

Moradin

Huge, Celestial (Deity), Lawful Good

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ARMOR CLASS

25

HIT POINTS

580 (40d12 + 320)

CHALLENGE

29 | 135,000 XP

PROFICIENCY

+9

Speed Walk 50 ft.

Initiative +3

Saving Throws Cha +18, Con +17, Int +18, Str +19, Wis +19

Skills Arcana +18, History +18, Insight +19, Perception +19

Damage Resistances Fire, Force, Radiant; Bludgeoning, Piercing, Slashing from nonmagical attacks

Damage Immunities Charmed, Frightened, Poisoned

Condition Immunities Charmed, Frightened, Poisoned

Senses Truesight 120 ft.; Passive Perception 29

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Languages All, telepathy 240 ft.

STR30
+10**DEX**16
+3**CON**26
+8**INT**28
+9**WIS**30
+10**CHA**28
+9

Traits

Soul of the Forge. Moradin and allies of his choice within 120 feet have resistance to Fire and Force damage.

Creator's Endurance. At the start of his turn, Moradin gains 30 temporary Hit Points if he has at least 1 Hit Point.

Actions

Multiattack. Moradin makes three Soulhammer attacks.

Soulhammer. Melee Attack Roll: +19, reach 20 ft. Hit: 54 (8d10 + 10) Bludgeoning damage plus 45 (10d8) Radiant damage.

Force of Worlds (Recharge 5-6). Constitution Saving Throw: creatures of Moradin's choice within 90 feet. Failure: 171 (38d8) Fire and Radiant damage, split evenly, and the target is Restrained by divine metal until the end of its next turn. Success: Half damage.

Bonus Actions

Bless the Anvil Line. Up to two allies within 120 feet gain 30 temporary Hit Points.

Reactions

Divine Tempering. When an ally within 120 feet takes damage, Moradin reduces that damage by 30.

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