

## THE MOON BUTTERFLY

Even the slightest edge over one's foe could be the difference between victory or fall, may it be information, insight, or fortune. As such the mystical art of divination was a commonly used tool in the age of warring kingdoms' ever-changing landscape. Few legendary oracles rose to prominence, gifted with unmatched clairvoyance. The appearance of these oracles would be of momentous consequence for the world at large.

Conversely, many realms decided to dabble with the art of divination themselves, as they would not want to grow reliant upon these mysterious oracles, which were commonly capricious entities that knew no loyalty. As a discipline of the arcane, various monarchs delegated their most capable court mages to see to the task of divining, but not so the King of Gludeo.

The realm of Gludeo held great knowledge over the occult and the celestial bodies, as since ancient times the royal line of Gludeo did not turn to earthly omens, but turned towards the sky instead. The earliest tribes of humans within Altland believed the stars to hold many secrets which could be unlocked by one who could read the shifting firmament above. Thus, the realm of Gludeo fostered a great understanding of astrology, which was taught within the royal line from generation to generation.

King Gludeo found himself facing an unprecedented crisis for his Kingdom. Same as his predecessors before him, the King consulted the stars for guidance within the royal observatory. Night after night, King Gludeo searched through the nightly sky to no avail. It appeared that for the first time in the King's life, the stars gave no answer. With a heavy heart and the crisis ever so pressing, the King resigned to the fact that the stars could not help him. With one last solem glance the King turned night's sky during this full moon night. While the moon has been a frequent subject of astrological research, the moon and its phases bore seldom relevance to signs and omens. But it was at that moment, the King saw dancing colors upon the pale orb, that beckoned him. Upon a closer inspection, the King realized these colors were not dancing frivolously. The longer the King observed their mesmerizing dance he could hear wordless whispers manifesting in his mind. They promised knowledge and guidance. King Gludeo was no fool. He knew due to his occult studies that there existed many entities that called deception and deceit their trade. To test the entity, the King demanded proof that the entity held knowledge, and the entity delivered.

The entity presented not only the best kept secrets of the Kingdom of Gludeo, but also most sensitive information about the rival kingdoms that threatened the King's realm. The entity then simply told the King to do with this information as he pleased, and that it would meet him again on the next full moon. By the time of the next full moon, the King had overcome the crisis and forced the foes into submission, all thanks to the knowledge given to him by this moon entity. Again the King entered his observatory and made the first of many contacts. A covenant between the monarch and the entity was forged that night.

The King would heed the words of the entity, which offered him guidance and near omniscient insights of things past and things to come. The entity would become the King's trusted advisor to help make the King's ambitions become reality and the King would come to refer to this new ally as the Moon Butterfly.

## THE MOON KIN

The Moon Butterfly is an ominous being which dwells upon pallid planes of the moon. From there it calmly observes events unfolding upon the world, constantly searching for beings that captivate its attention. It seeks for beings of power, position, or potential. Beings that it can guide to upheaval the world's stage, for better or for worse. The Moon Butterfly's motivations to do so are as unfathomable as its origins.

From its distant realm, the Moon Butterfly studied the happenings of the world. Through this observation it gained transcendent insight upon the material world, which allows it to clearly see the machinations of events set in motion and their eventualities. It is with this knowledge through which the Moon Butterfly guides a creature it decided to aid. But advice and insight are not the sole extent of the Moon Butterfly's assistance. The Moon Butterfly is not the only entity existent on the pallid planes. It commands strange creatures of its own design, created from its own essence, each an extension of the Moon Butterfly's influence, called the Moon kin.

The Moon kin are the spawn of the Moon Butterfly, strange creatures of otherworldly physiology and mind, which heed the demands of their creator to aid whichever creature enjoys their master's favor. To perform their task without fail, the moon kin were purposefully shaped by the Moon Butterfly and blessed with a sliver of their creator's alien magic.

To command its spawn, the Moon Butterfly would provide occult rituals to manifest these beings within the material world, or if need be, send heralds that could open the way for its kin.

### FRIEND OR FOE?

One cannot know the true motivation of the Moon Butterfly. As the Butterfly does not care about the concept of good or evil. What it seeks is change and those who can bring it. Thus one can only hope that one's goals align with this entity's whims.

As an ally, the Moon Butterfly can be a great provider of knowledge and offer guidance, but will only do so as far as the resulting events will be in its own interest. It can appear as quite benevolent if one's own success and well being are within the Moon Butterfly's plans. Yet the entity might turn away and disappear once one has played their part, for the moon entity is elusive and selective with whom it associates.

