

# GALHADAD

Once the purest knight of the realm, Galahad lost his faith when, after finding the Holy Grail, he begged the divine to let him choose the time of his death; and was denied. Afraid that his death could come at any time, despite him finding God's holiest artifact, Galahad slowly gave in to his despair and joined Morgan Le Fay. Using her magics, she turned him into a death-defying knight, giving his pain to those around him and then turning invisible. No longer is he a protector with a white shield, but rather a trained assassin who was shunned by divinity.

## GALAHAD, DEATHLESS HERETIC

*Medium monstrosity, chaotic evil*

**Armor Class** 20 (plate)  
**Hit Points** 152 (16d8 + 80)  
**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
26(+8)	16 (+3)	20 (+5)	11 (+0)	20 (+5)	17 (+3)

**Saving Throws.** Str +14, Con +11

**Skills.** Athletics +14

**Damage Vulnerabilities.** radiant

**Damage Resistances.** necrotic; bludgeoning, piercing, and slashing from nonmagical attacks

**Damage Immunities.** poison

**Condition Immunities.** charmed

**Senses.** blindsight 30 ft., passive Perception 15

**Languages.** Common

**Challenge.** 20 (25,000 XP)

**Deadman's Will.** Galahad regains 15 hit points at the start of his turn, as long as he isn't at 0 hit points.

**Defy Death.** If damage reduces the Galahad to 0 hit points, it must make a Constitution saving throw with a DC of 5 + the damage taken, unless the damage is radiant or from a critical hit. On a success, the Galahad drops to 1 hit point instead.

**Falcon of Summer.** As an action, Galahad can shapeshift into a giant eagle. While in this form, he maintains the ability to speak and understand Common, and keeps his mental statistics. When he uses his action to change or when he reaches 0 hit points, he reverts to his true form.

**Fear of Death.** Galahad is terrified of death. He automatically fails all saving throws against being frightened.

**Legendary Resistance (3/day).** If Galahad fails a saving throw, he can choose to succeed instead.

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

**At will:** invisibility (self only), minor illusion, toll the dead

**3/day each:** branding smite, command, fear

**1/day each:** cloudkill, death ward

## ACTIONS

**Multiattack.** Galahad uses his Shared Suffering, then makes four attacks, two with each sword.

**Abjure the Pure.** Galahad chooses up to three creatures within 5 feet of him, discovering whether their soul is pure or not. Each creature must succeed on a 19 Charisma saving throw or have its true soul revealed to Galahad. If it is of a good alignment, it is shunted to a different dimension as per the banishment spell for the next 1d4-1 rounds (minimum of 1). If it is of an evil alignment, this has no effect.

**Sword with the Red Hilt.** Melee Weapon Attack: +14 to hit, reach 5 ft., one target. Hit: 12 (1d8 + 8) slashing or 21 (3d8 + 8) slashing damage, if the creature has dealt damage to Galahad since the end of his last turn.

**Sword of Strange Hangings.** Melee Weapon Attack: +14 to hit, reach 5 ft., one target. Hit: 12 (1d8 + 8) slashing damage and the creature is linked to Galahad until the start of his next turn. While linked, the creature can't willingly move more than 5 feet away from Galahad. If it attempts to teleport, the link tightens, dealing 9 (2d8) bludgeoning damage and preventing the teleportation.

**Shared Suffering (Recharge 4-6).** Galahad chooses a creature within 60 feet of him. It succeed on a 19 Constitution saving throw or become marked until the start of Galahad's next turn. While marked, whenever Galahad takes damage, the marked creature takes an equal amount of necrotic damage.

## REACTIONS

**Last Survivor (5/Day).** As a reaction to being hit with a melee attack, Galahad can make a sword attack against a creature within range.

## LEGENDARY ACTIONS

Galahad can take 3 legendary action, 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. Galahad regains spent legendary actions at the start of its turn.

**Strike.** Galahad makes one sword attack.

**Escape Death (Costs 2 Actions).** Galahad teleports up to 60 feet to a point he can see and turns invisible until the start of his next turn.

