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LEVEL 2-4

THE GOOD KNIGHT

RESOURCES

GOOD KNIGHT

Medium construct, lawful neutral

Armor Class 17

Hit Points 53 (8d8 + 8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	10 (+0)	12 (+1)	10 (+0)	19 (+4)	13 (+1)

Damage Immunities poison, psychic

Condition Immunities charmed, exhaustion, paralyzed, petrified

Skills Athletics +6, Perception +7, Stealth +6

Senses darkvision 60 ft., passive Perception 17

Languages Common

Challenge 4

Insomniac. Cannot be put to sleep, magically or otherwise.

Spellcasting. The knight is an 8th level spell caster. It's spellcasting ability is Wisdom (spell save DC 15, +7 to hit with spell attacks). The knight has the following spells prepared:

Cantrips (at-will): *mage hand*, *magic stone*

1st Level (4 slots): *command*, *snare*

2nd level (3 slots): *invisibility*, *suggestion*, *web*

3rd level (3 slots): *blink*, *nondetection*

4th level (2 slots): *greater invisibility*, *stone shape*

ACTIONS

Multiattack. The good knight can attack twice with his baton or once with the baton and attempt a grapple.

Baton. *Melee weapon attack:* +6 to hit, reach 5ft., one target. *Hit:* 10 (2d6 + 3) bludgeoning damage.



THE RUMOR

Every day, after nightfall, the residents of Slumberton are subject to a curfew. From the serfs to the lords, everyone is in bed and asleep by the witching hour, voluntary or otherwise.

EXIT LIGHT

Sunset in Slumberton.

People in the streets are rushing home trying to do last minute chores. They know what comes next.

There are outwardly defiant denizens who yell a challenge in the streets. Passersby make note to pick them up tomorrow morning.

ENTER KNIGHT

Simply staying awake in town will incur the attention of a Good Knight, though their stealth may leave party members exposed to ambush. Better yet to wait for a knight to target someone else and plan an ambush.

Depending on party strength there may be a whole squadron of Good Knights. They are all agents of local wizard, Al Lusion the conjuror, who wanted a sleep aid but has been undone due to a poorly phrased command.

TREASURE

- **Drowsy Draught**, *rare* potion. This potion can be used in two ways. Shattering the vial will billow a 20 foot radius cloud and creatures within the cloud must succeed a DC 12 Constitution save or become unconscious for one minute.

Alternately, you could pour it on a single target in a grapple, that target must succeed a DC 18 Constitution save or become unconscious for one hour.

- A map of Slumberton. For four hours after being infused with a 4th level spell slot small red dots appear marking creatures who are conscious.
- Mythril Splint Mail