

Eclipsians

Just as beholders arise from the pandemonium of the world, Eclipsians rise from the world-defining eclipses of the world. When the energy of both endless light and boundless darkness coagulate, an Eclipsian is born, its many eyes striving to see all the world in complete balance between sun and the night sky. However, Eclipsians are anything but balanced in their pursuits. Due to their incredibly potent gazes, they often see the finest of details and are driven mad by the imperfections of the world, leading to evil pursuits of perfection.



ECLIPSIAN

Large aberration, neutral evil

Armor Class 17 (natural armor)

Hit Points 171 (18d10 + 72)

Speed 0 ft., climb 40 ft., fly 20 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
10 (+0)	14 (+2)	18 (+4)	16 (+3)	15 (+2)	19 (+4)

Saving Throws Con +8, Int +7, Cha +8

Skills Athletics +4, Deception +8, Investigation +11, Perception +10

Damage Resistances necrotic, radiant

Condition Immunities blinded, prone

Senses darkvision 120 ft., truesight 60 ft., passive Perception 20

Languages Abyssal, Celestial

Challenge 12 (8,400 XP)

Eclipse. The eclipsian's two cones emerge from its two largest eyestocks. These can be redirected with a contested Strength (Athletics) check against the eclipsian's Strength (Athletics). If successful, the cone's direction can be moved. If the two cones look directly at each other, they will form an eclipse, stunning the eclipsian until the end of his next turn.

Darkness Cone. The eclipsian's darker eye creates an aura of complete darkness, as per the *darkness* spell, in a 60-foot-cone. At the start of each of its turns, the eclipsian decides which way the cone faces.

Light Cone. The eye's brighter eye creates an aura of complete light, as per the *daylight* spell, in a 60-foot-cone. At the start of each of its turns, the eye decides which way the cone faces. Enemies who start their turn within the cone, or enter the area for the first time in a turn, must make a DC 16 Constitution saving throw or be blinded by the light for 1 minute. They can repeat the saving throw at the end of each of their turns, ending the effect on a success.

Sight of Sun and Moon. The eclipsian can see past the veils of normal sight. It is immune to the *blinded* condition, but if it would be blinded, it is stunned until the end of its next turn instead, as its sight gets too disturbing for its mind. In addition, it has advantage on Wisdom (Perception) checks that rely on sight.

ACTIONS

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 9 (1d10 + 4) piercing damage.

Twilight Rays. The eclipsian shoots two of the following magical eye rays at random (reroll duplicates), choosing one to two targets it can see within 120 feet of it:

- Sun Ray.** The target must succeed on a DC 16 Dexterity saving throw or take 16 (4d6) fire damage and 16 (4d6) radiant damage.
- Void Ray.** The target must succeed on a DC 16 Wisdom saving throw or take 16 (4d6) necrotic damage and become frightened for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If the creature was within an area of magical darkness, this ray deals double damage.
- Sparkle Ray.** The target must make a DC 16 Constitution saving throw or be outlined in bright light. Any attack roll against it is made at advantage, and it has disadvantage on all saving throws (except against Sparkle Ray) and it cannot become invisible for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.
- Moon Ray.** The target must succeed on a DC 16 Intelligence saving throw or take 16 (4d6) psychic damage and cannot shapeshift or cast spells of 3rd level or higher for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.
- Eclipse Ray.** The target and all creatures within 15 feet of it must make a DC 16 Dexterity saving throw, taking 15 (3d8) radiant damage on a failure or half on a success. At the end of the target's next turn, the eclipse will commence, creating an area of darkness as in the *darkness* spell centered on their location, which lasts for 1 minute, requiring no concentration.
- Star Ray.** The target must succeed on a DC 16 Charisma saving throw or be banished amongst the stars until the end of its next turn. Upon teleporting back it takes 16 (4d6) necrotic damage.

Twilight's Eye

Born as distorted aberrations at the realm between light and shadow, Twilight's Eyes can see both night and day all at once, leading to their greatest asset and also their endless torment. Their head only has room for one eye, but they've been blessed with two equally strong magical eyes, which they can never keep open at the same time. Instead, they must always gaze with one eye closed.

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TWILIGHT'S EYE

Medium aberration, neutral evil

Armor Class 19 (natural armor)

Hit Points 90 (12d8 + 36)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	18 (+4)	16 (+3)	13 (+1)	14 (+2)	19 (+4)

Saving Throws Cha +7

Skills Investigation +7, Perception +8

Damage Resistances necrotic, radiant

Damage Immunities bludgeoning, piercing, and slashing from nonmagical attacks

Condition Immunities blinded, exhaustion, unconscious

Senses darkvision 120 ft., truesight 60 ft., passive Perception 18

Languages understands Celestial

Challenge 5 (1,800 XP)

Darkness Cone. The eye's darker eye creates an aura of complete darkness, as per the *darkness* spell, in a 60-foot-cone in front of it. At the start of each of its turns, the eye decides which way the cone faces.

In addition, enemies within this cone also take 7 (2d6) additional necrotic damage from the eye's claw attack. This damage reduces their maximum hit points by an amount equal to the necrotic damage dealt.

Light Cone. The eye's brighter eye creates an aura of complete light, as per the *daylight* spell, in a 60-foot-cone in front of it. At the start of each of its turns, the eye decides which way the cone faces. Enemies who start their turn within the cone, or enter its area for the first time in a turn, must make a DC 14 Constitution saving throw or be blinded by the light for 1 minute. They can repeat the saving throw at the end of each of their turns, ending the effect on a success.

In addition, enemies within this cone take an additional 7 (2d6) radiant damage from the eye's claw attack.

One-Eyed Head. The eye's head is too small to encompass both its massive eyes. Due to this, one eye always retreats down into its neck. The twilight's eye can only have one of its cone abilities active at a times. It can switch between them as a bonus action.

Standing Leap. The eye's long jump is up to 15 ft. and its high jump is up to 10 ft., with or without a running start.

Sight of Sun and Moon. The eye can see past the veils of normal sight. It is immune to the *blinded* condition, but if it would be blinded, it becomes stunned until the end of its next turn instead, as its sight gets too disturbing for its mind. In addition, it has advantage on Wisdom (Perception) checks that rely on sight.

ACTIONS

Multiattack. The eye makes two claw attacks.

Claw. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d6 + 4) slashing damage.

Gaze of a Thousand Twilights (Recharge 4-6). The eye gazes directly into the soul of a creature it can see within 30 feet of it, focusing both its eyes on it. The target must succeed on a DC 14 Constitution saving throw or take 10 (3d6) necrotic damage and 10 (3d6) radiant damage and be stunned until the end of its next turn. On a success it takes half as much damage and isn't stunned.