

Art by
Warmtail

Twilight Traveler

The fate of most Nocthelians is to live their entire life looking up at the stars. There are, however, those who no longer look at them, but command their every move. These are called Twilight Travelers. They are members of Nocthelian society who have managed to ascend to a higher life form through meditation and arcana, fully adjusting themselves to starlike bodies. Now, they are one with the cosmos, being able to command the force of sun and moon, turning the sky from day to night at their whim. Though many strive for this existence, few ever get to reach it. As for what it takes to do so, many scriptures of the Nocthelian people differ greatly, but one thing remains certain: twilight travelers are wise and intelligent seers, who travel alone in a path only they can understand.

TWILIGHT TRAVELER

Large celestial, neutral good

Armor Class 16 (natural armor)

Hit Points 110 (13d10 + 39)

Speed 30 ft., fly 15 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
8 (-1)	17 (+3)	16 (+3)	18 (+4)	20 (+5)	15 (+2)

Saving Throws Dex +7, Int +8, Wis +9, Cha +6

Skills Arcana +8, Intimidation +6, Investigation +8, Nature +12, Perception +9

Damage Immunities radiant

Condition Immunities frightened, unconscious

Senses truesight 120 ft., passive Perception 19

Languages Celestial, understands Common

Challenge 12 (8,400 XP)

Cosmic Influence. The traveler has immense influence over the celestial bodies, being able to turn night into day and day into night in small areas. When it is night, the traveler can only use its Night Form abilities. When it is day, it can only use its Day Form abilities.

Innate Spellcasting. The traveler's innate spellcasting ability is Intelligence (spell save DC 16). It can innately cast the following spells, requiring no material components:
at will: *darkness*, *daylight*, *moonbeam*
3/day each: *blight* (night form only), *flame strike* (day form only)
1/day: *harm* (night form only), *sunbeam* (day form only)

Light's Grasp (Day Form Only). As a bonus action, the traveler surrounds itself with a defensive light. It gains +2 to its AC. The first creature to damage the traveler while this light is active has it transferred to them. The +2 AC bonus is removed from the traveler and the creature who damaged it must make a DC 16 Strength saving throw or become restrained by chains of light until the end of the traveler's next turn.

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

Shadow's Embrace (Night Form Only). The traveler can use its action to teleport up to 120 feet. After teleporting, the traveler turns invisible until making an attack or until the start of its next turn.

ACTIONS

Multiattack. The traveler uses Move the Sky (if it wants to), then Reveal or Conceal, then casts one spell or makes two attacks with its staff of twilight.

Move the Sky. The traveler shifts his gaze to the sky and uses its magic on it. If it was night, it becomes day. If it was day, it becomes night. These effects are only visible in a 10-mile area.

Conceal (Night Form Only). The traveler shrouds itself in shadows. Until the start of its next turn, all weapon attacks it makes are critical hits on rolls of 19 and 20 and it can add its Intelligence Modifier to the damage.

Reveal (Day Form Only). The traveler chooses one creature within 60 feet. The creature must make a DC 16 Charisma saving throw. On a failure, the creature takes 14 (4d6) radiant damage and becomes vulnerable to necrotic and radiant damage until the end of its next turn. On a success, the creature takes half damage and does not become vulnerable.

Staff of Twilight. Melee Spell Attack: +8 to hit, reach 5 ft., one target. *Hit:* 25 (6d6 + 4) radiant (day form) or necrotic (night form) damage. If it is day, the attack also casts *faerie fire* on the target. If it is night, the attack also casts *blindness/deafness* on the creature, using the blindness version.