Despite its apparent benevolence, as an enemy, the Moon Butterfly is a ruthless foe, willingly exploiting any sensitive information at hand. Though, it rarely interferes directly, instead using either its kin or its pawns to deal with those who meddle with its ambitions.



## MOON LANTERN

Gently floating across the pallid planes, akin to a jellyfish, the moon lanterns serve as beacons for their kin. Often the first to arrive if moonkin are summoned, the lanterns serve as guiding lights to guide their kin through the dimensional weaves to their destination, especially if amassed in large numbers. Swarms of moon lanterns, drifting through the air herald the arrival of more advanced moonkin.

The moon lanterns serve a further purpose though. As commonly the first moonkin to arrive they prepare the site for the arrival of their brethren. They scout the location, accounting for the presence of hazards, other creatures within the vicinity, or if present, the one the moonkin were sent out to serve in the name of their creator. To ensure smooth communication, the moon lantern can attach themselves onto creatures to transmit the creature's thoughts to their kin. To do so, the moon lantern lines up its tail with the spinal cord of the creature. The moon lantern as such serve as a network of telepathy to ensure that commands reach where they are needed.

**Void Dweller.** The moon lantern does not need to breathe or eat and can safely traverse the void between planets.



Artwork by Ben Fleuter & DM Tuz

## MOON LANTERN

*Small Aberration (Moon kin), typically chaotic neutral*

**Armor Class** 13  
**Hit Points** 14 (4d6)  
**Speed** 0 ft., fly 30 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
6 (-2)	16 (+3)	11 (0)	5 (-3)	15 (+2)	5 (-3)

**Proficiency** +2  
**Skills** Perception +4  
**Damage Resistances** bludgeoning, piercing, and slashing from nonmagical attacks  
**Senses** darkvision 120 ft. passive Perception 14  
**Languages** Understands Common, Draconic, and Deep Speech  
**Challenge** 1/2 (100 XP)

**Alien Mind.** The moon lantern has advantage on saving throws against being charmed, frightened, and having its mind read.

**Beacon.** Other moon kin can sense the presence of a moon lantern within 2 miles and can teleport to a moon lantern without error. Moon lanterns can communicate with other moon kin telepathically within 120 feet.

### ACTIONS

**Tail.** *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target.  
*Hit:* 3 (3) bludgeoning damage.

**Daze.** A creature within 60 ft. of the moon lantern must succeed a DC 12 Wisdom saving throw or take 3 (1d6) psychic damage and be dazed until the end of the lantern's next turn. A dazed creature subtracts 2 (1d4) from any ability check, attack roll, or saving throw it makes.

**Attach.** The moon lantern attaches itself onto a willing creature or a creature that it has grappled. While attached the moon lantern grants the creature it is attached to telepathic communication with any creature within 120 ft. of itself.

## MOON LANTERN (FAMILIAR)

*Tiny Aberration (Moon kin)*

**Armor Class** 12  
**Hit Points** 1 (1d4 - 1)  
**Speed** 0 ft., fly 30 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
3 (-4)	14 (+2)	9 (-1)	5 (-3)	13 (+1)	5 (-3)

**Proficiency** +2  
**Skills** Perception +3  
**Damage Resistances** bludgeoning, piercing, and slashing from nonmagical attacks  
**Senses** darkvision 120 ft. passive Perception 13  
**Languages** Understands Common, Draconic, and Deep Speech  
**Challenge** 0 (10 XP)

**Alien Mind.** The moon lantern has advantage on saving throws against being charmed, frightened, and having its mind read.

### ACTIONS

**Tail.** *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target.  
*Hit:* 2 (2) bludgeoning damage.

**Dazzle.** A creature within 60 ft. of the moon lantern must succeed a DC 11 Wisdom saving throw or take 3 (1d6) psychic damage and the moon lantern is invisible to the creature until the end of its next turn.



## MOON HOUND

As a primitive form of the moonkin, the moon hounds are ferocious creatures imbued with cunning instincts. The moon hound is a commonly summoned moonkin for those chosen by the Moon Butterfly, as it is a flexible servant. Superior to other beasts of war or guard animals, the moon hound was given enough cognisance to parse simple commands. With its jagged rows of teeth that clench upon its victims, a creature will find itself quickly trapped within the moon hound's eel-like jaw. Escape, though a possibility, is not a preferable option; once the jagged teeth have embedded themselves within the flesh would rip and tear, leaving a creature maimed and devastated.

