longing for his body to be made whole. By reuniting the dullahan with the head it had in life, the dullahan flees to a quiet place and lays himself to rest for good.

DULLAHAN RIDER

Medium undead, lawful evil

Armor Class 15 (hide armor)

Hit Points 124 (19d8 + 38)

Speed 30 ft. (60ft. when mounted on a fiend warhorse)

STR	DEX	CON	INT	WIS	CHA
19 (+4)	14 (+2)	14 (+2)	10 (+0)	14 (+2)	8 (-1)

Skills Athletics +7

Damage Immunities poison

Damage Resistances necrotic

Condition Immunities poisoned

Senses blindsight 120 ft. passive Perception 12

Languages It understands but cannot speak the languages it knew in life

Challenge 5 (1800 XP)

Animate Head. On the night of a full moon the dullahan rider can perform an hour long ritual to animate a head and bind the head to him.

Find Steed. As an action the dullahan rider can cast the spell find steed to summon a fiend warhorse.

Inevitable Approach. The dullahan rider has an aura that extends 30 feet. All locks immediately unlock when they enter the dullahan rider's aura.

ACTIONS

Longsword. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 8 (1d8+4) slashing damage. If damage from this attack reduces a creature to 0 hit points they are decapitated by the attack.

Multiattack. The dullahan rider makes any combination of three sword or whip attacks.

Ride It To Hell. When the dullahan rider is mounted and has a creature grappled with his whip he can use the dash action to drag the grappled creature behind him. The creature must succeed on a Dexterity saving throw (DC 15) or take 3d10+6 bludgeoning damage. On a success the creature takes half damage.

Whip. *Melee Weapon Attack:* +6 to hit, reach 10 ft., one target. *Hit:* 4 (1d4+2) slashing damage and the dullahan rider can choose to grapple the creature. The whip cannot be used to attack while it is being used to grapple.

DULLAHAN HEAD

Tiny undead, lawful evil

Armor Class 13

Hit Points 75 (30d4)

Speed 10 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
3 (-4)	16 (+3)	11 (+0)	15 (+2)	12 (+1)	5 (-3)

Damage Immunities poison

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

Condition Immunities poisoned

Senses darkvision 60 ft. passive Perception 11

Languages the languages it knew in life

Challenge 4 (1100 XP)

No Peace. When the dullahan rider is at 0 hit points, the dullahan head can use its action to call it back to life. The dullahan head may expend a spell slot when it does so. Unless the dullahan head is reduced to 0 hit point before then, the dullahan rider returns to life with half of its maximum hit points in a number of turns equal to 5 - the spell slot expended.

Spellcasting. The dullahan head is a 7th-level spellcaster. Its spellcasting ability is Intelligence (spell save 14, +6 to hit with spell attacks). The dullahan head can cast *false life* at will and has the following spells prepared:

Cantrips (at will):

chill touch, vicious mockery

1st level (4 slots):

arms of hadar, bane, dissonant whispers, expeditious retreat, ray of sickness

2nd level (3 slots):

blindness/deafness, crown of madness, darkness, hold person

3rd level (3 slots):

counterspell, dispel magic, fear, slow

4th level (1 slots):

locate creature, phantasmal killer

ACTIONS

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 0 (1d4-4) piercing damage.

Dullhan by

/u/coolgamertagbro

<http://sterlingvermin.com/>

Art Credits in Order of Appearance

“Dullahan” by slim mittens