



20

ARMOR CLASS

HIT POINTS

74

DAME MELISSA GAHLOT

HALF-ELF GREEN KNIGHT

ABILITIES

STR 18 (+4)

DEX 8 (-1)

CON 12 (+1)

INT 13 (+1)

WIS 10 (+0)

CHA 18 (+4)

ATTRIBUTES

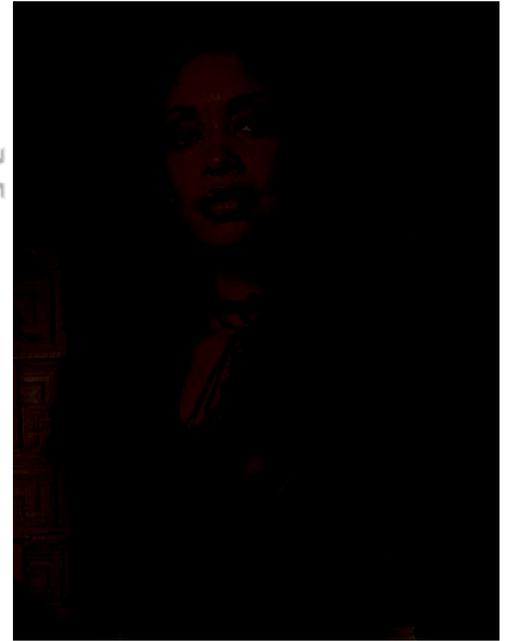
Initiative -1

Speed 25 feet

Hit Dice 10d10

Keen Senses, Low-Light Vision

- **Break** +d8
- **Intimidate** +d6
- **Persuade** +d6
- **Ride** +d6



COMBAT

Vanguard Lance +8 (3d12+5). Mounted only.

Returning Spear +8 (3d8+5), Thrown 20/60.

Knight Powers

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

Stoic Aura. Immune to fear. You can use reaction to grant ally within 10 ft. +4 to any save. Allies in aura have advantage to save vs. fear.

Life Force. Spend action to sense all undead within 25 ft. Can take short rests while dead and spend hit dice to heal and revive yourself.

Knight Spells

You can cast 9 spells per day.

- **Cure Wounds.** Heal 15 hp among adjacent.
- **Entangle.** 20-ft. radius within 100 ft., 1 min. Strength save (DC 16) or be restrained.
- **Green Smite.** Free action on hit. 10-ft. radius of vines, 2d8 damage (Con save DC 16 half). Rough terrain for 1 minute.
- **Truthful Tongue.** For one minute, those within your presence must succeed Charisma save (DC 16) to tell a falsehood.
- **Turn Undead.** Destroy undead under 20 HP within 30 ft. Turn if under 50 HP.

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, knowing that 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.

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 your king 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.

You have vowed not to yield until your place on the throne is secure.

EQUIPMENT & TREASURE

Adventurer's kit. Longsword. 2 daggers. Plate armor, shield.

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. Creatures cannot teleport or phase out of it.

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.