

# Knight

March 8, 2023



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Medium humanoid (any race), any alignment

**Armor Class** 18 (plate)

**Hit Points** 52 (8d8 + 16)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	11 (+0)	14 (+2)	11 (+0)	11 (+0)	15 (+2)

**Saving Throws** Con +4, Wis +2

**Skills**

**Damage Resistances**

**Damage Immunities**

**Condition Immunities**

**Senses** passive Perception 10

**Languages** any one language (usually Common)

**Challenge** 3 (700 XP)

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

## Actions

**Multiattack.** The knight makes two melee attacks.

**Greatsword.** Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 10 (2d6 + 3) slashing damage.

**Heavy Crossbow.** Ranged Weapon Attack: +2 to hit, range 100/400 ft., one target. Hit: 5 (1d10) piercing damage.

**Leadership (Recharges after a Short or Long Rest).** For 1 minute, the knight 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 d4 to its roll provided it can hear and understand the knight. A creature can benefit from only one Leadership die at a time. This effect ends if the knight is incapacitated.

## Reactions

**Parry.** The knight adds 2 to its AC against one melee attack that would hit it. To do so, the knight must see the attacker and be wielding a melee weapon. **Knights** are warriors who pledge service to rulers, religious orders, and noble causes. A knight's alignment determines the extent to which a pledge is honored. Whether undertaking a quest or patrolling a realm, a knight often travels with an entourage that includes squires and hirelings who are commoners.