

THE HUNTERS OF HALCYON

STATS AND CREATURES WITHIN THE
WORLD OF HALCYON

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NOTES

BEASTS OF THE REALMS

MOON BEASTS

Resideing on the material plane. Moon-beasts a large colorful creatures with shining natrual armor. Their heads are like skulls with multiple horns. They hace long retractable talons and colorful tails with draping fur.

They live on the material plane, also known as the main realm. tey gaurd the gateways to the other dimentionis. by beating them in combat, you have proved you are worthy of pssing through the gaurded gateways. once at least one moon beast is defeated then all withinthe area are passive and do not mind the presense of the creatures that bested them.

The most common places the moon-beasts are found, other thsn gateways, is desolate moons deep within space. They do not need oxygen to breathe.



MOON BEAST

LARGE BEAST, TRUE NUTRAL

ARMOR 20 (NATRUAL ARMOR)

CLASS

HIT POINTS

200

SPEED

80 FT, CLIMB 60FT

STR DEX CON INT WIS CHA

17(+3) 20(+5) 17(+3) 15(+3) 15(+3) 10(+0)

SAVEING THROWS DEX +12

SKILLS PERCEPTION +8, ATHLETICS +7

SENES PASSIVE PERCEPTION 18

BLIND SIGHT 10FT

7TH SENSE. THE MOON BEAST CAN INSTANTLY TELL IS ITS ACTIVELY BE-ING DECIVED AND IF A CREATURE HAS UNTERIUR MOTVIES EVEN IF IT DOSE NOT LIE.

PORTAL. WHEN BESTED IN COMBAT THE MOON BEAST WILL OPEN A PORTAL TO THE ABYSS.

ACTIONS

MULTIATTACK.

THE MOON BEAST MAKES TWO ATTACKS.

TALONS.

MEELE WEAPON ATTACK: +6 TO HIT, 5FT REACH.

UP TO 3 TARGETS (ANY MORE THAN ONE TARGET HAS DISAVANTAGE TO HIT) HIT: 2D 12+6 SLASHING DAMAGE

LEGENDARY ACTIONS

SMITE (3/DAY)

ADD 2D 12 RADIANT DAMAGE TO MELE ATTACKS

CUNNING (3/DAY)

IF THE MOON BEAST FAILS A DEX SAVE, IT CAN CHOSE TO SUCSEED

ABYSS WATCHERS



ABYSS WATCHER

LARGE BEAST, CHAOTIC NUTRAL

ARMOR CLASS 20

HIT POINTS 200

SPEED 80FT, CLIMB 60FT

STR DEX CON INT WIS CHA
18(+4) 22(+6) 17(+3) 10(+3) 10(+3) 10(+0)

SAVING THROWS STR +9, DEX +12

SKILLS PERCEPTION +12, ATHLETICS +9

SENES PASSIVE PERCEPTION 22

7TH SENSE. THE MOON BEAST CAN INSTANTLY TELL IS ITS ACTIVELY BEING DECIVED AND IF A CREATURE HAS UNTERIOR MOTVIES EVEN IF IT DOSE NOT LIE.

PORTAL. WHEN BESTED IN COMBAT THE MOON BEAST WILL OPEN A PORTAL TO THE NEAREST REALM.

ACTIONS

MULTIATTACK.

THE MOON BEAST MAKES TWO ATTACKS.

VOID SPIT

THE WATCHER SPITS AN ACIDIC BLACK SUBSTANCE AT UP TO 3 CREATURES.

RANGED WEAPON ATTACK: +6 TO HIT, 20 FT REACH.

BITE.

MEELE WEAPON ATTACK: +6 TO HIT, ONE TARGET. 5FT REACH. HIT: 1D12+8.

LEGENDARY ACTIONS

VOID POWER (1/DAY)

ADD 2D6 POSION DAMAGE TO ANY ATTACKS THE WATCHER MAKES

BLINK (3/DAY)

IF A CREATURE SUCSESFULLY HITS THE WATCHER IT CAN DISSAPEAR INTO THE VOID, SEEMINGLY BLINKING IN AND OUT OF EXISTANCE. IMUNE TO NONMAGICAL ATTACKS, ANS HALF DAMAGE FOR MAGICAL ATTACKS.