

# MELL (FULL NAME: MELL'ON)

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ELL IS A TALL HUMAN FEMALE WITH LONG, medium brown celtic-style elf locks, with the occasional streak of black mixed in and a single streak of white, bound in leather behind her head and draping over her shoulders. Her pale green eyes always seem somewhat bored but will

dart around looking for danger or sources of entertainment. Although relatively expressionless, a slight half grin betrays when she finds something amusing, often related to someone else's folly or misfortune.

Although she is human, her features seem almost feline, an illusion enhanced by how fluidly she moves. She is dressed in ranger's gear; a white blouse under a long grey wool overcoat, with green pants and brown leather boots. A small, well crafted short bow is slung over her back and two short swords hang off her many, many belts.

## PERSONALITY

Mell is as independent as a person can get. She doesn't appreciate being approached directly and will proactively move to avoid close contact with others. When she comes into town after roaming the wilds, she'll bring game she's killed to vendors she has built close relationships with. She'll leave small game for the strays in the town she's visiting, often picking one to more or less adopt and protect whenever she's in town.

Mell will pay little attention to anyone she doesn't absolutely have to interact with, and always looks like she knows exactly where she's going. Mell never, ever, likes to be touched with one exception: if she has deemed you worthy she will be willing to sit by your side perhaps touching shoulders.

## MOTIVATION FOR MEETING

If the players are looking for Mell, it is likely because she knows something about the local area that no one else does. Perhaps she knows the location of a lost ruin, or how to navigate a dangerous cave, or where a monster's lair is in the nearby woods.

Perhaps a local merchant is asking the players to broker a deal with Mell to buy the game she's bringing in, but Mell has no interest in selling to this particular merchant. But why might that be? Did he offend her? Does she just not know him enough? Or, perhaps she knows more about him than he realizes and knows he's shady?

## WHAT THEY WANT

Mell wants mostly to be left alone, or to be entertained. Days or weeks alone in the woods can really mess with a person's sense of humor, and Mell may find humor in the party's unorthodox behaviors.

If you really need Mell to have a desire, she could be tracking a monster even she is nervous to take on herself, and she'll be willing to tolerate the party and give them half of the monster's bounty.

## WHAT THEY CAN DO FOR THE PLAYERS

If she considers the party allies, they will benefit from her experience. While she is within 30 ft. from them, players who are her allies gain +2 to stealth and survival skill checks.

One player character within 5 ft. of Mell gains advantage on Wisdom (Perception) checks and advantage on Dexterity saving throws.





## MELL (FULL NAME MELL'ON)

Medium humanoid, Chaotic Good

**Armor Class** 17 (leather armor)

**Hit Points** 121 (13d10+3)

**Speed** 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	20 (+5)	16 (+3)	10 (+0)	15 (+2)	8 (-1)

**Saving Throws** Str + 6, Dex + 10

**Skills** Animal Handling +7, Athletics +6, Insight +7, Medicine +7, Perception +7, Survival +7

**Senses** passive Perception 17

**Condition Immunities** grappled, restrained

**Languages** Common, Goblin, Elvish

**Challenge** 13 (2,900 XP)

**Multiattack.** Mell can take two shots with her bow or two attacks with her swords.

**Danger Sense.** Allies of Mell get advantage on initiative rolls when she is within 30 ft. of them.

**Not there, idiot!** Once per combat encounter, at the start of a player character's turn and as a free action, Mell can sharply criticize a player character's movement, granting them an additional 15 ft. of movement and allowing them to ignore rough terrain until the end of their turn.

**Favorite Terrain.** Mell's favorite terrain is whatever wilderness is appropriate for the campaign. While in her favorite terrain, Mell has advantage on stealth checks.

**Durable.** Mell ignores damage that is less than her Constitution modifier (base 3).

### ACTIONS

**Shortbow.** Ranged Weapon Attack: +11 to hit, range 80/320, one target. *Hit:* 1d6+5 piercing damage.

**Short Sword.** Melee Weapon Attack: +11 to hit, reach 5 ft., one target. *Hit:* 1d6+5 piercing damage.

### REACTIONS

**No Touchy.** When an ally within 60 ft. that she can see is hit with a melee attack, Mell can use her reaction to interrupt that attack, forcing the attacker to re-roll their attack. She can do this twice per combat encounter and only if the attacker was not hidden.

## IN MEMORIAM

"Mell is based on Marshmellow, the first cat that my friend James really bonded with. I hope that her Angel NPC can bring some attitude and chaotic good fun to a wilderness-based encounter."

~John, [@dadsrolldice](#)

"First pet cat I had a real connection to. Named her Marshmellow not because of her color (she was a pretty dark spotted tabby with like NO white at all lol) but rather because she was "sweet". I got her as a kitten when I was 7 and she lived to be 17 years old (1997 – 2014). She was a fully independent indoor/outdoor cat. She had a lot of funny quirks...Loved to catch lizards and just set them loose in the house to die in random places and stink up the area...absolutely REFUSED to be held...but if you were very very still she might MIGHT sit in your lap. One really cool story with her is that she somehow escaped (or I like to think she beat up) some sort of animal that attacked her and played it off like it was nothing. She had 4 massive puncture marks in her back (2 on each side of her spine) and it took us a while to figure it out because she didn't act any differently... eating and playing around like it was nothing."

~James, Marshmellow's Fur Dad