



“THE NIGHT FLAME”
SIR RAINER

CR
6

CR
11

CR
16

Emerging from a world trapped by shadows, Sir Rainer, known as The Nightflame, embodies a Lycan warrior. Bound by the Oath of the Nightflame, he once shielded his realm against darkness but ultimately succumbed to it. Now corrupted, Sir Rainer seeks a new land with ruthless zeal. He dons paladin's armor in an abandoned chapel and wields a Great Sword, torn between knightly honor and sinister purpose.

As a Lycan, he commands keen senses, stealth, and beastly agility. The full moon reveals his Primal Form, The Nightflame, an entity of blue fire that blazes fiercely in the dark. Transcending shadows, he confronts foes with fiery ferocity, embodying a conflict between epic valor and darker desires.

SIR RAINER'S HABITS OF MIND

STANDARD

MONSTER TURN



TARGET PRIORITIES

1. Nearest enemy
2. Enemies that are frightened
3. Enemies that use divine spells



MOVEMENT

- ◆ Move toward the Target Priority



ACTION

- ◆ If the Target Priority is within range
 - ↳ **Actions:** Multiattack
 - ↳ **Actions:** Bite
- ◆ If Sir Rainer still possesses a Bonus Action
 - ↳ **Bonus Actions:** Cunning Action

PLAYER TURN



AFTER PLAYER ACTION

- ◆ If an attack successfully lands against Sir Rainer
 - ↳ **Reactions:** Shadow Movement (2/round)



END OF TURN

- ◆ If there are no frightened enemies on the battlefield
 - ↳ **Legendary Actions:** Howling Winds
- ◆ If there are extinguished light sources nearby
 - ↳ **Legendary Actions:** Howling Winds
- ◆ Else:
 - ↳ **Legendary Actions:** Greatsword Strike
- ◆ Enter **Primal form**
 - ↳ If Sir Rainer's hit points are **0**
 - ↳ If Sir Rainer begins two consecutive turns under the light of a full moon
 - ↳ If Sir Rainer is in an area with a strong scent of fresh blood

PRIMAL

MONSTER TURN



TARGET PRIORITIES

1. Nearest enemy
2. Enemies that are frightened
3. Enemies that use divine spells



MOVEMENT

- ◆ Move toward the Target Priority



ACTION

- ◆ If the Target Priority is within range
 - ↳ **Actions+:** Multiattack+
 - ↳ **Actions:** Bite
- ◆ If Sir Rainer still possesses a Bonus Action
 - ↳ **Bonus Actions:** Cunning Action

PLAYER TURN



AFTER PLAYER ACTION

- ◆ If Sir Rainer is targeted by a fire spell attack
 - ↳ **Reactions+:** Blazing Deflection (2/round)
- ◆ If Sir Rainer fails a saving throw
 - ↳ **Special Traits+:** Legendary Resistance (1/day)



END OF TURN

- ◆ If the enemy ends its turn within 5 ft. of Sir Rainer
 - ↳ **Special Traits+:** Blazing Manes
- ◆ If there is an enemy within 30 ft. in LOS
 - ↳ **Legendary Actions+:** Crescent Burst
- ◆ Else:
 - ↳ **Legendary Actions+:** Scorching Leap



INITIATIVE COUNT 20

- ◆ Is the Lair Actions: *Bell Toll* already in effect?
 - ↳ Yes > **Lair Actions:** Azure Blaze
 - ↳ No > **Lair Actions:** Bell Toll



SIR RAINER THE NIGHT FLAME

Large monstrosity, Unaligned

Armor Class 16 (Armour of the Crescent Moon)
Hit Points 80 (17d8 + 4)
Speed 35 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---------|---------|---------|---------|---------|---------|
| 20 (+5) | 14 (+2) | 18 (+4) | 10 (+0) | 12 (+1) | 15 (+2) |

- ◆ **Saving Throws** Wis +4, Cha +6
- ◆ **Skills** Athletics +8, Perception +4, Stealth +5
- ◆ **Damage Immunities** Bludgeoning, Piercing, and Slashing from Non-Magical Attacks not made with Silvered Weapons
- ◆ **Condition Immunities** Charmed, Frightened
- ◆ **Senses** Darkvision 60 ft., Passive Perception 14
- ◆ **Languages** Common
- ◆ **Challenge** 6 (2,300xp)
- ◆ **Proficiency** +3

TRAITS

Frightening Presence. Sir Rainer gains **Advantage** on attack rolls against all frightened creatures and can add an additional 7 (2d6) **psychic damage** to the attack's damage roll.

Keen Hearing and Smell. Sir Rainer has **Advantage** on **Wisdom (Perception)** checks that rely on hearing or smell.

Not-So-Silent Stalker. When Sir Rainer lurks unseen, he makes eerie noises and whistles a spine-chilling melody to strike fear into the target. Creatures have **Advantage** on their Perception checks to locate Sir Rainer. Additionally, any creature that detects Sir Rainer must make a **DC 15 Wisdom** saving throw or become **frightened** for 1 minute.

