



Art by psycoma

Sunborn Mastodon

When the twilight came upon the world, new creatures started to emerge. Most of them were creatures that thrived in the shadows, but they were some rare exceptions. These mastadons are such exceptions, they shine bright, even in the darkest of nights, and hunt mercilessly any night creatures they come across.

Apart from their vicious hatred of dark creatures, these monstrosities are fairly passive and attack only when engaged. Its almost as if the battle fury that animates them is something primal, and not the product of any sort of elaborate intellect. As such these mastadons can easily manipulated into slaughtering creatures that they believe to be night monsters, when in reality, they attacked an illusion cast upon innocent victims.

SUNBORN MASTODON

Medium monstrosity, unaligned

Armor Class 12 (natural armor)

Hit Points 105 (14d8 + 42)

Speed 25 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---------|--------|---------|--------|---------|--------|
| 18 (+4) | 9 (-1) | 16 (+3) | 3 (-4) | 12 (+1) | 2 (-4) |

Skills Athletics +7, Perception +4

Damage Resistances radiant

Condition Immunities blinded

Senses darkvision 60 ft., passive Perception 14

Languages Celestial

Challenge 5 (1,800 XP)

Charge. If the mastodon moves at least 20 feet straight toward a target and then hits it with a tusks attack on the same turn, the target takes an extra 14 (3d8) piercing damage. If the target is a creature and it fails the saving throw associated with the attack, it will also be knocked prone.

Pure Light. The mastodon sheds bright light in a radius for 60 feet and dim light for another 60 feet. This light is considered daylight.

Step of Sunlight. The path the mastodon takes is always lit. Each 5 feet square the mastodon walks over during its turn turns into a path of light until the start of the mastodon's next turn. A creature other than the mastodon that steps through this path must succeed on a DC 15 Constitution saving throw or take 7 (2d6) radiant damage and become blinded until the end of their turn.

ACTIONS

Multiattack. The mastodon makes two tusk attacks.

Tusks. Weapon Attack: +7 to hit, reach 10 ft., one target. Hit: 13 (2d8+4) piercing damage. The target must also succeed on a DC 15 Strength saving throw or be pushed back up to 10 feet, the mastodon decides how much distance the creature is pushed back.

Banishing Light (Recharge 6). The mastodon lets out a powerful light from its trunk. Two creature of its choice within 60 feet must succeed on a DC 15 Charisma saving throw or be banished, as per the *banishment* spell until the end of the mastodon's next turn.

REACTIONS

Protector's Light. When a creature within 60 feet of the mastodon that is standing in bright light is targeted by an attack roll, the mastodon can create a shield of pure radiance around it. They gain a +5 bonus AC until the start of the mastodon's next turn.

SHADOWBORN PROWLER

Medium monstrosity, unaligned

Armor Class 15 (natural armor)

Hit Points 71 (11d8 + 22)

Speed 50 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---------|---------|---------|--------|---------|--------|
| 14 (+2) | 17 (+3) | 14 (+2) | 3 (-4) | 12 (+1) | 2 (-4) |

Skills Perception +4, Stealth +6

Condition Immunities blinded

Senses blindsight 30 ft., darkvision 120 ft., passive Perception 14

Languages —

Challenge 5 (1,800 XP)

Born of Twilight. If the prowler would be blinded, it is instead stunned until the end of its next turn.

Hidden March. While in dim light or darkness, if the prowler hasn't moved on its turn, it can choose to turn invisible as a bonus action. If it does so, its movement speed becomes 5 feet until the start of its next turn.

Howl of A Thousand Shadows. At the start of its turn the shadowborn prowler can let out an invigorating howl. Up to two other shadowborn prowlers within 30 feet of it that have died in the last minute return to life with half of their maximum hit points. If a shadowborn prowler has used this ability, no other shadowborn prowler within 120 feet can use it until the end of the round.

Pack Tactics. The prowler has advantage on an attack roll against a creature if at least one of the prowler's allies is within 5 ft. of the creature and the ally isn't incapacitated.

Shadowborn. The prowler has disadvantage on all attacks and Wisdom (Perception) checks that rely on sight when it, the target of its attack, or whatever it is trying to perceive is in direct sunlight.

ACTIONS

Multiattack. The prowler makes one claw and one shadowed bite attack.

Claw. Weapon Attack: +6 to hit, reach 5 ft., one target. Hit: 8 (1d8+3) piercing damage and 8 (1d8+3) necrotic damage.

Shadowed Bite. Weapon Attack: +6 to hit, reach 5 ft., one target. Hit: 17 (3d6+3) piercing damage. If the creature has been successfully hit by 3 or more bites from shadowborn prowlers this round, it becomes restrained until the end of its next turn.

Ill Omen (Recharge 6). The prowler lets out a powerful roar before vanishing in the shadows. It can teleport to any empty space that it can see within 60 feet of it. If it is within 5 feet of a creature when it reappears, it can make a single claw attack against it.

Art by licozor

Shadow Prowlers

These are some of the rare creatures that you will never see alone, they always travel in pack of 2 to 4 individuals, and for a good reason. Together they are almost impossible to kill. Indeed if all pack members die except for one, the last survivor can bring them back from the abyss with a terrifying scream that can scare even the most seasoned of monster hunter. The only way to defeat such creatures is to bring them down all at the same time, if a single one is left standing, they will all come back, fiercer than ever, and murder any who was foolish enough to not kill them properly the first time.