DUALINK

Rellana Twin Moon Knight

BBEG



Elden Ring SOTE Edition

Rellana Twin Moon Knight

Medium Humanoid, Neutral

Armor Class: 17 (leather armour)
Hit Points: 263 (21d8 + 169)
Speed: 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	22 (+6)	18 (+4)	16 (+3)	16 (+3)	14 (+2)

Saving Throws: Dex +11, Con +9, Int +8, Wis +8
Skills: Arcana +8, Athletics +6, Perception +8, Insight +8
Damage Resistances: Cold, fire, bludgeoning, piercing, and slashing from nonmagical attacks
Condition Immunities: Charmed, frightened, exhausted
Senses: Passive Perception 18, darkvision 60 ft.
Languages: Common, Celestial, Elvish
Challenge: 15 (13,000 XP)

Sword Dance. Rellana enters a state of ***Momentum*** when she hits two or more attacks in a single turn, scores a critical hit, reduces a creature to 0 hit points, or successfully evades an attack using a Dexterity saving throw.

While Rellana has ***Momentum***, she gains the following benefits:

- She has an additional 2 AC.
- Once, per turn, anytime, Rellana can immediately reposition up to 50 feet without provoking opportunity attacks. This reposition does not count against her movement speed.
- Whenever a creature enters Rellana's melee range, she can immediately make a melee weapon attack against that creature.
- ***Flourish***: Rellana can use one ***Flourish*** as a free action during her turn.

Rellana loses ***Momentum*** if:

- She takes damage.
- Ends her turn without moving or attacking.
- Becomes stunned, restrained, paralyzed, or incapacitated.

While Rellana has ***Momentum***, she can use one of the following ***Flourishes*** during her turn as a free action, anywhere between her attacks:

Adula's Moonblade. A powerful sorcery that allows Rellana to coat her weapon in shimmering blue magic, creating a wide, horizontal shockwave slash that travels a short distance.

Carian Piercer. A sorcery where Rellana summons a floating, spectral blade that locks onto a target before thrusting forward to impale them.

She may only use one ***Flourish*** per turn, and using a ***Flourish*** does not consume her ***Momentum***.

Legendary Resistance (3/Day). If Rellana fails a saving throw, she can choose to succeed instead.

Moonlit Reach. Rellana's attacks extend far beyond her physical range, the first attack in her round has a reach of 30 feet.

Lunar Grace. Rellana is blessed by the twin moons , ignoring the effects of difficult terrain, and when she moves, she can pass through other creatures' spaces as if they were difficult terrain.

Evasion. When Rellana is subjected to an effect that allows her to make a Dexterity saving throw to take only half damage, she instead takes no damage if she succeeds, and only half damage if she fails.

Actions

Multiattack. Rellana makes three attacks: any combination of Lunar Thrust, Twin Moons Strike, or Moonlit Sweep.

Lunar Thrust. *Melee Weapon Attack:* +8 to hit, one target. Hit: 14 (2d8 + 6) piercing damage.

Twin Moons Strike. *Melee Weapon Attack:* +8 to hit, one target. Hit: 14 (2d8 + 6) piercing damage.

Moonlit Sweep (Recharge 5-6). Rellana makes a wide, sweeping attack in a 30-foot cone in front of her. Each creature in the cone must make a DC 18 Dexterity saving throw. On a failed save, a creature takes 16 (3d8 + 3) slashing damage. On a successful save, the creature takes half damage.

Carian Phalanx. Rellana summons three spectral swords that float around her. Until the start of her next turn, she can choose to activate these swords as a free action, targeting any creature within 30 feet of her. *Ranged Spell Attack:* +7 to hit, range 30 ft., one target. Hit: 9 (2d8 + 2) piercing damage per sword. Any creature hit by a spectral sword has disadvantage on attacks against Rellana until the end of its next turn.

Adula's Moonblade. Rellana unleashes a shockwave of shimmering blue energy in the form of a wide slash, hitting all creatures in a 30-foot line. *Ranged Spell Attack:* +7 to hit, range 30 ft. line, 5 ft. wide. Hit (First target): 14 (3d8) force damage plus 6 (1d10) slashing damage. Hit (Creatures behind the first): 7 (2d6) force damage to all creatures in the line after the first target.

Bonus Actions

Lunar Ward. Rellana conjures a shimmering moonlit barrier around herself or an ally within 30 feet. The target gains 12 temporary hit points (10 + her Charisma modifier), which last until the start of Rellana's next turn.

Moonlit Step. Rellana moves up to 30 feet without provoking opportunity attacks, as her form briefly flickers with ethereal moonlight.

Legendary Actions

Rellana 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. Rellana regains spent legendary actions at the start of her turn.

Parry. When a creature misses Rellana with a melee attack, she can use her reaction to strike back using Lunar Thrust.

Moonlight Reprisal (Costs 2 Actions). Rellana releases a pulse of radiant energy in a 10-foot radius around her. All creatures in the area must make a DC 18 Constitution saving throw, taking 11 (3d6) radiant damage on a failed save, or half as much on a successful save. Creatures that fail the saving throw are pushed back 15 feet. If a creature fails the saving throw by 5 or more, they are also knocked prone.

Second Phase

When Rellana drops below 50% HP, her blades morph, one becoming wreathed in blazing fire, while the other is engulfed in a shimmering blue aura of arcane energy.

