

Dame Melissa Gahlot

Level 10 Half-Elf Green Knight



ABILITIES	
STR	18 (+4)
DEX	8 (-1)
CON	10 (+0)
INT	13 (+1)
WIS	12 (+1)
CHA	18 (+4)



Magic plate armor, shield



Saving Throws.

WIS +5, CHA +8

Proficient Skills.

History	+5
Intimidation	+8
Medicine	+5
Persuasion	+8

Combat.

You get two attacks per action.

Melee.

Vanguard Lance +9 (1d12+5), or
Cold iron dagger +8 (1d4+4)

Ranged.

Returning Spear +8 (1d8+4, 20/60), or
Golden Net +8 (restrained, 5/15)

Charger. When you use your action to Dash, you can use a bonus action to make one melee weapon attack or shove a creature. If you move at least 10 feet before taking this bonus action, you either get +5 to damage or push the target up to 10 feet away from you.

Divine Smite. When you hit a creature with a melee weapon attack, you can expend a spell slot to deal extra radiant damage – 2d8 for a 1st level slot, 3d8 for 2nd, or 4d8 for 3rd. Increase the damage another 1d8 if the target is undead or a fiend. You can also use this power to gain a bonus to Strength checks to break an item, with the bonus equal to 3 plus twice the spell's level.

Nature's Blessing. You derive a number of powers from your connection with nature.

You are immune to disease.

As an action you can heal a creature you touch. You have a pool of 50 HP you can heal per day, and in lieu of healing 5 HP you can cure a disease or neutralize a poison.

If you die and remain dead for five minutes, you can spend a Hit Die and revive at 1 HP.

You and allies within 10 ft. get a +4 bonus on saves, resistance to damage from spells, and can't be frightened while you're conscious. As an action 5 times per day, you can sense celestials, fiends, and undead within 60 ft.

Once per short rest you can shout a rebuke to fiends and fey within 30 ft. Each fey that fails a Wisdom save (DC 16) is turned for one minute or until it takes damage. A turned creature must try to move as far away from you as possible. If it cannot get away, it spends its action to Dodge.

You can cast the following spells spontaneously. Any save DC is 16.

- **1st Level (4/day)** – *command, cure wounds, ensnaring strike, speak with animals, thunderous smite*
- **2nd Level (3/day)** – *branding strike, lesser restoration, misty step, moonbeam, zone of truth*
- **3rd Level (2/day)** – *crusader's mantle, plant growth, protection from energy, remove curse, revivify*

Equipment.

In addition to a variety of mundane gear (daggers, rope, etc.) and non-magical combat gear (longsword, plate armor, shield, cold iron dagger), you have the following items.

Vanguard Lance. If there is an enemy within 60 ft. distance at the start of combat, you may choose to treat your initiative as if you rolled a natural 20. If you do, you must charge on the first turn of combat.

Returning Spear. If thrown, it flies back to you at the start of your next turn.

Golden Net. Creature struck is restrained (STR check DC 15 or 15 slashing damage to break). Restrained creature cannot teleport or phase out.



Background.

You should be the next monarch of Risur. You have worked all your adult life toward this goal, since thirty years ago when 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 conquerers and usurpers. Your forthrightness and honesty have earned you the respect of the nobles of Risur, and your skill at subtle mockery has won you favor from the fey Unseen Court. And in the last war for the Yerasol Isles you inspired terror in your opponents, the effete tieflings who ruled the nation of Danor. Last year King Lorcan ceased hostilities, but you think he gave up too much territory.

The people think he is weak, and so if he's smart he'll pick a strong successor to protect the nation, before the Rites of Rulership that grant him his power fade.

Now comes your final test to prove your worth. A coven of witches in control of a mountain called Cauldron Hill have committed many horrors, and King Lorcan has called upon you to wade into battle by his side. You will strike at dawn tomorrow, which happens to be your king's fiftieth birthday. He is human, and he will not maintain his strength much longer, but your elf blood will give you a century more of life. If you can defeat these dark villains, surely he shall name you his successor. You will be a good queen.

SUGGESTED STARTING INTERACTIONS.

Be sure to remind King Lorcan, in as polite a way as possible, that the territory Risur lost in the recent war has undercut the respect the common people have for him. Ask him if he feels their doubt through the Rites. Pretend to be sympathetic.

CHARACTER GOAL.

You want King Lorcan to name you his successor. Toward that end, protect him, but also strive to be seen as a hero.



Weodam, Fey Stag. You have a stag mount that obeys all your commands. If you do not command it, it acts on its own, on your initiative. It has the statistics and attack shown at right.

Twice per day as an action, Weodam can teleport you and it 60 ft. together.

Mounted Combat. While mounted, you have advantage on melee attack rolls against unmounted foes that are size Medium or smaller.

While mounted, you can force an attack that targets your mount to target you instead. If you do, your mount takes half damage against effects that grant a Dexterity save, or no damage if it succeeds the save.

Weodam	
AC	16 (leather barding)
HP	19
SPEED	60 ft.
STR	8 (-1)
DEX	12 (+1)
CON	13 (+1)
INT	6 (-2)
WIS	12 (+1)
CHA	7 (-2)
MELEE	gore +4 (2d6+4)