

# Bahamut

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

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**ARMOR CLASS**

28

**HIT POINTS**

676 (33d20 + 330)

**CHALLENGE**

30 | 155,000 XP

**PROFICIENCY**

+9

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

**Initiative** +5

**Saving Throws** Cha +19, Con +19, Dex +14, Str +19, Wis +19

**Skills** Perception +28

**Damage Resistances** Acid, 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** All, telepathy 240 ft.

**STR**30  
+10**DEX**20  
+5**CON**30  
+10**INT**30  
+10**WIS**30  
+10**CHA**30  
+10

## Traits

**Instinctive.** Bahamut has Advantage on Wisdom (Perception) checks.

**Hardy.** Bahamut has Advantage on saving throws against being Frightened.

## Actions

**Multiattack.** Bahamut makes three divine attacks.

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

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

**Cataclysmic Breath (Recharge 5-6).** Saving Throw DC 27, creatures of Bahamut's choice in a 120-foot Cone. Failure: 180 (40d8) Radiant damage. Success: Half damage.

## Bonus Actions

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**Divine Wingbeat.** Bahamut flies up to half its Speed without provoking Opportunity Attacks.

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## Reactions

**Divine Reprisal.** When a creature within 120 feet damages Bahamut, that creature takes 27 (6d8) Radiant damage.

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