

# THE THUMBSTALL KNIGHT

Never judge a book by its cover – or a thumbstall knight by its size. As miniscule as the body of this fabulous being might be, on the inside beats a big heart. Bravery and courage are no foreign words to the thumbstall knight and it's not surprising that this critter is usually encountered traveling far from its home on a quest for valour or honor – even if these quests often seem far too largely scaled for such a tiny hero. Still, against all odds, the thumbstall knight is so inspiringly resilient that he never backs down or gives up.

**Friend with the Minkling.** Minklings share a special bond with the thumbstall knights and often provide them services as trusty mounts and considerate advisers.



## THUMBSTALL KNIGHT

*Tiny humanoid (fey), lawful good*

**Armor Class** 14 (hide, shield)

**Hit Points** 7 (1d4 + 5)

**Speed** 15 ft.

STR	DEX	CON	INT	WIS	CHA
3 (-4)	10 (+0)	20 (+5)	10 (+0)	14 (+2)	10 (+0)

**Saving Throws** Con +7, Wis +4

**Condition Immunities** frightened

**Senses** passive Perception 12

**Languages** Common, Sylvan

**Challenge** 1/8 (25 XP)

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

**Never Back Down.** If damage reduces the thumbstall knight to 0 hit points, it makes a Constitution saving throw with a DC of 5 + the damage taken. On a success, the thumbstall knight drops to 1 hit point instead, but is prone.

## ACTIONS

**Pesky Sword.** *Melee Weapon Attack:* +0 to hit, reach 5 ft., one target. *Hit:* 2 (1d4) piercing damage.

## REACTIONS

**Don't Give Up (Recharges after a Short or Long Rest).** If a friendly creature within 30 feet of the thumbstall knight is reduced to 0 hit points by damage and the two of them can see each other, the thumbstall knight can make a DC 15 Charisma check. On a success, the creature drops to 1 hit point instead, but is prone.