



# LANCELOT

Medium humanoid (hero), chaotic good

Armor Class 17 (splint)  
Hit Points 127 (17d8 + 51)  
Speed 60 ft.

STR	DEX	CON	INT	WIS	CHA
17(+3)	20 (+5)	16 (+3)	11 (+0)	11 (+0)	17 (+3)

**Saving Throws.** Dex +9, Cha +7  
**Skills.** Acrobatics +9, Intimidation +7, Persuasion +7  
**Damage Resistances.** radiant  
**Condition Immunities.** grappled, restrained  
**Senses.** passive Perception 10  
**Languages.** Celestial, Common  
**Challenge.** 9 (5,000 XP)

**Brave.** Lancelot has advantage on saving throws against being frightened.  
**Evasion.** If Lancelot is subjected to an effect that allows him to make a Dexterity saving throw to take only half damage, Lancelot instead takes no damage if he succeeds on the saving throw, and only half damage if he fails.  
**Expert Dueler.** If Lancelot moves at least 15 feet before moving an attack, he does so at advantage.  
**Lead the Charge.** Lancelot has advantage on initiative checks.  
**Legendary Resistance (1/day).** If Lancelot fails a saving throw, he can choose to succeed instead.  
**Mounted Movement (Steed Form Only).** Lancelot can take the Disengage or Hide action as a bonus action on each of his turns.  
**Spellcasting.** Lancelot casts one of the following spells, requiring no material components and using Charisma as the spellcasting ability (spell save DC 15):

**At will:** guidance, light  
**3/day each:** aid, command  
**1/day each:** revivify

**Trusted Steed.** The Lancelot rides a magical steed, which helps him in battle. Lancelot's first 50 hit points are considered those of his horse. While on his horse, Lancelot has access to his Mounted Movement and Gallop abilities, and his movement speed is 60 feet. When his horse dies, Lancelot loses access to those abilities, his movement speed's reduced to 30 feet and his multiattack now makes three sword attacks instead of two lance attacks.

## ACTIONS

**Multiattack.** Lancelot uses his Remarkable Beauty, then Gallops, then makes two lance attacks if he is mounted or three sword attacks if he isn't.  
**Lance.** Melee Weapon Attack: +9 to hit, reach 10 ft., one target. Hit: 11 (1d12 + 5) piercing damage + 7 (2d6) radiant damage. The target has disadvantage on all attacks on creatures other than Lancelot until the end of their turn.  
**Remarkable Beauty.** Lancelot hones in on a creature within 60 feet. It must make a 15 Wisdom saving throw. On a failure, they become charmed by Lancelot. While charmed in this way, they follow his verbal commands (no action needed) and consider him an ally. They may repeat the saving throw at the end of each of their turns, ending the effect on a success. Once they succeed on the saving throw, they become immune to this effect for the next 24 hours.  
**Sword.** Melee Weapon Attack: +9 to hit, reach 5 ft., one target. Hit: 10 (1d10 + 5) slashing damage.  
**Gallop (Recharges 4-6).** Lancelot dashes forward in a 30-foot long, 10-foot wide line, trampling over every creature in his way. Each creature within range must make a 17 Dexterity saving throw. On a failure, they take 10 (3d6) bludgeoning damage and are knocked prone. Lancelot can choose to carry one creature with him until the end of the charge.

# FALLEN LANCELOT

Medium monstrosity, chaotic evil

Armor Class 18 (plate)  
Hit Points 144 (17d8 + 68)  
Speed 60 ft.

STR	DEX	CON	INT	WIS	CHA
19(+4)	22 (+6)	18 (+4)	11 (+0)	11 (+0)	19 (+4)

**Saving Throws.** Dex +11, Con +9, Cha +9  
**Skills.** Acrobatics +11, Intimidation +9, Persuasion +9  
**Damage Resistances.** necrotic, poison, radiant, thunder  
**Condition Immunities.** charmed, frightened, grappled, restrained  
**Senses.** darkvision 120 ft., passive Perception 10  
**Languages.** Celestial, Common, Infernal  
**Challenge.** 15 (13,000 XP)

**Crazed Mind.** Whenever Lancelot is forced to make a Wisdom or Intelligence saving throw, he goes into a maddened craze. Until the start of the end of his next turn, all his attacks are made at advantage and all attacks against him are also made at advantage.

