

STAR CHILD

Medium Celestial

Armor Class 15 (natural armor)
Hit Points 52 (7d8 + 21)
Speed 40 ft., flying 40 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
12 (+1)	14 (+2)	16 (+3)	12 (+1)	15 (+2)	16 (+3)

Proficiency +2

Damage Resistances bludgeoning, piercing and slashing damage from nonmagical weapons

Damage Immunities poison, radiant

Condition Immunities exhausted, grappled, restrained, petrified, poisoned

Senses darkvision 60 ft., passive Perception 12

Languages Common, Celestial

Challenge 4 (1,100 XP)

Death Throes. When the star child dies, it explodes and each creature within 20 ft. of it must make a DC 13 Constitution saving throw. On a failed save a creature takes 9 (2d8) radiant damage and is blinded until the end of its next turn. On a successful save a creature takes half as much damage and is not blinded.

Illumination. The star child sheds bright light in a 30-foot radius and dim light in an additional 30 ft..

ACTIONS

Multiattack. The star child makes two of the same attacks.

Radiant Touch. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 9 (2d8) radiant damage and the target must succeed a DC 13 Constitution saving throw or be blinded until the end of the star child's next turn.

Starlight Bolt. *Ranged Weapon Attack:* +5 to hit, range 60 ft., one target. *Hit:* 13 (3d8) radiant damage.

Star Seed (4-6). The star child conjures a celestial star in an unoccupied space within 60 ft. of itself. It sheds bright light in a 30-foot radius and dim light in an additional 30 ft. and remains for 1 minute, the star child dies, or the star child uses this action again. A creature that begins its turn within 10 ft. of the star must succeed a DC 13 Constitution saving throw or take 9 (2d8) radiant damage.

As long as the star child has a star conjured, it must concentrate on it, as if it cast a spell that requires concentration.

NIGHT SKY MAYURA

Gargantuan Celestial

Armor Class 16 (natural armor)
Hit Points 188 (13d20 + 52)
Speed 20 ft., flying 80 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	17 (+3)	18 (+4)	14 (+2)	18 (+4)	17 (+3)

Proficiency +3

Skills Perception +7

Damage Resistances radiant; bludgeoning, piercing and slashing damage from nonmagical weapons

Senses darkvision 120 ft., passive Perception 17

Languages Understands Common, Auran, Celestial and Sylvan, but doesn't speak

Challenge 10 (5,900 XP)

Illumination. The night sky mayura sheds dim light in a 60 ft. radius.

Magic Weapons. The night sky mayura's attacks are magical.

ACTIONS

Multiattack. The night sky mayura makes two attacks: one with its beak and one with its wings.

Beak. *Melee Weapon Attack:* +9 to hit, reach 10 ft., one target. *Hit:* 30 (4d6+6) piercing damage.

Wings. *Melee Weapon Attack:* +9 to hit, reach 10 ft., one target. *Hit:* 36 (8d8) radiant damage.

Starscape Feathers. The night sky mayura displays its feather dress and each creature within 60 ft. of it that can see it must make a DC 15 Wisdom saving throw. On a failed save a creature is charmed for one minute or for as long as it can see the night sky mayura. A charmed creature is incapacitated and must observe the night sky mayura. On a successful save a creature has disadvantage on ability checks and attack rolls until the end of the night sky mayura's next turn. A creature immune to being charmed is unaffected by the mayura's feathers.

A charmed creature repeats the saving throw at the end of its turn, ending the condition on a success. Once a creature succeeds the saving throw, or the effect ends, it automatically saves against the Starscape Feathers of any night sky mayura for 1 hour.

JUBILATION SPIRIT

Medium Celestial, typically chaotic good

Armor Class 12

Hit Points 44 (8d8 + 8)

Speed 30 ft., flying 30 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
10 (0)	14 (+2)	13 (+1)	10 (0)	12 (+1)	16 (+3)

Proficiency +2

Skills Insight +3, Performance +5, Persuasion +5

Damage Resistances radiant; bludgeoning, piercing and slashing damage from nonmagical weapons

Damage Immunities poison

Condition Immunities exhausted, grappled, restrained, petrified, poisoned

Senses darkvision 60 ft., passive Perception 11

Languages Common, Celestial, Sylvan

Challenge 3 (1,100 XP)

Jubilation. A jubilation spirit can influence a celebration by mingling among the participants for 10 minutes or more. A celebration influenced by a jubilation spirit appears more intense, more joyful, and more enticing.

A creature participating in the festivities for 1 minute or longer must make a DC 13 Wisdom saving throw or can choose to willingly fail the saving throw. On a failed save the creature is charmed for as long as the jubilation spirit is willing and becomes unwilling to stop or leave the celebration.

Another creature that is not charmed uses an action to allow the charmed creature to repeat the saving throw and ending the effect on a success. Once a creature saves or the effect ends, it

becomes immune to the jubilation of any jubilation spirit for 24 hours. Each additional jubilation spirit present at the celebration increases the DC by 1, to a maximum of 16.

Rejuvenating Reverie. A creature that partakes in a celebration influenced by a jubilation spirit for an hour or more receives the benefits of a short rest.

ACTIONS

Multiattack. The jubilation spirit uses fling twice.

Radiant Touch. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 10 (3d6) radiant damage.

Fling. The jubilation spirit magically flings a nonmagical small size or smaller object that is not held within 30 ft. of itself at a point or target within 60 ft. of itself. The target must succeed a DC 13 Dexterity saving throw or be hit by the object. The amount of damage and the type of damage depends on the object flung. It can deal 2 (1d4), 3 (1d6), 4 (1d8), or 5 (1d10) bludgeoning, piercing, or slashing damage, or deal no damage at all.

Unseen Guest. The jubilation spirit becomes invisible until it attacks, takes damage, or chooses to become visible again by using an action. As long as the jubilation spirit is invisible, it can move through occupied spaces.

Spellcasting. The jubilation spirit casts one of the following spells, using Charisma as the spellcasting ability (Spell save DC 13) requiring no material components:

At will: *calm emotions, mage hand, minor illusion, suggestion, unseen servant*

1/day: *mass suggestion*

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