To subdue or misdirect, the moon hounds also possess innate eldritch powers. Upon releasing a distorted screech from within their alien throats, the moon hound is capable of producing visual sounds that dazzle the eyes and mind. Thanks to the moon hound's cunning, they know fully well to exploit such an opening. A creature flummoxed by this colorful bark will be either quickly surrounded or brought low by the moon hound before its senses recover.

**Void Dweller.** The moon hound does not need to breathe or eat and can safely traverse the void between planets.

## MOON COMMUNION

The Rite of Moon's Communion is an ancient ritual of unknown origin. Perhaps it was by design of the Moon Butterfly that mortals came into possession of this occult knowledge?

The Rite of Moon's Communion describes a set of elaborate rituals to allow a mortal being to contact the Moon Butterfly. Eight versions of this ritual exist, each only effective in one of the phases of the moon. Each version of the Rite of Moon's Communion's instructions reflect their corresponding moon phase and thus vary greatly from one another, in both required materials and prescribed sequence of activities. The versions are commonly written in a way that omits the existence of other versions of the same ritual.

Once completed, a creature performing the ritual will fall into a comatose state, as its consciousness is transported into the otherworldly realm of the Moon Butterfly. The creature will find itself upon a pallid wasteland underneath an eternal night's sky. Dominating the overwhelming night's sky is a planetoid emanating an eerie glow. Shortly after the creature's arrival, the Moon Butterfly will appear before the creature, though the Moon Butterfly might decide to assume a less overwhelming form when engaging with a lesser creature.

When the creature ends the communion, or if the Moon Butterfly decides to send the creature back, the creature will awake back in its physical body.

## MOON HOUND

*Medium Aberration (Moon kin), typically chaotic neutral*

**Armor Class** 16 (natural armor)  
**Hit Points** 30 (4d8 + 12)  
**Speed** 40 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	12 (+1)	13 (+1)	3 (-4)	14 (+2)	3 (-4)

**Proficiency** +2

**Damage Resistances** bludgeoning, piercing, and slashing from nonmagical attacks

**Senses** darkvision 120 ft. passive Perception 12

**Languages** Understands Common, Draconic, and Deep Speech

**Challenge** 2 (450 XP)

**Alien Mind.** The moon hound has advantage on saving throws against being charmed, frightened, and having its mind read.

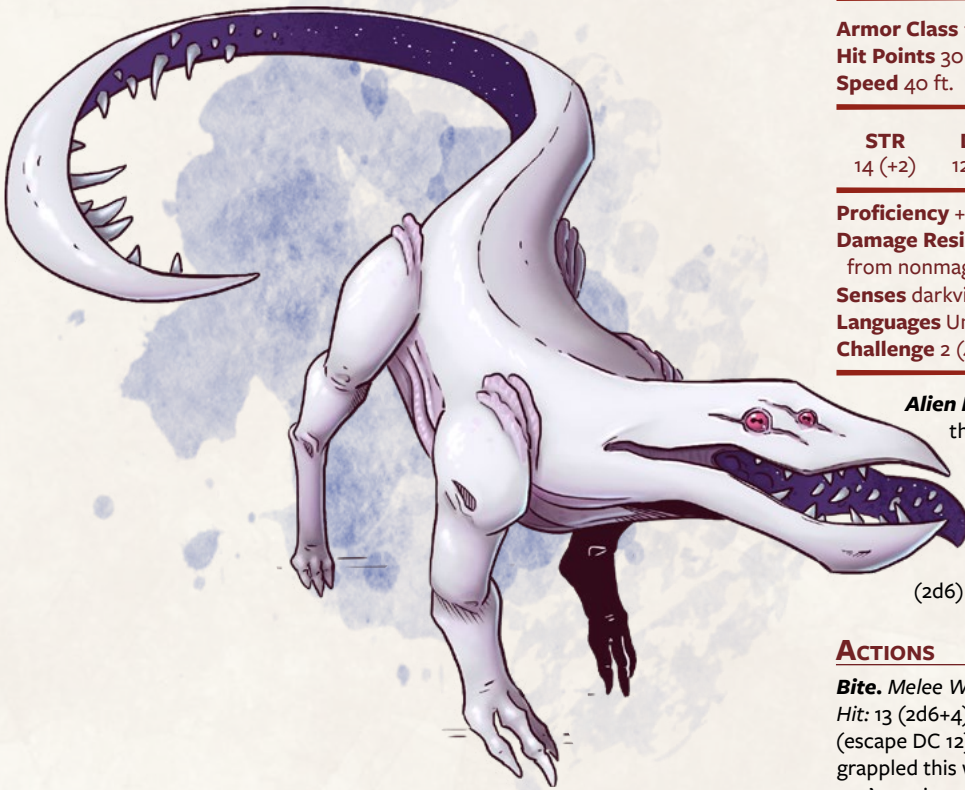
**Ripping Jaw.** A creature that escapes the moon hound's bite with a successful ability check or through forced movement takes 7 (2d6) piercing damage.

