



Art: AI

Claus, Aspect of Christmas



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Large celestial (titan), lawful good

Armor Class: 18 (Natural Armor)

Hit Points: 250 (20d10 + 140)

Speed: 30 ft.

STR	DEX	CON	INT	WIS	CHA
24(+7)	14(+2)	25(+7)	18(+4)	20(+5)	22(+6)

Saving Throws Str +13, Con +13, Wis +11, Cha +12

Skills Athletics +13, Perception +11, Persuasion +12

Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities cold, poison

Condition Immunities charmed, exhaustion, frightened, poisoned

Senses truesight 120 ft., passive Perception 21

Languages all, telepathy 120 ft.

Challenge 17 (18,000 XP)

Traits

Legendary Resistance (4/Day). If Claus fails a saving throw, he can choose to succeed instead.



Innate Spellcasting. Claus's spellcasting ability is Charisma (spell save DC 20, +12 to hit with spell attacks). Claus can innately cast the following spells, requiring no material components:

At will: create food and water, cure wounds (3rd level), heroes' feast, light

3/day each: aura of purity, ice storm, wall of ice

1/day each: commune, conjure celestial (summons a reindeer celestial)

Magic Weapons. Claus's weapon attacks are magical. When Claus hits with any weapon, the weapon deals an extra 2d6 cold damage (included in the attack).

Regeneration. Claus regains 20 hit points at the start of his turn. If Claus takes fire damage, this trait doesn't function at the start of his next turn.

Spirit of Christmas. Claus radiates an aura of joy and peace. Any creature hostile to Claus that starts its turn within 5 feet of him must make a DC 20 Wisdom saving throw. On a failed save, the creature can't attack Claus or target him with harmful abilities or magical effects, and the creature's speed is halved for the turn.



Actions

Multiattack. Claus can use his Frightful Presence. He then makes two attacks: one with his greataxe and one with his shield.

Greataxe. Melee Weapon Attack: +13 to hit, reach 5 ft., one target. Hit: 13 (1d12 + 7) slashing damage plus 7 (2d6) cold damage.

Shield Bash. Melee Weapon Attack: +13 to hit, reach 5 ft., one target. Hit: 11 (1d8 + 7) bludgeoning damage, and the target must succeed on a DC 21 Strength saving throw or be knocked prone.

Frightful Presence. Each creature of Claus's choice that is within 10 feet of him and aware of him must succeed on a DC 20 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to Claus's Frightful Presence for the next 24 hours.



Legendary Actions

Claus can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. Claus regains spent legendary actions at the start of his turn.

Move. Claus moves up to half his speed without provoking opportunity attacks.

Greataxe Attack (Costs 1 Action). Claus makes a greataxe attack.

Healing Touch (Costs 2 Actions). Claus touches another creature. The target magically regains 40 hit points and is freed from any curse, disease, poison, blindness, or deafness.

Gift of Giving (Costs 3 Actions). Claus can use his action to touch a nonmagical object no larger than a 5-foot cube and imbue it with magic, turning it into a magical item of rare or lesser rarity (GM's choice), as he whispers a holiday blessing.



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