

Moonbeast

Large aberration, neutral evil

Armor Class 20 (natural armor)

Hit Points 230 (20d10 + 120)

Speed 50 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
25 (+7)	16 (+3)	23 (+6)	23 (+6)	18 (+4)	18 (+4)

Saving Throws Dex +9, Int +12, Wis +10

Damage Resistances bludgeoning, piercing, and slashing damage from nonmagical weapons

Damage Immunities psychic

Condition Immunities blinded, charmed, prone

Skills Insight +10, Perception +10

Senses blindsight 120 ft. passive perception 20

Languages Deep Speech, telepathy 120 ft.

Challenge 17 (18,000 XP)

Amorphous. The moonbeast can move through a space as narrow as 1 inch wide without squeezing.

Horrifying Visage. Creatures who start their turns within 30 feet of the moonbeast and can see the creature must succeed on a DC 18 Wisdom saving throw or become frightened of the moonbeast for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the moonbeast's Horrifying Visage for the next 24 hours.

Magic Resistance. The moonbeast has advantage on saving throws against spells and other magical effects.

Magic Weapons. The moonbeast's weapon attacks are magical.

Quicken Enlarge/Reduce. As a bonus action the moonbeast can cast *enlarge/reduce* on itself. The moonbeast does not require concentration to maintain this spell.

Spellcasting. The moonbeast's spellcasting ability is Intelligence (spell save DC 20, +12 to hit with spell attacks). It can innately cast the following spells, requiring no material components.

At will: *charm monster, hold monster, misty step, scrying, zone of truth*

3/day: *dispel magic, dominate monster*

1/day: *plane shift (self only), time stop*

Actions

Multiattack. The moonbeast can make one attack with its claws, one attack with its tentacles, and one attack with its bite.

Bite. *Melee Weapon Attack:* +13 to hit, reach 10 ft., one target. *Hit:* 18 (2d10 + 7) piercing damage.

Claws. *Melee Weapon Attack:* +13 to hit, reach 5 ft., one target. *Hit:* 14 (2d6 + 7) slashing damage.

Tentacles. *Melee Weapon Attack:* +13 to hit, reach 15 ft., one target. *Hit:*

14 (2d6 + 7) bludgeoning damage and the target is grappled (escape DC 21) and pulled adjacent to the moonbeast. Until the grapple ends the target is restrained and the moonbeast cannot use its tentacles against another target. Until the grapple ends the target must succeed on a DC 20 Constitution saving throw at the start of its turns or suffer a level of exhaustion.

Healing Consumption. The moonbeast eats an adjacent Small or Medium unconscious creature. When the creature is consumed, it dies and its body and all of its nonmagical possessions are devoured by the moonbeast. The moonbeast regains 50 hit points.