

# Planetar

March 8, 2023



Large celestial, lawful good

**Armor Class** 19 (natural armor)

**Hit Points** 200 (16d10 + 112)

**Speed** 40 ft., fly 120 ft.

STR	DEX	CON	INT	WIS	CHA
24 (+7)	20 (+5)	24 (+7)	19 (+4)	22 (+6)	25 (+7)

**Saving Throws** Con +12, Wis +11, Cha +12

**Skills** Perception +11

**Damage Resistances** radiant; bludgeoning, piercing, and slashing from nonmagical attacks

**Damage Immunities**

**Condition Immunities** charmed, exhaustion, frightened

**Senses** truesight 120 ft., passive Perception 21

**Languages** all, telepathy 120 ft.

**Challenge** 16 (15000 XP)

**Angelic Weapons.** The planetar's weapon attacks are magical. When the planetar hits with any weapon, the weapon deals an extra 5d8 radiant damage (included in the attack).

**Divine Awareness.** The planetar knows if it hears a lie.

**Innate Spellcasting.** The planetar's spellcasting ability is Charisma (spell save DC 20). The planetar can innately cast the following spells, requiring no material components: At will: " ", " " (self only) 3/day each: " ", " ", " ", " " 1/day each: " ", " ", " "

**Magic Resistance.** The planetar has advantage on saving throws against spells and other magical effects.

## **Actions**

**Multiattack.** The planetar makes two melee attacks.

**Greatsword.** Melee Weapon Attack: +12 to hit, reach 5 ft., one target. Hit: 21 (4d6 + 7) slashing damage plus 22 (5d8) radiant damage.

**Healing Touch (4/Day).** The planetar touches another creature. The target magically regains 30 (6d8 + 3) hit points and is freed from any curse, disease, poison, blindness, or deafness.