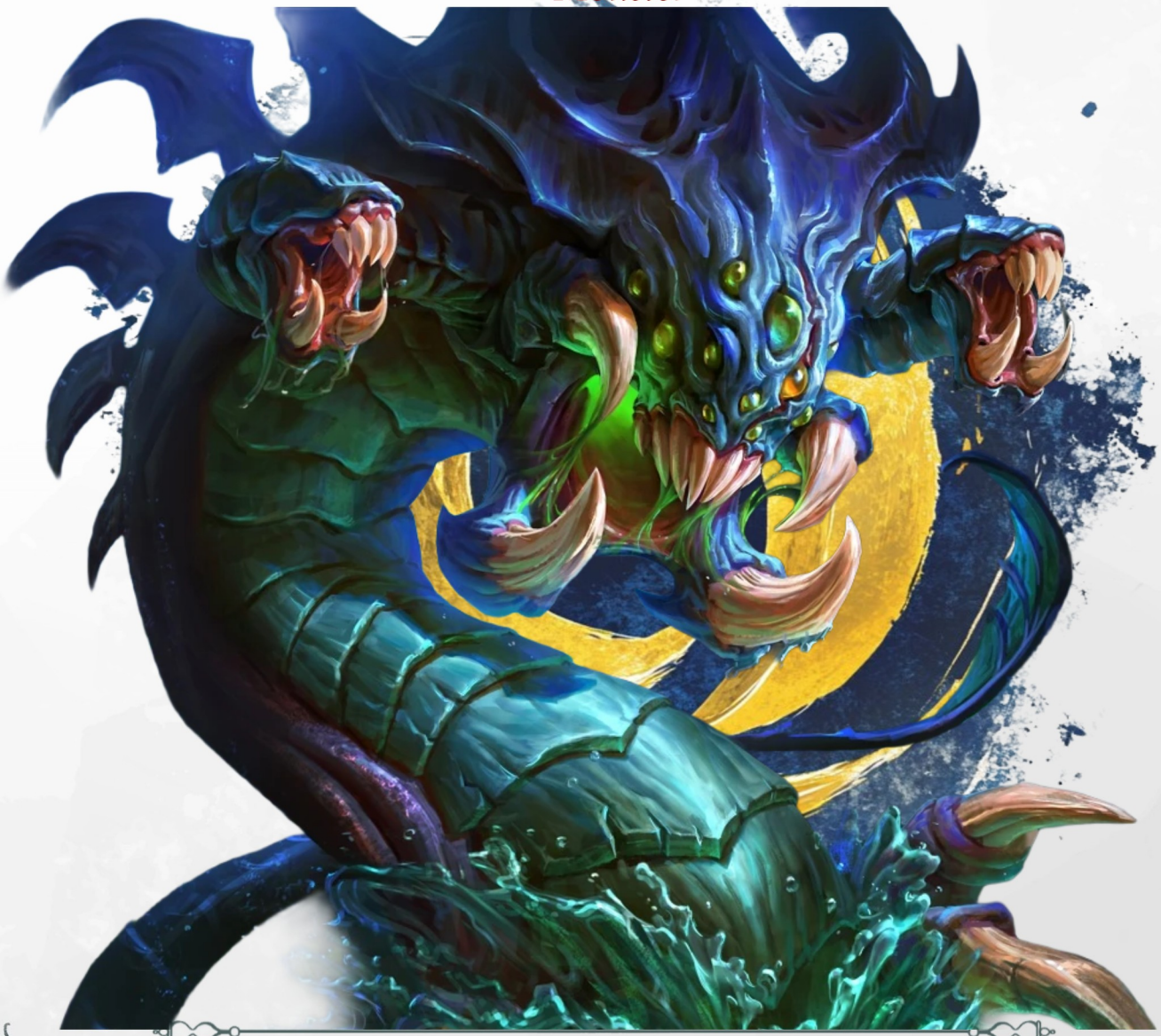
DUALINK

Baron Nashor

Monster



Runeterra Edition

Baron Nashor

Gargantuan monstrosity, unaligned

Armor Class: 19 (void-hardened carapace)
Hit Points: 315 (18d20 + 126)
Speed: 30 ft., burrow 20 ft.

STR	DEX	CON	INT	WIS	CHA
26 (+8)	10 (+0)	24 (+7)	5 (-3)	16 (+3)	12 (+1)

Saving Throws: Str +14, Con +13, Wis +9
Damage Resistances: acid, necrotic
Condition Immunities: charmed, frightened, prone
Senses: darkvision 120 ft., tremorsense 60 ft., passive Perception 13
Languages: —
Challenge: 18 (20,000 XP)

Siege Monster. Baron Nashor deals double damage to objects and structures.

Void Carapace. Baron Nashor has advantage on saving throws against spells.
If Baron Nashor succeeds on a saving throw against a spell that normally deals half damage on a success, he instead takes no damage.

Monstrous Bulk. Baron Nashor cannot be moved against his will unless he chooses to be.
Effects that would push, pull, or knock Baron prone automatically fail.

Actions

Multiattack. Baron Nashor makes three attacks: one with Bite and two with Claw.

Bite. *Melee Weapon Attack:* +14 to

hit, reach 10 ft., one target. *Hit:* 25 (3d10 + 8) piercing damage plus 13 (3d8) acid damage.
The target must succeed on a DC 20 Constitution saving throw or take 10 (3d6) acid damage at the start of each of its turns for 1 minute.
The target may repeat the saving throw at the end of each of its turns, ending the effect on a success.

Claw. *Melee Weapon Attack:* +14 to hit, reach 15 ft., one target. *Hit:* 21 (2d12 + 8) slashing damage.
If both Claw attacks hit the same creature in one turn, the target must succeed on a DC 20 Strength saving throw or be knocked prone.

Void Spittle (Recharge 5–6). Baron Nashor spits volatile void acid at a point he can see within 60 feet.
Creatures in a 20-foot-radius sphere must make a DC 20 Dexterity saving throw.

- **Failure:** 36 (8d8) acid damage.
- **Success:** Half damage.

The affected area becomes corrosive terrain until the end of Baron Nashor's next turn.
Creatures entering the area or starting their turn there take 9 (2d8) acid damage.

Rupture (Recharge 6). Baron Nashor slams the ground violently.
Each creature within 20 feet must succeed on a DC 20 Strength saving throw.

- **Failure:** 45 (10d8) bludgeoning damage and knocked prone.
- **Success:** Half damage and not knocked prone.

Legendary Actions

Baron Nashor can take 3 legendary actions, choosing from the options below.
Only one legendary action option can be used at a time and only at the end of another creature's turn.
Baron Nashor regains spent legendary actions at the start of his turn.

Claw. Baron Nashor makes one Claw attack.

Tremor. Baron Nashor shakes the ground violently.
Creatures within 15 feet must succeed on a DC 20 Dexterity saving throw or have their speed reduced to 0 until the end of their next turn.

Acid Spray (Costs 2 Actions). Baron Nashor spits acid in a 30-foot line.
Creatures in the line must succeed on a DC 20 Dexterity saving throw.

- **Failure:** 18 (4d8) acid damage.
- **Success:** Half damage.