

PATHFINDER
COMPATIBLE

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 and other more peaceful night time deities in

LUNASSA

CREATURE 14

UNIQUE CN MEDIUM ASTRAL

Perception +27; darkvision, truesight

Languages Abyssal, Celestial, Common; telepathy 120 feet

Skills Acrobatics +28, Athletics +26, Religion +28, Stealth +30

Str +5, **Dex** +8, **Con** +4, **Int** +5, **Wis** +8, **Cha** +4

Items +1 striking wounding scimitar

AC 35; **Fort** +26, **Ref** +30, **Will** +27

HP 251; **Immunities** bleed; **Weaknesses** holy 10

Astral Void (aura, darkness) 30 feet. The area around Lunassa is covered in an ominous black void. Treat this area as though it were affected by 2nd-level darkness spell.

Speed 35 feet, fly 35 feet

Melee ♦ wounding scimitar +29 (forceful, magical, sweep, unholy), **Damage** 3d10+18 slashing plus 1d6 persistent bleed

Ranged ♦ void bolt +27 (magical, unholy, range increment 60 feet), **Damage** 6d8 void

Astral Jaunt ♦♦ (teleportation); **Frequency** Once per round; **Effect** Lunassa Strides up to their speed by instantaneous teleportation. This Stride does not have the move trait. Lunassa can then make a wounding scimitar Strike.

Cosmic Bloodletting ♦♦ Lunassa makes up to 3 Strikes against different targets using its wounding scimitar. These attacks count toward Lunassa's multiple attack penalty, but the multiple attack penalty doesn't increase until after all the attacks.

Harvest ♦ (healing, void); **Frequency** Once per hour; **Effect** Lunassa draws blood from wounds around it to sustain itself. Creatures taking persistent bleeding damage within a 50-foot-emanation take 4d10 void damage (DC 31 basic Fortitude save). Lunassa then heals for an amount equal to the total damage taken. Regardless of results, each affected creature recovers from their persistent bleeding.

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 bleeding and blood aligned effects. It is a cunning fighter and knows when it may be overwhelmed, seeking to flee into the dark should the day come.

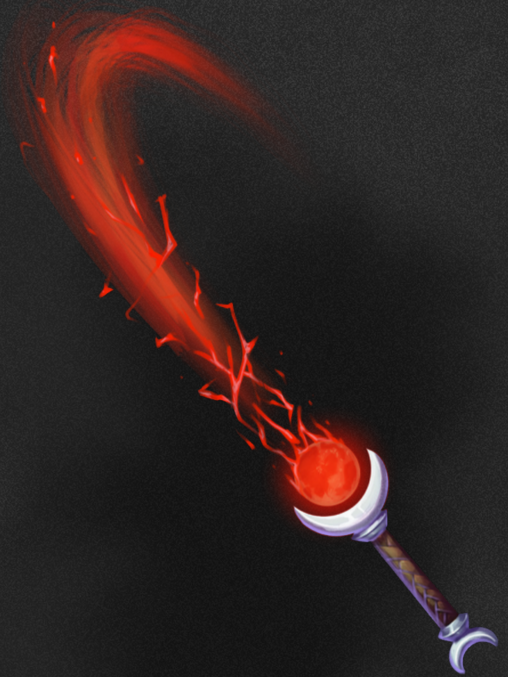
- Astral Void is a powerful aura that creates magical darkness in an area around Lunassa. This should be kept in mind at all times as melee combat with Lunassa proves difficult without magic light. Hint towards this in the lead up to a battle to bring a little more fairness.
- Astral Jaunt, Cosmic Bloodletting, and Lunassa's wounding scimitar are all sources of generating persistent bleeding damage. This should be the goal when Lunassa fights. Inflict as much bleeding as possible, then use Harvest to bring its health back up later in the fight.

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

ITEM 14

RARE **MAGICAL**

Price 4,000 gp
Usage held in 1 hand; **Bulk** 1

An ominous, floating red orb resembling the surface of a pocked moon sits atop the crescent shaped crossbar of this oddly bladeless +2 greater striking scimitar. 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.

When you critically hit with this weapon, the target takes 2d6 persistent bleed damage.

Activate ♦♦ envision, manipulate, teleportation; **Frequency** Once per hour; **Effect** You Stride up to your Speed by immediately teleporting. When moving in this way, your Stride does not have the move trait. When you arrive at the end of your movement, if you're within range of the target, you can make a Strike using this weapon. On a success or better, the target takes an additional 1d6 persistent bleed damage.

Activate ♦♦ manipulate; **Frequency** Once per day; **Effect** You flourish this blade sending out an ominous wave of blood red energy in a 50-foot-emanation around you. The wounds from any creatures taking persistent bleed damage within the emanation explode in a visceral fountain, dealing 9d10 void damage (DC 31 basic Fortitude save). Regardless of the result, this ends their persistent bleed damage.