

KNIGHTS

KNIGHT RETAINER

Medium humanoid (any race), any alignment

Armor Class 18 (Plate Armor)
Hit Points 60 (8d10 + 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 Athletics +5, Perception +2, Persuasion +5
Senses Passive Perception 12
Languages Any one language
Challenge 3 (700 XP)

Ransom. A captured knight can be ransomed to its family or patron, typically for a sum between 50 gp and 1,000 gp, depending on the knight's wealth and social standing.

Honorable Fealty. The knight has advantage on saving throws against being Frightened while its liege lord can see it.

Cavalier. While riding a warhorse or similar beast, the knight acts on its mount's initiative, rather than rolling its own, and it has advantage on attack rolls against creatures smaller than its mount.

Actions

Multiattack. The knight makes two melee attacks.

Lance. Melee Weapon Attack: +7 to hit, reach 10 ft., one target. Hit: 9 (1d12 + 3) piercing damage. If the target is mounted, it must succeed on a DC 13 Strength saving throw or be knocked prone.

Greatsword. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 9 (1d12 + 3) slashing damage. On a critical hit, the target must succeed on a DC 13 Strength saving throw or drop one item it is holding.

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 its sword.

KNIGHT-ERRANT

Medium humanoid (any race), any alignment

Armor Class 18 (Plate Armor)
Hit Points 119 (14d10 + 42)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	14 (+2)	16 (+3)	13 (+1)	14 (+2)	16 (+3)

Saving Throws CON +6, WIS +5, CHA +6
Skills Athletics +7, Perception +5, Persuasion +6
Damage Resistances Slashing; Piercing from Ranged Weapons
Condition Immunities Frightened
Senses Passive Perception 15
Languages Any three languages
Challenge 6 (2,300 XP)

Ransom. A captured knight can be ransomed to its family or patron, typically for a sum between 50 gp and 1,000 gp, depending on the knight's wealth and social standing.

Inspiring Stand. Whenever the knight passes a saving throw, each other creature that made a saving throw against the same effect may reroll its result, taking the higher of the two.

Cavalier. While riding a warhorse or similar beast, the knight acts on its mount's initiative, rather than rolling its own, and it has advantage on attack rolls against creatures smaller than its mount.

Actions

Multiattack. The knight makes two melee attacks.

Lance. Melee Weapon Attack: +7 to hit, reach 10 ft., one target. Hit: 16 (2d12 + 3) piercing damage. If the target is mounted, it must succeed on a DC 15 Strength saving throw or be knocked prone.

Greatsword. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 16 (2d12 + 3) slashing damage. On a critical hit, the target must succeed on a DC 15 Strength saving throw or drop one item it is holding.

Reactions

Counterattack. The knight adds 3 to its AC against one melee attack that would hit it. If this causes the attack to miss, the knight may make a greatsword attack as part of this reaction.