### ACTIONS

**Bite.** *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 13 (2d6+4) piercing damage and the target is grappled (escape DC 12). The moon hound can have only one creature grappled this way and until the grapple ends, the moon hound can't use its color bark and can make bite attacks only against the grappled creature.

### BONUS ACTIONS

**Color Bark.** A creature within 20 ft. of the moon hound that can see it must succeed a DC 11 Wisdom saving throw. On a failed save the creature is blinded until the end of the moon hound's next turn.



Artwork by Ben Fleuter & DM Tuz



## MOON MAIDEN

Medium Aberration (Moon kin), typically chaotic neutral

**Armor Class** 15 (natural armor)

**Hit Points** 71 (11d8 + 22)

**Speed** 30 ft., fly 30 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
12 (+1)	16 (+3)	14 (+2)	14 (+2)	18 (+4)	15 (+2)

**Proficiency** +3

**Skills** Insight +6, Perception +6

**Damage Resistances** bludgeoning, piercing, and slashing from nonmagical attacks

**Senses** darkvision 120 ft. passive Perception 16

**Languages** Understands Common, Draconic, and Deep Speech

**Challenge** 7 (2,900 XP)

**Alien Mind.** The moon maiden has advantage on saving throws against being charmed, frightened, and having its mind read.

**Lunar Illumination.** If both of the moon maiden's moon bolts hit the same target, it becomes hulled in otherworldly light until the end of the moon maiden's turn, causing it to shed dim light in a 10 ft. radius.

As long as a target is hulled in otherworldly light, any attack roll against the target has advantage if the attacker can see it, and the target can't benefit from being invisible or hidden. The moon maiden cannot gain advantage on its attack rolls from this effect.

**Magic Weapons.** The moon maiden's attacks are magical.

### ACTIONS

**Multiattack.** The moon maiden fires two moon bolts.

**Slam.** *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 4 (1d6 +1) bludgeoning damage plus 7 (2d6) psychic damage.

**Moon Bolt.** *Ranged Weapon Attack:* +7 to hit, range 60 ft., one target. *Hit:* 22 (4d8 +4) radiant damage and the next attack against the target made by another creature before the end of the moon maiden's next turn is made with advantage.

**Spellcasting.** The moon maiden casts one of the following spells, using Wisdom as the spellcasting ability (Spell save DC 15) requiring no material or verbal components:

At will: *dancing lights*, *minor illusion*

1/day each: *calm emotions*, *detect evil and good*, *detect magic*, *detect thoughts*, *nondetection*, *sending*

### VARIANT: EXPANDED MOON MAIDEN MAGIC

The moon maidens are capable to field a diverse selection of spells. If you want to customize an encounter featuring a moon maiden, consider expanding her spells with the following spells:

1/day each: *alarm*, *bestow curse*, *glyph of warding*, *hallow*, *mass cure wounds*, *remove curse*, *scrying*



Artwork by Ben Fleuter & DM Tuz

## MOON MAIDEN

Perhaps the most humanoid and graceful of the moonkin, the moon maidens sing their eerie melodies across the pallid planes.

As an advanced species of the moon kin, the moon maidens wield eldritch magic, which they utilize to aid their kin or decimate their foes. Once summoned, other lesser moon kin find themselves drawn to them and will flock around the maidens, guided by the maiden's otherworldly tunes. This circumstance places the moon maidens as natural leaders and intermediates within the moon kin's hierarchy.

Untypical for the Moon Butterfly to show favoritism, it appears to be fond of the maidens, finding comfort within the sound of their melody and reminiscing of ages past.

