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Sir Larpsalot leaped to his feet just as the Lord of the Rangs released a smoky black boomerang.

“No!” the holy knight cried, swinging Excaliburnt with all his might. The fiery blade shattered the missile in midair.

— From *The Lost Tale of Sir Larpsalot*

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## Sir Larpsalot

### HUMAN PARAGON

As the leader of Good Company, Sir Larpsalot du Lac has a clear mission: to protect his companions while serving as a champion of justice to the realm. While he has only recently freed his homeland, the Kingdom of Llamalot, from More-Dread’s stranglehold, he knows there are plenty of other wrongs that must be righted.

Serving Gallant, the patron god of all paragons, Sir Larpsalot prefers a straightforward approach to confronting foes as opposed to subterfuge, which sometimes puts him at odds with shrewd Master Prospero and sly Tom Foolery. Unlike Brutus the Bullheaded, whose instinct is to fight to the death, Sir Larpsalot yields when an adversary cries for mercy.

With his enchanted sword Excaliburnt in hand and his fast friend Elvish Presley at his side, he faces all manner of peril with dignity and honor.

### At the Start of the Adventure (Level 3)

**Background:** Soldier

**Virtues:** Loyalty and Justice

**Flaw:** Pride

**Proficiency:** +2

**Initiative:** +1

**Equipment:** backpack, bedroll, clothes (common), dagger, *Excaliburnt* (+1 longsword), half plate, mess kit, pot (iron), rations (1 day), rope (hempen, 50 feet), shield, shovel, tinderbox, torch, waterskin, money (10 gp)

## HUMAN TRAITS

**Ability Score Increase:** Your ability scores have been increased by 1.

**Languages:** You can speak, read, and write Common and one extra language (Elvish).

## PARAGON FEATURES

**Armor Proficiencies:** All armor, shields

**Weapon Proficiencies:** Simple weapons, martial weapons

**Tool Proficiencies:** Vehicles (land)

**Skill Proficiencies:** Animal Handling, Athletics, Persuasion, Survival

**Spellcasting:** You can cast known paragon spells using *Excaliburnt* as a spellcasting focus.

## SIR LARPSALOT

*Medium humanoid (human), lawful good*

**Armor Class:** 18

**Hit Points:** 36 (3d10 + 6)

**Speed:** 30 ft.

**STR** 16 (+3) **DEX** 12 (+1) **CON** 14 (+2) **INT** 11 (+0) **WIS** 12 (+1) **CHA** 14 (+2)

**Saving Throws:** Str +3, Dex +1, Con +2, Int +0, Wis +3, Cha +4

**Skills:** Animal Handling +3, Athletics +5, Insight +1, Intimidation +2, Medicine +1, Perception +1, Performance +2, Persuasion +4, Sleight of Hand +1, Stealth +1, Survival +3

**Senses:** passive Perception 11

**Languages:** Common, Elvish

**Burning Blade:** When you hit a creature with *Excaliburnt*, you can expend one spell slot to deal fire damage to the target, in addition to the weapon's damage. The extra damage is 2d8 for a 1st-level slot, plus 1d8 for each spell level higher than 1st. The damage from Burning Blade counts as radiant damage if the target is an undead or a fiend.

**Epitome of Health:** Your body is a temple, making you immune to disease and resistant to poison damage.

**Fighting Style: Defender:** When a creature you can see attacks you or a target that is within 5 feet of you, you can use your reaction to impose disadvantage on the attack roll. You must be wielding a shield.

**Spellcasting:** You can cast prepared paragon spells using CHA as your spellcasting modifier (Spell DC 12, Spell Attack +4). You know the following spells:

- 1st Level (3 slots): *Ethereal Escutcheon*, *Honor Bound*

### ACTIONS

**Excaliburnt (+1 longsword):** *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 8 (1d8 + 4) slashing damage.

**Guidance of the Gods:** As a bonus action, you can detect good and evil. Until the end of your next turn, you can sense anything affected by the hallow spell or know the location of any celestial, fiend, or undead within 60 ft. that is not behind total cover. You can use this feature 3 times per long rest.

**Gallant's Blessing:** You have a pool of healing power that can restore 15 hit points per long rest. As an action, you can touch a creature to restore any number of hit points remaining in the pool, or as a bonus action, you can use all remaining hit points in the pool on a single target other than yourself.

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My friend Lorenzo played Sir Larpsalot as a very straitlaced knight who always tried to do the right thing, including helping others without a reward. Heroism was its own reward, which sometimes put him at odds with the party he led. It wasn't easy to keep chaotic folks like Brutus and Tom Foolery in line! He also talked like an old-timey knight, adding a "tis" and "verily" into his speeches whenever he could. If you've ever wanted to be a brave, holier-than-thou swordsman, Sir Larpsalot is your guy!

— A.

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### At Level 4

- Your maximum hit points increase by 7 (or 1d10 + 2).
- Your Charisma ability score increases by 2 points for a total of 16 (+3).
- Your Spell DC increases to 13, and your spell attack increases to +5.
- The capacity of Guidance of the Gods increases by 1 for a total of 4 uses per long rest.
- The maximum hit points of Gallant's Blessing increase by 5 for a total of 20 hit points per long rest.

- You gain 1 additional 1st-level spell slot.
- You learn the following spell: *Ward Warden*.
- You gain the following trait:

**Poisonproof:** Gallant's divine blessing flows through your body, making you immune to poison damage and immune to the poisoned condition.

## At Level 5

- Your maximum hit points increase by 7 (or 1d10 + 2).
- Your Spell DC increases to 14, and your spell attack increases to +6.
- Your proficiency bonus increases to +3.
- The maximum hit points of Gallant's Blessing increase by 5 for a total of 25 hit points per long rest.
- You gain 1 additional 1st-level spell slot for a total of 4 and 2 new 2nd-level spell slots.
- You learn the following spell: *Righteous Smite*.
- You gain the following action and trait:

**Extra Attack:** You can attack twice when you take the Attack action on your turn.

**Shield Boss:** Your shield has become like an extension of your arm, and you instinctively know how to position it to best protect yourself. Add an additional +1 to your AC while wielding a shield.

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