

MOONLIT BRUTE

*Medium Humanoid (Lycanthrope, Veil Consortium),
Neutral Evil, Level 8*

Armor Class 16 (Half Plate)

Hit Points 112 (15d8 + 45)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	14 (+2)	16 (+3)	10 (+0)	12 (+1)	13 (+1)

Saving Throws Str +8, Con +6

Skills Athletics +9, Intimidation +5, Perception +5

Damage Resistances Nonmagical Bludgeoning,
Piercing, and Slashing

Senses Darkvision 60 ft., Passive Perception 15

Languages Common, Thieves' Cant

ABILITIES

Lycan's Fortitude. The Moonlit Brute regains 10 hit points at the start of its turn if it has at least 1 hit point and isn't in sunlight.

Lunar Frenzy. If the Moonlit Brute takes damage, it can use its reaction to enter a rage until the end of its next turn. While raging, it has advantage on Strength checks and saving throws, and its melee weapon attacks deal an additional 1d6 force damage.

Pack Predator. The Brute has advantage on melee attack rolls against creatures that are within 5 feet of an ally that isn't incapacitated.

ACTIONS

Multiattack. The Moonlit Brute makes three melee attacks.

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

Hit: 14 (2d8 + 5) bludgeoning damage.

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

Hit: 18 (2d10 + 5) slashing damage, plus 4 (1d8) force damage if the Brute is raging.

Howl of Terror (Recharge 5-6). The Brute lets out a monstrous howl. Each creature of its choice within 30 feet must make a DC 14 Wisdom saving throw or be frightened for 1 minute. A creature can repeat the save at the end of its turns, ending the effect on a success.

REACTIONS

Moonlit Resilience. When the Brute is reduced to 0 hit points, it can make a DC 15 Constitution saving throw. On a success, it drops to 1 hit point instead.

This makes the **Moonlit Brute** a tough, fearsome enforcer for the **Veil Consortium**, with lycanthropic resilience and terrifying strength. Let me know if you'd like any tweaks!