



LUNAR REVENANT

The inexplicable feeling of fear that grips the heart and wrenches the gut is not a rare occurrence in Luyarnha. Most citizens blame that fear on the horrors that lurk in the streets at night, but some of the town's most deranged denizens accuse an unseen force: skeletal behemoths that lie in wait atop the spires of the city, and alongside its walls.

Silent Watchers

Lunar revenants move unseen, their form only revealed by the light of the moon, dwelling in locales where the stench of death permeates the very air they breathe. Hence, it comes as no surprise that so many are drawn to Luyarnha and its murderous madness. These eerie creatures do not make a sound, even upon death, they simply vanish, leaving behind naught but a thin trail of ash, as sole memento of their existence.

Peaceful Brutality

Although they never initiate a battle, once provoked, revenants become brutal engines of death, relentlessly attacking until their opponents lie shattered, before returning to their idle occupations, as if the fight was but a mere bad dream. Few hunters can testify to their ruthlessness, as few ever made it out alive.

The first attack against a lunar revenant was ordered by the Radiant Church, in a misguided attempt to quell the tale of their existence. That night, dozens of hunters perished to bring down a single revenant, a sacrifice none was ready to pay. Thereafter it was decided that these beings were best left well alone, after all, it is much easier to silence those who would spread rumors.

We don't know where they came from, nor what they desire, but we have learned through bloodshed that they are best left well alone.

Lunar Revenant

Huge undead, lawful neutral

Armor Class 13 (natural armor)

Hit Points 136 (13d12 + 52)

Speed 40 ft., climb 40 ft.

| STR | DEX | CON | INT | WIS | CHA |
|--------|--------|--------|-------|--------|-------|
| 16(+3) | 16(+3) | 16(+3) | 4(-3) | 11(+0) | 1(-5) |

Saving Throws Dex +3, Con +7

Skills Stealth +3

Damage Resistances cold, necrotic; piercing, and slashing from nonmagical attacks

Damage Immunities poison

Condition Immunities exhaustion, frightened, poisoned

Senses darkvision 120 ft., passive Perception 12

Languages -

Challenge 8 (3,900 XP)

Fear Aura. Any creature that starts its turn within 120 feet of the revenant must make a DC 16 Wisdom saving throw. On a failed save, the creature is frightened until the start of its next turn. If a creature's saving throw is successful, the creature is immune to the revenant's Fear Aura for the next 24 hours. If a creature cannot see the revenant, it automatically fails the saving throw.

Lunar Invisibility. While not in moonlight, the revenant is invisible and incapacitated.

Magic Resistance. The revenant has advantage on saving throws against spells and other magical effects.

Magic Weapons. The revenant's attacks are magical.

Spider Climb. The revenant can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

ACTIONS

Multiattack. The revenant can make three attacks: two slams and one with its greatsword.

Greatsword. Melee Weapon Attack: +9 to hit, reach 15 ft., one target. Hit: 27 (6d6 + 6) slashing damage.

Slam. Melee Weapon Attack: +9 to hit, reach 10 ft., One target. Hit: 16 (3d6 + 6) bludgeoning damage.

Teleport. The revenant magically teleports, along with any equipment it is wearing or carrying, up to 120 feet to an unoccupied space it can see, that is illuminated by moonlight.

Maddening Screech (Recharge 5-6). The revenant howls and unleashes an inaudible sound that shatters the mind. Each creature within 60 feet of the revenant must succeed on a DC 15 Wisdom saving throw, taking 33 (6d10) psychic damage and gaining one short-term madness on a failed save.



Young Galvanized Prowler

Large beast & monstrosity, chaotic evil

Armor Class 15 (natural armor)
Hit Points 152 (16d10 + 64)
Speed 40 ft., climb 30 ft.

| STR | DEX | CON | INT | WIS | CHA |
|--------|--------|--------|-------|--------|-------|
| 19(+4) | 19(+4) | 19(+4) | 9(-1) | 12(+1) | 9(-1) |

Saving Throws Dex +8, Con +8
Skills Perception +5, Survival +5
Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks
Damage Immunities lightning
Condition Immunities charmed, exhaustion, frightened
Senses darkvision 60 ft., passive Perception 15
Languages --
Challenge 11 (7,200 XP)

Magic Weapons. The prowler's weapon attacks are magical.

