

Solar

Large, Celestial, Lawful Good

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ARMOR CLASS

21

HIT POINTS

243 (18d10 + 144)

CHALLENGE

21 | 33,000 XP

PROFICIENCY

+7

Speed Fly 150 ft., Walk 50 ft.

Initiative +6

Saving Throws Cha +17, Int +14, Wis +14

Skills Perception +14

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

Damage Immunities Necrotic, Poison

Condition Immunities Charmed, Exhaustion, Frightened, Poisoned

Senses Truesight 120 ft.; Passive Perception 24

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Languages All; telepathy 120 ft.

STR26
+8**DEX**22
+6**CON**26
+8**INT**25
+7**WIS**25
+7**CHA**30
+10

Traits

Angelic Weapons. The solar weapon attacks are magical and deal extra Radiant damage.

Divine Awareness. The solar knows if it hears a lie.

Innate Spellcasting. The solar casts divine innate spells using Charisma.

Magic Resistance. The solar has Advantage on saving throws against spells and magical effects.

Actions

Multiattack. The solar makes two Greatsword attacks.

Greatsword. Melee Attack Roll: +15, reach 5 ft. Hit: Slashing plus Radiant damage.

Slaying Longbow. Ranged Attack Roll: +13, range 150/600 ft. Hit: Piercing plus Radiant damage, and the target may die instantly on a failed Constitution saving throw.

Flying Sword. The solar releases its greatsword to hover magically and attack nearby enemies.

Healing Touch (4/Day). The solar touches another creature and magically restores Hit Points and ends certain conditions.

Legendary Actions

Teleport. The solar magically teleports to an unoccupied space it can see.

Searing Burst (Costs 2 Actions). The solar emits magical divine energy. Nearby creatures may take Fire or Radiant damage.

Blinding Gaze (Costs 3 Actions). The solar targets one creature it can see. The target must resist blindness.

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