**Void Dweller.** The moon maiden does not need to breathe or eat and can safely traverse the void between planets.



# MOON TUTOR

In the eventuality direct and continual guidance is needed, or a hopeful individual was discovered whose potential has yet to be unlocked, the Moon Butterfly has created the moon tutor. The moon tutor is counted among the highest of the Moon Butterfly's creations. It is imbued with a sliver of its creator's essence, allowing the tutor momentary glimpses into the unfathomable machinations of the world.

Unlike the other of its kin, the moon tutor is capable of traversing the planes without the need of summons or the help of its creator. A moon tutor commonly seeks a creature chosen by the Moon Butterfly to serve as a guide and, as its name implies, tutor it. Once the moon tutor makes contact, it will engage in an occult ritual with the creature, upon its completion the moon tutor will be allowed entrance into the creature's mindscape. Within this state the moon tutor exists within the creature's mind, only seen by the creature that made the pact. This allows the moon tutor direct communication with the creature and sets the stage for its tutelage.

## MOON TUTOR

Large Aberration (Moon kin), typically chaotic neutral

**Armor Class** 17 (natural armor)

**Hit Points** 170 (20d10+60)

**Speed** 50 ft., fly 50 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
17 (+3)	18 (+4)	16 (+3)	18 (+4)	20 (+5)	16 (+3)

**Proficiency** +4

**Skills** Arcane +8, History +8, Insight +9, Investigation +8, Nature +8, Religion +8

**Damage Resistances** bludgeoning, piercing, and slashing from nonmagical attacks

**Senses** truesight 60 ft. passive Perception 15

**Languages** Telepathy 120 ft., Common, Draconic, and Deep Speech

**Challenge** 12 (8,400 XP)

**Alien Mind.** The moon tutor has advantage on saving throws against being charmed, frightened, and having its mind read.

**Magic Weapons.** The moon tutor's attacks are magical.

**Tutelage.** A humanoid creature can join in a mystical pact with the moon tutor. To do so the creature must conduct a 1 hour long ritual during a full moon. Once completed the moon tutor is summoned to guide the humanoid.

As long as the moon tutor guides the humanoid, it is always aware of the exact location of the humanoid as long as it is on the material plane, is invisible to any creature except the humanoid it tutors and can't physically interact with creatures and objects around it.

A humanoid under the moon tutor's guidance adds 2 (1d4) to any attack roll or saving throw it makes and can use an action to use the moon tutor's spellcasting action, using the moon tutor's spellcasting DC, but concentrating on the spells itself.

At the end of the humanoid's turn, or when it falls unconscious, the tutor can decide to stop guiding the creature. When the humanoid dies, the moon tutor stops guiding it automatically. When the moon tutor stops guiding the humanoid, it either fully manifest in the material world, or returns to its own domain.

A creature under a moon tutor's tutelage will benefit not only from the tutor's wealth of knowledge, but also its eldritch magic. However, the breadth of knowledge and magic is only as deep as the tutor allows.

In the case in which the creature fails in the task foreseen by the Moon Butterfly, or worse, turns actively against it, a moon tutor will immediately leave, taking the boons it provides along with it. But the tutor is also not a passive entity. As it still observes the material world, it might deem to manifest itself from the creature's mind if needed. While the moon tutor possesses a great intellect and mind, it is very well capable in defending itself, or the creature it meant to tutor, with weapons that rend the material and the immaterial alike.

Many great and influential people left their mark upon the tapestry of history. The existence of the moon tutors might leave one wondering, if these great feats were done on their own accord, or under the guidance of these otherworldly beings, all in the service of the mysterious Moon Butterfly.

**Void Dweller.** The moon tutor does not need to breathe or eat and can safely traverse the void between planets.

### ACTIONS

**Multiattack.** The moon tutor makes two attacks: One with its claws and one with its tail.

**Claws.** *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 12 (2d8+3) slashing damage plus 14 (4d6) psychic damage.

**Tail.** *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 10 (2d6+3) bludgeoning damage and the moon tutor chooses the following:

- the target is grappled, escape DC 15.
- if the target is a creature it must succeed a DC 15 Strength saving throw or be knocked prone.

