

LUMEFEATHER

Small • Beast • Unaligned

Armor Class 12

Hit Points 36 (8d6 + 8)

Speed 20 ft., fly 30 ft.

Initiative +2 (12)



STR	DEX	CON	INT	WIS	CHA
6 (-2)	14 (+2)	12 (+1)	4 (-3)	12 (+1)	6 (-2)

Senses darkvision 60 ft., passive Perception 11

Languages -

CR 2 (XP 450; PB +2)

Avoidance. If the lumefeather is subjected to an effect that allows it to make a saving throw to take only half damage, it instead takes no damage if it succeeds on the save and half damage if it fails. It can't use this trait if it is incapacitated.

Illumination. The lumefeather sheds dim light in a 5-foot radius. It can stop shedding light (no action required).

ACTIONS

Multiattack. The lumefeather makes two Beak attacks.

Beak. *Melee Weapon Attack:* +4, reach 5 ft. *Hit:* 5 (1d6 + 2) piercing damage plus 4 (1d8) psychic damage. If the target has darkvision, *Constitution Saving Throw:* DC 11. *Failure:* The target's darkvision is cumulatively reduced by 10 feet. This effect lasts until cured by a *lesser restoration* spell or similar magic.

BONUS ACTIONS

Hypnotic Plumage. *Wisdom Saving Throw:* DC 11, one creature within 10 feet of the lumefeather that can see it. *Failure:* The target becomes charmed until the start of the lumefeather's next turn. This effect ends early if the target takes any damage. *Success:* The target becomes immune to this effect for 1 hour.

LUMEFEATHER — WEAKER

Armor Class 11

Hit Points 10 (3d6)

Speed 20 ft., fly 30 ft.

Initiative +1 (11)



STR	DEX	CON	INT	WIS	CHA
6 (-2)	12 (+1)	10 (+0)	4 (-3)	10 (+0)	6 (-2)

Senses darkvision 60 ft., passive Perception 11

Languages -

CR 1/4 (XP 50; PB +2)

Avoidance. If the lumefeather is subjected to an effect that allows it to make a saving throw to take only half damage, it instead takes no damage if it succeeds on the save and half damage if it fails. It can't use this trait if it is incapacitated.

Illumination. The lumefeather sheds dim light in a 5-foot radius. It can stop shedding light (no action required).

ACTIONS

Multiattack. The lumefeather makes two Beak attacks.

Beak. *Melee Weapon Attack:* +3, reach 5 ft. *Hit:* 1 piercing damage plus 2 (1d4) psychic damage. If the target has darkvision, *Constitution Saving Throw:* DC 10. *Failure:* The target's darkvision is cumulatively reduced by 10 feet. This effect lasts until cured by a *lesser restoration* spell or similar magic.

BONUS ACTIONS

Hypnotic Plumage (1/Day). *Wisdom Saving Throw:* DC 10, one creature within 5 feet of the lumefeather that can see it. *Failure:* The target becomes charmed until the start of the lumefeather's next turn. This effect ends early if the target takes any damage. *Success:* The target becomes immune to this effect for 1 hour.

LUMEFEATHER — STRONGER

Armor Class 13

Initiative +3 (13)

Hit Points 66 (12d6 + 24)

Speed 20 ft., fly 40 ft.

STR	DEX	CON	INT	WIS	CHA
6 (-2)	16 (+3)	14 (+2)	4 (-3)	14 (+2)	6 (-2)

Senses darkvision 60 ft., passive Perception 11

Languages -

CR 5 (XP 1,800; PB +3)



Avoidance. If the lumefeather is subjected to an effect that allows it to make a saving throw to take only half damage, it instead takes no damage if it succeeds on the save and half damage if it fails. It can't use this trait if it is incapacitated.

Illumination. The lumefeather sheds dim light in a 10-foot radius. It can stop shedding light (no action required).

ACTIONS

Multiattack. The lumefeather makes two Beak attacks.

Beak. *Melee Weapon Attack:* +5, reach 5 ft. *Hit:* 10 (2d6 + 3) piercing damage plus 9 (2d8) psychic damage. If the target has darkvision, *Constitution Saving Throw:* DC 13. *Failure:* The target's darkvision is cumulatively reduced by 10 feet. This effect lasts until cured by a *lesser restoration* spell or similar magic.

BONUS ACTIONS

Hypnotic Plumage. *Wisdom Saving Throw:* DC 13, one creature within 15 feet of the lumefeather that can see it. *Failure:* The target becomes charmed until the start of the lumefeather's next turn. This effect ends early if the target takes any damage. *Success:* The target becomes immune to this effect for 1 hour.