

# Aspect of Bahamut

*Gargantuan, Celestial (God Aspect), Lawful Good*

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**ARMOR CLASS**

25

**HIT POINTS**

615 (30d20 + 300)

**CHALLENGE**

30 | 155,000 XP

**PROFICIENCY**

+9

**Speed** Fly 120 ft., Walk 60 ft.

**Initiative** +4

**Saving Throws** Cha +19, Con +19, Dex +13, Int +18, Str +19, Wis +19

**Skills** Insight +19, Perception +28, Persuasion +19

**Damage Resistances** Cold, Fire, Lightning, Radiant; Bludgeoning, Piercing, Slashing from nonmagical attacks

**Damage Immunities** Charmed, Frightened, Poisoned

**Condition Immunities** Charmed, Frightened, Poisoned

**Senses** Blindsight 120 ft., Truesight 120 ft.; Passive Perception 38

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**Languages** Celestial, Common, Draconic, telepathy 240 ft.

**STR**30  
+10**DEX**18  
+4**CON**30  
+10**INT**28  
+9**WIS**30  
+10**CHA**30  
+10

## Traits

**Platinum Majesty.** Allies of Bahamut within 120 feet have Advantage on saving throws against being Charmed, Frightened, or Poisoned.

**Divine Dragonhide.** When Bahamut takes damage from a spell or magical effect, reduce that damage by 20.

## Actions

**Multiattack.** Bahamut makes three attacks: Bite and two Platinum Claws.

**Bite.** Melee Attack Roll: +19, reach 20 ft. Hit: 43 (6d10 + 10) Piercing damage plus 45 (10d8) Radiant damage.

**Platinum Claw.** Melee Attack Roll: +19, reach 15 ft. Hit: 31 (6d6 + 10) Slashing damage plus 27 (6d8) Radiant damage.

**Breath of Seven Heavens (Recharge 5-6).** Constitution Saving Throw: creatures of Bahamut's choice in a 120-foot Cone. Failure: 180 (40d8) Radiant, Cold, Fire, or Lightning damage, Bahamut's choice. Success: Half damage.

## Bonus Actions

**Platinum Wingbeat.** Bahamut flies up to half his Speed without provoking Opportunity Attacks.

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## Reactions

**Divine Intercession.** When a creature within 120 feet is hit by an attack, Bahamut adds 9 to that creature's AC against the attack, potentially causing it to miss.

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