Instantaneous Effect. Carian Greatsword. First, she swings the Carian Greatsword in a powerful arc, creating a forceful strike in a 60-foot-long, 10-foot-wide line in front of her. All creatures within this line must make a DC 18 Dexterity saving throw. On a failed save, a creature takes 42 (12d6) force damage; on a successful save, it takes half damage.

Immediately following the line strike, Rellana spins in place, releasing a massive shockwave of force energy in a 360-degree radius around her, extending out to 60 feet. All creatures within this radius must make a DC 18 Dexterity saving throw. On a failed save, they take 35 (10d6) force damage; on a successful save, they take half damage.

Searing Backlash. If Rellana has Momentum at the end of her Multiattack, she unleashes a burst that deals force/fire damage in a 15-foot radius centered behind her targetforcing them to make a DC 18 Dexterity saving throw, taking 10 (3d6 - 1) force/fire damage on a failed save, or half damage on a successful save.

Empowered by the Twin Moons. Rellana now has 4 legendary actions instead of 3. She regains spent legendary actions at the start of her turn.

Actions

Lunar Thrust. *Melee Weapon Attack:* +8 to hit, one target. Hit: 14 (2d8 + 6) piercing damage plus 4 (1d8) force damage..

Twin Moons Strike. *Melee Weapon Attack:* +8 to hit, one target. Hit: 14 (2d8 + 6) piercing damage plus 5 (1d10) fire damage.

Moonlit Sweep (Recharge 5-6). Rellana makes a wide, sweeping attack in a 30-foot cone in front of her. Each creature in the cone must make a DC 18 Dexterity saving throw. On a failed save, a creature takes 16 (3d8 + 3) slashing damage plus 6 (1d10) force/fire damage. On a successful save, the creature takes half damage.

Carian Phalanx. Rellana now summons five spectral swords (10 if she has Momentum) that float around her. Until the start of her next turn, she can choose to activate these swords as a free action, targeting any creature within 30 feet of her. *Ranged Spell Attack:* +7 to hit, range 30 ft., one target (two if she uses Momentum). Hit: 4 (1d4 + 2) piercing damage per sword. Any creature hit by a spectral sword has disadvantage on attacks against Rellana until the end of its next turn.

Adula's Moonblade. Adula's Moonblade becomes a more deadly and widespread attack. Rellana now swings her Moonblade up to three times, allowing her to target multiple creatures or hit a single target with each strike. *Ranged Spell Attack:* +7 to hit, range 30 ft. line, 5 ft. wide. Hit (First target): 10 (3d6) force damage plus 4 (1d8) slashing damage. Hit (Creatures behind the first): 6 (2d6) force damage to all creatures in the line after the first target.

Third Phase

When Rellana enters her third phase, triggered when she drops below 25% HP, she ascends into the air, summoning the full power of the Twin Moons.

Instantaneous Effect. Twin Moon Strike. Rellana flies into the air and summons two moons.

First Moon Strike. The first moon crashes into the ground, requiring all creatures within a 80-foot radius to make a DC 16 Dexterity saving throw. On a failed save, they take 35 (10d6) force damage and are thrown 10 feet into the air. On a successful save, they take half damage and are not thrown into the air.

Second Moon Strike. The second moon follows shortly after, hitting the same area. Any creature that was thrown into the air by the first moon strike has the DC of their next saving throw increased by 5 (DC 21). Creatures must make another Dexterity saving throw or take 35 (10d6) force damage and be thrown 10 feet into the air. On a successful save, they take half damage and are not thrown into the air.

Celestial Descent. Immediately following the second moon, Rellana crashes into the ground with devastating force. All creatures within 30 feet of her landing point must make a DC 18 Constitution saving throw or take 28 (8d6) bludgeoning damage and be knocked prone. On a successful save, they take half damage and remain standing.

New Actions

Whirlwind of Fire (Recharge 5-6). Rellana channels the elemental fury of fire, creating a swirling vortex of flames around her. As she spins, bursts of fire erupt from the ground around her, targeting nearby creatures. All creatures within a 30-foot radius of Rellana must make a DC 18 Dexterity saving throw. On a failed save, they take 28 (8d6) fire damage and are pushed 10 feet away from her.

On a successful save, they take half damage and are not pushed.

This attack can be used in Multiattack.

Special Weaknesses

Sword Imbalance

Discovery Mechanism. A character proficient in Perception or Insight (DC 18) can observe Rellana's sword strikes, noticing that her balance between the Blazing Inferno Blade and the Astral Moonblade is fragile.

Consequence. Once discovered, a character can exploit the imbalance by targeting both swords. This causes Rellana to lose control of her weapon flow, reducing her attack damage by half for the next round.

Moonlight Disruption

Discovery Mechanism. A character proficient in Arcana or History (DC 18) can attempt to study the nature of Rellana's celestial aura and how it interacts with her combat abilities.

Consequence. Upon identifying the disruption point, a well-timed attack or spell can interfere with Rellana's connection to the moons. As a result, Rellana is unable to gain ***Momentum*** for one round.

Lunar Overload

Discovery Mechanism. A character proficient in Arcana or History (DC 18) can study Rellana's connection to the Twin Moons and how she draws power from them.

Consequence. Once the overload mechanism is understood an attack or spell can overload her connection to the moons. As a result, Rellana cannot use her legendary actions for one round,