

5E

AB
ABYSSAL BREWS



CHAOSBRINGER **LUNASSA**

Seeking to bring the entropy of its home home to the material plane, one bloody night at a time.

LUNASSA

Deep beyond our known realms, beings of untold power lie, doing their bidding via all manners of influence as they try to exert their will over the material planes. While they may not be able to enter our planes directly, their minions find ways to seep in amongst the cracks. One of the most feared of the chaotic beings that seeks to bring entropy to the planes is one called Lunassa.

While Lunassa's origins are the outer astral planes, they bring with them a kind of sick sadism more often seen in the demonic realm. They seek to influence and corrupt the material plane bringing it closer to collapse and demise, hastening destruction in any way it can. Lunassa has

quickly gained influence amongst those that stalk the night and seek to indulge their more violent obsessions. While many know the wicked deities who often seek to corrupt and imprison the souls of commoners, Lunassa's motivations seem far less obvious. It is thought that the being that worship Lunassa wish to see a world plunged into darkness where only the most violent shall remain.

Predators of the Night. Lunassa and its followers prefer to do their bidding at night, owing to the darkness in which they thrive. Light is antithetical to their motives in spreading chaos and fear. They will often plan organized nights of bloodshed and destruction in order to sow discontent and bring about the chaos that they so desire. They often pervert symbols of the moon

LUNASSA

Medium Aberration, Chaotic Neutral

Armor Class 18 (natural armor)

Hit Points 232 (31d8+93)

Speed 40 ft., Fly 40 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	22 (+6)	16 (+3)	17 (+3)	18 (+4)	15 (+2)

Saving Throws WIS +9, CHA +7

Skills Acrobatics +11, Deception +7, Religion +8, Stealth +11

Damage Immunities Psychic

Condition Immunities Charmed, Frightened

Senses darkvision 120 ft., truesight 60 ft., Passive Perception 14

Languages Common, Deep Speech, Undercommon

Challenge 14 (11,500 XP)

Astral Void. Inky blackness filled with glistening stars surrounds Lunassa in a 15 foot radius sphere. Treat this area as though it were affected by a 2nd level Darkness spell. If a creature starts their turn within this blackness, they must succeed on a DC 18 Wisdom saving throw or become Frightened until the end of Lunassa's next turn. If a creature succeeds on this check, they are immune to this aura's effect for 24 hours.

Dimensional Movement. Lunassa can move through other creatures and objects as if they were

difficult terrain, and its movement doesn't provoke opportunity attacks. Creatures that it moves through take 5 (1d10) cold damage. No creature can take this damage more than once per turn.

Actions

Multiattack. Lunassa uses the Astral Jaunt action one time followed by three Ominous Scimitar attacks.

Ominous Scimitar. *Melee Weapon Attack:* +11 to hit, reach 5 ft., one target. *Hit:* 24 (4d8+6) slashing damage. On a critical hit, the target becomes Frightened until the end of its next turn.

Void Bolt. *Ranged Spell Attack:* +9 to hit, range 50/100 ft., one target. *Hit:* 43 (6d12+4) Force damage.

Astral Jaunt. Lunassa moves up to its speed instantaneously via teleportation. Moving in this way doesn't trigger attacks of opportunity. When it arrives, if the space is occupied, the creature in that space is shoved 5 feet in a random direction and takes 5 (1d10) cold damage.

Bonus Actions

Harvest (2/Day). Lunassa draws on the fears of those around it. Each Frightened creature within 100 feet of Lunassa must attempt a DC 18 Wisdom saving, taking 8d10 cold damage on a failure or half as much on a successful save. Lunassa then heals for the total amount of damage taken. This ends the Frightened condition for all affected creatures.

and other more peaceful night time deities in order to confuse the general populace on who is responsible for their ghastly deeds.

Sadistic Bloodshed. Lunassa and its worshipers have chosen violence as their calling card and do not shy away from being as gruesome as possible in their murders and mayhem. The more sadistic they are, the better in their opinions. The more chaos and fear they can sow, the more glory they bring to Lunassa and whoever it may be that Lunassa serves.

TACTICS

Lunassa is a powerful melee and ranged combatant that brings heavy doses of frightening effects. It is a cunning fighter and knows when it may be overwhelmed, seeking to flee into the dark should the day come.

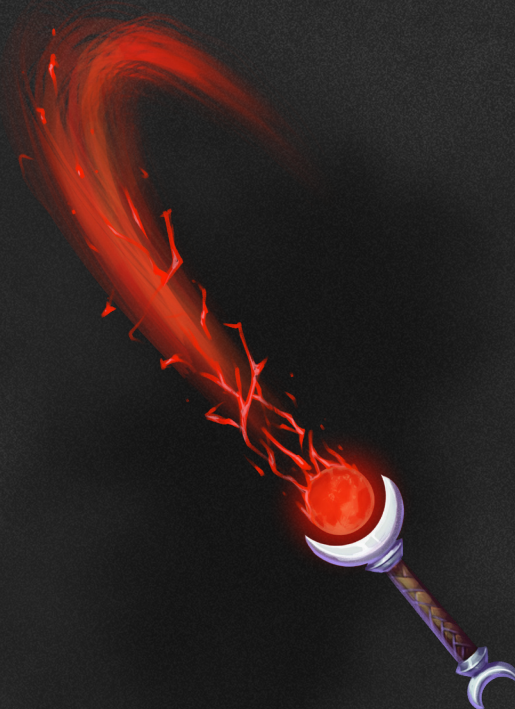
- Astral Void is a powerful aura that creates magical darkness in an area around Lunassa. This should be kept in mind at all times as melee combat with Lunassa proves difficult without magic light. Hint towards this in the lead up to a battle to bring a little more fairness.
- Ominous Scimitar and Astral Void are sources of the Frightened condition that should always be used to bring more targets for the Harvest action later. Use Harvest to refill Lunassa's health when things get dire.

SUGGESTED PAIRINGS

Lunassa is the leader of an order of assassin's and murderers. It should rarely fight alone and always has more waiting in the wings.

- Lunassa prefers bladed combatants as they instill fear, but sadistic magical practitioners are always welcome as well.
- Consider what kind of pets some of these murderers and cult members may keep. They may even call upon the demonic.

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BLOOD MOON

+2 Scimitar, Very Rare

An ominous, floating red orb resembling the surface of a pocked moon sits atop the crescent shaped crossbar of this bladeless weapon. The metal of this peculiar armament is a highly reflective silver that is always freezing cold to the touch. When drawn, a crescent-shaped blade of sparking red energy emerges from the floating blood moon, only to disappear again when the blade is stowed. You have a +2 bonus to attack and damage rolls made with this magic weapon.

This scimitar has 20 charges. While holding this weapon, you can use one action to expend a number of charges, triggering one of the following abilities. This scimitar regains 2d8+4 charges daily at dusk.

Astral Jaunt. You expend 5 charges to blink into an astral wormhole and emerge in an empty space of your choosing within 50 feet. Moving in this way does not consume movement speed, but can trigger attacks of opportunity. When you arrive, if you are within melee range of a creature, you can make a melee weapon attack using this weapon as part of this action.

Ominous Emanation. You expend 10 charges causing an ominous red aura of dim light to appear in a 30 foot sphere around you. This aura persists for 1 minute and moves along with you. Creatures that enter the emanation for the first time, or begin their turn within it must succeed on a DC 17 Wisdom saving throw or become frightened until the end of their turn. A creature that succeeds on their saving throw becomes immune to this aura's effect for 24 hours.