Lightning Absorption. Whenever the prowler is subjected to lightning damage, it takes no damage. Instead, it regains hit points equal to half the damage dealt and teleports up to 30 feet to an unoccupied space it can see, and then makes one claw attack.

Lightning Reflexes. The prowler always takes its turn first in initiative order.

Rampage. When the prowler reduces a creature to 0 hit points with a melee attack on its turn, the prowler can take a bonus action to move up to half its speed and make a claw attack.

Call of the Storm (Recharges after a Short or Long Rest). The prowler howls as a bonus action, summoning a storm cloud above itself that it can direct, as per the *call lightning* spell (DC 16). In addition, it can use a bonus action on each of its turns while concentrating on the spell to target itself with a bolt of lightning.

ACTIONS

Multiattack. The prowler makes two attacks: one with its bite and one with its claws.

Bite. Melee Weapon Attack: +8 to hit, reach 5 ft., one target. Hit: 13 (2d8 + 4) piercing damage plus 3 (1d6) lightning damage.

Claws. Melee Weapon Attack: +8 to hit, reach 5 ft., one target. Hit: 11 (2d6 + 4) slashing damage plus 3 (1d6) lightning damage.

Lightning Nova (Recharge 5-6). The prowler unleashes electricity in an explosive scream. Each creature within 20 feet of the prowler must make a DC 16 Constitution saving throw. On a failed save, a creature takes 28 (8d6) lightning damage and can't use reactions or bonus actions until the end of the prowler's next turn. On a successful save, a creature takes half as much damage and suffers no additional effects. A creature that fails this save by 5 or more is also stunned until the end of the prowler's next turn.

REACTIONS

Thunderous Revival (1/Day). As a reaction when the prowler is reduced to 0 hit points, it emits a thunderous howl, instantly regaining 33 (6d10) hit points. Each creature within 10 feet of the prowler must make a DC 16 Constitution saving throw, taking 16 (3d10) thunder damage and being knock prone on a failed saving throw, or taking half as much damage and not being knock prone on a success. A creature that fails this save by 5 or more is also stunned until the end of the prowler's next turn.

LEGENDARY ACTIONS

The prowler can take 1 legendary action, choosing the option below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The prowler regains spent legendary actions at the start of its turn.

Leap. The prowler jumps a number of feet up to its speed and lands on its feet in a space that contains one or more other creatures. Each of those creatures must succeed on a DC 16 Dexterity saving throw or be knocked prone and take 14 (4d6) bludgeoning damage and 14 (4d6) lightning damage. On a successful save, the creature takes only half as much damage, isn't knocked prone, and is pushed 5 feet out of the prowler's space into an unoccupied space of the creature's choice. If no unoccupied space is within range, the creature instead falls prone in the prowler's space.

GALVANIZED PROWLER

A chimeric creation of man and aberration, galvanized prowlers were once the epitome of Scion technology, a defensive bastion against the Scourge's onslaught. Corrupted by the eldritch components from which they were crafted, they slaughtered their masters and joined the ranks of those they once hunted.

Storm Hunter. Leaping between rooftops, prowlers are as avid storm chasers as they are predators: they revel in the refreshing tickle of a lightning strike on their skin and use a tempest's rolling thunder as cover to mask the sound of their pursuit. The howl of a prowler is distinctive, an ear-scrambling cacophony of taut wire scraping over rusted bones. To hear such a noise is a

clear warning to remain indoors, with doors barred and windows shuttered, lest it is death you seek.

Origin. In their efforts to build an arsenal of creatures with which to defend Luyarnha, the Scions explored the magic of chimerification. With threads of tin these scientists stitched components harvested from eldritch corpses to the bodies of criminals and, with a burst of lightning, fused the rotting mass into a weak-willed and easily manipulable creature. But their weak will and eldritch blood made them susceptible to the influence of the old ones, who soon found another foot soldier to add to their chaotic horde.



ORR



SHADOW STAG







SHADOW STAG



LEONINE
BELUA





RADIANT WATCHER





SATAN



HOG-KNIGHT



HOLLOW
SENTINEL