LIGHT EATER

Gargantuan • Aberration • Chaotic Evil



Armor Class 20 **Initiative** +8 (18)
Hit Points 297 (18d20 + 108)
Speed 40 ft., climb 40 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	15 (+2)	22 (+6)	8 (-1)	16 (+3)	23 (+6)

Saving Throws Str +12, Wis +9
Skills Perception +9
Damage Immunities necrotic, radiant
Condition Immunities prone, stunned
Senses blindsight 150 ft., passive Perception 19
Languages Deep Speech
CR 19 (XP 22,000; PB +6)

Consumed Color Spectrum. The area in a 300-foot emanation originating from the light eater is devoid of color. Everything in this area appears in shades of gray.

Illogical Shape. Ranged attack rolls against the light eater have disadvantage, unless the attacker has blindsight or truesight.

Photosynthetic Regeneration. The light eater regains 10 hit points at the start of each of its turns if at least half of its body is exposed to sunlight. The light eater dies only if it starts its turn with 0 hit points and doesn't regenerate.

Radiant Absorption. Whenever the light eater is subjected to radiant damage, it regains a number of hit points equal to the radiant damage dealt.

Spider Climb. The light eater can climb difficult surfaces, including along ceilings, without needing to make an ability check.

Unusual Nature. The light eater doesn't require air or drink.

ACTIONS

Multiattack. The light eater makes three attacks, using Blackening Strike and Devouring Ray in any combination.

Blackening Strike. *Melee Weapon Attack:* +12, range 20 ft. *Hit:* 28 (4d10 + 6) piercing damage plus 13 (2d12) necrotic damage. Additionally, the space the target is occupying becomes affected by the darkness spell for 1 hour. The darkness doesn't move with the target.

Devouring Ray. *Ranged Spell Attack:* +12, range 150 ft. *Hit:* 39 (6d12) necrotic damage and the target is blinded until the end of its next turn.

BONUS ACTIONS

Invert and Consume. The light eater targets an area of magical light that it can see within 60 feet. The light is dispelled and the light eater regains 22 (4d10) hit points. *Strength Saving Throw:* DC 20, each creature inside the area of the bright light of the magical light. *Failure:* The target is pulled into an unoccupied space as close the center of the light as possible.

LIGHT EATER — WEAKER



Armor Class 19 **Initiative** +6 (16)
Hit Points 263 (17d20 + 85)
Speed 40 ft., climb 40 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	13 (+1)	20 (+5)	6 (-2)	14 (+2)	21 (+5)

Saving Throws Str +10, Wis +7
Skills Perception +7
Damage Immunities necrotic, radiant
Condition Immunities prone, stunned
Senses blindsight 150 ft., passive Perception 17
Languages Deep Speech
CR 16 (XP 15,000; PB +5)

Consumed Color Spectrum. The area in a 300-foot emanation originating from the light eater is devoid of color. Everything in this area appears in shades of gray.

Illogical Shape. Ranged attack rolls against the light eater have disadvantage, unless the attacker has blindsight or truesight.

Photosynthetic Regeneration. The light eater regains 10 hit points at the start of each of its turns if at least half of its body is exposed to sunlight. The light eater dies only if it starts its turn with 0 hit points and doesn't regenerate.

Radiant Absorption. Whenever the light eater is subjected to radiant damage, it regains a number of hit points equal to the radiant damage dealt.

Spider Climb. The light eater can climb difficult surfaces, including along ceilings, without needing to make an ability check.

Unusual Nature. The light eater doesn't require air or drink.

ACTIONS

Multiattack. The light eater makes three attacks, using Blackening Strike and Devouring Ray in any combination.

Blackening Strike. *Melee Weapon Attack:* +10, range 20 ft. *Hit:* 21 (3d10 + 5) piercing damage plus 13 (2d12) necrotic damage. Additionally, the space the target is occupying becomes affected by the darkness spell for 1 hour. The darkness doesn't move with the target.

Devouring Ray. *Ranged Spell Attack:* +12, range 150 ft. *Hit:* 33 (5d12) necrotic damage and the target is blinded until the end of its next turn.

BONUS ACTIONS

Invert and Consume. The light eater targets an area of magical light that it can see within 60 feet. The light is dispelled and the light eater regains 16 (3d10) hit points. *Strength Saving Throw:* DC 18, each creature inside the area of the bright light of the magical light. *Failure:* The target is pulled into an unoccupied space as close the center of the light as possible.

LIGHT EATER — STRONGER



Armor Class 21 **Initiative** +10 (20)
Hit Points 385 (22d20 + 154)
Speed 40 ft., climb 40 ft.

STR	DEX	CON	INT	WIS	CHA
25 (+7)	17 (+3)	24 (+7)	10 (+0)	18 (+4)	25 (+7)

Saving Throws Str +14, Wis +11
Skills Perception +11
Damage Immunities necrotic, radiant
Condition Immunities prone, stunned
Senses blindsight 150 ft., passive Perception 21
Languages Deep Speech
CR 22 (XP 41,000; PB +7)

Consumed Color Spectrum. The area in a 300-foot emanation originating from the light eater is devoid of color. Everything in this area appears in shades of gray.

Illogical Shape. Ranged attack rolls against the light eater have disadvantage, unless the attacker has blindsight or truesight.

Photosynthetic Regeneration. The light eater regains 10 hit points at the start of each of its turns if at least half of its body is exposed to sunlight. The light eater dies only if it starts its turn with 0 hit points and doesn't regenerate.

Radiant Absorption. Whenever the light eater is subjected to radiant damage, it regains a number of hit points equal to the radiant damage dealt.

Spider Climb. The light eater can climb difficult surfaces, including along ceilings, without needing to make an ability check.

Unusual Nature. The light eater doesn't require air or drink.

ACTIONS

Multiattack. The light eater makes three attacks, using Blackening Strike and Devouring Ray in any combination.

Blackening Strike. *Melee Weapon Attack:* +14, range 20 ft. *Hit:* 34 (5d10 + 7) piercing damage plus 13 (2d12) necrotic damage. Additionally, the space the target is occupying becomes affected by the darkness spell for 1 hour. The darkness doesn't move with the target.

Devouring Ray. *Ranged Spell Attack:* +14, range 150 ft. *Hit:* 45 (7d12) necrotic damage and the target is blinded until the end of its next turn.

BONUS ACTIONS

Invert and Consume. The light eater targets an area of magical light that it can see within 60 feet. The light is dispelled and the light eater regains 27 (5d10) hit points. *Strength Saving Throw:* DC 22, each creature inside the area of the bright light of the magical light. *Failure:* The target is pulled into an unoccupied space as close the center of the light as possible.