

RIGHTEOUS KNIGHT

Hates doppelganger, criminals, and probably you

A royal knight, in service of the king. Is fully dedicated to the protection of his kingdom, no matter the cost.

ABILITY SCORES

Strength. 16

Dexterity. 11

Constitution. 14

Intelligence. 11

Wisdom. 11

Charisma. 15

TRAITS

Alignment. Lawful Evil

Size. Medium

Armor Class. 18 (Plate)

Hit Points. 52 (8d8 + 16)

Speed. 30 feet

Saving Throws. CON +4, WIS +2

Senses. Passive Perception 10

Languages. Common

Challenge. 3 (700 XP)

Brave. Advantage on saving throws against being frightened.

Multiattack. This knight can make two melee attacks.

ACTIONS

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.

