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presents...*

THE LUNAR KNIGHT

*from daylight
publications*



credits

writing

Cameron Day

editing & balancing

Gordon McAlpin

original art

Raul Volpato

space backgrounds

Eldmar Studios

supers & sorcery logo

Lydia Van Hoy

supers & sorcery

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the lunar knight

born of moonlight

You were once lost, wandering the woods, desert, or mountains of Ghaistala without a path or guide—only the mother moon was there to help you past kaiju and supervillians. In time, you came to see her for who she truly was: a well source of power, and a light for all to see and love – perhaps even a Titan in of herself. That is when you were found by the Lunar Knights—striking warriors of silver, blue, white, and violet who took you in and trained you, transforming your love for the mother moon into something truly powerful.

order of the phases

The Lunar Knights are divided into five separate sub-orders or charters: New Moon, Crescent, Half Moon, Gibbous, and Full Moon. Each order tends to reflect a different side of the moon, yet in the past century, the Charter of the New Moon has come to be vilified for their use of dark magic to commune with ancient astral beings. While members of different charters rarely get along, lunar knights always assist a fellow warrior of the moon.



moon charter

Taking the Lunar Knight archetype at 3rd level signifies your path into the embrace of the moon. That means you are part of one of the five charters of the Lunar Knights. These charters are the basis of what the Lunar Knights are.

charter of the new moon

While the narrative of the downfall of the Charter of the New Moon has filled the ears and books of the Lunar Knights, you know the truth — that the New Moon goes bump in the night against those things that bump back. When you adopt the Charter of the New Moon, you gain the ability to cast *darkness*. You can cast this spell in this way once per short or long rest.



charter of the crescent moon

The Charter of the Crescent Moon are the assassins and shock troopers of the Lunar Knights, specializing in stealth and ancient magics. Sometimes nicknamed the Bloody Crescent, knights of the Crescent Moon are silent and deadly. When you adopt the Charter of the Crescent Moon, you gain the ability to cast the *sacred flame* cantrip. Additionally, once per short or long rest, when a creature hits you with a melee attack, you can use your reaction to cast *sacred flame*.



charter of the half moon

The Charter of the Half Moon are the foot soldiers of the Lunar Knights, strong and sturdy fighters. Trusty in a fight and focused on their duty to defend their comrades in arms, Half Moon knights are the largest charter. When you adopt the Charter of the Half Moon, you gain the ability to cast the *light* cantrip. Additionally, when you cast *light* targeting a weapon that you are wielding and proficient with, it deals additional radiant damage on a hit equal to your proficiency bonus. You can enchant up to two weapons with this feature. If you attempt to imbue a third weapon with this enchantment, you must break the enchantment with one of the other two.



charter of the gibbous moon

The Charter of the Gibbous Moon are warmages and battlemasters, usually the strategic officers and field marshals of the Lunar Knights. To be accepted into the Gibbous Moon is a great honor indeed. When you adopt the Charter of the Gibbous Moon, you gain the ability to cast the *dancing lights* cantrip. Additionally, once per short or long rest, when a creature hits you with an attack of opportunity, you can use your reaction to cast *dancing lights*, targeting your attacker.



charter of the full moon

The Charter of the Full Moon are stalwart defenders embroiled in armor plating and carrying massive shields. They are the battlefield commanders and spec ops phalanx leaders. When you adopt the Charter of the Full Moon, you gain the ability to cast *flame blade* once per long or short rest. Additionally, once per short or long rest, if you miss the melee weapon attack you made when you cast *flame blade*, you can use your reaction to sheathe the target in that cantrip's radiant energy. If the creature moves before the start of its next turn, it suffers the normal effects of the spell.



night vision

At 3rd level, you gain darkvision to a range of 30 feet.

lunar blooded

Starting at 7th level, the light of the moon fuels you and fills your blood. When you take damage from a melee weapon attack, some of the damage is reflected back at your attacker, inflicting your proficiency bonus in radiant damage.

improved night vision

At 7th level, your darkvision improves, expanding to a range of 60 feet.

dusk approaches

At 10th level, you can commune with the moon and let her radiance re-energize you. During a long rest at night, you meditate beneath the moon to gain benefits based on your charter. You gain all expended uses of this feature when you complete your next long rest.

charter of the new moon

When you take a long rest, you can ask the moon for information about a creature of the night that you are hunting. When you complete your meditation at the end of a long rest, the moon answers you with a piece of lore about the subject. The more information you already have about the thing, the more precise and detailed the information you receive is. The information you learn is accurate but might be couched in figurative language, as with the *legend lore* spell.

charter of the crescent moon

In the light of the crescent moon, you are able to call upon the cyclical power of the crescent and hone your mind along its edge, channeling the moon's gravitational pull to cast *telekinesis* once. When doing so, you appear to be surrounded with small crescent moons, giving off dim light of 5 feet.



charter of the half moon

In the light of the half moon, you are able to activate true harmony within your light and dark halves, and are able to cast *wall of light* once, without its material component. The wall is half made of shadow and half of moonlight.



charter of the gibbous moon

The glowing symbol of the gibbous moon appears on your forehead, and from that sigil you can cast *daylight* once.



charter of the full moon

The symbol of the full moon appears above your heart, and it glows with immense power. You gain the ability to cast *resilient sphere* once.



chosen of the moon

Starting at 15th level, the light of the moon begins to fill your very veins. Each time you reach three-quarters, half, and quarter health, you regenerate 1d10 hit points. If you are reduced to 0 hit points, you fall unconscious, in stable condition, and your body glows brightly. Any hostile creatures within 10 feet of you must succeed on a DC 15 Wisdom saving throw or be blinded for a number of rounds equal to your Constitution modifier.

embrace the night

At 18th level, you ascend to truly being a guardian of the moon. You are no longer fully human. Your creature type is now celestial; you no longer need to eat, sleep, or breath; you are resistant to nonmagical bludgeoning, piercing, and slashing damage; and you gain a flying speed of 40 feet. Additionally, once per lunar cycle, if you die, you disappear into a column of moonlight and are reborn, as if brought back to life by a true resurrection spell, when your charter's phase next shines. If you die a second time within the same lunar cycle, you remain dead.



*where do i
put this
subclass in...*

**SUPERS &
GHAISTAL
SURGERY**

The Lunar Knight is a subclass built definitely for more supernatural or horror-themed adventures, BUT, there are definitely unique ways you could weave it into your campaign on Ghaistala or in Beacón! Perhaps your character crashes through a portal and slams into the Portal Plaza, with no memory other than your charter tattoo. Or, maybe you feel a powerful connection to one of Ghaistala's moons, or even one of the great Kaiju who wanders the planet.



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