

STARLING

Tiny • Celestial • Unaligned

Armor Class 5

Initiative -5 (5)

Hit Points 17 (5d4 + 5)

Speed 0 ft., fly 0 ft. (hover)



STR	DEX	CON	INT	WIS	CHA
1 (-5)	1 (-5)	12 (+1)	5 (-3)	14 (+2)	14 (+2)

Damage Resistances acid, cold, fire; bludgeoning, piercing, slashing

Damage Immunities lightning, poison, radiant

Condition Immunities exhaustion, grappled, paralyzed, petrified, poisoned, prone, restrained, unconscious

Senses blindsight 60 ft., passive Perception 12

Languages understands Common and Celestial but can't speak them

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

Ephemeral. The starling can't wear or carry anything.

Illumination. The starling sheds bright light in a 10-foot radius and dim light for an additional 10 feet.

Incorporeal Movement. The starling can move through other creatures and objects as if they were difficult terrain. It takes 5 (1d10) force damage if it ends its turn inside an object.

Magical Resistance. The starling has advantage on saving throws against spells and other magical effects.

Unusual Nature. The starling doesn't require air, food, drink, or sleep.

ACTIONS

Dazzling Pulse. *Wisdom Saving Throw:* DC 12, each creature within 5 feet of the starling. *Failure:* 2 (1d4) radiant damage, and the target is blinded.

STARLING — WEAKER

Armor Class 5

Initiative -5 (5)

Hit Points 2 (1d4)

Speed 0 ft., fly 0 ft. (hover)



STR	DEX	CON	INT	WIS	CHA
1 (-5)	1 (-5)	10 (+0)	5 (-3)	12 (+1)	12 (+1)

Damage Resistances acid, cold, fire; bludgeoning, piercing, slashing

Damage Immunities lightning, poison, radiant

Condition Immunities exhaustion, grappled, paralyzed, petrified, poisoned, prone, restrained, unconscious

Senses blindsight 60 ft., passive Perception 12

Languages understands Common and Celestial but can't speak them

CR 0 (XP 10; PB +2)

Wish Upon A Star (1/Day). The starling creates the effect out of a minor wish and chooses one of the following effects:

- **Duplication.** The starling duplicates a spell of level 1 without the need for spell components.
- **Health.** One creature within 30 feet of the starling regains half its hit points, up to a maximum of 10 hit points regained.
- **Transport.** One willing creature within 30 feet of the starling is teleported to an unoccupied space within 1000 feet of the starling's choosing.
- **Object Creation.** The starling creates an object with a worth of up to 10 gp that isn't magical. The object can be no more than 3 feet in any dimension and appears in an unoccupied space within 30 feet of the starling that it can see.

BONUS ACTIONS

Flicker. The starling teleports to a space it can see within 30 feet of it.

Ephemeral. The starling can't wear or carry anything.

Illumination. The starling sheds bright light in a 10-foot radius and dim light for an additional 10 feet.

Incorporeal Movement. The starling can move through other creatures and objects as if they were difficult terrain. It takes 5 (1d10) force damage if it ends its turn inside an object.

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

Unusual Nature. The starling doesn't require air, food, drink, or sleep.

ACTIONS

Dazzling Pulse. *Wisdom Saving Throw:* DC 12, each creature within 5 feet of the starling. *Failure:* 2 (1d4) radiant damage, and the target is blinded.

STARLING — STRONGER

Armor Class 5

Hit Points 44 (8d4 + 24)

Speed 0 ft., fly 0 ft. (hover)

Initiative -5 (5)

STR	DEX	CON	INT	WIS	CHA
1 (-5)	1 (-5)	16 (+3)	5 (-3)	16 (+3)	18 (+4)

Damage Resistances acid, cold, fire; bludgeoning, piercing, slashing

Damage Immunities lightning, poison, radiant

Condition Immunities exhaustion, grappled, paralyzed, petrified, poisoned, prone, restrained, unconscious

Senses blindsight 60 ft., passive Perception 12

Languages understands Common and Celestial but can't speak them

CR 2 (XP 450, PB +2)

Ephemeral. The starling can't wear or carry anything.

Illumination. The starling sheds bright light in a 10-foot radius and dim light for an additional 10 feet.

Incorporeal Movement. The starling can move through other creatures and objects as if they were difficult terrain. It takes 5 (1d10) force damage if it ends its turn inside an object.

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

Unusual Nature. The starling doesn't require air, food, drink, or sleep.

ACTIONS

Dazzling Pulse. *Wisdom Saving Throw:* DC 14, each creature within 10 feet of the starling. *Failure:* 9 (2d8) radiant damage, and the target is blinded. *Success:* Half damage.

Wish Upon A Star (1/Day). The starling creates the effect out of a minor wish and chooses one of the following effects:

- **Duplication.** The starling duplicates any cantrip without the need for spell components.
- **Health.** One creature within 30 feet of the starling regains half its hit points, up to a maximum of 5 hit points regained.
- **Transport.** One willing creature within 30 feet of the starling is teleported to an unoccupied space within 100 feet of the starling's choosing.
- **Object Creation.** The starling creates an object with a worth of up to 1 gp that isn't magical. The object can be no more than 3 feet in any dimension and appears in an unoccupied space within 30 feet of the starling that it can see.

BONUS ACTIONS

Flicker. The starling teleports to a space it can see within 30 feet of it.



Wish Upon A Star (1/Day). The starling creates the effect out of a minor wish and chooses one of the following effects:

- **Duplication.** The starling duplicates a spell of level 2 or lower without the need for spell components.
- **Health.** One creature within 30 feet of the starling regains half its hit points, up to a maximum of 15 hit points regained.
- **Transport.** One willing creature within 30 feet of the starling is teleported to an unoccupied space within 1 mile of the starling's choosing.
- **Object Creation.** The starling creates an object with a worth of up to 50 gp that isn't magical. The object can be no more than 3 feet in any dimension and appears in an unoccupied space within 30 feet of the starling that it can see.

BONUS ACTIONS

Flicker. The starling teleports to a space it can see within 30 feet of it.