**Endless Philandry.** Lancelot can't tolerate seeing anyone but himself receiving love. If a creature Lancelot can see becomes charmed by another creature, Lancelot's attacks against that creature deal an additional 11 (2d10) psychic damage.

**Evasion.** If Lancelot is subjected to an effect that allows him to make a Dexterity saving throw to take only half damage, Lancelot instead takes no damage if he succeeds on the saving throw, and only half damage if he fails.

**Expert Dueler.** If Lancelot moves at least 15 feet before moving an attack, he does so at advantage.

**Ghostly Steed.** The Lancelot rides a magical steed, which helps him in battle. Lancelot's first 75 hit points are considered those of his horse. While on his horse, Lancelot has access to his Mounted Movement and Deathly Gallop abilities, and his movement speed is 60 feet. When his horse dies, Lancelot loses access to those abilities, his movement speed's reduced to 30 feet and his multiattack now makes three sword attacks instead of two lance attacks.

**Lead the Charge.** Lancelot has advantage on initiative checks.

**Mounted Movement (Steed Form Only).** Lancelot can take the Disengage or Hide action as a bonus action on each of his turns.

**Spellcasting.** Lancelot casts one of the following spells, requiring no material components and using Charisma as the spellcasting ability (spell save DC 17):

**At will:** minor illusion, darkness  
**3/day each:** command, fear, vampiric touch  
**1/day each:** animate dead

**Legendary Resistance (2/day).** If Lancelot fails a saving throw, he can choose to succeed instead.

## ACTIONS

**Multiattack.** Lancelot uses his Distorted Beauty, then Deathly Charge, then makes two lance attacks if he is mounted or three sword attacks if he isn't.

**Deathly Charge (Recharges 4-6).** Lancelot dashes forward in a 60-foot long, 10-foot wide line, trampling over every creature in his way. Each creature within range must make a 19 Dexterity saving throw. On a failure, they take 14 (4d6) necrotic damage and are knocked prone. Lancelot can choose to carry one creature with him until the end of the charge.

**Distorted Beauty.** Lancelot hones in on two creatures within 60 feet. It must make a 17 Wisdom saving throw. On a failure, they become frightened by Lancelot. While frightened in this way, it follows his verbal commands (no action needed) and considers him an ally. They may repeat the saving throw at the end of each of their turns. On a failure, they take 7 (2d6) necrotic damage. On a success, they end the effect.

**Lance.** Melee Weapon Attack: +11 to hit, reach 10 ft., one target. Hit: 12 (1d12 + 6) piercing damage + 7 (2d6) poison damage. The target has disadvantage on all attacks on creatures other than Lancelot until the end of their turn.

**Sword.** Melee Weapon Attack: +11 to hit, reach 5 ft., one target. Hit: 11 (1d10 + 6) slashing damage.

## REACTIONS

**Poison Love.** When a creature within 10 feet of Lancelot would restore hit points, Lancelot can use his reaction to poison the healing. The creature instead takes necrotic damage equal to the hit points it would have restored.

## LEGENDARY ACTIONS

Lancelot can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. Lancelot regains spent legendary actions at the start of its turn.

**Seduced Charge.** Lancelot moves up to half his movement towards a creature, then makes one weapon attack.

**Maddened Frenzy (Costs 2 Actions).** Lancelot spins his lance in a mad whirl. All creatures within 15 feet of him must make a 19 Dexterity saving throw, taking 13 (2d12) piercing damage on a failure and half on a success.

**Run Away Together (Costs 3 Actions).** Lancelot chooses a creature within 30 to be permanently seduced by, until death do them part. The creature must make a 17 Charisma saving throw. On a failure, Lancelot and the creature are teleported to a different dimension until the end of Lancelot's next turn. While in this dimension, the creature is the only creature that can target or damage Lancelot and vice versa.