

# NIGHTFELL



## LUNAR PREDATOR

A BRAND NEW MONSTROSITY FOR YOUR DARKEST SESSIONS  
IN THE MOST FAMOUS ROLEPLAYING-GAME IN THE WORLD.





# LUNAR PREDATOR

*They say it's like lightning.*

*The horror begins with the vision of an eye in the dark.*

*Then nothing.*

When the endless night cloaked the lands of Iürmen in a freezing darkness, covens of witches scattered across the lands concocted a way to harness the power of the moon to create something extremely powerful. Some amongst the most vicious and dangerous ones, like the Moaning Marshes coven, practiced dark experiments on wild beasts. Eventually, they gave birth to a breed of creatures capable of drawing strength from the full power of moonlight.

Witches are known for the curses they cast on people, creatures, even bloodlines. Yet, their reckless use of occult arts brought them to the creation of Moon Prowlers: cold, sly and powerful creatures whose own creators eventually learnt to fear.

**Hunters in the dark.** The nights and the grim, sunless days conceal any kind of horror, but few are terrifying to night wanderers as the Moon Prowlers. These hex-born beasts are exceedingly rare in Iürmen, yet there are rumours about them razing campsites and even villages to the ground. These monstrosities roam the wilderness preying on everything, whether living or not, and folklore pictures them as a real waking nightmares.

**A threat under a Full Moon.** Any Warden of the Dead or watcher on the walls of outposts dreads Full Moon nights, as these huge creatures are known to draw strength from it, to the point of unleashing the energy stored in previous lunar phases. A scourge in normal conditions, these predators become an overwhelming blight under the Full Moon. Taking one of these creatures down and bringing back its remains as a trophy brings glory to the outpost who did it.

**Solitary and Dominant.** These beasts are extremely territorial. Although it is uncommon to see one, and even more to stay alive long enough to tell, some say they thoroughly mark their hunting grounds and are proven to be hostile even to their kin, whether trespassing. More mischievous than the usual beast, during New Moon phases or during the day they tend to stay in their lair, well aware of their strength when the sky is moonlit. Furthermore, they seem to spread even more terror than needed while hunting, as if leaving marks of their devastation to keep intruders away and frighten those who know their weakness and hunt when the moon is out.

# LUNAR PREDATOR

*Huge monstrosity, neutral evil*

STR	DEX	CON	INT	WIS	CHA
19 (+4)	16 (+3)	18 (+4)	13 (+1)	13 (+1)	14 (+2)

**Armor Class** 18 (natural armor)

**Hit Points** 189 (18d12+72)

**Speed** 50 ft.

**Skills** Athletics +9, Perception +5

**Saving Throws** Str +9, Con +9

**Damage Vulnerabilities** bludgeoning, piercing and slashing from magical weapons (only during the new moon)

**Damage Resistances** bludgeoning, piercing and slashing from weapons that aren't magical

**Damage Immunities** poison

**Condition Immunities** frightened (only during full moon), poisoned

**Senses** darkvision 120 ft., passive Perception 15

**Languages** understands Common, Whispers of Echoes

**Challenge** 13 (10,000 XP)

**Fearless (only during full moon).** The lunar predator receives strength and confidence from the moon. It cannot be frightened during the full moon.

**Ghostly Swiftess (only during full moon).** The lunar predator's body becomes translucent during the full moon, and it moves unnaturally. Its movement speed is doubled, and it can take the Dodge Action as a bonus action.

**Keen Smell.** The lunar predator has advantage on Wisdom (Perception) checks that rely on smell.

**Innate Spellcasting (only during full moon).** The lunar predator receives magical powers from the moon. Its spellcasting ability is Charisma (spell save DC 15, +7 to spell attack). It can innately cast the following spells, requiring only verbal components:

3/day each: *hunter's mark*, *misty step*

1/day: *hypnotic pattern*

**Legendary Resistance (3/day).** If the lunar predator fails a saving throw, it can choose to succeed instead.

**Pounce.** If the lunar predator moves at least 20 feet straight toward a creature and then hits with a claw attack on the same turn, that target must succeed on a DC 17 Strength saving throw or be knocked prone. If the target is prone, the lunar predator can make one bite attack against it as a bonus action.

**Rotting Corpses.** The lunar predator has always the scary rests of a couple of its previous victims tied to its horns. The first time a creature that isn't an undead sees the rotting corpses, it must make a DC 17 Wisdom saving throw. On a failed save, that creature takes 9 (2d8) psychic damage and is frightened for 1 minute. At the end of each of its next turns, that creature can make another saving throw, ending the effect on itself on a success.

**Running Leap.** With a 10-foot running start, the lunar predator can long jump up to 30 feet.

## ACTIONS

**Multiattack.** The lunar predator makes 2 claw attacks and 1 bite attack.

**Bite.** *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target.

*Hit:* 20 (3d10+4) piercing damage.

**Claw.** *Melee Weapon Attack:* +9 to hit, reach 10 ft., one target.

*Hit:* 17 (3d8+4) slashing damage.

## LEGENDARY ACTIONS

The lunar predator can take 3 Legendary Actions, choosing from the options below. Only one legendary action can be used at a time, and only at the end of another creature's turn. Spent legendary actions are regained at the start of each of its turns.

**Claw.** The lunar predator makes a claw attack.

**Cast a Spell (only during full moon).** The lunar predator casts one of its spells.

**Lunar Beam (Costs 2 Actions, only during full moon).** The lunar predator receives magical energies from the moon and releases them from its central orb. Each creature in a 60-foot cone must make a DC 17 Dexterity saving throw. On a failed save, a creature takes 33 (6d10) radiant damage and is blinded until the end of its next turn or takes half as much damage and no other ill effects on a successful one.

**Lunar Evanesence.** The lunar predator becomes incorporeal and ghostly-like until the start of its next turn. While in this form attacks against the lunar predator are made with disadvantage.

## REACTIONS

**Dreadful Response (doesn't work during new moon).** When hit by a melee attack, the lunar predator can use its reaction to force the target opponent to roll a DC 17 Wisdom saving throw. On a failed save, the target experiences the pain of the lunar predator's previous victims and is frightened for 1 minute. If the target rolls a successful saving throw, it's immune from that effect for the next 24 hours.

*"Beware of the Lunar Predator! It's pale like a beautiful full moon but is grim and fearsome as the darkest night."*

*Tales around the Campfire,  
by Josiah the Master Hunter*

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