**Attendance.** The moon tutor teleports to an unoccupied space within 60 ft. of the humanoid it guides.

**Spellcasting.** The moon tutor casts one of the following spells, using Wisdom as the spellcasting ability (Spell save DC 17) requiring no material components:

At will: *minor illusion, prestidigitation*

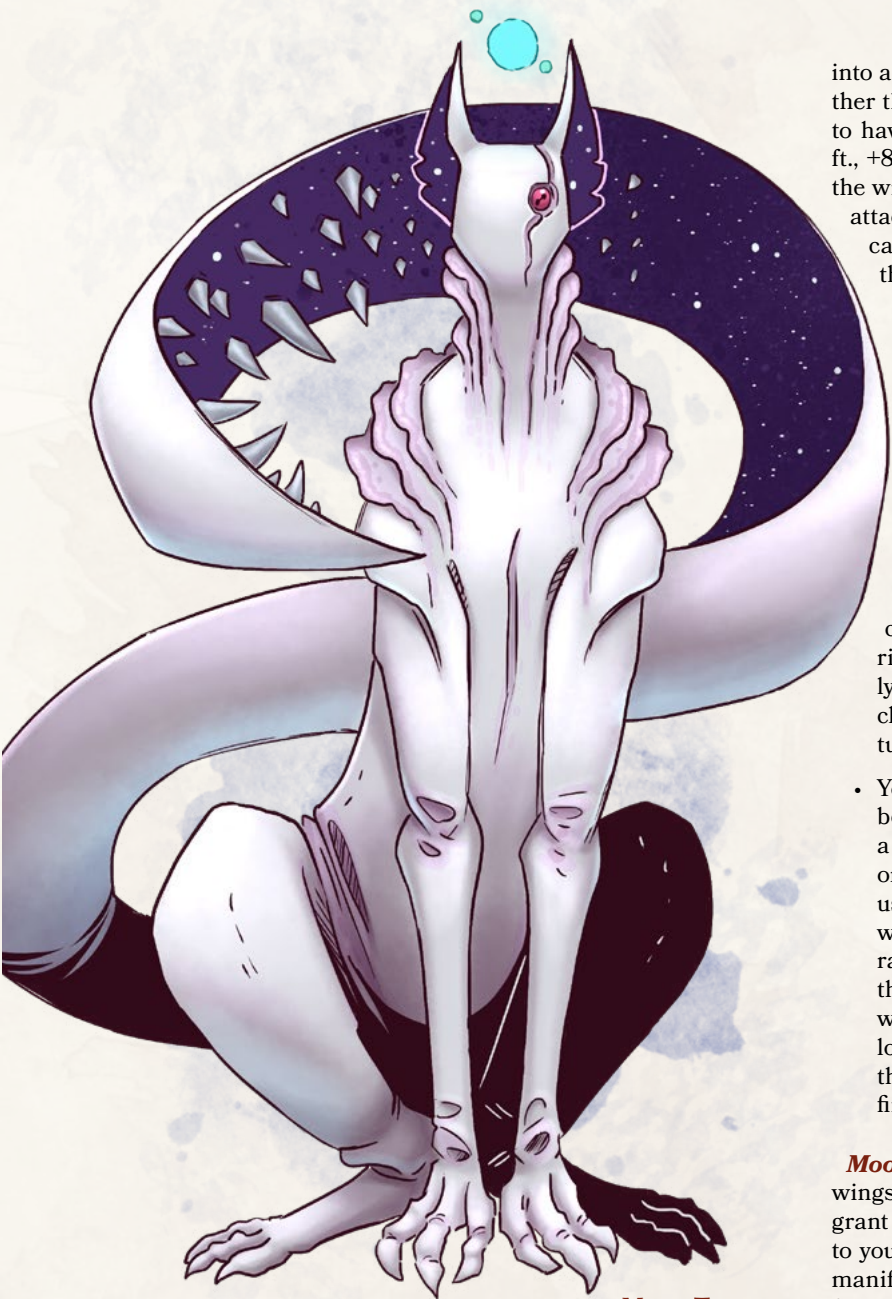
1/day each: *hypnotic pattern, legend lore, mass suggestion, modify memory, plane shift (moon tutor only), teleport (self only)*

### BONUS ACTIONS

**Dazzling Light.** The moon tutor exerts otherworldly light in a 20 ft. radius. Each creature in the area of the moon tutor's choice that can see the tutor must succeed a DC 15 Wisdom saving throw or take 10 (3d6) psychic damage and be dazed until the end of the moon tutor's next turn. A dazed creature subtracts 3 (1d6) from any ability check, attack roll, or saving throw it makes.

