



BURST KNIGHT

While there are those who devote their time to the study of the arcane, or those who focus on mastering their martial prowess. There are a few who successfully balance the two. Burst knights are one such group.

These martial casters earned their title for their bizarre magical burst of dancing spectral blades in combat. Combined with their mighty weapons, they can cleave through waves of enemies on the battlefield.

Because of their preference for large battlefields, they spend much of their arcane studies mastering utility magic to support focus on melee combat.

The burst knights understanding of magic has led them mastering ways to counter other magicians during battle, unlike a regular magician, if spellcasting isn't an option, their greataxe works just as well as any spell. They so love their weapons, they use magic to form a powerful bond with them.

LORE

A character knows the following information about the burst knight with a successful skill check.

- **Intelligence (History) DC 10.** The burst knights combine arcane power, with magical prowess.
- **Intelligence (Arcana) DC 14.** The weapons being carried by the knights are imbued with a magical bond that allows the summoning of the weapons in an instant.
- **Wisdom (Perception) DC 17.** The combat stance the knight takes indicates it can successfully attack with magic and its weapon simultaneously.

BURST KNIGHT

Medium humanoid (any race), any alignment

Armor Class 16 (half plate)

Hit Points 44 (8d8 +8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	12 (+1)	12(+1)	18 (+4)	10 (+0)	14 (+2)

Saving Throws Con +4, Wis +2

Skills Arcana +6

Senses passive Perception 10.

Languages any two languages

Challenge 3 (700 XP)

War Magic. When the knight uses its action to cast a cantrip, it can make one weapon attack as a bonus action.

Weapon Bond. The knight can't be disarmed of its axes unless incapacitated. If its weapons are on the same plane of existence, the knight can summon the weapon as a bonus action on its turn, causing it to teleport instantly to the knight's hand. The knight can only summon one weapon at a time.

Innate Spellcasting. The knight's innate spellcasting ability is Intelligence (Spell save DC 14, +6 to hit with spell attacks). The knight can innately cast the following spells, requiring no material components.

At will: *eldritch blast*, *sword burst*

3/day each: counter spell, *mirror image*, *shield*,

Actions

Multiattack. The knight can make two melee attacks.

Greataxe. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 9 (1d12 +3) slashing damage .

Handaxe. Melee or Ranged Weapon Attack: +5 to hit, reach 5ft. Or range 20/60 ft., one target. Hit: 5 (1d6 +3) slashing damage.

