

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.