Reactive. Sir Rainer has an additional Reaction every turn.

Cunning Action. Sir Rainer's quick thinking and agility enable it to act swiftly in combat. It can use a Bonus Action on each of its turns to **Dash**, **Disengage**, or **Hide**.

ACTIONS

Multiattack. Sir Rainer makes two attacks with its **Greatsword** or **Claw**.

Greatsword. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 14 (2d8 + 5) **slashing damage**.

Claw. *Melee weapon attack:* +8 to hit, reach 5 ft., one target. *Hit:* 14 (2d8 + 5) **slashing damage**.

Bite. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 14 (2d8 + 5) **piercing damage**. If the target is a humanoid, it must succeed on a **DC 15 Constitution** saving throw or be cursed with **Lycanthropy**.

REACTIONS

Shadow Movement. After being hit by an attack, Sir Rainer may immediately move up to 10 feet and take the **Hide** Action.

LEGENDARY ACTIONS

Sir Rainer can take 2 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. Sir Rainer regains spent Legendary Actions at the start of its turn.

Howling Winds. <1> Sir Rainer lets out a bone-chilling howl, extinguishing all flame-based and magical light sources nearby and activating its **Not-So-Silent Stalker** ability.

Greatsword Strike. <1> Sir Rainer makes a **Greatsword** attack.

ACTIONS+

Multiattack+. Sir Rainer makes two attacks, of which only one can be **Crescent Slash** attacks.

Crescent Blade. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 14 (2d8 + 5) **slashing damage** plus 18 (4d8) **radiant damage**.

Crescent Slash. Sir Rainer's greatsword ignites in vivid blue flames as he executes a powerful slash, releasing a torrent of Crescent and ethereal azure flames with each swing. Every creature within a **30-foot cone** originating from the direction of Sir Rainer's attack must make a **DC 15 Dexterity** saving throw. On a failed save, they suffer 13 (2d8 + 4) **slashing damage** plus 18 (4d8) **radiant damage**.

Undead creatures take double damage and have Disadvantage on their saving throws.

REACTIONS+

Blazing Deflection. When targeted by a fire spell attack, Sir Rainer can use its Reaction to counter and repel the fire damage. All creatures within a **10-foot radius**, originating from Sir Rainer, must succeed on a **DC 15 Dexterity** saving throw or be pushed **15 feet away** and knocked **prone**. On a successful save, the creature remains in place.

LEGENDARY ACTIONS+

Scorching Leap. <2> Sir Rainer leaps through the air, covering a distance of up to **20 feet**. Upon landing, Sir Rainer makes a **Crescent Blade** attack against every creature within a **20-foot square** area. After the attack, each target must succeed on a **DC 15 Dexterity** saving throw or be forcefully knocked **prone**.

Crescent Burst. <1> Sir Rainer thrusts his blazing greatsword into the ground, causing ethereal blue flame pillars to erupt **from underneath** a targeted creature within sight. The target must succeed on a **DC 15 Dexterity** saving throw or take 18 (4d8) **radiant damage**.

PRIMAL FORM

If Sir Rainer would be reduced to 0 hit points, its current hit point total instead resets to **100** hit points and it clears any and all status effects. Additionally, Sir Rainer can now use the options in the "**Primal Form**" section for **1 hour**.

If one of the following conditions is met, Sir Rainer will immediately activate its "**Primal Form**."

- ◆ If Sir Rainer begins two consecutive turns under the light of a full moon.
- ◆ If Sir Rainer is in an area with a strong scent of fresh blood.
- ◆ When badly injured. Hit points are brought to 0.

"Sir Rainer steps out of the shadows into the moonlight's glow. As he gazes at the radiant orb in the night sky, the area abruptly erupts into blue flames, blinding any onlookers but himself. His once ordinary mane now blazes with ethereal blue fire, matching the moon's intense radiance. Channeling his inner energy, his greatsword ignites with vivid blue flames. 'The Nightflame' appears. He unleashes a spine-chilling howl that echoes through the moonlit night to announce his might."

SPECIAL TRAITS+

Legendary Resistance (1/Day). If Sir Rainer fails a saving throw, it can choose to succeed instead.

Blazing Manes. Any creature that ends its turn within 5 feet of Sir Rainer takes **1d6** points of **radiant damage**.

Not-So-Hidden Stalker. When Sir Rainer is in its Primal Form, it cannot use the **Hide** Action.

LAIR ACTIONS

On initiative count 20 (losing initiative ties), Sir Rainer takes a Lair Action to cause one of the following effects. It can't use the same Lair Action two rounds in a row.

Bell Toll. The church bells toll loudly, causing a deafening noise. Each creature within **60 feet** of the bells must succeed on a **DC 15 Constitution** saving throw or be **deafened** for one minute. This Lair Action can only be used once and requires an hour to recharge.

Azure Blaze. The lair is engulfed in blazing blue flames, intensifying the oppressive heat. Each creature within the lair must make a **DC 15 Constitution** saving throw or take 9 (2d8) **radiant damage**.