

Mrs. Claus

Medium celestial, neutral good

Armor Class 20 (natural armor)

Hit Points 180 (24d8 + 72)

Speed 30 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	14 (+2)	16 (+3)	18 (+4)	20 (+5)	22 (+6)

Saving Throws Dex +8, Con +9, Wis +11

Damage Resistances bludgeoning, piercing, and slashing damage from nonmagical weapons

Damage Immunities cold

Condition Immunities exhaustion, petrified

Skills Perception +11, Persuasion +12

Senses blindsight 60 ft., darkvision 120 ft., passive perception 1

Languages all

Challenge 17 (18,000 XP)

Discorporation. When Mrs. Claus drops to 0 hit points or dies, her body is destroyed, but her essence travels back to Santa's domain in the North Pole, and she is unable to take physical form for a time.

Magic Resistance. Mrs. Claus has advantage on saving throws against spells and other magical effects.

Spellcasting. Mrs. Claus' spellcasting ability is Charisma (spell save DC 20, +12 to hit with spell attacks). She can innately cast the following spells, requiring no material components.

At will: *bless*, *invisibility*, *magic circle*, *magic missile*, *sanctuary*

3/day: *cone of cold*, *dispel magic*, *heal*, *hold monster*, *polymorph*, *sleet storm*

1/day: *teleport*, *true polymorph*

Actions

Multiattack. Mrs. Claus makes two attacks.

Radiant Touch. *Melee Spell Attack:* +12 to hit, reach 5 ft., one target. *Hit:* 22 (3d10 + 6) radiant damage and the target must succeed on a DC 20 Constitution saving throw or become blinded until the end of Mrs. Claus' next turn.

Chill Beam. *Ranged Spell Attack:* +12 to hit, range 120 ft., one target. *Hit:* 27 (6d8) cold damage and the creature must make a DC 20 Constitution saving throw. A creature who fails this saving throw can take only a move or an action on its next turn, but not both.

Reactions

Stern Look. Mrs. Claus causes an attack that would hit her to miss.