

# LUMINAR

Medium • Celestial • Lawful Good

**Armor Class** 18

**Initiative** +8 (18)

**Hit Points** 212 (25d8 + 100)

**Speed** 30 ft., fly 90 ft.

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

**Saving Throws** Int +8, Wis +10, Cha +10

**Skills** Athletics +10, Intimidation +10, Perception +10

**Damage Immunities** radiant

**Condition Immunities** blinded, charmed, exhaustion, frightened

**Senses** blindsight 30 ft., darkvision 120 ft., passive Perception 20

**Languages** all but can't speak, telepathy 120 ft.

**CR** 14 (XP 11,500; PB +5)



**Aura of Protection.** While within 30 feet of the luminar allied creatures, other than luminars, can't be blinded and gain a +5 bonus to the saving throws.

**Eternal Vigil.** The luminar can't be surprised.

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

**Stand As One.** When the luminar takes damage, it can magically exude radiance and split the damage evenly among willing creatures within 10 feet of it. The luminar can exclude specific creatures from this effect.

**Unusual Nature.** The luminar doesn't require food, drink, or sleep.

## ACTIONS

**Multiattack.** The luminar makes a Silver Sword and a Karma Sword attack.

**Silver Sword. Melee Weapon Attack:** +10, reach 5 ft. *Hit:* 18 (3d8 + 5) slashing damage plus 27 (6d8) radiant damage. This attack deals an additional 2d8 slashing damage against creatures that are shape-shifted.

**Karma Sword. Melee Weapon Attack:** +10, reach 5 ft. *Hit:* 39 (6d12) psychic damage, and the target's Charisma score decreases by 1d4. The target is banished to a harmless demiplane if this reduces that score to 0. While there, the target takes 9 (2d8) psychic damage and regains 1d4 of its Charisma at the start of each of its turns. Once the target has regained its original score, it reappears in the space it left or in the nearest unoccupied space if that space is occupied.

## LUMINAR — WEAKER

**Armor Class** 17

**Initiative** +7 (17)

**Hit Points** 180 (24d8 + 72)

**Speed** 30 ft., fly 90 ft.

| STR     | DEX     | CON     | INT     | WIS     | CHA     |
|---------|---------|---------|---------|---------|---------|
| 18 (+4) | 16 (+3) | 16 (+3) | 14 (+2) | 18 (+4) | 18 (+4) |

**Saving Throws** Int +6, Wis +8, Cha +8

**Skills** Athletics +8, Intimidation +8, Perception +8

**Damage Immunities** radiant

**Condition Immunities** blinded, charmed, exhaustion, frightened

**Senses** blindsight 30 ft., darkvision 120 ft., passive Perception 18

**Languages** all but can't speak, telepathy 120 ft.

**CR** 11 (XP 7,200; PB +4)



**Aura of Protection.** While within 30 feet of the luminar allied creatures, other than luminars, can't be blinded and gain a +4 bonus to the saving throws.

**Eternal Vigil.** The luminar can't be surprised.

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

**Stand As One.** When the luminar takes damage, it can magically exude radiance and split the damage evenly among willing creatures within 10 feet of it. The luminar can exclude specific creatures from this effect.

**Unusual Nature.** The luminar doesn't require food, drink, or sleep.

## LUMINAR — STRONGER

**Armor Class** 19

**Hit Points** 266 (28d8 + 140)

**Speed** 30 ft., fly 90 ft.

**Initiative** +10 (20)

| STR     | DEX     | CON     | INT     | WIS     | CHA     |
|---------|---------|---------|---------|---------|---------|
| 22 (+6) | 18 (+4) | 20 (+5) | 18 (+4) | 22 (+6) | 22 (+6) |

**Saving Throws** Int +8, Wis +10, Cha +11

**Skills** Int +10, Wis +12, Cha +12

**Damage Immunities** radiant

**Condition Immunities** blinded, charmed, exhaustion, frightened

**Senses** blindsight 30 ft., darkvision 120 ft., passive Perception 22

**Languages** all but can't speak, telepathy 120 ft.

**CR** 17 (XP 18,000; PB +6)

**Aura of Protection.** While within 30 feet of the luminar allied creatures, other than luminars, can't be blinded and gain a +6 bonus to the saving throws.

**Eternal Vigil.** The luminar can't be surprised.

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

**Stand As One.** When the luminar takes damage, it can magically exude radiance and split the damage evenly among willing creatures within 10 feet of it. The luminar can exclude specific creatures from this effect.

**Unusual Nature.** The luminar doesn't require food, drink, or sleep.

## ACTIONS

**Multiattack.** The luminar makes a Silver Sword and a Karma Sword attack.

**Silver Sword. Melee Weapon Attack:** +8, reach 5 ft. *Hit:* 13 (2d8 + 4) slashing damage plus 22 (5d8) radiant damage. This attack deals an additional 2d8 slashing damage against creatures that are shape-shifted.

**Karma Sword. Melee Weapon Attack:** +8, reach 5 ft. *Hit:* 32 (5d12) psychic damage, and the target's Charisma score decreases by 1d4. The target is banished to a harmless demiplane if this reduces that score to 0. While there, the target takes 7 (2d6) psychic damage and regains 1d4 of its Charisma at the start of each of its turns. Once the target has regained its original score, it reappears in the space it left or in the nearest unoccupied space if that space is occupied.



## ACTIONS

**Multiattack.** The luminar makes a Silver Sword and a Karma Sword attack.

**Silver Sword. Melee Weapon Attack:** +12, reach 5 ft. *Hit:* 24 (4d8 + 6) slashing damage plus 31 (7d8) radiant damage. This attack deals an additional 3d8 slashing damage against creatures that are shape-shifted.

**Karma Sword. Melee Weapon Attack:** +12, reach 5 ft. *Hit:* 45 (7d12) psychic damage, and the target's Charisma score decreases by 1d4. The target is banished to a harmless demiplane if this reduces that score to 0. While there, the target takes 11 (2d10) psychic damage and regains 1d4 of its Charisma at the start of each of its turns. Once the target has regained its original score, it reappears in the space it left or in the nearest unoccupied space if that space is occupied.