**VARIANT: MOON TUTOR SUMMONING**  
 As the moon tutor serves as a direct connection between a chosen creature and the will of the Moon Butterfly, the moon tutor can call upon lesser moon kin to be summoned from the Moon Butterfly's domain.  
**Summon Moon Kin.** The moon tutor summons 8 moon lanterns, 4 moon hounds, or one moon maiden at unoccupied spaces within 120 ft. of itself. If the moon tutor dies, all moon kin summoned by it are banished back into their domain.





**Moon Tutor**  
Artwork by Ben Fleuter  
& DM Tuz

## BOONS OF THE MOON BUTTERFLY

In place of divination and information, the Moon Butterfly is also capable of bestowing a great variety of boons unto creatures that it wants to be successful in changing the world, for better or for worse. Unless stated otherwise, any boon can only be used once before it expires.

**Absolute Clarity.** You can use an action to manifest absolute clarity. When you do, you are no longer blinded, feared, or charmed, and gain a truesight of 120 ft. for 10 minutes, meaning that you can always see a creature's true form and illusions no longer affect you. Further, for the duration you gain a +10 bonus on any active or passive Wisdom (Perception) or Intelligence (Investigation) checks you make. For the duration of absolute clarity, your eyes are illuminated in an otherworldly glow.

**Guiding Moonlight.** You can use an action to conjure a glowing butterfly shaped wisp for 1 hour. This wisp sheds bright light in a 20 ft. radius and sheds dim light for an additional 40 feet. You can order the wisp to snuff its light or illuminate as a bonus action. For the duration you can use a bonus action to direct the wisp to fly 40 ft.

## Forgotten Foes: Moon Kin

into a direction of your choice, but it will never leave further than 60 ft. from you, or you can use a bonus action to have the wisp make a ranged spell attack (range 60 ft., +8 to hit) against a target that you can see. On a hit the wisp deals 13 (2d8+4) radiant damage and your next attack against the target is made with advantage. You can order the wisp to attack a total of 10 times before the effect of the wisp ends early.

**Lunar Weapon.** A weapon of your choice is bestowed with otherworldly light. This otherworldly light has 6 charges, each expended charge dims the otherworldly light. As long as the weapon has charges, it emanates dim light in a 20 ft. radius, which can be suppressed or reactivated using a bonus action. You can expend the charges in the following ways:

- You can expend a charge by raising your weapon and plead for it to guide your way. Choose a location or an object. For the next hour, whenever you rise your weapon, it will shine a ray of otherworldly light in the direction of the location or object you chose. You can expend two charges to choose a creature instead.
- You can use an action to expend a charge and fire a beam of otherworldly light from your weapon. This is a ranged spell attack that you make with that weapon (using the same modifier the weapon normally uses) with a 60 ft. range, or the range of the weapon, whichever is higher. On a hit the target takes 7 (2d6) radiant damage and the next attack roll targeting the creature has advantage and is treated as if made with a magical weapon. If you have a feature that allows you to make more than one attack when you use the attack action, you can use one of these attacks to fire a beam from your weapon.

**Moon Light Wings.** You can use an action to manifest wings of otherworldly light for 10 minutes. The wings grant you a flying speed of 40 ft. or flying speed equal to your movement speed, whichever is lower. When you manifest the moon light wings, each creature within 20 ft. radius that can see you must succeed a DC 14 Wisdom saving throw or be blinded until the end of your next turn. For the duration of the wings, you can use an action to beat them and each creature in a 15 ft. cone that can see you must succeed a DC 14 Wisdom saving throw or be blinded until the end of your next turn. You can beat the wings up to 6 times before the effect of the wings ends early.

**Total Eclipse.** When you stow away an object on your person, store it somewhere such as a chest, or hide an object anywhere, you can use this boon to make the object undetectable to anyone but yourself. Until you retrieve the item, it cannot be found by searching or divination magic of any kind. Other than yourself, only a creature with true seeing or a creature that you task to retrieve it will be able to find the object.



## **LORE, CONCEPT, GAME DESIGN**

DM TUZ

## **EDITING**

J. ALICE BOWN

## **ARTWORK**

DM TUZ (COLORING) & BEN FLEUTER (INKS)

## **GUEST ARTIST - BEN FLEUTER**



Ben Fleuter is a US Webcomic Artist (Derelict, Sword Interval). If you enjoyed his contribution to this content update, consider following him on social media and perhaps support him on Patreon. He wrapped up his latest Webcomic [Sword Interval](#) this year and is going to launch his next webcomic later this year!

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