**Quest for Love (Costs 3 Actions).** Galahad recharges his Shared Suffering and uses it.





## GALAHAD, ASCETIC DEFENDER

*Medium humanoid (hero), lawful good*

**Armor Class** 21 (plate, shield)

**Hit Points** 161 (17d8 + 85)

**Speed** 30 ft.

STR DEX CON INT WIS CHA  
24(+7) 16 (+3) 20 (+5) 11 (+0) 20 (+5) 17 (+3)

**Saving Throws.** Str +12, Con +10

**Skills.** Athletics +12, Insight +10

**Damage Resistances.** poison, radiant; bludgeoning, piercing, and slashing from nonmagical attacks

**Condition Immunities.** charmed, frightened

**Senses.** blindsight 30 ft., passive Perception 15

**Languages.** Celestial, Common

**Challenge.** 14 (11,500 XP)

**Falcon of Summer.** As an action, Galahad can shapeshift into a giant eagle. While in this form, he maintains the ability to speak and understand Common, and keeps his mental statistics. When he uses his action to change or when he reaches 0 hit points, he reverts to his true form.

**Heroic Shield.** Galahad's successful shove attacks push the creature an additional 15 feet back.

**Legendary Resistance (1/day).** If Galahad fails a saving throw, he can choose to succeed instead.

**Spellcasting.** Galahad casts one of the following spells, requiring no material components and using Charisma as the spellcasting ability (spell save DC 16):

**At will:** guidance, light, sanctuary

**3/day each:** aid, branding smite, command

**1/day each:** revivify

**Unwavering Bravery.** Galahad and all allied creatures within 30 feet of him are immune to the charmed and frightened conditions.

**Valiant Will.** Galahad regains 10 hit points at the start of his turn, as long as he isn't at 0 hit points.

## BONUS ACTIONS

**Blades of Galahad.** Galahad sheaths one of his swords and takes out the other sword. Galahad can only take this bonus action before making both of his attacks.

## ACTIONS

**Multiattack.** Galahad uses Templar Shield, then makes two attacks.

**Sword with the Red Hilt.** Melee Weapon Attack: +12 to hit, reach 5 ft., one target. Hit: 11 (1d8 + 7) slashing or 16 (2d8 + 7) slashing damage, if the creature has dealt damage to Galahad since the end of his last turn.

**Sword of Strange Hangings.** Melee Weapon Attack: +12 to hit, reach 5 ft., one target. Hit: 11 (1d8 + 7) slashing damage and the creature is linked to Galahad until the start of his next turn. While linked, the creature can't willingly move more than 10 feet away from Galahad. If it attempts to teleport, the link tightens, dealing 4 (1d8) bludgeoning damage and preventing the teleportation.

**Templar Shield (Recharges 4-6).** Galahad empowers his shield, then lets out a burst of sacred light in a 30-foot cone in front of him. Every creature in the cone must succeed a 20 Constitution saving throw or take 22 (5d8) radiant damage and become blinded and deafened for the next minute. An affected creature can repeat the saving throw at the end of its turn, ending the effect on a success.

**Test of Purity.** Galahad touches a creature within 5 feet of him, discovering whether its soul is pure or not. The creature must succeed on a 18 Charisma saving throw or have its true soul revealed to Galahad. If it is of a good alignment, it is cured of all conditions and calmed as per the calm emotions spell. If it is of an evil alignment, it is paralyzed for one minute, and it can repeat the saving throw at the end of each of its turns, ending the effect on a success.

## REACTIONS

**Bulwark of Camelot.** As a reaction to seeing a creature within 30 feet being hit by an attack, Galahad projects his shield to defend it, adding 4 to its AC until the start of Galahad's next turn.

**Defender of Man (5/Day).** As a reaction to seeing a creature within 5 feet be attacked, Galahad can swap places with the creature, becoming the new target of the attack.

## LEGENDARY ACTIONS

Galahad can take 1 legendary action, 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. Galahad regains spent legendary actions at the start of his turn.

**Protect.** Galahad moves up to 60 feet towards an allied creature. If Galahad ends his movement within 5 feet of it, the creature gains resistance to one damage type of Galahad's choice until the start of Galahad's next turn.

**Strike.** Galahad makes one sword attack.

