





# STAINED LUMINARY

Living creatures of pure stained glass, the luminaries are said to be protectors of sites most holy that cannot fall into the hands of evil. Some prowl the sites that they guard, while others lie in wait, masked as those they were just another window in a cathedral.

The creation of a Stained Luminary is no small undertaking. They are living beings of light and magically infused glass that takes years of craftsmanship to perfect. The perfect marriage of artificing and glasswork comes together to make these seemingly fragile beings far more resilient than one could expect. The final breath of life given to them by a touch of divine magic.

These constructs are often protectors of holy sites deemed too important to fall. At times they are used to protect ancient places of worship, influential figures, or sometimes holy relics of the highest importance to a holy order. They care little for the nature of invaders on their protected space, seeking only to eliminate threats before harm could come to pass on the things they protect.

These constructs often only obey their creators. They are not the most intelligent beings as they are intended to serve a simple purpose of protection. To this end, they will often take the most direct, and bloody, route to solving a conflict. Some Luminaries may be controlled by other means, such as a command word, or even bound to a specific item. Once they are set to a task, they will fulfill it until either they or their target are eliminated.

## TACTICS

While Stained Luminaries aren't particularly intelligent creatures, they can be difficult to figure in groups due to their ability to stay at range and cycle their radiant burst. It's recommended that you put no more than 2 together unless your party is exceptionally skilled. Consider pairing them with more grounded enemies to make sure melee characters have something to contribute.

- Luminaries are immune to several types of conditions due to their construct nature. This is important to keep in mind as it can shirk off a lot of control spells relatively easily.
- It's ability to make two shard attacks at range shouldn't be ignored. Keep it high and away from the party and let it pepper shards while they deal with more local threats. Once it is pressured directly, it will resort to melee for more damage.
- Radiant Absorption is sure to make things difficult for good aligned Clerics and Paladins. Make sure you describe cracks in the glass mending under the damage to give a hint.
- Radiant Burst is a good way to start a fight with a luminary. It can then fly into the air and pepper targets while this ability recharges before it comes down to do it again.

## STAINED LUMINARY

*Medium construct, unaligned*

**Armor Class** 14 (natural armor)

**Hit Points** 156 (24d8+48)

**Speed** 30 ft., 40 ft. fly

| STR     | DEX     | CON     | INT    | WIS     | CHA    |
|---------|---------|---------|--------|---------|--------|
| 14 (+2) | 18 (+4) | 14 (+2) | 8 (-1) | 11 (+0) | 6 (-2) |

**Damage Resistances** non-magical slashing, piercing, and bludgeoning

**Condition Immunities** blinded, charmed, frightened, paralyzed, petrified, exhaustion, poisoned

**Senses** blindsight 120 ft., Passive Perception 10

**Proficiency Bonus** +3

**Challenge** 6 (2,300 XP)

**Illuminated Presence.** The luminary sheds bright light in a 15 ft. radius and dim light in an additional 15 ft. radius. Any creature that starts its turn in the bright light or moves into it for the first time must make a Constitution saving throw (DC 13) or have disadvantage on attacks and spell attacks made during that turn. Once a creature has successfully saved against this trait, it becomes immune to it for 24 hours.

**Immutable Form.** The luminary is immune to any spell or effect that would alter its form.

**Magic Weapons.** The luminary's weapon attacks are magical.

**Radiant Absorption.** Whenever the luminary is subjected to radiant damage, it takes no damage and instead regains hit points equal to the amount of radiant damage dealt.

## Actions

**Multiattack.** The Stained Luminary makes three Slice attacks or makes two Shard attacks.

**Slice.** Melee Weapon Attack: +7 to hit, reach 5 ft., one target. Hit: 8 (1d8+4) slashing damage plus 4 (1d8) radiant damage. If the luminary hits with the first slice attack on its turn, it gains advantage on subsequent slice attacks as the target is bathed in illumination.

**Shard.** Ranged Weapon Attack: +7 to hit, range 30/60 ft., one target. Hit: 7 (1d6+4) slashing damage plus 3 (1d6) radiant damage.

**Radiant Burst (Recharge 5-6).** The luminary explodes in a burst of radiant light sending shards of glass in all directions. All creatures within 20 ft. of the luminary must make a Dexterity saving throw (DC 13). On a failed save they take 13 (3d8) radiant damage and are blinded until the end of their next turn. On a success, they take half as much damage and are not blinded.