

LUNA

Medium undead, Chaotic evil

Armor Class: 16 (natural armor)

Hit Points: 221 (26d8 + 104)

Speed: 30 ft.

STRENGTH +4 18	DEXTERITY +4 18	CONSTITUTION +4 18
INTELLIGENCE +3 17	WISDOM +2 15	CHARISMA +2 18

Luna the vampire princess is the adopted daughter of the Devil himself. She is so wicked, even her father cannot control her. Luna lives for chaos, but there's never enough going around to quench her thirst. Fortunately (for her), she's quite good at creating it for herself.

Saving Throws: Dex +9, Wis +7, Cha +9

Skills: Necrotic; Bludgeoning, Piercing, and Slashing from nonmagical attacks

Senses: Darkvision 120 ft., passive Perception 17

Challenge: 14 (11,500 XP)



Legendary Resistance (3/Day)

If Luna fails a saving throw, she can choose to succeed instead.

Spider Climb

Luna can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

Vampire Weaknesses:

Luna has the following vampiric flaws:

- **Forbiddance** - Luna can't enter a residence without an invitation from one of the occupants.
- **Harmed by Running Water** - Luna takes 20 acid damage if she ends her turn in running water.
- **Stake to the Heart** - If a piercing weapon made of wood is driven into Luna's heart while the vampire is incapacitated in her resting place, she is paralyzed until the stake is removed.
- **Sunlight Hypersensitivity** - Luna takes 20 radiant damage when she starts her turn in sunlight. While in sunlight, Luna has disadvantage on attack rolls and ability checks.



Actions

Multi-attack:

Luna makes three attacks. One of these attacks may be either Life Drain or Scream.

Baseball Bat:

Melee weapon attack: +8 to hit, reach 5 ft., one creature. Hit: 15 (3d6+4) bludgeoning damage.

Bat Blast:

Ranged weapon attack: +8 to hit, range 30/90, one creature or two creatures if they are within 10 feet of each other and each is more than 20 feet from Luna. Hit: 15 (2d10+4) piercing damage. This attack deals an additional 11 (2d10) piercing damage if the target is within 20 feet of Luna.

Life Drain:

Melee weapon attack: +8 to hit, reach 5 ft., one creature. Hit: 22 (4d10) necrotic damage, and the target must make a DC 18 Constitution saving throw. On a failed save, the target takes an additional 22 (4d10) necrotic damage and its hit point maximum is reduced by an amount equal to the total necrotic damage taken. This reduction lasts until the creature finishes a long rest. The target dies if this effect reduces its hit point maximum to 0. Luna regains hit points equal to the total necrotic damage the target takes.

Scream (recharges on a 5 or 6):

Each creature in a 15-foot cube originating from Luna must make a DC 18 Constitution saving throw. On a failed save, a creature takes 45 (10d8) thunder damage and is pushed 15 feet away from Luna. On a successful save, the creature takes half as much damage and isn't pushed.

Vampire Weaknesses:

Luna can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. Luna regains spent legendary actions at the start of her turn.

- **Move:** Luna moves up to her speed without provoking opportunity attacks.
- **Attack:** Luna makes one Baseball Bat attack.
- **Life Drain (Costs 2 Actions):** Luna makes one Life Drain attack.



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