


# DAME MELISSA GAHLOT

## HALF-ELF GREEN KNIGHT



20

ARMOR CLASS

HIT POINTS

74

### ABILITIES

STR 18 (+4)

DEX 8 (-1)

CON 12 (+1)

INT 13 (+1)

WIS 10 (+0)

CHA 18 (+4)

### ATTRIBUTES

Initiative -1

Speed 25 feet

Hit Dice 10d10

Low-Light Vision

- Break Stuff +1d10
- Heal +1d6
- Intimidate +1d8
- Persuade +1d8
- Ride +1d8



### COMBAT

**Vanguard Lance** +8 (1d12+5). Mounted only.  
**Returning Spear** +8 (1d8+5), Thrown 20/60.

#### Knight Powers

**Combat.** You can attack twice with one action.

**Nature's Blessing.** Can use Charisma for all saves. Advantage vs. sleep and charm.

**Stoic Aura.** 10 ft. radius. You and allies in aura have advantage to save vs. fear. You can use reaction to grant ally +4 to any save.

**Life Force.** Spend action to sense undead within 25 ft. If you're dead for five minutes, spend a hit die to revive with 1 hp.

#### Knight Spells (9/day)

- **Cure Wounds.** Heal 15 hp among adjacent.
- **Entangle.** 20-ft. radius within 100 ft., 1 min. Strength save (DC 14) or be restrained.
- **Green Smite.** Cast as free action when you hit foe. 10-ft. radius vines, 2d8 damage and Str save (DC 14) or restrained.
- **Truthful Tongue.** For one minute, those within your presence must succeed Charisma save (DC 14) to tell a falsehood.
- **Turn Undead.** 20-ft. radius. 15 damage to undead. Charisma save (DC 14) or they suffer disadvantage on attacks while you concentrate.

### BACKGROUND

You shall be the next monarch of Risur. You have worked all your adult life toward this goal, since the day you were knighted by Queen Caroline, the predecessor of your current king, Lorcan.

For three decades you have honed your prowess, for any ruler of Risur must be fit to give battle to the fey titans who only begrudgingly let the mortal races settle their land. You have been forthright and honest in all your dealings. You have earned the respect of nobles both of Risur and of the Unseen Court. And in the last war for the Yerasol Isles you inspired terror in the effete tieflings of Danor. Last year King Lorcan ceased hostilities, but you think he gave up too much territory.

Now comes your final test. The witches of Cauldron Hill have committed too many horrors, and King Lorcan has called upon you to wade into battle by his side. If you can defeat the coven, surely he shall name you his successor. He is human, nearly sixty, and your elf blood will give you a century more of life. You will be a good queen.

### EQUIPMENT & TREASURE

Longsword. 2 daggers. Plate armor, shield. Torches, rope.

**Vanguard Lance.** Cannot attack adjacent enemies. When you charge, opportunity attacks against you and your steed have disadvantage.

**Returning Spear.** If thrown, it returns on the start of your next turn.

**Golden Net.** Dex save DC 10 or restrained, Thrown 20. Strength check (DC 10) or 5 slashing damage breaks it. Blocks teleportation, phasing.

**Weodam, fey stag.** AC 16, HP 52, speed 60 ft. High-jump 4/10 ft. Long-jump 15/30 ft. Uses your saves. Two gore attacks +4 (11 damage). Can charge and gore, dealing automatic critical if attack hits. Once per day can teleport self and rider 60 ft. Use your actions to control it.